

Final Fantasy d20



PATHFINDER
ROLEPLAYING GAME

FINAL FANTASY



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I would also like to thank people from my forums and people from my campaign for helping with suggestions and playtesting. You know who you are.

Welcome to Final Fantasy d20!

In this handbook, you will find all the information needed to run a Final Fantasy d20 game, or to add Final Fantasy flavor to your normal Pathfinder campaign. The series is designed for electronic distribution, made to for modular access to the game system in PDF format that is easy to print out and use as you need them for your games.

This particular chapter is only the beginning. It is designed as an introduction to the FFd20 game, to give interested parties the overall design philosophy. This chapter is an introduction to the game itself.

It is important to note that this game is built entirely with the Pathfinder rules in mind, and thus often very closely resembles those rules. Departures from the core system were carefully considered and studied to measure their impact on the game. Those departures that were ultimately embraced were those that added a significant “Final Fantasy Feel” to the tabletop game, which includes emulating some aspects of a computer RPG (CRPG) in Pen-And-Paper format, and adopting some of the more archetypal FF trappings. Departures include things like the magic points, limit breaks, FF spells, summons and plenty of other ways in which FFd20 is distinguished.

Even with these diversions, care has been taken to ensure a balance with non-FFd20 sources. Any materials made for the core system of Pathfinder should work side-by-side with the FFd20 rules without much complication. It is largely assumed, however, that in using the FFd20 system, you will be largely using things designed for the FFd20 system. Final Fantasy d20 puts you in control of the vast worlds of Final Fantasy. Regardless of how you use the material in these documents, it is your world now.

What is Final Fantasy d20?

Final Fantasy d20 (abbreviated as FFd20) is a table-top role-playing game that uses Pathfinder rules combined with the style of the Final Fantasy videogames to create a pen-and-paper RPG that is capable of putting the epic, save-the-world adventure, deep characterization, and story philosophies that have become the hallmark of the Final Fantasy games into the control of any group of gamers.

In doing this, FFd20 takes Pathfinder as its rules base, and supplements it with new races, new classes, feats, skills, spells, prestige classes, characters, monsters, meanings, and iconography of the Final Fantasy games. Rather than focus on emulating the mechanics of the FF games, FFd20 cherry-picks from various games in the series, utilizing trends that unite them to forge a table-top game system that can successfully drive home a unique Final Fantasy feel in play.

In short, the rules and advice in these documents is not just for any night of normal gaming. FFd20 promotes episodic, narrative-focused, character-driven gaming, in which the players put themselves in the roles of heroes, not just adventurers. More dramatic and involved than dungeon raids, the campaigns of FFd20 focus on philosophical themes of humanity, such as death, love, truth, evolution, time and space, and true human nature, entwining these ideas into the heroes and the villains and the world itself.

FFd20 explores these stories with imagery drawn from the Final Fantasy series, and through that series, through world myth and legend. At the center of FFd20, like at the center of any FF game, is the concept of envelope-pushing storytelling, examining the meaning behind the myths, and drawing them into a blending of logic and passion, coupled with fast-paced, interesting battles and epic struggles the entire way. FFd20 does for tabletop role-playing what FF has done for video games, creating a dynamic and robust system for pushing the meaning of RPG Fantasy to its final limits, and breaking through. Enjoy it!

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FFd20 is a synthesis made by someone with a passion for a good story and a good twenty-sided die. All the artwork in these documents is taken from artwork done for the games, by various artists, or from the games themselves. It was not done specifically for this project, and remains the property of the respective owners, just like every other trademarked phrase, character, or concept given in these documents. Again, the only original product in these documents is my own game design, built upon the game design of the Pathfinder and Final Fantasy.

CHAPTER 1: THE BASICS

The Core Mechanic: Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

DICE

Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

ROUNDING FRACTIONS

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

MULTIPLYING

Sometimes a rule makes you multiply a number or a die roll. As long as you’re applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double ($\times 2$) and a double ($\times 2$) applied to the same number results in a triple ($\times 3$, because $2 + 1 = 3$).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of $\times 4$), rather than as 3 squares (adding 100% twice).

ABILITY SCORES

ABILITY MODIFIERS

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. Table 1-1: Ability Modifiers and Bonus MP shows the modifier for each score. It also shows bonus MP, which you’ll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren’t die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

ABILITIES AND SPELLCASTERS

The ability that governs bonus MP depends on what type of spellcaster your character is: Intelligence for black mages and blue mages; Wisdom for white mages; or Charisma for bards, red mages, summoners and

necromancers. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions for details.)

Table 1-1: Ability Modifiers and Bonus MP

Score	Mod.	Bonus MP (by Class Level)																			
		1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th	20 th
1	-5																				Can't cast spells tied to this ability
2–3	-4																				Can't cast spells tied to this ability
4–5	-3																				Can't cast spells tied to this ability
6–7	-2																				Can't cast spells tied to this ability
8–9	-1																				Can't cast spells tied to this ability
10–11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12–13	+1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
14–15	+2	1	1	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
16–17	+3	1	1	3	3	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
18–19	+4	1	1	3	3	6	6	10	10	10	10	10	10	10	10	10	10	10	10	10	10
20–21	+5	2	2	4	4	7	7	11	11	16	16	16	16	16	16	16	16	16	16	16	16
22–23	+6	2	2	6	6	9	9	13	13	18	18	24	24	24	24	24	24	24	24	24	24
24–25	+7	2	2	6	6	12	12	16	16	21	21	27	27	34	34	34	34	34	34	34	34
26–27	+8	2	2	6	6	12	12	20	20	25	25	31	31	38	38	46	46	46	46	46	46
28–29	+9	3	3	7	7	13	13	21	21	31	31	37	37	44	44	52	52	61	61	61	61
30–31	+10	3	3	9	9	15	15	23	23	33	33	45	45	52	52	60	60	69	69	69	69
32–33	+11	3	3	9	9	18	18	26	26	36	36	48	48	62	62	70	70	79	79	79	79
34–35	+12	3	3	9	9	18	18	30	30	40	40	52	52	66	66	82	82	91	91	91	91
36–37	+13	4	4	10	10	19	19	31	31	46	46	58	58	72	72	88	88	106	106	106	106
38–39	+14	4	4	12	12	21	21	33	33	48	48	66	66	80	80	96	96	114	114	114	114
40–41	+15	4	4	12	12	24	24	36	36	51	51	69	69	90	90	106	106	124	124	124	124
42–43	+16	4	4	12	12	24	24	40	40	55	55	73	73	94	94	118	118	136	136	136	136
44–45	+17	5	5	13	13	25	25	41	41	61	61	79	79	100	100	124	124	151	151	151	151

THE ABILITIES

Each ability partially describes your character and affects some of his or her actions.

STRENGTH (STR)

Strength measures muscle and physical power. This ability is important for those who engage in hand-to-hand (or “melee”) combat, such as beastmasters, dark knights, fighters, holy knights, knights, monks, and some red mages. Strength also sets the maximum amount of weight your character can carry. A character with a Strength score of 0 is too weak to move in any way and is unconscious. Some creatures do not possess a Strength score and have no modifier at all to Strength-based skills or checks.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon, including a sling. (Exceptions: Off-hand attacks receive only half the character's Strength bonus, while two-handed attacks receive 1–1/2 times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Climb and Swim checks.
- Strength checks (for breaking down doors and the like).

Your Strength score determines your characters carrying capacity.

DEXTERITY (DEX)

Dexterity measures agility, reflexes, and balance. This ability is the most important one for archers, gunners, and thieves, but it's also useful for characters who wear light armor, medium armor, or no armor at all. This ability is vital for characters seeking to excel with ranged weapons, such as the bow or sling. A character with a Dexterity score of 0 is incapable of moving and is effectively immobile (but not unconscious).

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and many ranged spell attacks like *fire*.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks.

CONSTITUTION (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes. Some creatures, such as undead and constructs, do not have a Constitution score. Their modifier is +0 for any Constitution-based checks. A character with a Constitution score of 0 is dead.

You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he advances in level).
- Fortitude saving throws, for resisting poison, disease, and similar threats.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects their spellcasting ability in many ways. Creatures of animal-level instinct have Intelligence scores of 1 or 2. Any creature capable of understanding speech has a score of at least 3. A character with an Intelligence score of 0 is comatose. Some creatures do not possess an Intelligence score. Their modifier is +0 for any Intelligence-based skills or checks.

You apply your character's Intelligence modifier to:

- The number of bonus languages your character knows at the start of the game. These are in addition to any starting racial languages and Common. If you have a penalty, you can still read and speak your racial languages unless your Intelligence is lower than 3.
- The number of skill points gained each level, though your character always gets at least 1 skill point per level.
- Appraise, Craft, Knowledge, Linguistics, and Spellcraft checks.

A black mage and blue mage gains bonus spells based on his Intelligence score. The minimum Intelligence score needed to cast a black mage or blue mage spell is $10 + \text{the spell's level}$.

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, awareness, and intuition. Wisdom is the most important ability for geomancers and white mages, and it is also important for monks and red mages. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score. A character with a Wisdom score of 0 is incapable of rational thought and is unconscious.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effects of charm person and other spells).
- Heal, Perception, Profession, Sense Motive, and Survival checks.

Geomancers and white mages get bonus MP based on their Wisdom scores. The minimum Wisdom score needed to cast a geomancer or white mage spell is $10 + \text{the spell's level}$.

CHARISMA (CHA)

Charisma measures a character's personality, personal magnetism, ability to lead, and appearance. It is the most important ability for bards, dark knights, holy knights, illusionists, necromancers, and summoners. For undead creatures, Charisma is a measure of their unnatural "lifeforce." Every creature has a Charisma score. A character with a Charisma score of 0 is not able to exert himself in any way and is unconscious.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device checks.
- Checks that represent attempts to influence others.
- Holy Burst DCs for white mages and holy knights attempting to harm undead foes.
- Shadow Burst DCs for necromancers and dark knights attempting to harm living foes.

Bards, dark knights, holy knights, illusionists, necromancers, and summoners gain a number of bonus MP based on their Charisma scores. The minimum Charisma score needed to cast a dark knight, holy knight, illusionist, necromancer, or summoner spell is $10 + \text{the spell's level}$. The minimum Charisma score needed to perform a bard song is $10 + \text{the spell's level}$.

MISCELLANEOUS RULES

LIMIT BREAK SYSTEM

Limit breaks are special abilities that all base and prestige classes get at 1st level. To activate a limit break, most require a standard action (though some limit breaks allow swift actions to be used) and you can only activate a limit break while your health is 50% or less. At 1st level, you get 1 limit break usage per day, and every 4 levels thereafter, you gain an additional limit break usage.

HERO POINTS

There are moments in any struggle that influence the outcome. Does the brave fighter lay low the villain before he can finish casting a devastating spell? Does the sly thief avoid detection as she sneaks into the giant chieftain's lair? Does the watchful white mage finish casting her healing spell before the rain of arrows ends the life of her companions? Just a few die rolls decide each of these critical moments, and while failure is always a possibility, true heroes find a way to succeed, despite the odds. Hero Points represent this potential for greatness. They give heroes the chance to succeed even when the dice turn against them.

Hero Points are only awarded to player characters. NPCs, animal companions, familiars, cohorts, and mounts do not receive hero points. Unlike other points in the game, hero points do not renew over time or with rest. Once spent, they are gone forever. Hero Points are awarded as a character gains levels or whenever a character accomplishes a truly heroic feat. The GM is the final arbiter on the award and use of hero points.

Awarding Hero Points

Each character begins play with 1 hero point, regardless of her level. In addition, whenever a character gains a level, she earns an additional hero point. Aside from these basic rules, awarding additional hero points is up to the GM. The following options are just some of the ways that a GM might award additional hero points.

Character Story: GMs can award a hero point for the completion of a written character backstory. This reward encourages players to take an active roll in the history of the game. In addition, the GM can use this backstory to generate a pivotal moment for your character concerning his past. When this key event is resolved, the GM can reward another hero point. Alternatively, the GM might award a hero point for painting a miniature or drawing a character portrait in the likeness of your character, helping the rest of the group visualize your hero.

Completing Plot Arcs: The GM might award a hero point to each of the PCs who were involved in completing a major chapter or arc in the campaign story. These hero points are awarded at the conclusion of the arc if the PCs were successful or advanced the story in a meaningful way.

Faith: In a campaign where the gods play an important role in every character's life, hero points might represent their favor. In such a setting, the GM can award hero points to characters whenever they uphold the tenets of their faith in a grand way, or whenever they take on one of the faith's major enemies. Such hero points might be temporary, and if not spent on the task at hand, they fade away.

Group Service: The GM can award hero points for acts outside the game as well. Buying pizza for the group, helping to clean up afterwards, or even hosting the game for a night might be worth a hero point. This sort of hero point should be given out of generosity, not as a payment.

Heroic Acts: Whenever a character performs an exceptionally heroic act, she can be awarded a hero point. This might include anything from slaying an evil dragon when the rest of the group has fled to rescuing townsfolk from a burning building despite being terribly wounded. It does not have to be related to combat. Convincing the reticent king to send troops to help with a bandit problem or successfully jumping a wide chasm might earn a character a hero point, depending on the circumstances. Note that a hero point should only be awarded if the PC involved did not spend a hero point to accomplish the task.

Return from the Dead: When a character dies, she does not lose any hero points she has accumulated. If she died with no hero points remaining, she gains 1 hero point when she is brought back from the dead through powerful magic, such as raise dead or resurrection.

Maximum Hero Points: Characters can have no more than 3 hero points at any one time. Excess hero points are lost.

Using Hero Points

Hero Points for GMs

Although all of the options presented here should be carefully considered before they are added to your game, hero points deserve closer inspection. Although hero points do not drastically increase the power of the PCs, they do grant the PCs the ability to greatly increase their chances of success during critical moments. While the game itself is set up to give the player characters an edge, hero points take that a bit further, possibly more so than you might be comfortable with.

The value to hero points is that they add dramatic tension to the climax of your game. Most uses of hero points do not guarantee success, making the moment they are used even more important to the players. Hero Points are a very limited resource and their use should be described with additional detail and dramatic style. Used in this way, they can help create very memorable sessions for both you and your players.

Although NPCs do not generally receive hero points, there are ways that they can use these mechanics. A number of spells and magic items, as well as the Hero's Fortune feat, grant hero points to a character. Such hero points should be used sparingly, and should be reserved for major villains or truly important characters. If you use them too much, the players will begin to resent the system, making it more of a problem than an opportunity to enhance the game.

Hero Points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn: You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero Points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action: You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special: You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death: A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Additional Hero Point Rules

Since hero points themselves are an optional rules system, all other mechanics that go along with hero points have been included here. The following Feats, spells, and magic items all have to do with hero points in one way or another.

Hero point Feats

The following Feats enhance your ability to store and gain hero points.

Blood of Heroes: You have a sense of destiny about you and always seem to succeed, even when the odds are against you.

Hero's Fortune: Even at the start of your career, it was clear that you had a chance at greatness, and your legend continues to grow with every adventure.

Luck of Heroes: To others, it seems that you always have a bit of luck around you.

CHAPTER 2: RACES

CHOOSING A RACE

After you roll your ability scores and before you write them on your character sheet, choose your character's race. At the same time, you should choose a class, since race affects how well a character can do in each class. Once you know your character's race and class, assign your ability score rolls to particular abilities, alter those abilities according to race, and continue detailing your character.

You can play a character of any race and class combination, but certain races do better pursuing certain careers. Tarutaru, for example, can be fighters, but their small size and special features make them better as mages. Your character's race gives you plenty of cues as to what sort of person he or she is, how he or she feels about characters of other races, and what his or her motivations might be. Remember, however, that these descriptions apply only to the majority of each race's members. In each race, some individuals diverge from the norm, and your character could be one of these.

ABILITY ADJUSTMENTS

Find your character's race on Table 2–1: Racial Ability Adjustments (see the next page) and apply the adjustments you see there to your character's ability scores.

Table 2-1: Racial Ability Adjustments

Race	Ability Adjustments
Aegyl	+2 Wisdom, +2 Dexterity, -2 Charisma, -2 Constitution
Bangaa	+2 Dexterity, +2 Wisdom, -2 Intelligence
Burmecian	+2 Dexterity, +2 Intelligence, -2 Strength
Dwarf	+2 Constitution, +2 Wisdom, -2 Charisma
Elvaan	+2 Wisdom, +2 Strength, -2 Dexterity
Galka	+2 Strength, +2 Wisdom, -2 Charisma
Gria	+2 Strength, +2 Charisma, -2 Wisdom
Hume	+2 to any attribute
Mandragora	+2 Dexterity, +2 Wisdom, -2 Charisma
Mithra	+2 Dexterity, +2 Charisma, -2 Wisdom
Moogles	+2 Dexterity, +2 Charisma, -2 Strength
Nu Mou	+2 Wisdom, +2 Intelligence, -2 Dexterity
Qu	+2 Constitution, +2 Intelligence, -2 Charisma
Ronso	+2 Strength, +2 Wisdom, -2 Charisma
Seeq	+2 Constitution, +2 Wisdom, -2 Intelligence
Tarutaru	+2 Dexterity, +2 Intelligence, -2 Strength, -2 Constitution
Varg	+2 Strength, +2 Wisdom, -2 Charisma
Viera	+2 Dexterity, +2 Wisdom, -2 Constitution

Aegyl

The aegyl resemble humes, except they have large feathery wings on their back. These wings can come in different colors, from brown to red to black. These wings allow the aegyl to fly with no problems. However, the strain they put on their body means they have the shortest life span of any race in Ivalice, only living for forty years. All aegyl are cold and aloof. They are either incapable at showing emotions, or do not feel them at all. The aegyl are not too keen on other races, since most of the Sky Pirates who arrived either attacked or enslaved them. Aegyl make their home in many stone edifices erected over several of Lemurés's continents. These homes were built by the first generation of aegyl to reach Lemurés following their banishment by the Occuria.

Successive generations have elected to inhabit these century-old dwellings rather than construct new ones, an effort made easier by the small aegyl population. According to the Folio, aegyl are mostly vegetarians, the majority of their diet being wild fruits and vegetables. The Damson, a plump red fruit that grows in the Bosco Pampa, appears to be their favorite. Aegyl harvest the waters of Lemurés for native fish, and eggs are also a part of their cuisine. However, other hunting sources are nonexistent, as the Yarhi beasts that would normally yield meat are but illusions, and fade to nothing when killed. Since the climate of Lemurés is mostly tropical, aegyl garb is light and geared for flight. Indeed, most aegyl males do not wear an upper garment, and aegyl armor is likewise sparsely distributed over the aegyl form. As Llyud exemplifies, aegyl jewelry is simplistic, being of lightweight gold and lacking in inlaid jewels. This absence of exquisite garments is yet another indication of aegyl humility.

Aegyl Racial Traits

- **Ability Score Racial Traits:** Aegyls are very agile and possess an aptitude for tactics, but have a weaker bone structure than other humanoids and are very cold and aloof. They gain +2 Wisdom, +2 Dexterity, -2 Charisma and -2 Constitution.
- **Size:** Aegyls are Medium creatures and have no bonuses or penalties due to their size.
- **Type:** Aegyls are Humanoid creatures with the aegyl subtype.
- **Base Speed:** Aegyls have a base speed of 30 feet on land. They also have a fly speed of 60 feet (average), as long as they do not carry more than a Medium load, are not wearing heavy armor, and are not fatigued or exhausted. If aegyls carry a heavy load or wear heavy armor, their flight speed drops to 30 feet with poor maneuverability (-4 penalty on Fly checks). An aegyl's wing span is typically 12 feet, and cannot fly in an area that does not allow them to fully extend their wings.
- **Languages:** Aegyls begin play speaking Common and Aegyl. Aegyl with high Intelligence scores can choose from the following: Draconic, Dwarven, Elvaan, Galkan, Giant, Goblin, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Energy Resistance:** Aegyls have wind and lightning elemental resistance 5.

Feat and Skill Racial Traits

- **Keen Senses:** Aegyls receive a +2 racial bonus on Perception checks.

Movement Racial Traits

- **Gliding Wings:** Aegyls take no damage from falling (as if subject to a constant non-magical *choco feather* spell). While in midair, aegyls can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. An aegyl with gliding wings cannot gain height with these

wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.

Senses Racial Traits

- **Low-light Vision:** An aegyl can see twice as far as a hume in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Weakness Racial Traits

- **Emotionless:** Aegyls are cold and aloof. They do not like dealing with other races other than their own. They receive a -2 penalty on Diplomacy checks when dealing with other races.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Weather Savvy:** Some aegyls are so in tune with the air and sky that they can sense the slightest change in atmospheric conditions. Aegyls with this trait can spend a full-round action to predict the weather in an area for the next 24 hours. The aegyl's prediction is always accurate, but cannot account for spells or supernatural effects that might alter the forecast. This racial trait replaces keen senses.
- **Wing-Clipped:** The flight of wing-clipped aegyl is weaker than normal, whether from deformity or injury. Their fly speed is 20 feet (poor) instead of the normal fly speed, and they must make a DC 30 Fly check to fly upward. Ostracized by their own race and forced to deal with other races, these aegyl compensate for their weakness by gaining a +2 racial bonus on Bluff, Climb, and Diplomacy checks. This racial trait modifies fly speed and removes emotionless.

Racial Feats

The following feats are available to an aegyl character who meets the prerequisites.

- Airy Step
- Cloud Gazer
- Stretched Wings
- Wings of Air

Racial Archetypes

The following racial archetypes are available to aegyls:

- [Airborne Ambusher \(Fighter; Aegyl\)](#)
- [Skyseer \(Geomancer, Aegyl\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Beastmaster:** Add +1 to the beastmaster's total number of rage rounds per day.
- **Dragoon:** Add +1/2 bonus to Acrobatic skill checks for jumping.
- **Fighter:** Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.
- **Geomancer:** Add +1/2 to wind spell or spell-like ability damage.
- **Monk:** Add +1/4 point to the monk's ki pool.
- **Thief:** Add +1/3 on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This does not stack with the Critical Focus feat.
- **White Mage:** Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Air and creatures with the air subtype.

Bangaa

The bangaa are a lizard-like race, and the second most common race found in Ivalice, behind the humes. They have long faces, scaly skin, drooping ears and tough limbs. Due to their brute force, the bangaa are generally considered to be the most physically prominent of all the Ivalice races. Voices aside, their reptilian appearance make it difficult to distinguish the sexes from each other. However, it is considered a racial slur, and the worst insult, to call a bangaa a lizard.

Bangaa Racial Traits

- **Ability Score Racial Traits:** Bangaa possesses formidable agility and a natural insight, but are not too bright. They gain +2 Dexterity, +2 Wisdom, and -2 Intelligence.
- **Size:** Bangaa are Medium creatures, and have no bonuses or penalties due to their size.
- **Type:** Bangaa are Humanoid creatures with the reptilian subtype.
- **Base Speed:** Bangaa have a base speed of 30 feet on land. They also have a swim speed of 30 feet. A bangaa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A bangaa can always choose to take 10 on a Swim check, even if distracted or endangered. A bangaa can use the run action while swimming, provided he swims in a straight line.
- **Languages:** Bangaa begin play speaking Common and Bangese. Bangaa with high Intelligence can choose bonus languages from the following: Draconic, Giant, Ignan, Numish, Seeq, Terran.

Defense Racial Traits

- **Stability:** Bangaa receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.
- **Thick-skinned:** A bangaa's tough and scaly hide grants a +1 bonus to natural armor.

Feat and Skill Racial Traits

- **Keen Senses:** Bangaa receive a +2 racial bonus on Perception checks.
- **Well-Balanced:** Bangaa receive a +2 racial bonus on Acrobatics checks.

Offense Racial Traits

- **Bite:** Bangaa gain a natural bite attack, dealing 1d4 points of damage. The bite is a primary attack, or a secondary attack if the bangaa is wielding manufactured weapons.

Other Racial Traits

- **Hold Breath:** A bangaa can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Senses Racial Traits

- **Low-Light Vision:** Bangaa have low-light vision allowing them to see twice as far as humes in dim light.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Claws:** Some bangaa have stronger and more developed claws than other members of their race, and can use them to make attacks. Bangaa with this racial trait have a pair of claws they can use as natural weapons. These claws are secondary attacks that deal 1d3 points of damage. This racial trait replaces thick-skinned.
- **Prehensile Tail:** Some bangaa have a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action. This racial trait replaces well-balanced.

Racial Feats

The following feats are available to a bangaa character who meets the prerequisites.

- Great Swimmer
- Ironhide
- Rending Claws
- Tail Terror

Racial Archetypes

The following racial archetypes are available to bangaas:

- [Pugilist \(Monk; Bangaa\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Beastmaster:** Add +1/2 on critical hit confirmation rolls for attacks made with unarmed strikes or natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.
- **Blue Mage:** Add a +1/2 bonus on concentration checks made to cast defensively.
- **Dragoon:** The dragoon gains +1/6 of an additional 1d6 points of deadly lancer damage.

- **Fighter:** Add +1/2 to damage rolls the fighter makes with weapon attacks against an opponent she is flanking or an opponent that is denied its dexterity bonus to AC.
- **Monk:** Add +1/3 to the monk's AC bonus class ability.
- **Thief:** Add a +1 bonus on the thief's sneak attack damage rolls during the surprise round or before the target has acted in combat.

Burmecian

Smaller and slighter than humes, burmecians trace their ancestry back to rats and mice, a fact made readily apparent by their physical appearance; at first glance, an unkind observer would be tempted to dismiss them as vermin who've mastered the art of walking upright. Closer inspection reveals a few key differences, however. Burmecians' teeth are sharp, but lack the elongated incisors so typical of most rodents; their skin is smooth and almost entirely hairless, and tends to be gray or brown in coloration. Though they retain the sensitive snouts of their ancestors, burmecians do not sport whiskers; their ears are large and upraised, giving them a certain rabbit-like air. In combat, they are more likely to rely on their hearing than their relatively weak eyesight, a fact that gives them an edge in dark and confined quarters. Unusual too are their double-jointed legs and wide feet, both of which are capable of absorbing tremendous kinetic energy; with training, burmecians can leap distances nearly three to four times higher and wider than their human counterparts and survive substantial drops with almost no ill effects.

Burmecian Racial Traits

- **Ability Score Racial Traits:** Burmecians are agile and clever, yet physically weak. They gain +2 Dexterity, +2 Intelligence, and -2 Strength.
- **Size:** Burmecians are Medium creatures, and have no bonuses or penalties due to their size.
- **Type:** Burmecians are Humanoid creatures with the burmecian subtype.
- **Base Speed:** Burmecians have a base speed of 30 feet.
- **Languages:** Burmecians begin play speaking Common and Burmecian. Burmecian with high Intelligence scores can choose from the following: Draconic, Dwarven, Elvaan, Galkan, Giant, Goblin, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Disease Immunity:** Burmecians are immune to disease. If a burmecian loses a saving throw against disease, he becomes a carrier and can transmit the disease through his bite for 1 week.

Feat and Skill Racial Traits

- **Keen Senses:** Burmecians receive a +2 racial bonus on Perception checks.
- **Natural Jumper:** Burmecians gain a +4 racial bonus on Acrobatic checks for jumping.
- **Rodent Empathy:** Burmecians gain a +4 racial bonus on Handle Animal checks made to influence rodents.

Senses Racial Traits

- **Darkvision:** Burmecians can see perfectly in the dark up to 60 feet.

Offense Racial Traits

- **Bite:** A burmecian gains a natural bite attack, dealing 1d4 points of damage. The bite is a primary attack, or a secondary attack if the burmecian is wielding manufactured weapons.
- **Cornered Fury:** Burmecians can fight viciously when cut off from friends and allies. Whenever a burmecian is reduced to half or fewer of his hit points, and has no conscious ally within 30 feet, he gains a +2 racial bonus on melee attack rolls and to Armor Class.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Scent:** Some burmecians have much more strongly developed senses of smell, instead of keen eyes and ears. These burmecians have the scent ability, but take a -2 penalty on all Perception checks based primarily on sight or hearing. This racial trait replaces keen senses.
- **Skulk:** Some burmecians can blend easily into their environments, and move with surprising grace. Burmecians gain a +2 racial bonus on Stealth checks, and take only a -5 penalty on Stealth checks made to hide from creatures they have distracted with a Bluff check (rather than the normal -10 penalty). This racial trait replaces natural jumper.
- **Unnatural:** Some burmecians unnerve normal animals, and train to defend themselves against the inevitable attacks from such creatures. These burmecians take a -4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receive a +2 dodge bonus to AC against animals. An animal's starting attitude toward burmecians is one step worse than normal. This racial trait replaces rodent empathy.

Racial Feats

The following feats are available to a burmecian character who meets the prerequisites.

- Burrowing Teeth
- Sharpclaw
- Tangle Feet

Racial Archetypes

The following racial archetypes are available to burmecians:

- [Dragon Knight \(Dragoon; Burmecian\)](#)
- [Plague Bringer \(Chemist; Burmecian\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Beastmaster:** When raging, add +1/4 to the barbarian's flanking bonus on attack rolls.
- **Chemist:** The chemist gains +1/6 of a new discovery.
- **Dragoon:** Add +1/2 bonus to Acrobatic skill checks for jumping.

- **Fighter:** Add +1 to the Fighter's CMD when resisting a bull rush or grapple attempt.
- **Monk:** Add +1 feet to the speed the monk can move while making a Stealth check without taking a penalty. This has no effect unless the monk has selected this reward five times (or another increment of five). This does not allow the monk to use Stealth while running or charging.
- **Thief:** Add a +1/2 bonus on Escape Artist checks.

Dwarf

Dwarves are a stoic but stern race, ensconced in cities carved from the hearts of mountains and fiercely determined to repel the depredations of savage races like orcs and goblins. More than any other race, dwarves have acquired a reputation as dour and humorless artisans of the earth. It could be said that their history shapes the dark disposition of many dwarves, for they reside in high mountains and dangerous realms below the earth, constantly at war with giants, goblins, and other such horrors. They are known for their skill in engineering, their ability to withstand physical punishment, their knowledge of the earth's secrets, their hard work, and their capacity for drinking ale. Their mysterious kingdoms, carved out from the insides of mountains, are renowned for the marvelous treasures that they produce as gifts or for trade.

Dwarf Racial Traits

- **Ability Score Racial Traits:** Dwarves are both tough and wise, but also a bit gruff. They gain +2 Constitution, +2 Wisdom, and -2 Charisma.
- **Size:** Dwarves are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Dwarves are humanoids with the dwarf subtype.
- **Base Speed:** (Slow and Steady) Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Languages:** Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Galkan, Giant, Goblin, Lalafell, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Defensive Training:** Dwarves gain a +4 dodge bonus to AC against monsters of the giant subtype.
- **Hardy:** Dwarves gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- **Stability:** Dwarves gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Feat and Skill Racial Traits

- **Greed:** Dwarves gain a +2 racial bonus on Appraise checks made to determine the price of non-magical goods that contain precious metals or gemstones.
- **Stonecunning:** Dwarves gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Offense Racial Traits

- **Hatred:** Dwarves gain a +1 racial bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

- **Weapon Familiarity:** Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Senses Racial Traits

- **Darkvision:** Dwarves can see perfectly in the dark up to 60 feet.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Craftsman:** Dwarves are known for their superior craftsmanship when it comes to metallurgy and stonework. Dwarves with this racial trait receive a +2 racial bonus on all Craft or Profession checks related to metal or stone. This racial trait replaces greed.
- **Deep Warrior:** Dwarves with this racial trait grew up facing the abominations that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus on combat maneuver checks made to grapple such creatures (or to continue a grapple). This racial trait replaces defensive training.
- **Giant Hunter:** Dwarves with this racial trait gain a +1 bonus on attack rolls against humanoids with the giant subtype. Furthermore, they gain a +2 bonus on Survival checks to find and follow tracks made by humanoids with the giant subtype. This racial trait replaces the hatred racial trait.
- **Lorekeeper:** Dwarves keep extensive records about their history and the world around them. Dwarves with this racial trait receive a +2 racial bonus on Knowledge (history) checks that pertain to dwarves or their enemies. They can make such skill checks untrained. This racial trait replaces greed.
- **Magic Resistant:** Some of the older dwarven clans are particularly resistant to magic. Dwarves with this racial trait gain spell resistance equal to $5 + \text{their character level}$. This resistance can be lowered for 1 round as a standard action. Dwarves with this racial trait take a -2 penalty on all concentration checks made in relation to all spells. This racial trait replaces hardy.
- **Minesight:** Dwarves with this racial trait increase the range of their darkvision to 90 feet; however, they are automatically dazzled in bright light and take a -2 penalty on saving throws against effects with the light descriptor. This racial trait replaces darkvision.
- **Mountaineer:** Mountain dwarves are skilled at climbing and navigating narrow ledges. Dwarves with this racial trait are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces. This racial trait replaces stability.
- **Relentless:** Dwarves are skilled at pushing their way through a battlefield, tossing aside lesser foes with ease. Dwarves with this racial trait receive a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the dwarf and his opponent are standing on the ground. This racial trait replaces stability.
- **Rock Stepper:** Dwarves with this racial trait can skillfully negotiate rocky terrain. They can ignore difficult terrain created by rubble, broken ground, or steep stairs when they take a 5-foot step. This racial trait replaces stonecunning.
- **Saltbeard:** Dwarves occasionally found iron cities along rugged seacoasts, and natives of such cities gain a +2 bonus on Profession (sailor) and Survival checks while at sea. They gain a +1 racial bonus on attack rolls and a +2 dodge bonus to AC against creatures with the aquatic or water subtype. Their greed racial trait applies only to treasure found in or under the water, but applies to all such treasure regardless of whether or not it contains metal or gemstones. This racial trait replaces defensive training, hatred, and stonecunning.

- **Sky Sentinel:** As creatures with a deep affinity for the ground, dwarves are wary of attacks from above. Enemies on higher ground gain no attack roll bonus against dwarves with this racial trait, and they gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. This racial trait replaces defensive training, hatred, and stonecunning.
- **Stonesinger:** Some dwarves' affinity for the earth grants them greater powers. Dwarves with this racial trait are treated as one level higher when casting spells with the earth descriptor. This ability does not give them early access to level-based powers; it only affects the powers they could use without this ability. This racial trait replaces stonecunning.
- **Surface Survivalist:** Some dwarves have dwelt so long above ground they have lost their ability to see at night. However, their adaptation to extreme environments allows them to treat wind conditions (when determining whether or not they are checked or blown away) and either hot or cold climates (choose one) as one step less severe. This racial trait replaces darkvision.
- **Xenophobic:** Isolationist dwarves despise non-dwarven humanoids. They speak only Dwarven and do not gain any bonus languages from possessing a high Intelligence score. In addition, they learn only one language per 2 ranks of Linguistics they possess. However, their untrusting nature gives them a +1 bonus against mind-affecting effects, except for fear affects. This racial trait replaces a dwarf's normal languages.
- **Wyrmscourged:** Dwarves with this racial trait gain a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the extraordinary, supernatural, and spell-like abilities of dragons. They also gain a +2 racial bonus on Knowledge (arcana) checks to identify dragons and can make such checks untrained. This racial trait replaces defensive training, hatred, and stonecunning.

Racial Feats

The following feats are available to a dwarf character who meets the prerequisites.

- Brewmaster
- Cleave Through
- Cloven Helm
- Dented Helm
- Fight On
- Giant Killer
- Goblin Cleaver
- Hard-headed
- Improved Stonecunning
- Ironguts
- Ironhide
- Ledge Walker
- Let Them Come
- Orc Hewer
- Shatterspell
- Steel Soul
- Stone-Faced
- Stone Singer
- Toxic Recovery
- Twin Thunders

Racial Archetypes

The following racial archetypes are available to dwarves:

- [Foehammer \(Fighter; Dwarf\)](#)
- [Forgemaster \(White Mage; Dwarf\)](#)
- [Stonelord \(Holy Knight; Dwarf\)](#)
- [Student of the Stone \(Monk; Dwarf\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/3 to the archer's bonus to damage using deadshot.
- **Bard:** Reduce spell failure chance for performing bard songs when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.
- **Beastmaster:** Add +1 to the beastmaster's total number of rage rounds per day.
- **Black Belt:** Reduce the hardness of any object made from clay, stone, or metal by 1 whenever the object is struck by the black belt's unarmed strike (minimum 0).
- **Black Mage:** Select one item creation feat known by the black mage. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gil (50 gil if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.
- **Blue Mage:** Add +1/4 bonus to damage to the blue mage's natural attacks.
- **Chemist:** Add +1 foot to the range increment of the chemist's thrown splash weapons (including the chemist's bombs). This option has no effect unless the chemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.
- **Chocobo Knight:** Add +1/2 to the chocobo knight's bonus to damage against targets of his challenge.
- **Dancer:** Add +1 to the dancer's base speed. In combat this option has no effect unless the dancer has selected it five times (or another increment of five). This bonus stacks with the dancer's fleet class feature and applies under the same conditions as that feature.
- **Dark Knight:** Add +1/3 on critical hit confirmation rolls made while using smite good (maximum bonus of +5). This does not stack with the Critical Focus feat.
- **Dragoon:** Add +1/3 to the dragoon's attack rolls with spears, lances, and polearms.
- **Fighter:** Add +1 to the Fighter's CMD when resisting a bull rush or trip.
- **Geomancer:** Add +1/2 to earth spell or spell-like ability damage.
- **Illusionist:** Add +1 bonus on concentration checks when casting illusion spells.
- **Holy Knight:** Add +1 bonus on concentration checks when casting holy knight spells.
- **Knight:** Add +1 to the knight's total number of defensive stance rounds per day.
- **Monk:** Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum of 0).
- **Necromancer:** Add + 1/6 bonus of DR 1/- to the necromancer's damage reduction.
- **Red Mage:** Select one known ruby arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that ruby arcana is usable twice per day, the magus must select a different ruby arcana.

- **Scholar:** Add +1/4 to the scholar's effective class level when determining the effects of the arcane barrier and arcane weapon scholar exploits.
- **Summoner:** Add a +1/4 natural armor bonus to the AC of the summoner's avatar. If the summoner ever replaces his avatar, the new avatar gains this bonus.
- **Sword Saint:** Add a +1/4 of an additional use of the warleader ability.
- **Thief:** Add a +1/2 bonus on Disable Device checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.
- **Time Mage:** Add 1/6 of an additional d4 added to armor class when you spend a mote to boost your AC. (+1d4 for every six times you select this option.)
- **White Mage:** Add a +1/2 bonus on Knowledge (planes) checks relating to the plane of earth and creatures with the earth subtype.

Elvaan

The race that benefited most from the end of Tarutaru monopoly of magic was the Elvaan of San d'ria. Having formed two incredibly fearless orders of knights, the Elvaans subjugated just about the whole of the Quon continent. They destroyed beastmen strongholds, and Tarutaru villages were no match for the San d'ria knights anyhow. Sadly for them, the flood of victories came to an end when the Hume and the Galka of Bastok combined their strength and technology against them in the Second battle of Konschat. Defeated, the proud Elvaan kingdom was unable to not bear the humiliation in peace. The result was internal turmoil and civil war. Gradually the conquered lands slipped away from their rule as well, and the Elvaans retreated to San d'ria. A strong sense of faith and pride means that the Elvaans are essentially an aristocratic race. The Elvaan trait of firm belief makes them admirable models of faith. Not only do they stay clear of questionable activities, they take great pride in their race as well. Both male and female Elvaans are known to be swordsmen of the highest order because of their strength of mind and vitality. Close to the Hume in their looks, the Elvaans usually shun the world of commerce preferring to live by the sword. Physically and mentally the Elvaans are suited to for combat roles.

Elvaan Racial Traits

- **Ability Score Racial Traits:** Elvaan are very wise and physically strong, but aren't very graceful compared to other races. They gain +2 Wisdom, +2 Strength, and -2 Dexterity.
- **Size:** Elvaans are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Elvaans are Humanoids with the elvaan subtype.
- **Base Speed:** Elvaans have a base speed of 30 feet.
- **Languages:** Elvaans begin play speaking Common and Elvaan. Elvaans with high Intelligence scores can choose from the following: Celestial, Draconic, Galkan, Gnoll, Goblin, Lalafell, and Orc. See the Linguistics skill page for more information about these languages.

Feat and Skill Racial Traits

- **Keen Senses:** Elvaan receive a +2 racial bonus on Perception checks.
- **Martial Background:** The Elvaan receives the Weapon Focus feat for free at first level, and may apply it to any single weapon he is proficient in.
- **Noble Upbringing:** Elvaan take great pride in their history, culture, and government. They receive a +2 bonus on Knowledge (nobility) and Knowledge (history) checks.

Offense Racial Traits

- **Hatred:** Elvaan receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblin subtypes due to special training against these hated foes.
- **Weapon Familiarity:** Elvaans are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows).

Senses Racial Traits

- **Low-light Vision:** An elvaan can see twice as far as a hume in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Darkvision:** Though uncommon, some groups of elvaans are born with darkvision, rather than low-light vision. Elvaans with this racial trait gain darkvision with a range of 60 feet, but also gain sensitivity to light and are dazzled in areas of bright light or within the radius of a daylight spell. This racial trait replaces low-light vision.
- **Desert Runner:** Some elvaans thrive in the deepest deserts, forever roaming across burned and parched lands. Elvaans with this racial trait receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, or hot or cold environments. This racial trait replaces noble upbringing.
- **Elemental Resistance:** Elvaans who dwell in the most extreme environments, from arctic wastelands to volcanic plains, develop natural resistance to the dangers of their homelands over the course of a few generations. Elvaans with this racial trait gain elemental resistance 5 to earth, fire, ice, lightning, water, or wind. This choice is made at character creation, and once made it cannot be changed. This racial trait replaces martial background.
- **Fleet-Footed:** While all elvaans are naturally lithe and agile, some also are naturally speedy and have a strong desire to rush into situations rather than worrying about looking ahead. Elvaans with this racial trait receive Run as a bonus feat and a +2 racial bonus on initiative checks. This racial trait replaces noble upbringing and martial background.
- **Spirit of the Waters:** Some elvaans have adapted to life in tune with the sea or along the reedy depths of wild rivers and lakes. They gain a +4 racial bonus on Swim checks, can always take 10 while swimming, and may choose Aquan as a bonus language. They are proficient with longspear, trident, and net. This racial trait replaces noble upbringing and weapon familiarity.

Racial Feats

The following feats are available to an elvaan character who meets the prerequisites.

- Discerning Eye
- Elvaan Battle Training
- Shared Insight
- Shared Manipulation

- Sociable

Racial Archetypes

The following racial archetypes are available to elvaans:

- [Spell Dancer \(Red Mage; Elvaan\)](#)
- [Swordmaster \(Thief; Elvaan\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/3 bonus to the archer's Aim bonus for attack and damage rolls.
- **Bard:** Add +1 to the bard's CMD when resisting a disarm or sunder attempt.
- **Beastmaster:** Add +1 to the beastmaster's base speed. In combat this option has no effect unless the beastmaster has selected it five times (or another increment of five). This bonus stacks with the beastmaster's movement increases.
- **Black Belt:** Add 1 foot to the black belt's base speed. In combat, this has an effect only for every five increases in the black belt's base speed.
- **Black Mage:** Add +1/2 point of earth damage to spells that deal earth damage cast by the black mage.
- **Blue Mage:** Add +1/6 bonus to Knowledge (all) skill checks.
- **Chemist:** Add +1/2 to the number of bombs per day the chemist can create.
- **Chocobo Knight:** Add +1 hit point to the chocobo knight's mount. If the chocobo knight ever replaces his mount, the new mount gains these bonus hit points.
- **Dancer:** Add +1/6 to the bonus granted by the AC bonus class feature.
- **Dark Knight:** Add +1/4 to the number of defiles the dark knight can inflict.
- **Dragoon:** Add +1/2 bonus to Acrobatic skill checks for jumping.
- **Fighter:** Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.
- **Geomancer:** Add +1/2 bonus on Knowledge (nature) skill checks.
- **Holy Knight:** Add +1/2 hit point to the holy knight's lay on hands ability (whether using it to heal or harm).
- **Illusionist:** Add +1/2 bonus on Bluff skill checks.
- **Knight:** Add +1/6 shield bonus to armor class while the knight uses any shield.
- **Monk:** Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning fists he can attempt per day.
- **Necromancer:** Add +1 hit point or +1 skill rank to the necromancer's bone commander. If the necromancer ever replaces his bone commander, the new bone commander gains these bonus hit points or skill ranks.
- **Red Mage:** The red mage gains 1/6 of a new ruby arcana.
- **Scholar:** Increase total number of points in the scholar's arcane reservoir by 1.
- **Summoner:** The amount of time the summoner must spend to summon his avatar is reduced by 1 round, to a minimum of 1 round.
- **Sword Saint:** The sword saint gains 1/6 of a new swordsskill.
- **Thief:** Add +1/3 on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This does not stack with the Critical Focus feat.

- **Time Mage:** +1/2 mote/day. (One additional mote for every two times you select this option.)
- **White Mage:** Add +1/3 to the amount of damage dealt or damage healed when the white mage uses holy burst.

Galka

The Galka are a hulking race of powerful warriors. The sheer strength of their powerful physiques is second to none. They have used their skills to contribute to the construction and development of the numerous mines. Galka are asexual and do not reproduce in the same manner as other species. However, other races typically use the male pronoun to refer to Galka, as their physical appearance is more masculine than feminine. Sometime after a Galka dies (between a month and a year), the Galka's soul is reincarnated into a new body in a Galkan settlement. The newly reincarnated Galka has no abilities or traits of the previous soul, and only hazy memories of its previous lives. Once a Galka's soul has been reincarnated, the original Galka cannot be raised from the dead.

Galka Racial Traits

- **Ability Score Racial Traits:** Galka are strong, solid, stable, and stoic. They gain +2 Strength, +2 Wisdom, and -2 Charisma.
- **Size:** Galka are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Galka are humanoids with the galka subtype.
- **Base Speed:** (Slow and Steady) Like dwarves, galka have a base speed of 20 feet, but their speed is not modified by armor or encumbrance.
- **Languages:** Galka begin play speaking Common and Galkan. Galka with high Intelligence scores can choose from the following: Dwarven, Elvaan, Giant, Goblin, Lalafell, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Hearty:** Galka receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- **Stability:** Galka receive a +4 bonus to their combat maneuver bonus when resisting a bull rush or trip attempt while standing on the ground.

Feat and Skill Racial Traits

- **Impressing Figure:** Galka are intimidating without trying. They gain a +2 racial bonus to Intimidate checks.
- **Metalworker:** The Galka have worked with metals most of their lives. They gain a +2 racial bonus to Appraise and Craft checks involving metal.

Offense Racial Traits

- **Ferocity:** Galka possess the ferocity ability which allows them to remain conscious and continue fighting even if their hit point totals fall below 0. Galka are still staggered at 0 hit points or lower and lose 1 hit point each round as normal.
- **Weapon Familiarity:** Galka treat the Galkan War Pick as a martial weapon, instead of an exotic weapon.

Senses Racial Traits

- **Low-Light Vision:** Galka have low-light vision allowing them to see twice as far as humes in dim light.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Cavewight:** Some galka live far below the surface, seeking freedom in winding cave complexes. Galka with this racial trait gain a +1 racial bonus on Knowledge (dungeoneering) and Survival checks made underground. This racial trait replaces the imposing figure.
- **Chain Fighter:** Some galka have escaped from slavery and reforged the chains of their imprisonment into deadly weapons. Galka with this racial trait are proficient with flails and heavy flails, and treat dire flails and spiked chains as martial weapons. This racial trait replaces weapon familiarity.
- **City-Raised:** Galka with this racial trait know little of their galka ancestry and were raised among humes and other galka in a large city. City-raised galka are proficient with whips and longswords, and receive a +2 racial bonus on Knowledge (local) checks. This racial trait replaces weapon familiarity.
- **Darkvision:** Some galka have lived in the underground depths for so long they have given up on light entirely and gained darkvision with a range of 60 feet. This racial trait replaces low-light vision and metalworker.
- **Scavenger:** Some galka eke out a living picking over the garbage heaps of society, and must learn to separate rare finds from the inevitable dross. Galka with this racial trait receive a +2 racial bonus on Appraise checks and on Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste. This racial trait replaces imposing figure.
- **Wary:** Many galka have spent their long lives moving from place to place, often driven out by the hostility of others. Such experiences have made them wary of others' motivations. Galka with this trait gain a +1 racial bonus on Sense Motive and Bluff checks. This racial trait replaces metalworker.

Racial Feats

The following feats are available to a galka character who meets the prerequisites.

- Beast Rider
- Bullying Blow
- Ferocious Action
- Ferocious Resolve
- Ferocious Tenacity
- Galka Weapon Expertise
- Horde Charge
- Improved Surprise Follow-Through
- Ironhide
- Resilient Brute
- Reverse-Feint
- Surprise Follow-Through
- Tenacious Survivor
- Trap Wrecker

Racial Archetypes

The following racial archetypes are available to galkas:

- [Fell Rider \(Chocobo Knight; Galka\)](#)
- [Ironsing Monk \(Monk; Galka\)](#)
- [Skulking Slayer \(Thief; Galka\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/3 to the archer's bonus to damage using deadshot.
- **Bard:** Add +1 to the bard's total number of bardic performance rounds per day.
- **Beastmaster:** Add +1 to the beastmaster's total number of rage rounds per day.
- **Black Belt:** Add 1/4 to the black belt's effective level to determine her unarmed strike damage.
- **Black Mage:** Select one item creation feat known by the black mage. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gil (50 gil if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.
- **Blue Mage:** Add +1/4 bonus to damage to the blue mage's natural attacks.
- **Chemist:** Add +1/2 to bomb damage.
- **Chocobo Knight:** Add +1/2 Strength to chocobo knight's mount. (+1 Strength every two times you select this option.) If you replace your mount, the new mount gains this bonus.
- **Dancer:** Add +1 to the dancer's total number of battle dance rounds per day.
- **Dark Knight:** Add +1/3 on critical hit confirmation rolls made while using smite good (maximum bonus of +5). This does not stack with the Critical Focus feat.
- **Dragoon:** Add +1/3 to the dragoon's attack rolls with spears, lances, and polearms.
- **Fighter:** Add +1 to CMD against bull rush or overrun maneuvers.
- **Geomancer:** Add a +1/5 bonus on elemental resistance.
- **Holy Knight:** Add +1/4 AC bonus against a foe you are targeting with smite evil.
- **Illusionist:** Add +1/4 to the penalty of the haze ability.
- **Knight:** Add +1 to the knight's total number of defensive stance rounds per day.
- **Monk:** Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.
- **Necromancer:** Add + 1/6 bonus of DR 1/- to the necromancer's damage reduction.
- **Red Mage:** Add +1/3 on critical hit confirmation rolls when using spell combat (maximum bonus of +5). This bonus does not stack with Critical Focus.
- **Scholar:** Gain a +1 bonus on concentration checks made due to taking damage while casting spells.
- **Summoner:** Add a +1/4 natural armor bonus to the AC of the summoner's avatar. If the summoner ever replaces his avatar, the new avatar gains this bonus.
- **Sword Saint:** Add a +2 bonus on rolls to stabilize when dying.
- **Thief:** Add +1 to the thief's CMD when resisting a grapple or reposition attempt.
- **White Mage:** Add a +1/2 bonus on checks made to craft magic items.

Gria

The Gria are a race of winged humanoids distinguished by draconic features and native to the region of Jylland. Despite their outward appearance, Gria are driven by a love for battle and many have fierce competitive spirits. Gria resemble Humes with draconic features. They have pointed ears, slender, upward pointed horns, short, thin tails, and draconic, scaly wings. Their draconic features are usually brown in color, but are sometimes green or red. They typically have red hair and yellow, slitted eyes. Although their limbs look to be slender, Gria possess powerful inner strength and athleticism. Male Gria have longer tails and larger horns and wings than their female counterparts. Gria have a somewhat matriarchal society in that females tend to be more active and outgoing than male members. While male Gria certainly exist, they prefer more peaceful and less dangerous jobs, this doesn't mean that Males don't go out and explore, of course, but a large majority of Gria seen questing are female. Most Gria are fine in the company of other races, their competitive and friendly spirit making them difficult to dislike, but their villages tend to host only members of their race.

Gria Racial Traits

- **Ability Score Racial Traits:** Gria are strong-limbed and self-assured, but headstrong. They gain +2 Strength, +2 Charisma, and -2 Wisdom.
- **Size:** Gria are Medium creatures and have no bonuses or penalties due to their size.
- **Type:** Gria are Humanoid creatures with the gria subtype.
- **Base Speed:** Gria have a base speed of 30 feet on land. They also have a fly speed of 30 feet (poor), as long as they do not carry more than a Medium load, are not wearing heavy armor, and are not fatigued or exhausted. A gria's small bat-like wings only have a span of 2 feet.
- **Languages:** Gria begin play speaking Common and Draconic. Gria with high Intelligence scores can choose from the following: Bangese, Giant, Goblin, Ignan, Seeq, Terran. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Fearless:** Gria receive a +2 racial bonus on saves against fear.

Feat and Skill Racial Traits

- **Athleticism:** Gria are naturally fit and nimble. They receive a +2 racial bonus on Acrobatics checks.
- **Survivalist:** Gria receive a +2 bonus on Survival checks.

Offense Racial Traits

- **Destructive:** Gria receive a +2 racial bonus on sunder combat maneuver checks.
- **Weapon Familiarity:** Gria treat the knight sword as a martial weapon.

Senses Racial Traits

- **Low-Light Vision:** Gria can see twice as far as humes in conditions of dim light.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Bestial:** The draconic blood of some gria manifests in the form of particularly prominent gria features, exacerbating their bestial appearances but improving their already keen senses. They gain a +2 racial bonus on Perception checks. This racial trait replaces weapon familiarity.
- **Desert Runner:** Some gria thrive in the deepest deserts, forever roaming across burned and parched lands. Gria with this racial trait receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, or hot or cold environments. This racial trait replaces weapon familiarity.
- **Dual Minded:** The draconic ancestry of some gria makes them resistant to mental attacks. Gria with this racial trait gain a +2 bonus on all Will saving throws. This racial trait replaces fearless.
- **Fleet-Footed:** While all gria are naturally lithe and agile, some also are naturally speedy and have a strong desire to rush into situations rather than worrying about looking ahead. Gria with this racial trait receive Run as a bonus feat and a +2 racial bonus on initiative checks. This racial trait replaces survivalist and weapon familiarity.

Racial Feats

The following feats are available to a gria character who meets the prerequisites.

- Skilled Flyer

Racial Archetypes

The following racial archetypes are available to grias:

- [Dragon Herald \(Bard; Gria\)](#)
- [Trickster \(Thief; Gria\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Bard:** Add +1 to the bard's CMD when resisting a disarm or sunder attempt.
- **Beastmaster:** Add +1 to the beastmaster's total number of rage rounds per day.
- **Fighter:** Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.
- **Holy Knight:** Add +1/2 hp to the holy knight's lay on hands ability (whether using it to heal or harm).
- **Knight:** Add +1/3 to the knight's total number of uses for the challenge ability per day.
- **Monk:** Add +1/3 to the monk's CMD.
- **Thief:** Add +1 to the number of times per day the thief can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the minor magic talent. The thief must possess the associated thief talent to select these options.

Hume

Humes are the most common race, making up about 40% of the population. They have no special abilities, and have the second shortest life span of any race (roughly 60 years). Despite this, they have managed to set up

large Empires and Kingdoms all over the continent and effectively achieved global dominance due to their industrious nature. Humes can be compared with moogles in this regard, and probably have the closest relationship with the moogle than any other race, as seen in many instances when moogles are employed by humes. However, races of all kinds inhabit hume settlements.

Hume Racial Traits

- **Ability Score Racial Traits:** Hume characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.
- **Size:** Humes are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Base Speed:** Humes have a base speed of 30 feet.
- **Languages:** Humes begin play speaking Common. Humes with high Intelligence scores can choose any languages they want. See the Linguistics skill page for more information about these languages.

Feat and Skill Racial Traits

- **Bonus Feat:** Humes select one extra feat at 1st level.
- **Skills:** Humes gain an additional skill rank at first level and one additional rank whenever they gain a level.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Adoptive Parentage:** Humes are sometimes orphaned and adopted by other races. Choose one humanoid race without the hume subtype. You start play with that race's languages and gain that race's weapon familiarity racial trait (if any). If the race does not have weapon familiarity, you gain either Skill Focus or Weapon Focus as a bonus feat that is appropriate for that race instead. This racial trait replaces the bonus feat trait.
- **Dual Talent:** Some humes are uniquely skilled at maximizing their natural gifts. These humes pick two ability scores and gain a +2 racial bonus in each of those scores. This racial trait replaces the +2 bonus to any one ability score, the bonus feat, and the skilled traits.
- **Eye for Talent:** Humes have great intuition for hidden potential. They gain a +2 racial bonus on Sense Motive checks. In addition, when they acquire an animal companion, bonded mount, cohort, or familiar, that creature gains a +2 bonus to one ability score of the character's choice. This racial trait replaces the bonus feat trait.
- **Focused Study:** All humes are skillful, but some, rather than being generalists, tend to specialize in a handful of skills. At 1st, 8th, and 16th level, such humes gain Skill Focus in a skill of their choice as a bonus feat. This racial trait replaces the bonus feat trait.
- **Heart of the Fields:** Humes born in rural areas are used to hard labor. They gain a racial bonus equal to half their character level to any one Craft or Profession skill, and once per day they may ignore an effect that would cause them to become fatigued or exhausted. This racial trait replaces skilled.
- **Heart of the Mountains:** Humes born in the mountains are skilled at negotiating heights and precipices. They gain a +2 racial bonus on Climb checks and Acrobatics checks to move on narrow surfaces and uneven ground. Furthermore, they are considered acclimated to the effects of high altitude. This racial trait replaces skilled.

- **Heart of the Sea:** Humes born near the sea are always drawn to it. They gain a +2 racial bonus on Profession (sailor) and Swim checks, and these are always class skills for them. They can hold their breath twice as long as normal, and spellcasters gain a +4 racial bonus on concentration checks when attempting to cast spells underwater. This racial trait replaces skilled.
- **Heart of the Slums:** Humes who eke out a life in a city's teeming slums must be quick and clever. They gain a +2 racial bonus on Sleight of Hand and Stealth checks, and a +4 racial bonus on Survival checks in urban and underground settings. In addition, they may roll twice when saving against disease, taking the better roll. This racial trait replaces skilled.
- **Heart of the Snows:** Humes born in chilly climes treat cold climates as one category less severe. They gain a +2 racial bonus on Fortitude saving throws against the effects of cold climates, on any check or saving throw to avoid slipping and falling, and to CMD against trip combat maneuvers. This bonus applies on Acrobatics and Climb checks made in slippery conditions. This racial trait replaces skilled.
- **Heart of the Streets:** Humes from bustling cities are skilled with crowds. They gain a +1 racial bonus on Reflex saves and a +1 dodge bonus to Armor Class when adjacent to at least two other allies. Crowds do not count as difficult terrain for them. This racial trait replaces skilled.
- **Heart of the Sun:** Humes born in tropical climates treat hot climates as one category less severe. They also gain a +2 racial bonus on Fortitude saving throws against the effects of a hot climate, as well as against the poison and distraction ability of swarms and vermin. This racial trait replaces skilled.
- **Heart of the Wilderness:** Humes raised in the wild learn the hard way that only the strong survive. They gain a racial bonus equal to half their character level on Survival checks. They also gain a +5 racial bonus on Constitution checks to stabilize when dying and add half their character level to their Constitution score when determining the negative hit point total necessary to kill them. This racial trait replaces skilled.
- **Mixed Heritage:** Often hume civilization is defined by more than one characteristic. A hume with this trait may select a second "Heart of the" racial trait. This replaces the bonus feat racial trait.
- **Silver Tongued:** Humes are often adept at subtle manipulation and putting even sworn foes at ease. Humes with this trait gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can shift up to three steps up rather than just two. This racial trait replaces skilled.

Racial Feats

The following feats are available to a hume character who meets the prerequisites.

- Bestow Luck
- Critical Versatility
- Dauntless Destiny
- Defiant Luck
- Eclectic
- Fast Learner
- Fearless Curiosity
- Heroic Will
- Huntmaster
- Improved Improvisation
- Improvisation
- Inexplicable Luck
- Intimidating Confidence

- Martial Mastery
- Martial Versatility
- Surge of Success

Racial Archetypes

The following racial archetypes are available to humes:

- [Buccaneer \(Gunner; Hume\)](#)
- [Feral Child \(Geomancer; Hume\)](#)
- [Generalist \(Red Mage; Hume\)](#)
- [Wanderer \(Monk; Hume\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/4 to the archer's damage rolls with bows and crossbows.
- **Beastmaster:** Add +1 hit point or +1 skill rank to the beastmaster's animal companion. If the beastmaster ever replaces his companion, the new companion gains these bonus hit points or skill ranks.
- **Bard:** Add one song from the bard song list to the bard's songbook. This song must be at least one level below the highest song level he can perform.
- **Black Belt:** Gain a +1 bonus to the black belt's CMD when resisting two combat maneuvers of the brawler's choice
- **Black Mage:** Add one spell known from the Black Mage spell list. This spell must be at least one level below the highest spell level the Black Mage can cast.
- **Blue Mage:** Add one spell known from the Blue Mage spell list. This spell must be at least one level below the highest spell level the Blue Mage can cast.
- **Chemist:** Add +1/4 to the chemist's damage rolls with thrown weapons.
- **Chocobo Knight:** Add +1 hit point or +1 skill rank to the chocobo knight's mount. If the chocobo knight ever replaces his mount, the new mount gains these bonus hit points or skill ranks.
- **Dancer:** Add +1/4 point to the dancer's ki pool.
- **Dark Knight:** Add +1 to the dark knight's holy element resistance (maximum +10).
- **Dragoon:** Add +1/3 to the dragoon's damage rolls with spears, lances, and polearms.
- **Fighter:** Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.
- **Geomancer:** Add one spell known from the Geomancer spell list. This spell must be at least one level below the highest spell level the Geomancer can cast.
- **Holy Knight:** Add +1 to the holy knight's shadow element resistance (maximum +10).
- **Illusionist:** Add +1/4 point to the veil pool ability.
- **Knight:** Add +1 to the knight's elemental resistance to one kind of element (maximum +10).
- **Monk:** Add +1/4 point to the monk's ki pool.
- **Necromancer:** Add one spell known from the Necromancer spell list. This spell must be at least one level below the highest spell level the Necromancer can cast.
- **Red Mage:** Add +1/4 point to the red mage's arcane pool.
- **Scholar:** Add one spell from the scholar spell list to the scholar's spellbook. The spell must be at least 1 spell level below the highest level the scholar can cast.

- **Summoner:** Add +1 hit point or +1 skill rank to the summoner's avatar.
- **Sword Saint:** Add +1 to the sword saint's CMD when resisting two combat maneuvers of the character's choice.
- **Thief:** The thief gains +1/6 of a new thief talent.
- **Time Mage:** Add 1/6 of a temporal talent. (One additional temporal talent for every six times you select this option.)
- **White Mage:** Add one spell known from the White Mage spell list. This spell must be at least one level below the highest spell level the White Mage can cast.

Mandragora

The enigmatic mandragora were first observed in the aftermath of the Seventh Umbral Era. It is not known whence they came, or if they even existed prior to the Calamity. They resemble a small, wide-mouthed fat child made from leaves, vines, tree bark, dirt, and pallid tubers.

Mandragora Racial Traits

- **Ability Score Racial Traits:** Mandragoras are quick and agile, while also wiser than they look, but their plant-like bodies are frail. They gain +2 Dexterity, +2 Wisdom, and -2 Constitution.
- **Type:** Humanoid Plant: Mandragora are unique creatures, possessing traits of both humanoids and plants. A mandragora is treated as both humanoid and plant for the purposes of effects that target a specific type of creature. Unlike most plants, a mandragora is not immune to mind-affecting effects, poison, paralysis, polymorph, or stunning.
- **Size:** Mandragoras are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Base Speed:** Mandragoras have a base speed of 20 feet.
- **Languages:** Mandragoras begin play speaking Common and Sylvan. Mandragoras with high Intelligence scores can choose from the following: Draconic, Dwarven, Elvaan, Galkan, Giant, Goblin, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Natural Armor:** Their plant-like nature has gifted mandragoras with a fibrous, stiff skin much like bark. This grants them a +1 natural armor bonus.
- **Plant Resistance:** While technically a plant, a mandragora has more in common with most humanoids. They gain a +2 racial bonus on saving throws against mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), paralysis, poison, and polymorph effects. They are immune to sleep effects.

Feat and Skill Racial Traits

- **Camouflage:** Mandragoras gain a +4 racial bonus on Stealth checks while in marshes or forested terrains.

Magical Racial Traits

- **In Tune with the Earth:** Mandragoras are treated as 1 level higher when casting spells with the earth descriptor. This ability does not give Mandragoras early access to level-based powers; it only affects powers that they could already use without this ability.
- **Spell-Like Ability (Su):** Mandragora can use *Photosynthesis* once per day as a spell-like ability (caster level equal to the mandragora's class level).

Offense Racial Traits

- **Shriek:** Once per day as a standard action, a mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking mandragora must make a Will save (DC 10 + half of the mandragora's character level + its Wisdom modifier) or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability.

Other Racial Traits

- **Bioluminescence:** At will, a mandragora can cause any part of his body to glow, giving off light as a torch.
- **Sunlight Sustenance:** A mandragora does not eat food, but must consume water like all living things. As long as it receives at least six hours of sunlight per day, a mandragora requires only $\frac{1}{4}$ the water a normal humanoid would. A mandragora deprived of adequate sunlight for more than two days at a time becomes fatigued until it gets at least six hours of sunlight. If it does not get sunlight for more than a week, it becomes exhausted until it gets at least six hours of sunlight. A one hour exposure to a *daylight* spell will fulfill a mandragora's daily needs.

Senses Racial Traits

- **Low-Light Vision:** Mandragoras can see twice as far as humes in conditions of dim light.

Weakness Racial Traits

- **Temperature Vulnerability:** A mandragora has trouble regulating its body temperature. Mandragora have a -4 penalty to Fortitude saves made against environmental effects.
- **Vulnerable to Fire:** Mandragoras take 150% as much damage as normal from fire attacks, unless they are immune to fire via other special defenses.
- **Weakened by Cold:** As the winter slows the growth of trees, it also tires and weakens the Mandragora. If a mandragora suffers ice damage, it withers and wilts, needing to make a Fortitude save equal to 10 + the half the damage suffered. Failure to save means the mandragora is staggered.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Buoyant:** Mandragoras with this racial trait live by the water. They gain a +4 competence bonus to Swim checks and a 20' swim speed. This racial trait replaces camouflage and in tune with the earth.
- **Burned One:** You survived a forest fire or being struck by lightning. You gain your choice of fire or lightning resistance 5. Once chosen, this choice cannot be changed. This racial trait replaces plant resistance and vulnerable to fire.

- **Cactuar Kin:** Your clan's ancestors were desert-dwelling cactuars. The whole of your body is covered with small spines. When you are struck with a natural weapon or unarmed strike, your opponent suffers 1d3 points of piercing damage. You also deal this damage to your opponent each round while grappling. This racial trait replaces plant resistance.
- **Dark Root:** Your lineage is more closely related to tubers and other root plants than to soaring sequoia or grand oaks. You gain darkvision 60 feet and a burrow speed of 15 feet. This racial trait replaces low-light vision and bioluminescence.
- **Pestilent:** Your lineage began in a stagnant swamp. You gain immunity against poison and disease. This racial trait replaces plant resistance.
- **Photosynthetic Regrowth:** A mandragora with this racial trait recovers lost hit points every hour rather than every day as long as it remains in direct sunlight for the entire hour. This racial trait replaces natural armor.
- **Pithy Toughness:** Mandragora with this racial trait gain Toughness as a bonus feat. This racial trait replaces plant resistance.
- **Thick Bark:** Mandragoras with this racial trait have a thicker skin around their bodies. They gain a +1 racial bonus to Fortitude saves and a +2 save bonus vs. fire attacks. This racial trait replaces plant resistance and vulnerable to fire.

Racial Feats

The following feats are available to a mandragora character who meets the prerequisites.

- Cactuar Affinity
- Deep Roots
- One with Wood
- Paragon Mandragoran
- Sun Loving

Racial Archetypes

The following racial archetypes are available to mandragoras:

- [Tree Guardian \(Beastmaster; Mandragora\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/2 on critical hit confirmation rolls for attacks made with bows or crossbows (maximum bonus of +4). This bonus does not stack with Critical Focus feat.
- **Beastmaster:** Add +1/2 to the damage dealt by the beastmaster's animal companion's natural attacks.
- **Geomancer:** Add +1/2 bonus on Knowledge (nature) skill checks.
- **Holy Knight:** Add +1/2 hit point to the holy knight's lay on hands ability (whether using it to heal or harm).
- **Thief:** Add +1/3 on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This does not stack with the Critical Focus feat.

- **White Mage:** Add +1 to holy burst damage dealt to creatures denied their dexterity bonus to AC (whether or not the creature has a dexterity bonus to AC).

Mithra

Graceful and agile, the feline Mithra hail originally from Khazam, but crossed the great sea to fight the crystal war at the side of the other races of Vana'diel. They currently share the city of Windurst with the Taru-Taru, and most notably the ranks of the Star Sybil's Sybil Guards are drawn exclusively from the Mithra. While Mithra, like most races, exist as both male and female, male births are exceedingly rare, and as such male mithra are normally kept locked away from the prying eyes of other races, the threats of the world, and indeed other mithra. Thus, male adventuring mithra are so rare as to be unheard of. Mithra are known for their energy and curiosity, and of course for their good-humored mischievous nature. However, they have a very short attention span so they are not keenly studious like the Tarutaru and nor are they totally tilted towards exercise like the Galka. This definite balance makes them good all round characters that can do particularly well in all fields but still never be the best as Mages or Fighters.

Mithra Racial Traits

- **Ability Score Racial Traits:** Mithra are sociable and agile, but often lack common sense. They gain +2 Dexterity, +2 Charisma, and -2 Wisdom.
- **Type:** Mithra are humanoids with the mithra subtype.
- **Size:** Mithra are Medium creatures and have no bonuses or penalties due to their size.
- **Base Speed:** Mithra have a base speed of 30 feet.
- **Languages:** Mithra begin play speaking Common and Mithra. Mithra with high Intelligence scores can choose from the following languages: Elvaan, Gnoll, Goblin, Lalafell, Orc, and Vieran.

Defense Racial Traits

- **Cat's Luck (Ex):** Once per day, when a mithra makes a Reflex saving throw, she can roll the saving throw twice and take the better result. She must decide to use this ability before the saving throw is attempted.

Feat and Skill Racial Traits

- **Natural Hunter:** Mithra receive a +2 racial bonus on Perception, Stealth, and Survival checks.

Movement Racial Traits

- **Sprinter:** Mithra gain a 10-foot racial bonus to their speed when using the charge, run, or withdraw actions.

Senses Racial Traits

- **Low-Light Vision:** Mithra have low-light vision allowing them to see twice as far as humes in dim light.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Cat's Claws:** Some mithra have stronger and more developed claws than other members of their race, and can use them to make attacks. Mithra with this racial trait have a pair of claws they can use as natural weapons. These claws are primary attacks that deal 1d4 points of damage. This racial trait replaces natural hunter.
- **Clever Cat:** Mithra's generally friendly disposition doesn't preclude craftiness. Some of them see social obstacles as games to be played and won. These mithra receive a +2 racial bonus on Bluff, Diplomacy, and Sense Motive checks. This racial trait replaces natural hunter.
- **Climber:** Mithra hunters excel at hunting prey from trees and other high vantage points. Mithra with this racial trait possess a climb speed of 20 feet (along with the +8 racial bonus on Climb checks a climb speed affords). This racial trait replaces sprinter.
- **Curiosity:** Mithra are naturally inquisitive about the world around them, though some are more curious than others. Such mithra gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) are always class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead. This racial trait replaces natural hunter.
- **Dexterous Tail:** Mithra with this trait have a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action. This racial trait replaces sprinter.
- **Nimble Faller:** Some mithra have an amazing sense of balance and keen knowledge of their own center of gravity. Mithra with this trait land on their feet even when they take lethal damage from a fall. Furthermore, mithra with this trait gain a +1 bonus to their CMD against trip maneuvers. This racial trait replaces sprinter.
- **Scent:** Some mithra favor a keen sense of smell over sensitive sight. Mithra with this racial trait gain the scent ability. This racial trait replaces the low-light vision.

Variant Mithra Heritages

Although many mithras follow the general model of the mithra, many more do not. Those of different lineages may evince dramatically different manifestations of their heritage, both in appearance and in ability.

Here are 6 different potential heritages for mithra PCs. If you choose to use a specific bloodline instead of the general rules for creating a mithra, you should work with your GM to ensure that your character's appearance reflects that bloodline.

- **Alternate Skill Modifiers:** While most mithras gain a +2 racial bonus on Perception, Stealth, and Survival checks, those of the variant heritages listed below gain a modifier to different skills.

Table 2-1: Variant Mithra Heritages

D6	Heritage	Ability Modifiers	Alternate Skill Modifiers	Description
1	Liono	+2 Str, +2 Cha, -2 Wis	Diplomacy, Knowledge (nobility), Use Magic Device	Loyal and royalty-borne, these mithra seek to unite all mithra races.
2	Tygra	+2 Dex, +2 Int, -2 Con	Disable Device, Knowledge (technology), Pilot	Intelligent and agile, these mithra want to create new technology to advance their species.

3	Cheetara	+4 Dex, -2 Str	Acrobatics, Climb, Escape Artist	Fast and lithe, these speedy mithra seek a fun life in the fast lane.
4	Panthro	+2 Str, +2 Int, -2 Cha	Disable Device, Drive, Knowledge (technology)	Strong and smart, these mithra want to build unique vehicles and expand technology.
5	Pumyra	+2 Dex, +2 Wis, -2 Con	Craft (alchemy), Heal, Sense Motive	Sleek and wise, these mithra seek to heal the wounded.
6	Jagara	+2 Dex, +2 Int, -2 Con	Knowledge (arcana), Spellcraft, Use Magic Device	Wily and knowledgeable, these mithra want to understand the ways of magic.

Racial Feats

The following feats are available to a mithra character who meets the prerequisites.

- Black Cat
- Claw Pounce
- Feline Grace
- Mithra Exemplar
- Nimble Striker

Racial Archetypes & Bloodlines

The following racial archetypes are available to mithra:

- [Cat Burglar \(Thief; Mithra\)](#)
- [Nimble Guardian \(Monk; Mithra\)](#)

Mithra Thief Talents

The following thief talents can only be taken by mithra.

- **Deadly Scratch (Ex):** A mithra thief with this talent can apply poison to her claws without accidentally poisoning herself. A mithra thief must have the cat's claws racial trait and the poison use class feature before taking this talent.
- **Disarming Luck (Ex):** Once per day, when a mithra thief attempts to disable a device and fails by 5 or more, she can reroll the check as a free action. She must take the result of the reroll, even if it's worse than the original roll.
- **Graceful Faller (Ex):** A mithra thief with this talent lands on her feet even when she takes lethal damage from a fall. If the mithra thief also has the nimble faller racial trait, she takes damage from any fall as if it were 20 feet shorter than it actually is.
- **Nimble Climber (Ex):** A mithra thief with this talent gains a +4 bonus on Climb checks. If she has the climber racial trait, she can take 10 on her Climb checks even when in immediate danger or distracted.
- **Single-Minded Appraiser (Ex):** A mithra thief with this talent is skilled at determining the value of sparkly things. She can always take 10 when appraising gems and jewelry.
- **Vicious Claws (Ex):** A mithra with this talent uses d8s to roll sneak attack damage instead of d6s, but only when she uses her claws to make the sneak attack. A mithra thief must have the cat's claws racial trait before taking this talent.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/2 on critical hit confirmation rolls for attacks made with bows or crossbows (maximum bonus of +4). This bonus does not stack with Critical Focus feat.
- **Bard:** Add a +1/2 bonus on Bluff checks to lie and a +1/2 bonus on Diplomacy checks to gather information.
- **Beastmaster:** Add +1/2 to the damage dealt by the beastmaster's animal companion's natural attacks.
- **Black Belt:** Add 1 to the black belt's CMD when she's resisting a trip or overrun combat maneuver.
- **Black Mage:** Add a +1 bonus on Concentration checks made due to taking damage while casting black mage spells.
- **Blue Mage:** Add +1/6 bonus to Knowledge (all) skill checks.
- **Chemist:** The chemist gains +1/6 of a new discovery.
- **Chocobo Knight:** Add 5 feet (up to 15 feet maximum) to the chocobo knight's mount's speed when it uses the charge or withdraw action.
- **Dancer:** Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.
- **Dark Knight:** The dark knight gains +1/6 of an additional 1d6 points of sneak attack damage.
- **Dragoon:** The dragoon gains +1/6 of an additional 1d6 points of deadly lancer damage.
- **Fighter:** Add +1/2 to damage rolls the fighter makes with weapon attacks against an opponent she is flanking or an opponent that is denied its dexterity bonus to AC.
- **Geomancer:** Add +1/2 to the bonus on initiative checks the geomancer gains based on favored terrain.
- **Holy Knight:** Add +1 to the amount of damage the holy knight heals with lay on hands, but only when the holy knight uses that ability on herself.
- **Illusionist:** Add +1/2 bonus on Disguise skill checks.
- **Knight:** Add +1/4 to the dodge bonus to AC while in a defensive stance.
- **Monk:** Add +1/2 on escape artist checks and on acrobatics checks to cross narrow surfaces.
- **Necromancer:** The necromancer gains +1/6 of an additional use of shadow burst.
- **Red Mage:** Add +1/4 to the bonus granted by ruby knowledge for damage or healing.
- **Scholar:** When casting enhancing spells, add 1/3 to the effective caster level, but only for the purpose of determining duration.
- **Summoner:** Add +1 hit point to the summoner's avatar.
- **Sword Saint:** Add +1 to the sword saint's CMD when resisting a disarm or overrun combat maneuver.
- **Thief:** Add a +1/2 bonus on stealth checks and perception checks made in dim light or darkness.
- **Time Mage:** Add 1/6 of an additional d4 to one attack roll when you spend a mote to boost your attack roll. (+1d4 for every six times you select this option.)
- **White Mage:** Add +1 to holy burst damage dealt to creatures denied their dexterity bonus to AC (whether or not the creature has a dexterity bonus to AC).

Moogles

Moogles are a resourceful race known to be skillful in mechanics and engineering; they were the first pioneers of airship construction. They are also skillful merchants, their cheerful disposition often charming potential customers. Moogles typically get no taller than 3 to 4 feet. They tend to have small eyes (like moles) and black, red, or purple bat-like wings. Their most distinguishing feature is a single black antenna that sticks up from the head with a small, usually red, ball (or "pompom") at the end. Their ears are usually shaped like a cat's, but sometimes they have longer rabbit-like ears. Most Moogles have white or pink fur. When speaking hume languages, they tend to end their sentences with the sound 'kupo'. Moogles are mostly found in large cities,

working as engineers, or serving aboard airships. They are avid storytellers and holders of many superstitions. Moogles also hate water, preferring instead to bathe in dust or sand.

Mooggle Racial Traits

- **Ability Score Racial Traits:** Moogles' small stature makes them weaker than other races, but moogles have nimble hands and are easy to get along with. They gain +2 Dexterity, +2 Charisma, and -2 Strength.
- **Type:** Moogles are Humanoid creatures with the moogle subtype.
- **Size:** Moogles are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Base Speed:** Moogles have a base speed of 30 feet on land. They also have a fly speed of 15 feet (poor), as long as they do not carry more than a Medium load, are not wearing heavy armor, and are not fatigued or exhausted.
- **Languages:** Moogles begin play speaking Common and Moogle. Moogles with high Intelligence scores can choose from the following: Aklo, Auran, Draconic, Goblin, Numish, and Sylvan. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Defensive Training:** Moogles gain a +4 dodge bonus to AC against monsters of the giant subtype.

Feat and Skill Racial Traits

- **Good Merchant:** Moogles seem to have the innate ability to identify the value of items and sell them at a good margin. Moogles receive a +2 racial bonus on all Appraise checks. Furthermore, moogles gain a +2 racial bonus on all Diplomacy checks concerning any type of business transaction.
- **Keen Senses:** Moogles receive a +2 racial bonus on Perception checks.

Offense Racial Traits

- **Construct Familiarity:** Moogles get a +1 racial bonus on attack rolls against constructs and receive a +4 dodge bonus against them. In addition, constructs are susceptible to a moogle's critical hits, sneak attacks, stunning fists, and other similar attacks that only affect targets with discernible anatomy.

Senses Racial Traits

- **Low-Light Vision:** Moogles can see twice as far as humes in conditions of dim light.

Weakness Racial Traits

- **Hydrophobia:** When drenched in water or some other liquid, a moogle receives a -2 penalty on attack rolls and concentration checks.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Academician:** Some moogles are more academically inclined than their kin. Moogles with this racial trait gain a +2 bonus on any single Knowledge skill. This racial trait replaces good merchant.
- **Darkvision:** Some moogle strains have lived in the underground depths for so long they have given up on light entirely and gained darkvision with a range of 60 feet. This racial trait replaces low-light vision and keen senses.
- **Engineer:** Moogle engineers tinker endlessly with fire, explosives, and the engines of war. Moogles with this racial trait gain a +2 racial bonus on Craft (alchemy) and Knowledge (engineering) checks. This racial trait replaces good merchant.
- **Eternal:** Hope Moogles rarely lose hope and are always confident that even hopeless situations will work out. Moogles with this racial trait receive a +2 racial bonus on saving throws against fear and despair effects. Once per day, after rolling a 1 on a d20, the moogle may reroll and use the second result. This racial trait replaces defensive training.
- **Explorer:** Many moogles are obsessed with seeing as much of the world as possible, rather than perfecting some specific talent or vocation. These moogles gain a +2 racial bonus on Climb checks and checks for one Knowledge skill of their choice. This racial trait replaces construct familiarity and good merchant.
- **Gift of Tongues:** Moogles love languages and learning about those they meet. Moogles with this racial trait gain a +1 bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill. This racial trait replaces defensive training and good merchant.
- **Knack with Poison:** Some moogles have an instinctive understanding of poisons and their uses. Moogles gain a +2 racial bonus on Fortitude saves against poison and a +2 bonus on Craft (alchemy) checks to make poison. The bonus on Fortitude saving throws against poisons increases to +4 if the moogle accidentally poisons himself when applying or readying the substance. This racial trait replaces construct familiarity and good merchant.
- **Master Tinker:** Moogles experiment with all manner of mechanical devices. Moogles with this racial trait gain a +1 bonus on Disable Device and Knowledge (engineering) checks. They are treated as proficient with any weapon they have personally crafted. This racial trait replaces defensive training and good merchant.

Racial Feats

The following feats are available to a moogle character who meets the prerequisites.

- Bargain
- Blundering Defense
- Cautious Fighter
- Desperate Swing
- Lucky Moogle
- Moogle Gunner
- Risky Striker
- Skilled Flyer
- Surprise Strike
- Tangle Feet
- Uncanny Defense

Racial Archetypes

The following racial archetypes are available to moogles:

- [Experimental Gunsmith \(Gunner; Moogle\)](#)
- [Mog Knight \(Chocobo Knight; Moogle\)](#)
- [Prankster \(Bard; Moogle\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/3 to the archer's bonus to damage using deadshot.
- **Bard:** Add +1/6 to the number of people the bard can affect with the fascinate bardic performance.
- **Beastmaster:** Add a +1/2 bonus on diplomacy and intimidate checks to change a creature's attitude.
- **Black Belt:** Gain a +1 bonus to the black belt's CMD when resisting a grapple or overrun combat maneuver.
- **Black Mage:** Select one item creation feat known by the black mage. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gil (50 gil if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.
- **Blue Mage:** Add +1/4 bonus to damage to the blue mage's natural attacks.
- **Chemist:** Add +1 foot to the range increment of the chemist's thrown splash weapons (including the chemist's bombs). This option has no effect unless the chemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.
- **Chocobo Knight:** Add +1/2 to the chocobo knight's bonus to damage against targets of his challenge.
- **Dancer:** Add +1/6 of a new mystic dance.
- **Dark Knight:** Add +1 foot to the size of all the dark knight's aura class features. This option has no effect unless the dark knight has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.
- **Dragoon:** Add +1/6 to reduce armor check penalty and increase maximum Dexterity bonus when wearing armor.
- **Fighter:** Add +1 to the fighter's CMD when resisting a dirty trick or steal attempt.
- **Geomancer:** Add +1/4 to the number of times the geomancer can use the Geomancy ability.
- **Holy Knight:** Add +1/2 hit point to the holy knight's lay on hands ability (whether using it to heal or harm).
- **Illusionist:** Add +1/4 to the DC for the Cloaked Casting ability.
- **Knight:** Add +1/4 to the number of times the knight can use the Defensive Stance ability.
- **Monk:** Add +1 to the monk's Acrobatics check bonus gained by spending a point from his ki pool. A monk must be at least 5th level to select this benefit.
- **Necromancer:** Add +1 hit point to the necromancer's bone commander.
- **Red Mage:** Add a +1/2 circumstance bonus on critical hit confirmation rolls when using spellstrike (to a maximum of +4). This bonus does not stack with Critical Focus.
- **Scholar:** Gain 1/6 of a new scholar exploit.

- **Summoner:** Add +1 hit point to the summoner's avatar.
- **Sword Saint:** Add +1 to the sword saint's CMD when resisting a trip or grapple attempt.
- **Thief:** The thief gains a +1/2 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.
- **Time Mage:** When using the steal time temporal talent, add +1/2 to the effective class level of the time mage, but only to determine the ability's duration.
- **White Mage:** The white mage gains elemental resistance 1 against shadow. Each time the white mage selects this reward, increase her resistance by +1 (maximum 10).

Nu Mou

The wise and gentle Nu mous, a tribe of lop-eared mages and spellcasters, are famous for their thirst for learning and their discovery of the most esoteric of magical rites. They have gray, leathery skin, and long, lop-rabbit ears, often pierced by heavy jewelry. They have snouts, and sport elegantly long tails covered in heavy orange fur, giving them a bestial cast that doesn't mesh with their cautious, timid ways. The Nu mou are sagacity-embodied scholars who are rarely seen outside of their impressive academic towers, except when working on behest of professors or politicians. They are devoted enough to the ideal of knowledge, power, and education to sacrifice themselves for this cause, if need be.

Nu Mou Racial Traits

- **Ability Score Racial Traits:** Nu mous are very wise and intelligent, but lack the stamina due to spending so much time researching. They gain +2 Intelligence, +2 Wisdom, and -2 Dexterity.
- **Type:** Nu mous are Humanoid creatures with the nu mou subtype.
- **Size:** Nu mous are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Base Speed:** (Slow Speed) Nu mous have a base speed of 20 feet.
- **Languages:** Nu mous begin play speaking Common and Numish. Nu mous with high Intelligence scores can choose from the following: Bangese, Celestial, Draconic, Giant, Moogle, Sylvan and Vieran. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Enchantment Resistance:** Nu mous receive a +2 bonus on saving throws against enchantment spells and effects.

Feat and Skill Racial Traits

- **Lorekeeper:** Nu mous receives a +2 racial bonus on any two Knowledge checks.
- **Well-Spoken:** Nu mous receive a +2 racial bonus on Diplomacy and Handle Animal checks.

Offense Racial Traits

- **Overwhelming Caster:** A nu mou's caster level is treated as two levels higher when making a dispelling check or rolling to overcome spell resistance.

Senses Racial Traits

- **Low-Light Vision:** Nu mous can see twice as far as humes in conditions of dim light.

Weakness Racial Traits

- **Poor Swimmer:** Nu mous take a -4 penalty on Swim checks.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Integrated:** Many nu mous are skilled in the art of ingratiating themselves into a community as if they were natives. Nu mous with this racial trait gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. This racial trait replaces lorekeeper.
- **Magic Resistant:** Some nu mous are particularly resistant to magic. Nu mous with this racial trait gain spell resistance equal to $5 + \text{their character level}$. This resistance can be lowered for 1 round as a standard action. This racial trait replaces enchantment resistance and overwhelming caster.
- **Sociable:** Nu mou are skilled at charming others and recovering from faux pas. If nu mous with this racial trait attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed. This racial trait replaces lorekeeper.
- **Truespeaker:** There are some nu mous whose language transcends all boundaries. They gain a +2 bonus on Linguistics and Sense Motive checks, and they learn two languages each time they gain a rank in Linguistics. This racial trait replaces well-spoken.

Racial Feats

The following feats are available to a nu mou character who meets the prerequisites.

- Arcane Talent
- Breadth of Experience
- Servitor's Diplomacy

Racial Archetypes

The following racial archetypes are available to nu mous:

- [Eldritch Raider \(Thief; Nu Mou\)](#)
- [Elemental Knight \(Red Mage; Nu Mou\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Black Mage:** Add one spell known from the Black Mage spell list. This spell must be at least one level below the highest spell level the Black Mage can cast.
- **Blue Mage:** Add +1/6 bonus to all Knowledge skill checks.

- **Illusionist:** Add +1/6 to the DC for all illusion spells.
- **Necromancer:** Add +1 skill rank to the necromancer's bone commander. If the necromancer ever replaces his bone commander, the new bone commander gains these bonus skill ranks.
- **Red Mage:** Add a +1/2 bonus on concentration checks made to cast defensively.
- **Scholar:** Increase total number of points in the scholar's arcane reservoir by 1.
- **Summoner:** The amount of time the summoner must spend to summon his avatar is reduced by 1 round, to a minimum of 1 round.
- **Thief:** The thief gains a +1/2 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.
- **Time Mage:** Add +1/6 of an additional d4 to one skill check or ability check when you spend a mote to boost such a check.
- **White Mage:** Add one spell known from the White Mage spell list. This spell must be at least one level below the highest spell level the White Mage can cast.
- **White Mage:** Add one spell known from the White Mage spell list. This spell must be at least one level below the highest spell level the White Mage can cast.

Qu

The Qus are a race of strange, swamp-dwelling humanoids reputed for their huge appetites and cooking talent. Their greatest achievement is the Way of the Gourmand, which sums every aspects of their life. The Way of the Gourmand defines the life of a Qu. Knowledge, power and personal growth can be attained by eating and discovering new knowledge of food. They have somewhat limited attention spans and wit, despite not being stupid at all, but won't try to understand what is beyond their own limits. They are grounded in reality and won't be impaired by the chaos around them or dramatic events. Qus are tall, bulky humanoids with a pale, milky skin. Their almost featureless body is covered by strong muscles and healthy fat. Their round belly occupies most of their body mass, their most powerful asset. Their bulbous head and short, stumpy legs generally make them 6'5" tall. Their long, lanky arms hang to the sides of their body when left unattended. The Qu's faces are commonly described as "a gross, doll-looking face with rounded, cross-shaped eyes and a wound-like mouth going side to side, gifted with a tongue larger than my arm." They favor brightly colored clothes and cook outfits, and usually weigh about 400 pounds. The Qus are truly affectionate beings and love spending time with friends, as long as these agree to help on the Way of the Gourmand (by catching some exotic food, for example.).

Qu Racial Traits

- **Ability Score Racial Traits:** Qus are resilient and smart, but their monstrous appearance makes people fearful of interacting with them. They gain +2 Constitution, +2 Intelligence, and -2 Charisma.
- **Size:** Qus are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Qus are humanoids with the qu subtype.
- **Base Speed:** Qus have a base speed of 30 feet.
- **Languages:** Qus begin play speaking Common and Queran. Qus with high Intelligence scores can choose from the following: Galkan, Giant, Goblin, Lalafell, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Strong Stomach:** Qus gain a +4 racial bonus to saving throws against Poison and Sap status effects due to their unique biology.

Feat and Skill Racial Traits

- **Expert Chefs:** Qus are renowned chefs of the culinary world. They gain a +2 racial bonus to Profession (Chef) skill checks.
- **Great Lungs:** Qus receive the Endurance feat for free at first level.

Offense Racial Traits

- **Weapon Familiarity:** Qu treat the Qu Battle Fork as a martial weapon, instead of an exotic weapon.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Eat Anything:** Raised with little or no proper food, many qu have learned to survive by eating whatever they happen across and can digest nearly anything without getting sick. Qu with this trait gain a +4 on Survival checks to forage for food and a +4 racial bonus on saves versus effects that cause the nauseated or sickened conditions. This racial trait replaces expert chefs.
- **Scavenger:** Some qu eke out a living picking over the garbage heaps of society, and must learn to separate rare finds from the inevitable dross. Qu with this racial trait receive a +2 racial bonus on Appraise checks and on Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste. This racial trait replaces weapon familiarity.
- **Smeller:** Qu with this racial trait gain a limited scent ability with half the normal range. This racial trait replaces great lungs and weapon familiarity.
- **Unnatural:** Some qu unnerve normal animals, and train to defend themselves against the inevitable attacks from such creatures. These qu take a -4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receive a +2 dodge bonus to AC against animals. An animal's starting attitude toward qu is one step worse than normal. This racial trait replaces weapon familiarity.

Racial Feats

The following feats are available to a qu character who meets the prerequisites.

- Agile Tongue
- Fantastic Tongue
- Grasping Tongue
- Improved Stability
- Tongue Lash

Racial Archetypes

The following racial archetypes are available to qu:

- [Redeemer \(Holy Knight; Qu\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Black Mage:** Add a +1 bonus on Concentration checks made due to taking damage while casting black mage spells.
- **Blue Mage:** Add +1/6 bonus to Knowledge (all) skill checks.
- **Chemist:** Add +1 foot to the range increment of the chemist's thrown splash weapons (including the chemist's bombs). This option has no effect unless the chemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.
- **Necromancer:** Add + 1/6 bonus of DR 1/- to the necromancer's damage reduction.
- **Red Mage:** Add +1/4 to the number of times the red mage can use the Convert ability. A red mage must be at least 5th level to select this benefit.
- **Summoner:** Add +1 hit point to the summoner's avatar.
- **White Mage:** Add +1/4 to the number of uses per day of the white mage's holy burst class feature.

Ronso

Ronso are a race of many-colored furred lion-like humanoids. Ronso are humanoid in stature, standing above two meters in average height (with the males considerably larger and more muscular than the females, who possess a "faster", more athletic body type). They are feline in appearance, possessing hands/claws and foot paws, they walk on (what would be for humes) the balls of their feet and possess dew-claws as well as foot pads. Possessing lion-like tails that roughly measure half of their body lengths, Ronso bodies are covered in blue fur (perhaps a trait due to their living in a winter climate) with patches of white (though the color has differed to either a darker blue or yellow depending on the individual) fur around the thighs, calves, shoulders, chest (males), tail-tips, and scalp. The abundance of the fur the patches consist of seems to be greater on the males than the females, based on observation. The scalp fur, or mane, is usually tied back or styled in a similar way to hair. In regards to facial appearances, Ronso differ in comparison to humes, again they possess feline attributes like muzzles and fangs as well as a distinct cat-like nose. Their ears, while located similar to humans, possess a more elvaan shape and are thought to be capable of articulation similar to cats. The male Ronso possess a singular horn that grows from the forehead and denotes status and power. The females do not seem to have this attribute. For the males, the horn is a symbol of their strength and pride, and to lose the horn in battle is considered shameful. Both genders possess carnivore fangs, hinting that they may be meat eaters (it is unknown if they are omnivores). Their eyes are yellow, contrasting starkly against their fur, and constantly give the impression of a predator's gaze.

Ronso Racial Traits

- **Ability Score Racial Traits:** Ronso are strong and often wise, but gruff in demeanor. They gain +2 Strength, +2 Wisdom, and -2 Charisma.
- **Size:** Ronso are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Ronso are humanoids with the ronso subtype.
- **Base Speed:** Ronso have a base speed of 30 feet.
- **Languages:** Ronso begin play speaking Common and Ronsaur. Ronso with high Intelligence scores can choose from the following: Galkan, Giant, Goblin, Lalafell, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Arctic Fur:** Ronso are immune to environmental damage from cold weather (below 40 degrees). In conditions of extreme cold (below 0 degrees), ronso suffer the normal conditions for cold weather, not the harsher conditions for extreme cold.

Feat and Skill Racial Traits

- **Survivalist:** Ronso are hunters and can hunt in the best and worst of weather conditions. They gain a +2 racial bonus on all Survival checks.

Movement Racial Traits

- **Mountaineers:** Ronso are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.

Offense Racial Traits

- **Gore:** Ronso can use their horns as a natural attack that deals 1d6 points of damage. This is a primary natural attack.
- **Powerful Charge:** Whenever a Ronso charges with its horn, it deals 2d6 points of damage instead plus 1-1/2 times its Strength bonus.

Weakness Racial Traits

- **Stand On Your Own Feet:** Ronso do not do well when traveling by means other than their own two feet. They take a -2 penalty to all Fly and Ride checks.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Battle-Hardened:** Incessant drills make defense second nature to some ronso. Ronso with this racial trait gain a +1 bonus to CMD. This racial trait replaces survivalist.
- **Fearsome:** Some ronso scorn caution and subtlety for swagger and bluster. Ronso with this racial trait gain a +4 racial bonus on Intimidate checks. This racial trait replaces survivalist.
- **Lion's Claws:** Some ronso have stronger and more developed claws than other members of their race, and can use them to make attacks. Ronso with this racial trait have a pair of claws they can use as natural weapons. These claws are primary attacks that deal 1d4 points of damage. This racial trait replaces arctic fur and survivalist.
- **Magehunter:** Ronso hate and fear spellcasters. They gain a +2 racial bonus on Spellcraft checks made to identify a spell being cast and a +1 racial bonus on attack rolls against spellcasters. They only gain this bonus against creatures that use spells, and not against those that only use spell-like abilities. This racial trait replaces survivalist and mountaineers.

Racial Feats

The following feats are available to a ronso character who meets the prerequisites.

- Focusing Blow
- Ronso Discipline

Racial Archetypes

The following racial archetypes are available to ronsos:

- [Feral Gnasher \(Beastmaster; Ronso\)](#)
- [Tranquil Guardian \(Holy Knight; Ronso\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Beastmaster:** Add +1/2 on critical hit confirmation rolls for attacks made with unarmed strikes or natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.
- **Blue Mage:** Add +1/4 bonus to damage to the blue mage's natural attacks.
- **Dark Knight:** Add +1/3 on critical hit confirmation rolls made while using smite good (maximum bonus of +5). This does not stack with the Critical Focus feat.
- **Dragoon:** Add +1/3 to the dragoon's attack rolls with spears, lances, and polearms.
- **Fighter:** Add +1/2 to damage dealt on a charge attack.
- **Holy Knight:** Add +1/4 AC bonus against a foe you are targeting with smite evil.
- **Knight:** Add +1 to the knight's total number of defensive stance rounds per day.

Seeq

The Seeq are a pig-like race that comes in a variety of colors and sizes. They make a living in Hume societies and make decent go-betweens and peddlers. Many are mistrusted on account of their appearance, mannerisms, and size. But if they are treated correctly, they make loyal friends. They have large, tan bellies, with the rest of their bodies colored in various shades, commonly blue, but some are red, green, yellow, or brown. They have squat faces and snouts with large nostrils, large, pupil-less eyes of varying colors, and large tusks. One of their distinguishing features is their large single horn that protrudes from the top of their heads, sometimes it is a spire, and other times it resembles a knob. They stand on short, thin, but strong legs featuring three cloven toes. Their powerful arms feature two long-talon fingers and a thumb. Physically, it is impossible to distinguish between males and females. But females tend to wear tops, while most males usually only cover their bottoms with ragged skirts or shorts in day to day life, only donning armor for adventuring. Seeq are natural gossipmongers and peddlers. Most living among Hume societies operating bazaar stalls, shops, and taverns. They are treated as lower-class citizens, on the account that most are not very bright and speak crudely and have no table manners and spread rumors and are greedy and etc.

Seeq Racial Traits

- **Ability Score Racial Traits:** Seeq are hardy and have good instincts, but aren't terribly bright. They gain +2 Constitution, +2 Wisdom, and -2 Intelligence.
- **Size:** Seeq are Medium creatures and thus receive no bonuses or penalties due to their size.

- **Type:** Seeq are humanoids with the seeq subtype.
- **Base Speed:** Seeq have a base speed of 30 feet.
- **Languages:** Seeq begin play speaking Common and Seeq. Galka with high Intelligence scores can choose from the following: Bangese, Draconic, Giant, Goblin, Terran, Undercommon. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Hardy:** Seeq gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- **Stability:** Seeq receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

Feat and Skill Racial Traits

- **Greed:** Seeq gain a +2 bonus on Appraise checks to determine the price of non-magical goods that contain precious metals or gemstones.
- **Word on the Street:** Seeq receive a +2 racial bonus on Diplomacy checks when used to gather information.

Senses Racial Traits

- **Low-Light Vision:** Seeq can see twice as far as a hume in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Beguiling Liar:** Many seeq find that the best way to get along in the world is to tell others what they want to hear. These seeq practice of telling habitual falsehoods grants them a +4 racial bonus on Bluff checks to convince an opponent that what they are saying is true when they tell a lie. This racial trait replaces greed and word on the street.
- **Cornered Fury:** Seeq can fight viciously when cut off from friends and allies. Whenever a seeq with this racial trait is reduced to half or fewer of his hit points, and has no conscious ally within 30 feet, he gains a +2 racial bonus on melee attack rolls and to Armor Class. This racial trait replaces stability.
- **Nimble:** The seeq receives a +1 racial bonus on Reflex saves. This racial trait replaces hardy.
- **Scent:** Some seeq have much more strongly developed senses of smell, instead of keen eyes and ears. These seeq have the scent ability, but take a -2 penalty on all Perception checks based primarily on sight or hearing. This racial trait replaces hardy.

Racial Feats

The following feats are available to a seeq character who meets the prerequisites.

- Grudge Fighter
- Keen Scent

- Resolute Rager

Racial Archetypes

The following racial archetypes are available to seeqs:

- [Dirty Fighter \(Fighter; Seeq\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/3 bonus to the archer's Aim bonus for attack and damage rolls.
- **Beastmaster:** Add +1 to an animal companion's CMD when adjacent to the beastmaster. If the beastmaster ever replaces his animal companion, the new animal companion gains this bonus.
- **Chemist:** Add +1/2 to the chemist's bomb damage.
- **Dark Knight:** Add +1/4 to the number of defiles the dark knight can inflict.
- **Fighter:** Add +1 to the fighter's CMD when resisting a bull rush or grapple attempt.
- **Thief:** Add +1/3 on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This does not stack with the Critical Focus feat.

Tarutaru

Tarutaru resemble children in size, though this does not reflect their age. In fact, they do not seem to change their appearance at all as they age. The Tarutaru are said to understand the importance of the balance between natural harmony and magic. Tarutaru lack the physical strength and durability of their fellow enlightened races as a result of their racial prejudice towards magical study, but they do control greater reserves of magical power as a result, and are the most studious and intelligent of the races.

Tarutaru Racial Traits

- **Ability Score Racial Traits:** Tarutaru are quick in both mind and body, but physically frail. They gain +2 Dexterity, +2 Intelligence, +2 Charisma, -2 Strength, and -2 Constitution.
- **Type:** Tarutaru are Humanoid creatures with the tarutaru subtype.
- **Size:** Tarutaru are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Base Speed:** (Slow Speed) Tarutaru have a base speed of 20 feet on land.
- **Languages:** Tarutaru begin play speaking Common and Lalafell. Tarutaru with high Intelligence scores can choose from the following: Draconic, Dwarven, Elvaan, Galkan, Giant, Goblin, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Defensive Training:** Tarutaru get a +4 dodge bonus to AC against monsters of the giant type.
- **Magic Resistant:** Tarutaru get a +1 racial saving throw bonus against spells or spell-like effects.

Feat and Skill Racial Traits

- **Magic Expert:** Tarutaru value knowledge and learning about the field of magic. They gain a +2 racial bonus on Knowledge (Arcana) and Spellcraft checks.
- **Talented:** Tarutaru receive a +2 racial bonus on a Craft or Profession skill of their choice.

Magical Racial Traits

- **Magic Aptitude:** Tarutaru gain a +2 racial bonus on caster level checks made to overcome spell resistance and a +2 racial bonus on dispel checks.
- **Spell Focus:** Tarutaru gain a +2 racial bonus on concentration checks made to cast spells defensively.
- **Spell-Like Ability (Su):** Tarutaru can use *Detect Magic* at will as a spell-like ability (caster level equal to the tarutaru's class level).

Senses Racial Traits

- **Low-light Vision:** Tarutaru can see twice as far as a hume in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Academician:** Some tarutaru are more academically inclined than their kin. Tarutaru with this racial trait gain a +2 bonus on any single Knowledge skill. This racial trait replaces talented.
- **Eternal Hope:** Tarutaru rarely lose hope and are always confident that even hopeless situations will work out. Tarutaru with this racial trait receive a +2 racial bonus on saving throws against fear and despair effects. Once per day, after rolling a 1 on a d20, the tarutaru may reroll and use the second result. This racial trait replaces defensive training.
- **Explorer:** Many tarutaru are obsessed with seeing as much of the world as possible, rather than perfecting some specific talent or vocation. These tarutaru gain a +2 racial bonus on Climb checks and checks for one Knowledge skill of their choice. This racial trait replaces talented and spell focus.
- **Polyglot:** Some tarutaru, especially those who spend a lot of time traveling, develop a talent for learning new languages. These tarutaru gain a +2 racial bonus on Linguistics checks, and it is always a class skill for them. Tarutaru with this racial trait also begin play with the ability to speak Common, Tarutaru, and any one other language of their choice in addition to bonus languages due to high Intelligence. They still gain the normal list of tarutaru bonus languages. This racial trait replaces magic expert and alters the tarutaru language racial trait.
- **Practicality:** Tarutaru value hard work and common sense. Tarutaru with this racial trait gain a +2 bonus on any one Craft or Profession skill, as well as on Sense Motive checks and saves against illusions. This racial trait replaces magic expert and magic aptitude.

Racial Feats

The following feats are available to a tarutaru character who meets the prerequisites.

- Arcane Aptitude

- Arcane Talent
- Scavenger's Eye
- Stoic Pose
- Tangle Feet

Racial Archetypes

The following racial archetypes are available to tarutarus:

- [Diminutive Adept \(Monk; Tarutaru\)](#)
- [Filcher \(Thief; Tarutaru\)](#)
- [Order of the Bird \(Chocobo Knight; Tarutaru\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/6 for an additional 1d6 of precision shot damage.
- **Bard:** Add +1 to the bard's total number of bardic performance rounds per day.
- **Beastmaster:** Reduce AC penalty when raging by 1/5, to a maximum reduction of 2.
- **Black Belt:** Increase the number of times per day the black belt can use martial flexibility by 1/4.
- **Black Mage:** Add +1/2 bonus on checks made to craft magic items.
- **Blue Mage:** Add +1/6 bonus to Knowledge (all) skill checks.
- **Chemist:** Add +1/2 to the number of bombs per day the chemist can create.
- **Chocobo Knight:** Add +1 hit point to the chocobo knight's mount. If the chocobo knight ever replaces his mount, the new mount gains these bonus hit points.
- **Dancer:** Add +1 to the dancer's Acrobatics check bonus gained by spending a point from his ki pool. A dancer must be at least 4th level to select this benefit.
- **Dark Knight:** Add +1/4 to the number of defiles the dark knight can inflict.
- **Dragoon:** Add +1/2 bonus to Acrobatic skill checks for jumping.
- **Fighter:** Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.
- **Geomancer:** Add +1/6 for an additional 1d6 of geomancy damage.
- **Holy Knight:** Add +1/2 hit point to the holy knight's lay on hands ability (whether using it to heal or harm).
- **Illusionist:** Add +1/6 to the DC for all illusion spells.
- **Knight:** Add +1/6 shield bonus to armor class while the knight uses any shield.
- **Monk:** Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning fists he can attempt per day.
- **Necromancer:** Add +1 to the caster level of any burst feat used to affect undead.
- **Red Mage:** Add one of the following to the red mage's list of arcane pool weapon special abilities: allying, conductive, corrosive, corrosive burst, defending, ghost touch, menacing, merciful, mighty cleaving, or vicious. Once selected, it cannot be changed.
- **Scholar:** Add 1/6 to the number of points the scholar gains in her arcane reservoir each day.
- **Summoner:** The amount of time the summoner must spend to summon his avatar is reduced by 1 round, to a minimum of 1 round.
- **Sword Saint:** Add +1 to the sword saint's CMD when resisting a dirty trick or steal attempt.

- **Thief:** The thief gains a +1/2 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.
- **Time Mage:** Add 1/6 of an additional d4 to one saving throw when you spend a mote to boost a saving throw. (+1d4 for every six times you select this option.)
- **White Mage:** Add +1/3 to the amount of damage dealt or damage healed when the white mage uses holy burst.

Varg

Sometimes mistakenly referred to as ‘Werewolves,’ the varg are lean and powerful wolfmen, a mixture of human and bestial characteristics. Though they walk upright, long tails, lupine heads, and elegant fur leave little doubt as to their origins. In comparison to humes, varg enjoy enhanced seeing, smell, and hearing; they can clearly recognize objects and movement at far greater distances, though their ability to sense color is significantly weaker.

Like humes, varg are at home in a wide range of habitats. While most commonly encountered in temperate climates, subspecies of this race can be found roaming sweltering tropical savannas, scraping out a minimal existence on misty moors, or braving arctic conditions. Fur colors and thicknesses vary accordingly, simultaneously serving as insulation and camouflage appropriate to a varg’s adopted surroundings

Varg Racial Traits

- **Ability Score Racial Traits:** Vargs are powerful physical specimens geared toward hunting and scavenging, though they tend to be distrustful. They gain +2 Strength, +2 Wisdom, and -2 Charisma.
- **Size:** Vargs are Medium creatures and have no bonuses or penalties due to their size.
- **Type:** Vargs are Humanoid creatures with the varg subtype.
- **Base Speed:** Vargs have a base speed of 30 feet.
- **Languages:** Vargs begin play speaking Common and Vargen. Varg with high Intelligence scores can choose from the following: Draconic, Dwarven, Elvaan, Galkan, Giant, Goblin, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Armor:** Vargs have a +1 natural armor bonus.

Feat and Skill Racial Traits

- **Keen Senses:** Vargs receive a +2 racial bonus on Perception checks.

Offense Racial Traits

- **Bite:** Vargs gain a natural bite attack, dealing 1d4 points of damage. The bite is a primary attack, or a secondary attack if the varg is wielding manufactured weapons.

Senses Racial Traits

- **Darkvision:** Vargs can see perfectly in the dark up to 60 feet.

Weakness Racial Traits

- **Emotionless:** Vargs are distrustful and aloof. They do not like dealing with other races other than their own. They receive a -2 penalty on Diplomacy checks when dealing with other races.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Carrion Finder:** Vargs have a natural affinity for carrion, since they feed on that more than on fresh kills. Vargs with this racial trait gain the scent ability, but only in regard to corpses and badly wounded creatures (those reduced to 1/4, or less, of their total hit points). This racial trait partially replaces darkvision, replacing it with low-light vision.
- **Civilized:** Outcast vargs have learned to better integrate with society in an attempt to find a new pack. Vargs with this racial trait gain a +2 bonus on Diplomacy and Sense Motive checks. This racial trait replaces keen senses.
- **Cold Acclimated:** Vargs are accustomed to the extreme temperatures of snowy and polar regions to the far north. Vargs with this racial trait have white fur and are immune to environmental damage from cold weather (below 40 degrees). In conditions of extreme cold (below 0 degrees), vargs suffer the normal conditions for cold weather, not the harsher conditions for extreme cold. In addition, vargs with this racial trait also gain Ice Resistance 5. This racial trait replaces the natural armor trait.
- **Feral:** Vargs with this trait give in to their animal natures at the expense of their intellects. A varg with this racial trait always has Perception and Stealth as class skills. In return for this racial trait, the varg starts with a -2 penalty to Intelligence.
- **Heat Acclimated:** Vargs are accustomed to the extreme temperatures of the plains and deserts they inhabit. Vargs with this racial trait automatically succeed on Fortitude saves to avoid heat dangers for conditions up to and including severe heat. This racial trait replaces the natural armor racial trait.
- **Information Hunter:** Outcast vargs who live in large settlements have learned to apply their hunting and scavenging instincts to more esoteric pursuits. Vargs with this racial trait gain a +2 racial bonus on Diplomacy checks to gather information, and Knowledge (local) is always a class skill for them. This racial trait replaces keen senses.
- **Light Build:** Some vargs are light and proportionately weaker but more agile. These vargs start with a +2 bonus to Dexterity. This racial trait replaces the +2 Strength bonus.
- **Influential:** Exceptionally clever vargs take up the mantle of shaman for their tribes and use their gifts to more readily enslave varg captives. Vargs with this racial trait gain a +2 bonus on Diplomacy checks and add +1 to the saving throw DCs for their spells of the enchantment school that they cast. This racial trait replaces keen senses.
- **Loper:** Vargs find success by moving faster than their kin, sometimes at the expense of the thick fur protecting them. Vargs with this racial trait gain a +10 bonus to their base speed, and they gain an additional +10 foot racial bonus when using the charge, run, or withdraw actions. This racial trait replaces the natural armor racial trait.
- **Savant:** One out of every thousand varg births results in a hairless varg, which the varg tribe deems as a great portent for the tribe's success. Vargs with this racial trait start with +2 Wisdom, +2 Charisma and -2 Constitution, and they have a +1 racial bonus on all saving throws. This racial trait replaces the starting attribute bonuses.

Racial Feats

The following feats are available to a varg character who meets the prerequisites.

- Bone-Crushing Jaws
- Desert Runner
- Pack Tactician
- Spotter
- Taste of Blood
- Throwdown Trip
- Tripping Bite
- Varg Exemplar

Racial Archetypes

The following racial archetypes are available to vargs:

- [Pack-Bonded Hunter \(Beastmaster; Varg\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Beastmaster:** Add +1 to the beastmaster's total number of rage rounds per day.
- **Bard:** Add +1/6 to the bonus provided by the bard's inspire courage bardic performance.
- **Fighter:** Add +1 to the fighter's CMD when resisting a grapple or trip attempt.
- **Monk:** Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it in an increment of five. This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.
- **Thief:** Add a +1/2 bonus on Stealth checks.

Viera

The viera are a forest dwelling race with rabbit-like features, including long ears and supple limbs. Due to their long feet, viera wear stilettos most of the time. They have light-colored hair, though those who choose to live among humes often color their hair in shades of brown or black. Their ears grant them a heightened sense of hearing, and they also have a keen sense of smell. They are sensitive to magic auras (called mist) and have a strong connection to other worlds, making them apt summoners. The viera race is predominately female, with one out of every ten viera being male.

Viera Racial Traits

- **Ability Score Racial Traits:** Viera are agile and insightful, but are also rather fragile. They gain +2 Dexterity, +2 Wisdom, and -2 Constitution.
- **Size:** Viera are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Viera are Humanoids with the viera subtype.
- **Base Speed:** Viera have a base speed of 30 feet.

- **Languages:** Viera begin play speaking Common and Vieran. Viera with high Intelligence scores can choose from the following: Celestial, Draconic, Elvaan, Gnoll, Goblin, Lalafell, Mithran, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Vieran Immunities:** Viera are immune to magic sleep effects and gain a +2 racial saving throw bonus against enfeebling spells and effects.

Feat and Skill Racial Traits

- **Keen Senses:** Viera receive a +2 racial bonus on Perception checks.
- **Hunter:** Viera always count Stealth and Survival as class skills.
- **Mist Sensitive:** Viera receive a +2 racial bonus on Spellcraft checks.

Offense Racial Traits

- **Weapon Familiarity:** Viera are proficient with shortbows (including composite shortbows), longbows (including composite longbows), and greatbows.

Senses Racial Traits

- **Low-Light Vision:** Viera can see twice as far as humes in conditions of dim light.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Fleet-Footed:** While all viera are naturally lithe and agile, some also are naturally speedy and have a strong desire to rush into situations rather than worrying about looking ahead. Viera with this racial trait receive Run as a bonus feat and a +2 racial bonus on initiative checks. This racial trait replaces mist sensitive and weapon familiarity.
- **Silent Hunter:** Viera are renowned for their subtlety and skill. Viera with this racial trait reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this racial trait). This racial trait replaces vieran immunities.
- **Spirit of the Waters:** Some viera have adapted to life in tune with the sea or along the reedy depths of wild rivers and lakes. They gain a +4 racial bonus on Swim checks, can always take 10 while swimming, and may choose Aquan as a bonus language. They are proficient with longspear, trident, and net. This racial trait replaces vieran immunities and weapon familiarity.
- **Urbanite:** Viera who live in cities for more than a century can grow to know the ebb and flow of social situations just as their forest-dwelling cousins know the rules of the wild. Viera with this racial trait gain a +2 racial bonus on Diplomacy checks made to gather information and Sense Motive checks made to get a hunch about a social situation. This racial trait replaces hunter.
- **Woodcraft:** Viera know the deep secrets of the wild like no others, especially secrets of the forests. Viera with this racial trait gain a +1 racial bonus on Knowledge (nature) and Survival checks. In forest terrain, these bonuses improve to +2. This racial trait replaces mist sensitive.

Racial Feats

The following feats are available to a viera character who meets the prerequisites.

- Attuned to the Wild
- Guardian of the Wild
- Leaf Singer
- Light Step
- Mage of the Wild
- Natural Instinct
- One with Wood
- Spirit of the Wild
- Stabbing Shot
- Vieran Accuracy

Racial Archetypes

The following racial archetypes are available to vieras:

- [Deadly Courtesan \(Thief; Viera\)](#)
- [Treetop Monk \(Monk; Viera\)](#)
- [Wild Shadow \(Beastmaster; Viera\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Choose any ranged weapon the archer is proficient with. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.
- **Bard:** Add +1 to the bard's CMD when resisting a disarm or sunder attempt.
- **Beastmaster:** Add +1 to the beastmaster's base speed. In combat this option has no effect unless the beastmaster has selected it five times (or another increment of five).
- **Blue Mage:** Add one spell known from the blue mage's spell list. This spell must be at least one level below the highest-level spell the blue mage can cast.
- **Fighter:** Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.
- **Monk:** Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.
- **Thief:** The thief gains 1/6 of a new thief talent.

CHAPTER 3: CLASSES

A character's class is one of his most defining features. It's the source of most of his abilities, and gives him a specific role in any adventuring party.

THE CLASSES

The twenty-one classes, in the order they're presented in this chapter, are as follows:

Archer: A ranged specialist whose ability to defeat foes from afar is unmatched.

Bard: A performer whose music works magic—a wanderer, a storyteller, and an inspirer.

Beastmaster: A ferocious warrior who fights along with his animal companion.

Black Mage: A potent spellcaster schooled in the magical art of destruction magic.

Blue Mage: A unique spellcaster who practices the mystical art of creature magic.

Chemist: A mystical brewer of chemicals that heal, enhance, or explode allies and enemies alike.

Chocobo Knight: A mounted charger representing the ultimate in mounted warfare.

Dark Knight: An unholy champion of evil seeking fame and personal power.

Dragoon: An unstoppable lancer capable of tremendous jumps and flashy polearm techniques.

Fighter: A raging berserker with exceptional combat capability and unequaled skill with weapons.

Geomancer: An elemental spellcaster who uses the environment as her playground.

Holy Knight: A champion of justice, protected and strengthened by an array of holy powers.

Illusionist: A tricksy mage who uses illusions and trickery to control the battlefield.

Knight: An armored combatant with a code of honor, defending those in need.

Monk: A martial artist whose unarmed strikes hit fast and hard—a master of exotic powers.

Necromancer: A ghastly spellcaster who summons undead to follow his every command.

Red Mage: A jack-of-all-trades who is able to use both black and white magic to a limited degree.

Summoner: A specialized spellcaster who summons an elemental avatar to defend him.

Thief: A tricky, skillful scout who wins the battle by stealth rather than brute force.

Time Mage: A controller of time and space who uses time to his advantage.

White Mage: A defensive spellcaster schooled in the magical art of holy and healing magic.

THE HYBRID CLASSES

Most heroes progress along a single path—choosing to become a fearsome fighter, sneaky thief, or mighty black mage—but some are drawn to many roads. For them, it can be hard to find a balance between abilities offered by disparate classes. Hybrid classes solve this dilemma by blending features from two classes, adding rules to make them work seamlessly together.

Parent Classes: Each one of the following classes lists two classes that it draws upon to form the basis of its theme. While a character can multiclass with these parent classes, this usually results in redundant abilities. Such abilities don't stack unless specified. If a class feature allows the character to make a one-time choice (such as a mage talent), that choice must match similar choices made by the parent classes and vice-versa (such as selecting the same mage talent). The new classes presented here are all hybrids of two existing core or base classes. The new hybrid classes are as follows.

Black Belt: Unifying two of the game's greatest pugilists, the fighter and the monk, the black belt forgoes mysticism and spiritual training to focus on raw physical mastery.

Dancer: The dancer blends the passion and relentless energy of the monk with the inspiration of the bard, inspiring her fellows from the front lines.

Scholar: A melding of black mage and white mage, the scholar is an arcane tinkerer and spell-twister, reshaping magic to her whims.

Sword Saint: Bringing together the divine sword skills of the holy knight and the unholy sword skills of the dark knight, the sword saint uses martial mastery of the sword and bewildering melee skills to lay her opponents low.

CHARACTER ADVANCEMENT

As player characters overcome challenges, they gain experience points. As these points accumulate, PCs advance in level and power. The rate of this advancement depends on the type of game that your group wants to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits you best. A character advances in level as soon as he earns enough experience points to do so—typically, this occurs at the end of a game session, when your GM hands out that session’s experience point awards.

The process of advancing a character works in much the same way as generating a character, except that your ability scores, race, and previous choices concerning class, skills, and feats cannot be changed. Adding a level generally gives you new abilities, additional skill points to spend, more hit points, and possibly an ability score increase or additional feat. Over time, as your character rises to higher levels, he becomes a truly powerful force in the game world, capable of ruling nations or bringing them to their knees.

When adding new levels of an existing class or adding levels of a new class (see Multiclassing, below), make sure to take the following steps in order. First, select your new class level. You must be able to qualify for this level before any of the following adjustments are made. Second, apply any ability score increases due to gaining a level. Third, integrate all of the level’s class abilities and then roll for additional hit points. Finally, add new skills and feats.

Multiclassing

Instead of gaining the abilities granted by the next level in your character’s current class, he can instead gain the 1st level abilities of a new class, adding all of those abilities to his existing ones. This is known as “multiclassing.” For example, let’s say a 5th-level fighter decides to dabble in the arcane arts, and adds one level of black mage when he advances to 6th level. Such a character would have the powers and abilities of both a 5th-level fighter and a 1st-level black mage, but would still be considered a 6th level character. (His class levels would be 5th and 1st, but his total character level is 6th.) He keeps all of his bonus feats gained from 5 levels of fighter, but can now also cast 1st-level black mage spells. He adds all of the hit points, base attack bonuses, and saving throw bonuses from a 1st-level black mage on top of those gained from being a 5th-level fighter.

Note that there are a number of effects and prerequisites that rely on a character’s level or Hit Dice. Such effects are always based on the total number of levels or Hit Dice a character possesses, not just those from one class. The exception to this is class abilities, most of which are based on the total number of class levels that a character possesses of that particular class.

Favored Class

Each character begins play with a single favored class of his choosing—typically, this is the same class as the one he chooses at 1st level. Whenever a character gains a level in his favored class, he receives either + 1 hit point or + 1 skill rank. The choice of favored class cannot be changed once the character is created, and the choice of gaining a hit point or a skill rank each time a character gains a level (including his first level) cannot be changed once made for a particular level. Prestige classes can never be a favored class.

Archer

Of history's most persistent necessities, none has colored the art of death more strikingly than the ability to kill from afar. While this innovative concept came in many forms, no method was as universal or as long-lasting as the bow. By the power of resistance and elasticity, a bow can carry projectiles great distances, leading to sweeping changes in the possibilities one might expect to meet his end.

The bow's utility ensured that it was used as a tool by many: the hunter, who did not wish for his prey to notice his presence before the final blow is struck; the assassin, who fells his targets safely and quietly from the shadows; and the soldier, who would blanket the sky with withering shafts of wood and metal, en masse. Whichever the vocation or way of life, those that pour their focus and abilities into the use of the bow above all else are known as archers.

Not surprisingly, the archer excels in combat at a distance, combining skill, speed, and accuracy to deadly effect. The archer has little use for the typical trappings of other warriors, donning lighter vestments that won't weigh him down. Due to the focus of the archer on his preferred method of combat, little time is spent in the use of any other weapon, save the most basic implements. One would find such a short-coming hard to take advantage of, as the archer's fleet movement makes most attempts to close the distance futile.

Role: Archers are ranged artillery specialists, able to deal death with a quiet hum of their bows. Often quiet and stealthy, they are able skirmishers and ambushers.

Alignment: Any.

Hit Die: d8.

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

Class Skills

The archer's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Table 3-1: The Archer

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+2	+0	Archery Style, Aim (+1), Limit Breaks
2 nd	+1	+0	+3	+0	Precision Shot (+1d6), Hawkeye
3 rd	+2	+1	+3	+1	Deadshot, Aim (+2), Evasion
4 th	+3	+1	+4	+1	High Ground, Expert Archer
5 th	+3	+1	+4	+1	Improved Archery Style, Aim (+3), Hunter Trick
6 th	+4	+2	+5	+2	Fast Movement (+10 ft.), Precision Shot (+2d6), Trick Shot
7 th	+5	+2	+5	+2	Improved Deadshot, Aim (+4), Hunter Trick
8 th	+6/+1	+2	+6	+2	Uncanny Dodge
9 th	+6/+1	+3	+6	+3	Safe Shot, Aim (+5), Hunter Trick
10 th	+7/+2	+3	+7	+3	Archery Style Mastery, Precision Shot (+3d6)

11 th	+8/+3	+3	+7	+3	Ranged Cleave, Aim (+6), Improved Evasion, Hunter Trick
12 th	+9/+4	+4	+8	+4	Fast Movement (+20 ft.), Take Aim
13 th	+9/+4	+4	+8	+4	Evasive Archer, Aim (+7) , Hunter Trick
14 th	+10/+5	+4	+9	+4	Critical Aim, Precision Shot (+4d6)
15 th	+11/+6/+1	+5	+9	+5	Penetrating Shot, Aim (+8) , Hunter Trick
16 th	+12/+7/+2	+5	+10	+5	Threatening Shot
17 th	+12/+7/+2	+5	+10	+5	Volley, Aim (+9), Hunter Trick
18 th	+13/+8/+3	+6	+11	+6	Fast Movement (+30 ft.), Precision Shot (+5d6), Improved Uncanny Dodge
19 th	+14/+9/+4	+6	+11	+6	Ranged Defense, Aim (+10), Hunter Trick
20 th	+15/+10/+5	+6	+12	+6	Master Archer

Class Features

All of the following are class features of the archer.

Weapon and Armor Proficiency: Archers are proficient with all simple weapons, plus longbow, shortbow, composite longbow, composite shortbow, and greatbow. Archers are proficient with light armor, but not with any type of shields.

Limit Breaks (Su): At 1st level, the archer receives the Limit Breaks (*Hail of Arrows* and *Trueshot Arrow*).

Hail of Arrows (Su): This Limit Break allows the archer to shoot a single arrow into the area within 60 feet. As the arrow descends, it splits into hundreds of arrows raining down upon his enemies. Enemies within a 20-ft.-radius of the indicated area the archer has chosen suffer 1d6 damage per archer level, a Reflex save (DC $10 + 1/2$ archer level + Dexterity modifier) for half damage.

Trueshot Arrow (Su): This Limit Break allows the archer to fire an arrow at any opponent at three times the maximum range without any penalties for the round. The archer receives a +1 competence bonus on the Attack roll per archer level. If the attack hits, the damage is maximized.

Archery (Ex): At 1st level, the archer is treated as having the Precise Shot feat, even if he does not have the normal prerequisites for that feat. The benefits of this ability apply only when he wears light armor. He loses all benefits of this ability when wearing medium or heavy armor.

Aim (Ex): Starting at 1st level, as part of an attack action, the archer can wait a few seconds to aim and take a full measure of his bow to make every shot count. For every segment on the initiative the archer waits (up to the max of his Aim bonus), the archer receives a competence bonus equal to his Aim bonus for Attack and Damage rolls. If something interrupts the archer's Aim, the archer must make a Reflex save (DC 15 + the amount of Aim bonus) or lose the action. (For example, an archer uses Aim +5, and he rolls a 16 for Initiative. His attack doesn't go off until 11, but during that time between 16 and 11, if something interrupts the archer, he has to make a Reflex save (DC 20) to not lose his attack.) Anything causing the archer to drop his bow disrupts his attack. Feats that grant extra attacks cannot be used in conjunction with the Aim ability. The aim ability does not change your initiative on subsequent rounds (unlike delayed/readied actions which change your initiative count).

Hawkeye (Ex): At 2nd level, an archer gains a +1 bonus on Perception checks, and the range increment for any bow he uses increases by 5 feet. These bonuses increase by +1 and 5 additional feet for every 3 levels beyond 2nd.

Precision Shot (Ex): Beginning at 2nd level, the archer adds the indicated damage bonus to any shot he makes against a foe who is denied Dexterity to AC (whether the target already has a Dexterity bonus or not). This extra damage is 1d6 at 2nd level, and it only applies when the archer uses a bow while within 30 feet of the target. The extra damage increases by 1d6 every four archer levels thereafter.

At 16th level, when the archer gains the ability to flank with the bow, this damage also applies to shots against flanked targets. The archer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An archer cannot make a precision shot while striking a creature with concealment.

Evasion (Ex): At 3rd level and higher, an archer can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the archer is wearing light armor. A helpless archer does not gain the benefit of evasion.

Deadshot (Ex): At 3rd level, when an archer attacks with a bow as a readied action, he may add his Dexterity bonus (minimum +1) on his damage roll.

High Ground (Ex): After 4th level, if the adventuring archer is at least 5 vertical feet above their target, they gain a +2 circumstance bonus to all attack rolls made against them. The effective range of the archer's special abilities (such as Precision Shot and Point Blank Shot) is doubled. The effects of this ability cannot increase the range of the archer's attacks beyond the archer's maximum range.

Expert Archer (Ex): At 4th level, an archer gains a +1 bonus on attack and damage rolls with bows. This bonus increases by +1 for every four levels beyond 4th.

Improved Archery (Ex): At 5th level, an archer's aptitude in his archery improves. He is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of this ability apply only when he wears light armor. He loses all benefits of this ability when wearing medium or heavy armor.

Hunter's Tricks: At 5th level, an archer learns the use of hunter's tricks, which typically grant a boon or bonus to the archer or a nearby ally. At 5th level, the archer learns one trick, selected from the list below. At 7th level, and every two levels thereafter, he learns another trick. An archer can use these tricks a total number of times per day equal to 1/2 his archer level + his Wisdom modifier. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it can't be retrained. An archer cannot select an individual trick more than once.

The following is a list of hunter tricks and their effects.

Aiding Attack (Ex): The archer can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the archer's next turn gains a +2 circumstance bonus on that attack roll.

Archer's Counsel (Ex): As a swift action, the archer can grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. The archer must have at least one rank in the chosen skill. This bonus lasts for 1 round.

Catfall (Ex): The archer can use this trick as an immediate action when he falls 20 or more feet, ignoring the first 20 feet of the fall when calculating the falling damage. If the archer takes no damage from the fall, he does not fall prone.

Chameleon Step (Ex): The archer can move up to twice his speed as a move action. The archer does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

Cunning Pantomime (Ex): As a standard action, the archer can communicate with a single creature as if using the Tongues spell for 10 minutes. Because the communication is slow and lacks subtlety, the archer suffers a -4 penalty on all Bluff and Diplomacy checks relating to the creature he is communicating with when using this trick.

Deft Stand (Ex): The archer can spend a move action to stand up without provoking attacks of opportunity.

Distracting Attack (Ex): The archer can use this trick as a free action before he makes an attack. If the attack hits, the target takes a -2 penalty on all attack rolls for 1 round.

Hobbling Attack (Ex): The archer can use this trick as a free action when he hits with an attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds.

Quick Climb (Ex): The archer can climb at his full speed as a move action without penalty.

Quick Healing (Ex): As a swift action, the archer can make a Heal check to administer first aid on an adjacent dying character. Alternatively, the archer can administer a potion to an unconscious character as a move action.

Quick Swim (Ex): The archer can swim at his full speed as a move action without penalty.

Rattling Strike (Ex): The archer can use this trick as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

Second Chance Strike (Ex): When he misses with a melee attack, the archer may reroll his attack at a -5 penalty. Using this ability is an immediate action.

Skill Sage (Ex): As a free action, the archer can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

Stag's Leap (Ex): As a free action, the archer can attempt a running jump without moving 10 feet before the jump.

Surprise Shift (Ex): The archer can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Tangling Attack (Ex): The archer can use this attack as a free action when he makes an attack. If the attack hits, the target is entangled for 1 round.

Tricky Shot (Ex): As a standard action, the archer can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.

Uncanny Senses (Ex): As an immediate action, the archer gains a +10 insight bonus on Perception checks for 1 round.

Upending Strike (Ex): The archer can use this trick as a free action just before he makes a melee attack. If the attack hits, he may make a free trip combat maneuver against the target.

Vengeance Strike (Ex): The archer can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The archer can make a single melee attack at his highest base attack bonus against the creature who attacked his ally.

Fast Movement (Ex): At 6th level, when not firing or reloading, archer can quickly change position. When wearing light armor and carrying no more than a light load, his base move speed increases by 10'. This bonus increases to 20' at 12th level and again increases again to 30' at 18th level.

Trick Shot (Ex): At 6th level, an archer can choose one of the following actions: disarm, feint, or sunder. He can perform this action with a bow against any target within 30 feet, with a -4 penalty to his attack roll. Every four levels beyond 6th, he may choose an additional trick shot to learn. These maneuvers use up arrows as normal.

At 14th level, he may also choose from the following actions: bull rush, grapple, trip. A target grappled by an arrow can break free by destroying the archer's arrow (hardness 5, hit points 1, break DC 13) or with an Escape Artist or Strength check (against the archer's -4 penalty).

Improved Deadshot (Ex): At 7th level, when an archer attacks with a bow as a readied action, his target is denied its Dexterity bonus to its AC.

Uncanny Dodge (Ex): Starting at 8th level, an archer can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. An archer with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If an archer already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Safe Shot (Ex): Beginning at 9th level, the archer no longer provokes attacks of opportunity when making a ranged attack with his bow. When making other ranged attacks, such as throwing a dagger, the archer provokes as normal.

Archery Mastery (Ex): At 10th level, an archer's aptitude in his archery improves again. He is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of this ability apply only when he wears light armor. He loses all benefits of this ability when wearing medium or heavy armor.

Ranged Cleave (Ex): A bow in the hands of an 11th-level archer becomes a weapon capable of shots with incredible power and precision. Whenever an archer deals enough damage to a creature with a bow to drop the

creature below 0 hit points, the archer receives a second attack against another creature within half the weapon's range increment of the first target. If the second target is dropped below 0 hit points by the attack, the archer may take a third attack against another creature within one-quarter of the weapon's range increment from the second target, and so on – the maximum distance between potential targets halving each time a target is successfully dropped.

Improved Evasion (Ex): At 11th level, the archer's evasion ability improves. This works like evasion, except that while the archer still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless archer does not gain the benefit of improved evasion.

Take Aim (Ex): At 12th level, an archer may spend a full round to aim at a target. If the target remains stationary (moves no more than 5 feet), he may add half his class level to all ranged attacks he makes against that target within the next round.

Evasive Archer (Ex): At 13th level, an archer gains a +2 dodge bonus to AC against ranged attacks. This bonus increases to +4 at 17th level.

Critical Aim (Ex): At 14th level, the archer's aim becomes a precise deadliness. The critical threat range of all bows in the hands of the archer is increased by 1. At 18th level, this increases by 1 again. This increase stacks with Improved Critical and Keen effects.

Penetrating Shot (Ex): At 15th level, when an archer confirms a critical hit with a bow, the arrow pierces the target and can strike another creature in line behind it. The archer must be able to trace a line starting at his space and passing through both targets to make this additional attack. The secondary attack is made at a -4 penalty, in addition to any modifiers for added range. If this attack is also a critical hit, the arrow can continue to hit another target, but the penalties stack.

Threatening Shot (Ex): Beginning at 16th level, the archer is so deadly with his bow, he may flank targets. He threatens an area at 10 ft. away, but not adjacent.

Volley (Ex): At 17th level, as a full-round action, an archer can make a single bow attack at his highest base attack bonus against any number of creatures in a 15-foot-radius burst, making separate attack and damage rolls for each creature.

Improved Uncanny Dodge (Ex): An archer of 18th level or higher can no longer be flanked. This defense denies an enemy the ability to gain a bonus on attack rolls by flanking him, unless the attacker has at least four more character levels than the archer does.

Ranged Defense (Ex): At 19th level, an archer gains DR 5/- against ranged attacks. In addition, as an immediate action, he can catch an arrow fired at him and shoot it any target he chooses. The archer must have at least one hand free (holding nothing) to use this ability.

Master Archer (Ex): At 20th level, an archer's skill with archery becomes legendary. Any attacks made with that any bow the archer wields automatically confirm all critical threats and have their damage multiplier increased by 1 ($\times 2$ becomes $\times 3$, for example). In addition, he cannot be disarmed while wielding any bow.

Bard

A bright tune to soothe a party's wounds... A brisk march to raise a party's spirits... A forbidden chant to weaken a party's foes... Bards use music as their weapon. A bard is the quintessential entertainer, blessed with musical skills that are the envy of all others. Their songs and inspirations often protect their allies from harm, heal wounds, and inspired them to do great things. Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and magic, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.

Role: Bards capably confuse and confound their foes while inspiring their allies to ever-greater daring. While accomplished with both weapons and magic, the true strength of bards lies outside melee, where they can support their companions and undermine their foes without fear of interruptions to their performances.

Alignment: Any.

Hit Die: d6.

Starting Wealth: $3d6 \times 10$ gil (average 105 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The bard's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Points Per Level: 6 + Int modifier.

Table 3-2: The Bard								Auras Known	
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Song Level	Minor	Major
1 st	+0	+0	+2	+2	Bardic Performance, Countersong, Distraction, Fascinate, Inspire Courage +1, Minor Aura, Limit Breaks	1	1 st	1	0
2 nd	+1	+0	+3	+3	Versatile Performance, Inspiration (1d6), Well-Versed	2	1 st	1	0
3 rd	+1	+1	+3	+3	Inspire Competence +2, Troubadour	4	2 nd	2	0
4 th	+2	+1	+4	+4	Major Aura +1, Dissonance, Inspiration (2d6)	7	2 nd	2	1
5 th	+2	+1	+4	+4	Inspire Courage +2, Grant Move Action (1/day), Additional Song	10	3 rd	3	1
6 th	+3	+2	+5	+5	Versatile Performance, Inspiration (3d6)	15	3 rd	3	1
7 th	+3	+2	+5	+5	Skilled Performer +5, Inspire	20	4 th	4	1

					Competence +3				
8 th	+4	+2	+6	+6	Major Aura +2, Grant Move Action (2/day) , Inspiration (4d6)	27	4 th	4	2
9 th	+4	+3	+6	+6	Inspire Greatness, Resonance	34	5 th	5	2
10 th	+5	+3	+7	+7	Clear Mind, Additional Song, Versatile Performance, Inspiration (5d6)	43	5 th	5	2
11 th	+5	+3	+7	+7	Inspire Competence +4, Inspire Courage +3, Grant Move Action (3/day), Encore	52	6 th	5	2
12 th	+6/+1	+4	+8	+8	Major Aura +3, Soothing Performance, Inspiration (6d6)	63	6 th	6	3
13 th	+6/+1	+4	+8	+8	Skilled Performer +10	74	7 th	6	3
14 th	+7/+2	+4	+9	+9	Grant Move Action (4/day), Versatile Performance, Inspiration (7d6)	87	7 th	6	3
15 th	+7/+2	+5	+9	+9	Inspire Competence +5, Inspire Heroics	100	8 th	7	3
16 th	+8/+3	+5	+10	+10	Major Aura +4, Inspiration (8d6)	115	8 th	7	4
17 th	+8/+3	+5	+10	+10	Grant Move Action (5/day), Inspire Courage +4	130	9 th	7	4
18 th	+9/+4	+6	+11	+11	Versatile Performance, Funeral Ballad, Inspiration (9d6)	147	9 th	7	4
19 th	+9/+4	+6	+11	+11	Skilled Performer +15, Inspire Competence +6	163	9 th	8	4
20 th	+10/+5	+6	+12	+12	Additional Song, Major Aura +5, Deadly Performance, Inspiration (10d6)	180	9 th	8	5

Class Features

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor but not with any shields.

Because the somatic components required for bard songs are relatively simple, a bard can perform songs while wearing light armor without incurring the normal song failure chance. However, like mages, a bard wearing medium or heavy armor or using a shield incurs a chance of song failure.

Limit Break (Su): At 1st level, the bard receives the Limit Breaks (Destructive Shout and Soul Voice).

Destructive Shout (Su): This Limit Break causes the bard to shout towards his opponents causing non-elemental damage in a 60-ft.-cone. Enemies in the area of effect take 2d6 points of non-elemental damage + an additional 2d6 points of damage per four bard levels, a Fortitude save (DC 10 + 1/2 the bard's level + his Charisma modifier) or be stunned for 1 round.

Soul Voice (Su): This Limit Break allows the bard to be able perform songs with double maximum variables for a duration of 1 round + 1 round per four bard levels. Each song performed during the duration has all variables and effects maximized and doubled as well as song duration. This limit break requires only a swift action.

Songs: A bard performs songs from his songbook. Unlike mages, bards keep a written account of his songs in his songbook. The bard begins play with a songbook containing two 1st-level songs. At each new bard level, he

gains one new song of any song level that he can perform (based on his new bard level) for his songbook. But like mages, the bard can also purchase songs for his songbook.

To learn or perform a song, a bard must have a Charisma score equal to at least $10 + \text{the song level}$ (Cha 11 for 1st-level songs, Cha 12 for 2nd-level songs, and so forth). The Difficulty Class for a saving throw against a bard's song is $10 + \text{the song's level} + \text{the bard's Charisma modifier}$. In addition, a bard gains additional MP for having a high attribute (Charisma).

Performing a song also requires the bard to make a Perform skill check of DC $10 + \text{twice the song's level}$ in addition to spending MP. Failure in making the skill check still expends the MP cost of the song. All songs have a duration of one round + the bard's Charisma modifier. The bard may do other things while the song duration is in effect, including other songs. Most songs have a radius of 30 feet, centered on the bard, unless otherwise stated.

Auras (Ex): The bard exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The bard may project one minor aura and (starting at 4th level) one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the bard uses a free action to dismiss it or activates another aura of the same kind (major or minor). A bard can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the bard takes his first turn. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A bard sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best. Unless otherwise noted, a bard's aura affects all allies within 15 feet (including himself) who can hear the bard. An ally must have an Intelligence score of 3 or higher and be able to understand the bard's language to gain the bonus. A bard's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. A bard begins play knowing one minor aura of his choice. As his bard level increases, he gains access to new auras, as indicated on Table 3–4: The Bard. All bonuses granted by a bard's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the bard's Charisma bonus (if any) to certain rolls.

Accurate Strike: Bonus on rolls made to confirm critical hits.

Art of War: Bonus on disarm, trip, bull rush, and sunder combat maneuvers.

Demand Fortitude: Bonus on Fortitude saves.

Determined Caster: Bonus on rolls to overcome spell resistance.

Force of Will: Bonus on Will saves.

Master of Opportunity: Bonus to Armor Class against attacks of opportunity.

Master of Tactics: Bonus on damage rolls when flanking.

Motivate Charisma: Bonus on Charisma checks and Charisma-based skill checks.

Motivate Constitution: Bonus on Constitution checks and Constitution-based skill checks.

Motivate Dexterity: Bonus on Dexterity checks and Dexterity-based skill checks.

Motivate Intelligence: Bonus on Intelligence checks and Intelligence-based skill checks.

Motivate Strength: Bonus on Strength checks and Strength-based skill checks.

Motivate Wisdom: Bonus on Wisdom checks and Wisdom-based skill checks.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Bardic Performance: A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to $4 + \text{his Charisma}$.

modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and such performances are language dependent. A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Countersong (Su): At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the Countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill 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 non-instantaneous 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 skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Distraction (Su): At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the Distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion 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 Distraction is already under the effect of a non-instantaneous illusion magical attack, it gains another saving throw against the effect each round it sees the Distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su): At 1st level, a bard can use his performance 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 capable of paying attention to him. The bard must also be able to see the creatures affected. The Distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC $10 + 1/2$ the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Courage (Su): A 1st level bard can use his performance 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 perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Well-Versed (Ex): At 2nd level, the bard becomes resistant to the bardic performance of others, and to sonic effects in general. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

Versatile Performance (Ex): At 2nd level, a bard can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the bard uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. At 6th level, and every 4 levels thereafter, the bard can select an additional type of Perform to substitute.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Keyboard Instruments (Diplomacy, Intimidate), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

Inspiration (Su): During battle, the bard exhorts his comrades with words of courage and determination. This inspiration affects all allies within a 30-foot radius centered on the bard, and bestows 1d6 temporary hit points, plus 1d6 additional points for every two bard levels beyond 2nd (2d6 at 4th, 3d6 at 6th, and so on). These temporary hit points last until the battle ends, or until they are removed through damage. A bard may inspire a number of times per day equal to 3 + his Charisma modifier. This is a move action and does not provoke an attack of opportunity. The bard can choose whether or not to include himself in this effect.

Inspire Competence (Su): A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Troubadour (Su): At 3rd level, as a swift action, the bard can double the duration of the next song the bard performs. The bard can use this ability a number of times equal to his Charisma modifier.

Major Aura: Beginning at 4th level, a bard can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 8th, 12th, 16th, and 20th level.

Hardy Soldiers: The bard's allies gain damage reduction equal to the bonus the aura provides.

Motivate Ardor: Bonus on damage rolls.

Motivate Attack: Bonus on melee attack rolls.

Motivate Care: Bonus to Armor Class.

Motivate Urgency: Allies' move speed is increased by $5 \text{ feet} \times$ the amount of bonus the aura provides.

Resilient Troops: Bonus on all saves.

Resist the Elements: The bard's allies gain elemental resistance equal to the bonus the aura provides.

Steady Hand: Bonus on ranged attack rolls.

Dissonance (Su): At 4th level, usable per day equal to half of the bard's level + the bard's Charisma modifier, a bard can perform a mingling set of discordant sounds to cause discord amongst his enemies.

Using dissonance requires a Perform check DC 15 + the CR of the creature.

The bard's dissonance can affect only a single creature. The target creature must be within 60 feet, and must be able to hear the bard to be affected. Actions vary from the different dissonance abilities as well as duration (if any). The DC of any saving throw called for by a dissonance is equal to $10 + 1/2 \text{ the bard's level} + \text{the bard's Charisma modifier}$.

Cackle (Su): As a standard action, the bard emits a disturbing cackle, causing a target creature to become shaken for 1 round. If the bard succeeds on his Perform check by 5 or more, then the target creature becomes shaken for 3 rounds. If the bard succeeds on his Perform check by 10 or more, then the target creature becomes frightened for 1 round instead. If the bard succeeds on his Perform check by 20 or more, then the target creature becomes frightened for 3 rounds. A successful Will save negates the effect.

Disrupt (Su): As an immediate action, the bard bellows a disconcerting roar, causing a target creature that is attacking to suffer a -2 penalty to that specific attack roll. If the bard succeeds on his Perform check by 5 or more, then the penalty increases to -4. If the bard succeeds on his Perform check by 10 or more, then the penalty increases to -6. If the bard succeeds on his Perform check by 20 or more, then the penalty increases to -8 and the attacker cannot make multiple attacks. A successful Will save negates the effect.

Halt (Su): As a swift action, the bard commands a creature with a loud piercing yell to halt or otherwise stop. The target creature has its movement speed reduced by 5 feet. In addition, the creature cannot run or charge. If the bard succeeds on his Perform check by 5 or more, then the creature's movement speed is reduced by 10 feet instead. If the bard succeeds on his Perform check by 10 or more, then the creature's movement speed is reduced by 15 feet instead. If the bard succeeds on his Perform check by 20 or more, then the creature's movement speed is reduced by 20 feet instead. A successful Will save negates the effect.

Interrupt (Su): As an immediate action, the bard barks a distracting shout, causing a target creature who is casting a spell to need to make a concentration check with a -2 penalty or the spell fails. If the bard succeeds on his Perform check by 5 or more, then the penalty increases to -4. If the bard succeeds on his Perform check by 10 or more, then the penalty increases to -6. If the bard succeeds on his Perform check by 20 or more, then

the penalty increases to -8 and the caster must pay an additional magic point. A successful Will save negates the effect.

Shatter (Su): As a standard action, the bard emits a piercing cry, causing a target creature or object to take $1d6 + \text{Charisma modifier}$ points of non-elemental damage. If the bard succeeds on his Perform check by 5 or more, then the damage increases to $2d6 + \text{Charisma modifier}$. If the bard succeeds on his Perform check by 10 or more, then the damage increases to $3d6 + \text{Charisma modifier}$. If the bard succeeds on his Perform check by 20 or more, then the damage increases to $4d6 + \text{Charisma modifier}$. A successful Fortitude save reduces the damage by half.

Sickening (Su): As a standard action, the bard creates a sound similar to nails scratching on a chalkboard, causing a target creature to become sickened for 1 round. If the bard succeeds on his Perform check by 5 or more, then the target creature becomes sickened for 3 rounds. If the bard succeeds on his Perform check by 10 or more, then the target creature becomes nauseated for 1 round instead. If the bard succeeds on his Perform check by 20 or more, then the target creature becomes nauseated for 3 rounds. A successful Fortitude save negates the effect.

Warble (Su): As a standard action, the bard trills a vibrating sound effect, causing a target creature to be staggered for 1 round. If the bard succeeds on his Perform check by 5 or more, then the target creature becomes staggered for 3 rounds. If the bard succeeds on his Perform check by 10 or more, then the target creature becomes dazed for 1 round instead. If the bard succeeds on his Perform check by 20 or more, then the target creature becomes dazed for 3 rounds. A successful Fortitude save negates the effect.

Additional Song: Starting at 5th level, a bard can perform an additional song, allowing him to perform two songs. At 10th level, the bard can perform three songs and at 20th level, the bard can perform four songs. The Perform check is needed for each song, with a +4 to the perform DC for each song after the first.

Grant Move Action (Ex): Starting at 5th level, a bard can direct and motivate his allies to act immediately. Once per day, as a move action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the bard's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the bard's may get an extra move action from the bard, followed directly by a full round worth of actions on the ally's turn.) At 8th level, a bard gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 11th level, four times per day at 14th level, and five times per day at 17th level. A character can take only one extra move action per round. (In other words, two bards can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Skilled Performer: The rattling nerves and jitteriness is long gone, replaced by a calm serenity that allows the bard to play his best music. He gains 5 bonus skill points to any Perform skill at 7th level; this value increases to 10 at 13th level and 15 at 19th level. The bard may distribute the skill points however he wants among his Perform skills.

Inspire Greatness (Su): A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally while using this performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1

competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Clear Mind (Ex): At 10th level, a bard can regain his MP quicker. The bard must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The bard regains MP equaling his Charisma modifier per hour.

Resonance (Su): At 9th level, the bard can affect multiple targets with some of his dissonance abilities. The bard can use any dissonance ability that requires a standard action and can affect a number of targets equal to his Charisma modifier. The bard can use this ability a number of times per day equal to $3 + \text{his Charisma modifier}$.

Encore (Ex): A good performer caters to his audience. Beginning at 11th level, a bard can maintain a bardic performance from the previous round without using up another round of his daily allotment of bardic performances. A bard can use encore a number of times per day equal to his Charisma modifier.

Soothing Performance (Su): A bard of 12th level or higher can use his performance to create an effect equivalent to the *cura* spell, using the bard's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken condition from all those affected. Using this ability requires 4 continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing performance relies on audible and visual components.

Inspire Heroics (Su): A bard of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Funeral Ballad (Su): Once per day, a bard of 18th level or higher can use his performance to create an effect equivalent to Arise on a dead creature, using the bard's level as the caster level. Using this ability requires 10 rounds of continuous performance, and the target must be within 10 feet of the bard for the entire performance. Funeral ballad relies on audible and visual components.

Deadly Performance (Su): A bard of 20th level or higher can use his performance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see and hear the bard perform for 1 full round and be within 30 feet. The target receives a Will save ($DC 10 + 1/2 \text{ the bard's level} + \text{the bard's Charisma modifier}$) to negate the effect. If a creature's saving throw succeeds, the target is dazed for 1d4 rounds, and the bard cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it dies. Deadly performance is a mind-affecting death effect that relies on audible and visual components.

Beastmaster

A beastmaster is a wilderness, raging warrior who has developed an uncanny rapport with animals. Though truly fearsome in battle, the beastmaster can be quite gentle when dealing with creatures of the wild. A beastmaster typically travels with one or more animal companions who show incredible loyalty to their humanoid friend. Though a beastmaster prefers to spend time in the wild with his animal companion, he is not

averse to venturing into civilized lands when the need arises. As long as animals may be found where he travels, the beastmaster will feel at home.

Role: Beastmasters excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, beastmasters charge furiously into battle and ruin all who would stand in their way.

Alignment: Any.

Hit Die: d10.

Starting Wealth: $3d6 \times 10$ gil (average 105 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The beastmaster's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Points Per Level: 4 + Int modifier.

Table 3-3: The Beastmaster

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+2	+2	+0	Animal Companion, Bestial Rage, Wild Empathy, Feral Combat Style, Limit Breaks
2 nd	+2	+3	+3	+0	Empathic Link, Nature Sense, Rage power
3 rd	+3	+3	+3	+1	Alertness, Woodland Stride
4 th	+4	+4	+4	+1	Track, Rage power
5 th	+5	+4	+4	+1	Natural Savagery
6 th	+6/+1	+5	+5	+2	Speak with Animals, Trackless Step, Rage power
7 th	+7/+2	+5	+5	+2	Savage Charge
8 th	+8/+3	+6	+6	+2	Scent, Rage power
9 th	+9/+4	+6	+6	+3	Quarry, Improved Empathic Link
10 th	+10/+5	+7	+7	+3	Beast Shape, Rage power
11 th	+11/+6/+1	+7	+7	+3	Greater Bestial Rage, Swift Tracker
12 th	+12/+7/+2	+8	+8	+4	Rage power
13 th	+13/+8/+3	+8	+8	+4	Greater Savage Charge
14 th	+14/+9/+4	+9	+9	+4	Rage power
15 th	+15/+10/+5	+9	+9	+5	Improved Quarry
16 th	+16/+11/+6/+1	+10	+10	+5	Rage power
17 th	+17/+12/+7/+2	+10	+10	+5	No Escape
18 th	+18/+13/+8/+3	+11	+11	+6	Tireless Bestial Rage, Rage power
19 th	+19/+14/+9/+4	+11	+11	+6	Master Hunter
20 th	+20/+15/+10/+5	+12	+12	+6	Animal Majesty, Mighty Bestial Rage, Rage power

Class Features

All of the following are class features of the beastmaster.

Weapon and Armor Proficiency: A beastmaster is proficient with all simple weapons and light armor but not with any shields.

Limit Breaks (Su): At 1st level, the beastmaster receives the Limit Breaks (Bestial Fury and Mastery of Beasts).

Bestial Fury (Su): This Limit Break causes the beastmaster and his animal companions to go into a bestial fury. For the duration of 1 round + 1 round per four beastmaster levels, the beastmaster and his companion is granted a +2 enhancement bonus to Strength and Constitution per four beastmaster levels as well as an extra attack at their highest base attack bonus if they make a full attack. This limit break requires only a swift action.

Mastery of Beasts (Su): This Limit Break allows the beastmaster to summon creatures of the same type as his animal companion to stampede an area in a 10-ft.-wide, 60-ft.-line. Enemies within the area of effect take 1d6 points of non-elemental damage per beastmaster level, a Reflex save (DC 10 + half of beastmaster's level + Charisma modifier) for half damage.

Animal Companion (Ex): A beastmaster may begin play with an animal companion selected from the following list: ape, bear (black), hawk, snake (medium), or wolf. This animal is a loyal companion that accompanies the beastmaster on his adventures as appropriate for its kind.

Ape

Starting Statistics

Size: Medium; **Speed:** 30 ft. Climb 30ft.; **AC:** +1 natural armor; **Attack:** bite (1d4), 2 claws (1d4); **Ability Scores:** Str 13, Dex 17, Con 10, Int 2, Wis 12, Cha 7; **Special Qualities:** low-light vision, scent.

Bear, Black

Starting Statistics

Size: Medium; **Speed:** 40 ft.; **AC:** +2 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Str 19, Dex 13, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities:** low-light vision, scent.

Hawk

Starting Statistics

Size: Small; **Speed:** 10 ft. Fly 80 ft. (average); **AC:** +1 natural armor; **Attack:** bite (1d4), 2 talons (1d4); **Ability Scores:** Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6; **Special Qualities:** low-light vision.

Snake, Medium

Starting Statistics

Size: Medium; **Speed:** 20 ft. Climb 20 ft., Swim 20 ft.; **AC:** +2 natural armor; **Attack:** bite (1d3 plus poison [1d6 points of non-elemental damage for 1 round, Con-based DC]); **Ability Scores:** Str 15, Dex 17, Con 13, Int 1, Wis 12, Cha 2; **Special Qualities:** low-light vision, scent.

Wolf

Starting Statistics

Size: Medium; **Speed:** 50 ft.; **AC:** +2 natural armor; **Attack:** bite (1d6 plus trip); **Ability Scores:** Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities:** low-light vision, scent.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the beastmaster advances in level. If a character receives an animal companion from more than one source, his

effective beastmaster levels stack for the purposes of determining the statistics and abilities of the companion. Animal companions increase in size when their beastmaster reaches 7th level, depending on the companion. If a beastmaster releases his companion from service, he may gain a new one by performing a ceremony requiring 24 uninterrupted hours of summoning. This ceremony can also replace an animal companion that has perished.

Table 3-4: Animal Companion Base Statistics

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Bonus Tricks	Special
1 st	2	+1	+3	+3	+0	2	1	+0	+0	1	Link, Shared Bestial Rage
2 nd	3	+2	+3	+3	+1	3	2	+0	+0	1	—
3 rd	3	+2	+3	+3	+1	3	2	+1	+1	2	Evasion
4 th	4	+3	+4	+4	+1	4	2	+1	+1	2	Ability score increase
5 th	5	+3	+4	+4	+1	5	3	+1	+1	2	—
6 th	6	+4	+5	+5	+2	6	3	+2	+2	3	Devotion
7 th	6	+4	+5	+5	+2	6	3	+2	+2	3	Animal Companion Advancement
8 th	7	+5	+5	+5	+2	7	4	+2	+2	3	Ability score increase
9 th	8	+6	+6	+6	+2	8	4	+3	+3	4	Multiattack
10 th	9	+6	+6	+6	+3	9	5	+3	+3	4	—
11 th	9	+6	+6	+6	+3	9	5	+3	+3	4	—
12 th	10	+7	+7	+7	+3	10	5	+4	+4	5	Ability score increase
13 th	11	+8	+7	+7	+3	11	6	+4	+4	5	—
14 th	12	+9	+8	+8	+4	12	6	+4	+4	5	—
15 th	12	+9	+8	+8	+4	12	6	+5	+5	6	Improved evasion
16 th	13	+9	+8	+8	+4	13	7	+5	+5	6	Ability score increase
17 th	14	+10	+9	+9	+4	14	7	+5	+5	6	—
18 th	15	+11	+9	+9	+5	15	8	+6	+6	7	Blood Bond
19 th	15	+11	+9	+9	+5	15	8	+6	+6	7	—
20 th	16	+12	+10	+10	+5	16	8	+6	+6	7	Ability score increase

Class Level: The character's beastmaster level. The beastmaster'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 statistics.

HD: This is the total number of eight-sided (d8) Hit Dice the animal companion possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the animal companion's base attack bonus. An animal companion's base attack bonus is the same as that of a beastmaster of a level equal to the animal's HD. Animal companions do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the animal companion's base saving throw bonuses. An animal companion has good Fortitude and Reflex saves.

Skills: This lists the total skill ranks for the animal companion. Animal companions can assign skill ranks to any skill listed below. If an animal companion increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. Animal companions with an Intelligence of 3 or higher can purchase ranks in any skill. An animal companion cannot have more ranks in a skill than it has Hit Dice.

Animal companions can have ranks in any of the following skills:

Acrobatics* (Dex), Climb* (Str), Escape Artist (Dex), Fly* (Dex), Intimidate (Cha), Perception* (Wis), Stealth* (Dex), Survival (Wis), and Swim* (Str).

All of the skills marked with an (*) are class skills for animal companions. Animal companions with an Intelligence of 3 or higher can put ranks into any skill.

Feats: This is the total number of feats possessed by an animal companion. Animal companions should select their feats from those listed below. Animal companions can select other feats, although they are unable to utilize some feats (such as Martial Weapon Proficiency). Note that animal companions cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

Animal companions can select from the following feats:

Acrobatic, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Overrun, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus.

Animal companions with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs might expand this list to include feats from other sources.

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

Str/Dex Bonus: 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 beastmaster 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 beastmaster selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): A beastmaster can handle his companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The beastmaster gains a +4 competence bonus on all wild empathy checks and Handle Animal checks made regarding the animal companion.

Shared Bestial Rage (Ex): If the beastmaster rages, the animal companion also gets the benefits and penalties by raging as well.

Evasion (Ex): If the 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 (Ex): The animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Animal Companion Advancement (Ex): Upon reaching 7th level, the animal companions increase in size, depending on the companion.

Ape: **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +4, Dex -2, Con +2.

Bear: Size Large; AC +2 natural armor; Attack bite (1d8), 2 claws (1d6); Ability Scores Str +8, Dex -2, Con +4.

Hawk: Size Medium; Attack 2 talons (1d4), bite (1d6); Ability Scores Str +4, Dex -2, Con +2.

Snake: Size Large; AC +1 natural armor; Attack bite (1d8); Ability Scores Str +8, Dex -2, Con +4

Wolf: Size Large; AC +2 natural armor; Attack bite (1d8); Ability Scores Str +8, Dex -2, Con +4.

Ability Score Increase (Ex): The animal companion adds +1 to any one of its ability scores.

Multiattack: The animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have this feat. If it does not have the requisite three or more attacks, the companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

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

Blood Bond (Ex): After a beastmaster has achieved 18th level, the bond between him and his companion grows so strong that the companion gains a +2 bonus on all attack rolls, checks and saves if it witnesses the beastmaster being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Feral Combat Style (Ex): At 1st level, a beastmaster gains Improved Unarmed Strike as a bonus feat. Beastmasters are trained in fighting unarmed ferally, often mimicking their animal brothers and sisters. A beastmaster's attacks are wild, often using nails, claws and bites interchangeably. This means that a beastmaster may even make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a beastmaster striking unarmed. A beastmaster may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. A beastmaster's unarmed strikes always deal lethal damage. A beastmaster's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A beastmaster also deals more damage with his unarmed strikes than a normal person would, as shown on the table below.

Table 3-5: Small, Medium, or Large Beastmaster Unarmed Damage

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st – 3rd	1d4	1d6	1d8
4th – 7th	1d6	1d8	2d6
8th – 11th	1d8	1d10	2d8
12th – 15th	1d10	2d6	3d6
16th – 19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

Wild Empathy (Ex): A beastmaster can use body language, vocalizations and demeanor to improve the attitude of any creature of the animal, magical beast or vermin types. This ability functions just like a Diplomacy check made to improve a humanoid's attitude towards a character. Typically, domesticated creatures have a starting attitude of indifferent and wild creatures begin as unfriendly. Magical beasts may only be influenced by a beastmaster's wild empathy if the creature's Intelligence score is 5 or less, and the beastmaster suffers a -4

penalty on any attempts to do so. The beastmaster rolls 1d20 + his beastmaster level + his Charisma modifier to determine the wild empathy check result.

To use wild empathy, the beastmaster and the creature must be able to study each other, which mean they must be within 30 feet of one another. A standard attempt to make a wild empathy check requires 1 minute, but as with influencing people, circumstances may require that the process take more or less time.

Bestial Rage (Ex): A beastmaster becomes more beast-like, taking on animal traits of his chosen animal companion, granting him additional combat prowess. Starting at 1st level, a beastmaster can rage for a number of rounds per day equal to 2 + his Constitution modifier. At each level after 1st, he can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage do not increase the total number of rounds that a beastmaster can rage per day. A beastmaster can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, a beastmaster gain bonuses according to his animal companion (listed below). In addition, he takes a -2 penalty to Armor Class. If an animal companion grants the beastmaster an increase to Constitution, it grants the beastmaster 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While also raging, a beastmaster cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Escape Artist, Intimidate, and Ride), 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 materia), or spell completion to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A beastmaster can end his rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A beastmaster cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a beastmaster falls unconscious, his rage immediately ends, placing him in peril of death.

Ape: When raging, beastmasters with an Ape Companion gains Climb (with a +8 bonus to Climb checks) speed of 15 feet, +2 bonus to Strength, and +4 bonus to Dexterity, and a +1 Natural Armor bonus to Armor Class.

Bear: When raging, beastmasters with a Bear Companion gains +5 movement speed, +4 bonus to Climb checks, +2 bonus to Strength, and a +4 bonus to Constitution.

Hawk: When raging, beastmasters with a Hawk Companion grows wings and gains a Fly speed of 20 feet (poor) as well as a +4 bonus to Perception checks, +2 bonus to Dexterity, and a +4 bonus to Wisdom.

Snake: When raging, beastmasters with a Snake Companion gains a Swim (with a +8 bonus to Swim checks) speed of 20 feet, +4 bonus to Dexterity, +2 bonus to Wisdom, and a +1 Natural Armor bonus to Armor Class.

Wolf: When raging, beastmasters with a Wolf Companion gains +5 movement speed, +2 bonus on trip attempts, and a +2 bonus to Strength, Dexterity, and Constitution.

Rage Powers (Ex): As a beastmaster gains levels, he learns to use his bestial rage in new ways. Starting at 2nd level, a beastmaster gains a rage power. He gains another rage power for every two levels of beastmaster attained after 2nd level. A beastmaster gains the benefits of rage powers only while raging, and some of these powers require the beastmaster to take an action first. Unless otherwise noted, a beastmaster cannot select an individual power more than once.

Animal Fury (Ex): While raging, the beastmaster gains a bite attack. If used as part of a full attack action, the bite attack is made at the beastmaster's full base attack bonus -5. If the bite hits, it deals 1d4 points of damage (assuming the beastmaster is Medium; 1d3 points of damage if Small) plus half the beastmaster's

Strength modifier. A beastmaster can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the beastmaster against the target this round are at a +2 bonus.

Beast Totem (Su): While raging, the beastmaster gains a +1 natural armor bonus. This bonus increases by +1 for every four levels the beastmaster has attained. A beastmaster must be at least 6th level and have the *Lesser Beast Totem* rage power before selecting this rage power.

Beast Totem, Greater (Su): While raging, the beastmaster gains the pounce special ability, allowing her to make a full attack at the end of a charge. In addition, the damage from her claws increases to 1d8 (1d6 if Small) and the claws deal x 3 damage on a critical hit. A beastmaster must be at least 12th level and have the *Beast Totem* rage power before selecting this rage power.

Beast Totem, Lesser (Su): While raging, the beastmaster gains two claw attacks. These attacks are considered primary attacks and are made at the beastmaster's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the beastmaster's Strength modifier.

Bestial Climber (Ex): While raging, the beastmaster gains a natural climb speed equal to her land speed. A beastmaster must be at least 6th level and have the *Raging Climber* rage power before selecting this rage power.

Bestial Leaper (Ex): While raging, the beastmaster can take a move action to move and can take her normal standard action at any point during the move. A beastmaster must be at least 6th level and have the *Raging Leaper* rage power before selecting this rage power.

Bestial Swimmer (Ex): While raging, the beastmaster gains a natural swim speed equal to her normal land speed. A beastmaster must be at least 6th level and have the *Raging Swimmer* rage power before selecting this rage power.

Clear Mind (Ex): A beastmaster may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The beastmaster must take the second result, even if it is worse. A beastmaster must be at least 8th level before selecting this power. This power can only be used once per rage.

Fearless Rage (Ex): While raging, the beastmaster is immune to the shaken and frightened conditions. A beastmaster must be at least 12th level before selecting this rage power.

Ferocious Hunting Pack (Ex): The beastmaster may spend 2 rounds of rage per round. If he does so, all members of the pack gain the benefits of his bestial rage. Pack members also share the benefits of rage powers that are constant in effect, but gain no benefit from rage powers that require actions to activate, even if they are free actions. A beastmaster must be at least 12th level and have the *Hunting Pack* and *Improved Hunting Pack* rage powers before selecting this power.

Ferocious Mount (Ex): While raging and mounted, the beastmaster's mount also gains the benefits of bestial rage (including greater bestial rage and mighty bestial rage). While his mount is raging in this way, he must spend one additional round of rage per round. He can elect not to pay this cost, in which case his mount does not rage.

Ferocious Mount, Greater (Ex): While raging and mounted, the beastmaster's mount gains the benefits of any rage powers that are constant in effect when the beastmaster is raging. It does not gain the benefit of any rage powers that require actions to activate, even if they are free actions. A beastmaster must be at least 8th level and have the *Ferocious Mount* rage power before selecting this power.

Ferocious Trample (Ex): While raging and mounted, the beastmaster's mount gains the trample special attack. This attack inflicts 1d8 points of damage for a Medium mount, 2d6 for a Large mount, or 2d8 for a Huge mount, plus 1–1/2 times the mount's Strength modifier. A successful Reflex save (DC 10 + 1/2 the beastmaster's level + the mount's Strength modifier) halves this damage. Creatures in the mount's path or that threaten squares it passes through may make attacks of opportunity against either the beastmaster or the mount, but not both. A beastmaster must be at least 8th level and have the *Ferocious Mount* rage power before selecting this power.

Ferocious Trample, Greater (Ex): A beastmaster's mount can affect creatures up to its own size with its ferocious trample. In addition, it can make an overrun attempt as a free action against a creature that fails its Reflex save (or chooses not to save in order to take an attack of opportunity) against its trample. A beastmaster must be at least 12th level and have the *Ferocious Trample* rage power before selecting this power.

Hunting Pack (Ex): When the beastmaster enters a bestial rage, he may select one willing creature to form a hunting pack with. Whenever at least two members of the same pack threaten the same target, that target is considered flanked by all members of the pack. This rage power may be taken more than once; each time, the beastmaster may select another willing creature to join the pack.

Improved Hunting Pack (Ex): When a creature flanked by at least two members of the pack makes an attack against a member of the pack, it provokes an attack of opportunity from all other members of the pack. A beastmaster must be at least 8th level and have the *Hunting Pack* rage power before selecting this power.

Inspire Ferocity (Ex): While raging, the beastmaster can use a move action to impart his reckless abandon modifier to all willing allies within 30 feet for a number of rounds equal to his Charisma modifier (minimum 1). A beastmaster must have the *Reckless Abandon* rage power before selecting this power.

Internal Fortitude (Ex): While raging, the beastmaster is immune to the sickened and nauseated conditions. A beastmaster must be at least 8th level before selecting this power.

Intimidating Glare (Ex): The beastmaster can make an Intimidate check against one adjacent foe as a move action. If the beastmaster successfully demoralizes his opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the beastmaster's check exceeds the DC.

Knockback (Ex): Once per round, the beastmaster can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the beastmaster's Strength modifier and is moved back as normal. The beastmaster does not need to move with the target if successful. This does not provoke an attack of opportunity.

Knockdown (Ex): Once per rage, the beastmaster can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the beastmaster's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Low-Light Vision (Ex): The beastmaster's senses sharpen and he gains low-light vision while raging.

Mighty Swing (Ex): The beastmaster automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. A beastmaster must be at least 12th level before selecting this power. This power can only be used once per rage.

Night Vision (Ex): The beastmaster's senses grow incredibly sharp while raging and he gains darkvision 60 feet. A beastmaster must have low-light vision as a rage power or a racial trait to select this rage power.

No Escape (Ex): The beastmaster can move up to double his normal speed as an immediate action but he can only use this ability when an adjacent foe uses a withdraw action to move away from him. He must end his movement adjacent to the enemy that used the withdraw action. The beastmaster provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

Powerful Blow (Ex): The beastmaster gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the beastmaster has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

Primal Scent (Ex): When using scent, the beastmaster adds half his beastmaster level on Survival checks made to track by scent and on Perception checks to pinpoint the location of creatures he cannot see. If he pinpoints the location of a creature that has total concealment, he treats it as having concealment. A beastmaster must be at least 8th level and have the *Scent* ability before selecting this power.

Quick Reflexes (Ex): While raging, the beastmaster can make one additional attack of opportunity per round.

Raging Climber (Ex): When raging, the beastmaster adds her level as an enhancement bonus on all Climb skill checks.

Raging Leaper (Ex): When raging, the beastmaster adds her level as an enhancement bonus on all Acrobatics skill checks made to jump. When making a jump in this way, the beastmaster is always considered to have a running start.

Raging Swimmer (Ex): When raging, the beastmaster adds her level as an enhancement bonus on all Swim skill checks.

Reckless Abandon (Ex): While raging, the beastmaster can take a -1 penalty to AC to gain a +1 bonus on attack rolls. The AC penalty increases by -1 and the attack roll bonus increases by +1 at 4th level and every four levels thereafter.

Regenerative Vigor (Ex): After using his renewed vigor rage power until his current rage ends, the beastmaster gains fast healing 1 for every 6 beastmaster levels he has (maximum fast healing 3). He regains hit points from fast healing at the start of each of his turns. A beastmaster must be at least 6th level and have the *Renewed Vigor* rage power before selecting this power.

Renewed Vigor (Ex): As a standard action, the beastmaster heals 1d8 points of damage + his Constitution modifier. For every four levels the beastmaster has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. This power can be used only once per day and only while raging. A beastmaster must be at least 4th level before selecting this power.

Roused Anger (Ex): The beastmaster may enter a rage even if fatigued. While raging after using this ability, the beastmaster is immune to the fatigued condition. Once this rage ends, the beastmaster is exhausted for 10 minutes per round spent raging.

Swift Foot (Ex): The beastmaster gains a 5-foot enhancement bonus to his speed. This increase is always active while the beastmaster is raging. A beastmaster can select this rage power up to three times. Its effects stack.

Terrifying Howl (Ex): The beastmaster unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a Will save (DC equal to $10 + 1/2$ the beastmaster's level + the beastmaster's Wisdom modifier) or be panicked for $1d4+1$ rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours. A beastmaster must have the intimidating glare rage power to select this rage power. A beastmaster must be at least 8th level before selecting this power.

Unexpected Strike (Ex): The beastmaster can make an attack of opportunity against a foe that moves into any square threatened by the beastmaster, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per rage. A beastmaster must be at least 8th level before selecting this power.

Wild Hunting Pack (Su): If a beastmaster enters his bestial rage while in his beast shape, or changes form into his beast shape while he is in a bestial rage, all pack members transform into the same shape as him. This transformation occurs as a reaction to the beastmaster entering bestial rage or changing his form with beast shape and requires no actions from the pack. A beastmaster must be at least 16th level and have the *Hunting Pack*, *Improved Hunting Pack*, and *Ferocious Hunting Pack* rage powers before selecting this power.

Empathic Link (Su): At 2nd level, the beastmaster forms an empathic link with his companion out to a distance of up to 1 mile. At 6th level, the beastmaster extends his link to include not only his companion but also any animals he has befriended. The link allows the beastmaster and the animals to communicate their general emotional state (fear, hunger, happiness, curiosity) to one another. Note that the Intelligence of animals may limit what the creatures can communicate or understand.

Nature Sense (Ex): Also at 2nd level, a beastmaster gains a +2 bonus on Knowledge (nature) and Survival checks.

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

Alertness: A beastmaster's senses grow keen as he learns some of the tricks of the animal kingdom. Accordingly, he gains Alertness as a bonus feat at 3rd level.

Track (Ex): At 4th level, a beastmaster adds half his beastmaster level to Survival skill checks made to follow or identify tracks.

Natural Savagery (Ex): At 5th level, a beastmaster gains a +1 bonus on attack and damage rolls with unarmed strike. This bonus increases by +1 for every four levels beyond 5th.

Speak with Animals (Su): At 6th level, the beastmaster may comprehend and communicate at will with all animals, magical beasts and vermin.

Trackless Step (Ex): At 6th level, a beastmaster leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Savage Charge (Ex): At 7th level, when a beastmaster attacks with a natural weapon at the end of a charge, he gains a bonus on his natural weapon attack rolls equal to half his beastmaster level, while suffering a penalty to his AC equal to half his beastmaster level. These replace the normal attack roll bonus and AC penalty for charging. This bonus also applies to his checks for a bull rush or overrun made when charging.

Scent (Ex): At 8th level, a beastmaster gains the scent ability. This ability allows the beastmaster to detect approaching enemies, sniff out hidden foes, and track by sense of smell. A beastmaster can identify familiar odors just as humes do familiar sights. The beastmaster can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. When the beastmaster detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The beastmaster can take a move action to note the direction of the scent. Whenever a beastmaster comes within 5 feet of the source, the beastmaster pinpoints the source's location.

Quarry (Ex): At 9th level, a beastmaster can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a beastmaster can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A beastmaster can have no more than one quarry at a time. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the beastmaster sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

Improved Empathic Link (Su): Also at 9th level, the beastmaster gains an improved empathic link with his animal companion. The beastmaster can see through a companion's eyes as a swift action, maintaining this connection as long as he likes (as long as the companion is within 1 mile) and ending it as a free action. The beastmaster is blinded while maintaining this connection.

Beast Shape (Su): At 10th level, the beastmaster gains the ability to turn himself into the same form as his animal companion at will. A beastmaster loses his ability to speak while in animal form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping as his new form. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

- If the form the beastmaster assumes has any of the following abilities, he gains the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.
- Medium animal: If the form he takes is that of a Medium animal, he gains a +2 size bonus to his Strength and a +2 natural armor bonus.
- Large animal: If the form he takes is that of a Large animal, he gains a +4 size bonus to his Strength, a -2 penalty to his Dexterity, and a +4 natural armor bonus.

Swift Tracker (Ex): Beginning at 11th level, a beastmaster can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Greater Bestial Rage (Ex): At 11th level, when a beastmaster enters a bestial rage, he gains additional bonuses based on his animal companion.

Ape: When raging, beastmasters with an Ape Companion increases their Climb speed to 30 feet, and gain an additional +2 bonus to Strength, Dexterity, and Wisdom, and a +2 Natural Armor bonus to Armor Class.

Bear: When raging, beastmasters with a Bear Companion gains an additional +2 bonus to Strength, Dexterity, and Constitution, and a +2 Natural Armor bonus to Armor Class.

Hawk: When raging, beastmasters with a Hawk Companion increases their Fly speed to 40 (average) and gain an additional +2 bonus to Dexterity and Wisdom, and a +2 Natural Armor bonus to Armor Class.

Snake: When raging, beastmasters with a Snake Companion increases their Swim speed to 40 feet, and gain an additional +2 bonus to Dexterity and Wisdom, and a +2 Natural Armor bonus to Armor Class. They also deal a Poison status effect with their unarmed strike. The Fort DC save is $10 + \text{half of their beastmaster level} + \text{Constitution modifier}$. This status effect deals 1d6 points of non-elemental damage per round per beastmaster level.

Wolf: When raging, beastmasters with a Wolf Companion gains an additional +5 movement speed, an additional +2 bonus to trip checks, a +2 bonus to Strength, Dexterity, and Constitution, and a +2 Natural Armor bonus to Armor Class.

Greater Savage Charge (Ex): At 13th level, when using savage charge, the AC penalty is reduced to 1/4 his beastmaster level instead of 1/2 his beastmaster level. In addition, a beastmaster can charge through friendly creatures and difficult terrain.

Improved Quarry (Ex): At 15th level, the beastmaster's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

No Escape (Ex): At 17th level, moving out of the area of the beastmaster with a withdraw action provokes an attack of opportunity from the beastmaster.

Tireless Rage (Ex): At 18th level and higher, a beastmaster no longer becomes fatigued at the end of his rage.

Master Hunter (Ex): A beastmaster of 19th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty.

Mighty Bestial Rage (Ex): At 20th level, when a beastmaster enters a bestial rage, he gains additional bonuses based on his animal companion.

Ape: When raging, beastmasters with an Ape Companion increases their Climb speed to 45 feet, and gain an additional +2 bonus to Strength, Dexterity, and Wisdom, and a +2 Natural Armor bonus to Armor Class. The

beastmaster also gains the ability to rend as if he has claws. If a beastmaster hits a single target with both attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals double his unarmed strike damage.

Bear: When raging, beastmasters with a Bear Companion gains an additional +2 bonus to Strength, Dexterity, and Constitution, and a +2 Natural Armor bonus to Armor Class. The beastmaster also gains Improved Grab ability and deals automatic unarmed strike damage when making successful grapple checks.

Hawk: When raging, beastmasters with a Hawk Companion increases their Fly speed to 60 (good) and gain an additional +2 bonus to Dexterity and Wisdom, and a +2 Natural Armor bonus to Armor Class. While flying, the beastmaster can make a full attack if he makes a charge attack.

Snake: When raging, beastmasters with a Snake Companion increases their Swim speed to 60 feet, and gain an additional +2 bonus to Dexterity and Wisdom, and a +2 Natural Armor bonus to Armor Class. They also deal the Sap status effect with their unarmed strike. The Fort DC save is $10 + \text{half of their beastmaster level} + \text{Wisdom modifier}$. This status effect deals 1d8 points of non-elemental damage per round per beastmaster level.

Wolf: When raging, beastmasters with a Wolf Companion gains an additional +5 movement speed, an additional +2 bonus to trip checks, a +2 bonus to Strength, Dexterity, and Constitution, and a +2 Natural Armor bonus to Armor Class. The beastmaster also gains the ability to make a free trip attempt if he successfully hits with his unarmed strike or a natural attack.

Animal Majesty (Ex): Also at 20th level, the beastmaster inspires awe in animals. Animals must succeed on a Will save with a DC of $20 + \text{the beastmaster's Charisma modifier}$ to directly attack the beastmaster. If the creature fails, its action is wasted. This ability may also affect magical beasts with an Intelligence of 1 or 2, although they get +4 on their saving throw. Once a creature succeeds it is immune to the effect of that beastmaster for 24 hours. This is a mind-affecting ability.

In addition, the beastmaster acquires a loyal following of animals. He acquires a second animal companion with an effective beastmaster level of his level -2, plus a group of auxiliary companions. The group of auxiliary companions consists of $3 + \text{his Charisma modifier}$ companions with an effective beastmaster level of 5th. Although vulnerable in combat against high level foes, such companions can perform a number of helpful functions, such as spying, providing transportation, carrying things, and so forth.

If an animal companion dies or is dismissed, he can promote an existing companion to a higher level at the same time he replaces a missing companion. For instance, if his highest level companion dies, he can promote the second companion to a higher level, then promote one of his weaker companions to the second companion slot and acquire a new auxiliary companion.

Black Mage

Black mages are powerful sorcerers that use their magical abilities to attack enemies through direct damage spells and enfeebling magic. Although physically weak, their potential for destruction per spell is far greater than any melee fighter's single attack.

Role: Black mages excel at casting a selection of favored spells frequently, making them powerful battle mages. As they become familiar with a specific and ever-widening set of spells, black mages often discover new and versatile ways of making use of magics other spellcasters might overlook.

Alignment: Any

Hit Die: d6

Starting Wealth: $2d6 \times 10$ gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The black mage's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Table 3-6: The Black Mage

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+0	+0	+2	Black Magery, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+0	+0	+3	Elemental Shield 2, Mage talent	2	1 st
3 rd	+1	+1	+1	+3	Dark Affliction	4	2 nd
4 th	+2	+1	+1	+4	Elemental Shield 4, Elemental Seal (1/day)	7	2 nd
5 th	+2	+1	+1	+4	Black Magery, Mage talent, Bonus Feat	10	3 rd
6 th	+3	+2	+2	+5	Elemental Shield 6	15	3 rd
7 th	+3	+2	+2	+5	Arcane Knowledge	20	4 th
8 th	+4	+2	+2	+6	Elemental Shield 8, Elemental Seal (2/day), Mage talent	27	4 th
9 th	+4	+3	+3	+6	Black Magery	34	5 th
10 th	+5	+3	+3	+7	Clear Mind, Elemental Shield 10, Doublecast (1/day), Bonus Feat	43	5 th
11 th	+5	+3	+3	+7	Loemaster, Advance mage talent	52	6 th
12 th	+6/+1	+4	+4	+8	Elemental Shield 12, Elemental Seal (3/day)	63	6 th
13 th	+6/+1	+4	+4	+8	Black Magery	74	7 th
14 th	+7/+2	+4	+4	+9	Elemental Shield 14, Advance mage talent	87	7 th
15 th	+7/+2	+5	+5	+9	Bonus Feat	100	8 th
16 th	+8/+3	+5	+5	+10	Elemental Shield 16, Elemental Seal (4/day)	115	8 th
17 th	+8/+3	+5	+5	+10	Black Magery	130	9 th
18 th	+9/+4	+6	+6	+11	Elemental Shield 18, 1 MP Spell (3/day), Advance mage talent	147	9 th
19 th	+9/+4	+6	+6	+11	Quad-Cast (1/day)	163	9 th
20 th	+10/+5	+6	+6	+12	Elemental Shield 20, Black Wizard, Bonus Feat	180	9 th

Class Features

All of the following are class features of the black mage.

Weapon and Armor Proficiency: Black Mages are proficient with the dagger, sling, power rod, power staff, and quarterstaff, but not with any type of armor or shield. Heavier armor interferes with a black mage's movements, which can cause his spells with somatic components to fail.

Limit Breaks (Su): At 1st level, the black mage receives the Limit Breaks (Mana Wall and Overchannel).

Mana Wall (Su): This Limit Break shields the black mage from damage by using his MP pool at a rate of 5 damage per magic point. This Limit Break lasts for a duration of 1 round + 1 round per four black mage class levels and the black mage has no control over it. If the black mage is out of MP, the Limit Break ends prematurely and the black mage takes damage as normal. This limit break requires only a swift action.

Overchannel (Su): This Limit Break allows the black mage to spend additional MP on any spell(s) for the duration of 1 round + 1 round per four black mage class levels up to twice his class level. Each additional MP spent can be used to increase damage by 1 extra die, increase save DC by 1, or increase duration by 5 rounds (if the spell has a duration of 1 round or more). This Limit Break allows the black mage to spend more MP than he can normally spend. This limit break requires only a swift action.

Spells: A black mage casts black magic spells which are drawn from the black mage spell list. A black mage begins play with 2 1st level black mage spells of his choice. At each new black mage level, he gains one new spell of any spell level or levels that he can cast (based on his new black mage level). Like most mages, a black mage can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a spell, the black mage must have an Intelligence score equal to at least $10 + \text{the spell level}$ (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a black mage's spell is $10 + \text{the spell level} + \text{the black mage's Intelligence modifier}$. In addition, a black mage gains additional MP for having a high attribute (Intelligence).

Black Magery: At 1st, 5th, 9th, 13th, and 17th level, a black mage increases his power with his spells. At each such opportunity, he can choose from the list of the following (with a limit of 2 per):

Elemental Mastery: This increases the black mage's caster level by 1 for all spells with an elemental descriptor.

Increased Damage: This increases any damage spell the black mage casts by 1 extra die of the appropriate type. This allows you to overcome any damage cap a spell might restrict you to.

Spell Mastery: This increases the DC for all of the black mage's spells by 1.

Spell Penetration: This increases the black mage's caster level checks by 1 made to overcome a creature's spell resistance. This stacks with the Spell Penetration feat.

Spell Proficiency (Ex): Black mages are considered to have the Precise Shot feat while casting spells or using any magical items that require ranged touch.

Cantrips: Black mages learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Black mages begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Elemental Shield (Su): At 2nd level, a black mage can use his knowledge of the elements and shield allies for a brief duration. As an immediate action, a black mage can shield himself and allies within 30 feet from elemental damage, gaining Elemental Resistance equal to the elemental shield number to all elements for the round. A black mage may use elemental shield a number of times per day equal to $3 + \text{his Intelligence modifier}$ (minimum of 1).

Mage Talents: As a black mage gains experience, he learns a number of talents that assist him in manipulating spells and other forms of magic. At 2nd level, 5th level, and again at 8th level, a black mage gains one mage talent. A black mage cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a black mage's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

Dazzling Spell (Su):* As a swift action, the black mage adds an element of bright energy to a spell he is casting. Only spells with a casting time of 1 standard action that allow a saving throw may be augmented in this way. Any target that fails its save against the spell is dazzled for 1 round per level of the spell. The black mage may use this ability a number of times per day equal to $3 + \text{his Intelligence modifier}$.

Concentrate (Ex): The black mage can reroll any concentration check he has just made with a +4 bonus. He must use this ability after the roll is made, but before the roll's outcome is determined. The black mage must take the second roll, even if it is worse. The black mage can use this ability once per day.

Empowered Magic (Su): The black mage can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell.

Familiar (Ex): The black mage forms a powerful bond with a familiar. A familiar is a magical pet that enhances the black mage's skills and senses and can aid him in magic. See this link for more information on familiars: <http://www.d20pfsrd.com/classes/core-classes/wizard/familiar>

Mage Accuracy (Ex):* When the black mage casts a spell with an area, as a free action he may exclude a single target that would normally be affected. The black mage must be able to see the target to exclude it. He may do this a number of times per day equal to $3 + \text{his Intelligence modifier}$.

Mage Training: The black mage may select a bonus feat from his list of available black mage bonus feats.

Silent Magic (Su): The black mage can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

Spell Guard (Su):* Whenever the black mage casts a spell with a casting time of 1 standard action, he may instead cast it as a full round action. The black mage channels some of the energy of the spell into a defensive shield around him, giving him a deflection bonus to his AC equal to the level of the spell being cast. This bonus lasts until the beginning of the black mage's next turn.

Spell Lore (Ex): The black mage adds his level to all Spellcraft checks made to identify a spell being cast. (This is most often useful when attempting to counterspell.)

Spell Restraint (Ex):* Whenever the black mage cast a spell with an area described as a radius, he may decide to make the radius smaller. He may reduce the radius down by any number of 5-foot increments, to a minimum of a 5-foot-radius.

Spell Sage (Ex): When the black mage attempts a Use Magic Device check to cast a spell from a materia, he gains a +4 competence bonus to the check.

Still Magic (Su): The black mage can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the MP cost or the level of the spell.

Dark Affliction (Su): At 3rd level, any black magic spells that the black mage casts that causes status effects provides a penalty to saving throws against that status effect equal to -1 per two black mage levels for a duration of 1 round per two black mage levels.

Elemental Seal (Ex): Beginning at 4th level, a black mage can increase the potency of his next elemental spell as a swift action, so long as the casting time of the spell is 1 standard action or less. The next elemental spell the black mage casts deals half again as much damage as normal and any elemental resistance the target(s) of this spell has is lessen by half as well. He can use this ability twice per day at 8th level, three times per day at 12th level, and four times per day at 16th level.

Bonus Feat: A black mage receives a bonus feat starting at 5th level and receives an additional bonus feat every five black mage levels thereafter (10th, 15th, and 20th). At each such opportunity, he can choose a metamagic feat or an item creation feat. The black mage must still meet all prerequisites for a bonus feat, including caster level minimums.

Arcane Knowledge (Ex): Beginning at 7th level, a black mage adds half his class level (minimum 1) to all Knowledge skill checks.

Clear Mind (Ex): At 10th level, a black mage can regain his MP quicker. The black mage must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The black mage regains MP equaling his Intelligence modifier per hour.

Doublecast (Su): At 10th level, once per day, a black mage can take a full-round action to cast two spells. The black mage pays MP for both spells as normal and if a concentration check is needed, he must check for both spells. He must also indicate the targets before spells are resolved.

Loremaster (Ex): At 11th level, the black mage becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A black mage can choose not to take 10 and can instead roll normally. In addition, once per day, the black mage can take 20 on any Knowledge skill check as a standard action.

Advanced Mage Talents: At 11th, 14th, and 17th level, a black mage learns further talents to assist him in manipulating spells and other forms of magic. He may gain one of the abilities described in the "Mage Talents" entry or, if he prefers, one of the abilities described below. Advanced mage talents follow the same rules as mage talents.

Talents marked with an asterisk add effects to a black mage's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

Augment Spell (Ex)*: Any spell the black mage knows that has a variable that increases by caster level which has a maximum, that maximum is increased by the equivalent of one additional caster level. Thus a black mage with this talent deals a maximum of 1d6+6 fire damage with fire, and deals a maximum of 11d4 fire damage with fira.

Mage Counter (Su)*: When the black mage uses dispel to counterspell, he gains a +4 competence bonus to his dispel check. A black mage must know dispel to select this talent.

Mage Focus (Su):* When the black mage casts a spell with an area, as a free action he may choose to focus the entire might of the spell on a single target. The spell's save DC is increased by +2, but only one target is affected by the spell. He may do this a number of times per day equal to $3 + \text{his Intelligence modifier}$ on a single target within that area.

Maximized Magic (Su): The black mage can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell.

Quickened Magic (Su): The black mage can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell.

Spell Diligence (Su):* As a swift action, the black mage may focus all his attention on casting a single spell. Only spells with a casting time of 1 standard action and a range of personal or touch may be cast in this way. The black mage adds his level to any concentration check made to cast a spell when using spell diligence. The black mage may use this ability a number of times per day equal to $3 + \text{his Intelligence modifier}$.

Steal Spell (Su): The black mage can attempt to gain the benefit of a spell currently active on another creature. The black mage must successfully dispel the spell to be stolen, using the dispel spell. If the spell is lower level than the highest level spell the black mage could cast, has a duration greater than 1 round, and the black mage could theoretically have selected it as a spell known, the black mage gains the benefit of the spell. It lasts for one round per 2 black mage levels or until its original duration expires, whichever comes first. A black mage may attempt this a number of times per day equal to $3 + \text{his Intelligence modifier}$.

Transfer Spell (Ex):* The black mage can cast some spells with a range of "personal" and a target of "you" as if they had a range of "touch" and a target of "1 willing creature." Only spells that do not increase the target's attack bonus or armor class and have a duration longer than 1 round may be cast in this way. The black mage can only use this talent on spells with a spell level no greater than half of the highest level spell the black mage knows. The black mage may use this ability a total number of times per day equal to $3 + \text{his Intelligence modifier}$.

1 MP Spell (Su): At 18th level, three times per day, as a move action, a black mage can reduce the cost of spells to 1 MP. Once activated, any spells the black mage casts only cost 1 MP. This ability ends at the end of the round.

Quad-Cast (Su): At 19th level, once per day, a black mage can take a full-round action to cast four spells. The black mage pays MP for all four spells as normal and if a concentration check is needed, he must check for all four spells. He must also indicate the targets before spells are resolved.

Black Wizard (Su): At 20th level, a black mage becomes the pinnacle of black magic. The black mage gains the following abilities:

- Any enfeebling spells cast removes one beneficial spell of the highest level with a successful caster level check against the caster of the spell.
- Any elemental spells cast gains a bonus to damage rolls equal to the black mage's Intelligence modifier.

- Any attacks (including magical ranged touch spells) now deal an additional 1d6 points of shadow damage and grants a +5 bonus to attack rolls against any creature that the black mage misses on his next attack roll.

Blue Mage

Mages of the Azure order are practitioners of creature magic (otherwise known as Blue Magic). They learn spells by observing creatures use their spell-like and supernatural abilities. Unique to the magic world, they utilize their strange magicks to overcome foes or help their allies.

Role: Blue mages has a unique set of skills and spells to provide tactical support over the battleground. Often trying to learn new spells from unique creatures, they aren't afraid to get their hands dirty to acquire new knowledge.

Alignment: Any

Hit Die: d8

Starting Wealth: $4d6 \times 10$ gil (average 140 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The blue mage's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 6 + Int modifier.

Table 3-7: The Blue Mage

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+0	+0	+2	Blue Magery, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+0	+0	+3	Scan, Analysis (Lucubrate)	2	1 st
3 rd	+2	+1	+1	+3	Armored Mage (Light)	4	2 nd
4 th	+3	+1	+1	+4	Azure Physical Training	7	2 nd
5 th	+3	+1	+1	+4	Blue Magery, Bonus Feat	10	3 rd
6 th	+4	+2	+2	+5	Invoke, Analysis (Mettle)	15	3 rd
7 th	+5	+2	+2	+5	I Know That Trick	20	4 th
8 th	+6/+1	+2	+2	+6	Azure Physical Training	27	4 th
9 th	+6/+1	+3	+3	+6	Blue Magery	34	5 th
10 th	+7/+2	+3	+3	+7	Clear Mind, Libra, Analysis (Foreknowledge), Bonus Feat	43	5 th
11 th	+8/+3	+3	+3	+7	Simulation	52	6 th
12 th	+9/+4	+4	+4	+8	Improved Invoke, Azure Physical Training	63	6 th
13 th	+9/+4	+4	+4	+8	Blue Magery	74	7 th
14 th	+10/+5	+4	+4	+9	Analysis (Flummox)	87	7 th
15 th	+11/+6/+1	+5	+5	+9	Doublecast (1/day), Bonus Feat	100	8 th
16 th	+12/+7/+2	+5	+5	+10	Azure Physical Training	115	8 th

17 th	+12/+7/+2	+5	+5	+10	Blue Magery	130	9 th
18 th	+13/+8/+3	+6	+6	+11	1 MP Spell (3/day), Analysis (Puissance)	147	9 th
19 th	+14/+9/+4	+6	+6	+11	Azure Lore (3/day)	163	9 th
20 th	+15/+10/+5	+6	+6	+12	Bonus Feat, Assimilation, Azure Physical Training	180	9 th

Class Features

All of the following are class features of the blue mage.

Weapon and Armor Proficiency: Blue Mages are proficient with all simple weapons including longswords, power rods, power staves, and scimitars. Blue Mages are proficient with light armor and light shields.

Limit Break (Su): At 1st level, the blue mage receives the Limit Breaks (Azure Summoning and Dual Azure Mastery).

Azure Summoning (Su): This Limit Break allows the blue mage to summon creatures briefly. The blue mage picks one blue magic spell she knows and can cast. She then summons a creature from where she learned the spell from. The blue mage can only summon creatures up to twice his blue mage level in HD. The creature summoned stays for a duration of 1 round + 1 round per four blue mage levels, appearing anywhere within 30 feet of the blue mage, obeying the wishes of the blue mage.

Dual Azure Mastery (Su): This Limit Break allows the blue mage for a duration of 1 round + 1 round per four blue mage levels to cast two blue magic spells a round. MP must be paid for both spells. This limit break requires only a swift action.

Creature Magic (Ex): A blue mage has the power to gain new spells from creatures that have supernatural abilities by learning from them. The blue mage must witness the creature use its abilities for the blue mage to learn by making an appropriate Knowledge (see below) skill check. The initial skill check is DC 15 + 2 per spell level of the ability. A blue mage begins play with 2 1st level blue mage spells of her choice. At each new blue mage level, she gains one new spell of any spell level or levels that she can cast (based on her new blue mage level). Unlike the other mages, a blue mage cannot purchase or find scrolls to add spells to her spells known list, but she can learn new blue mage spells from another blue mage.

- Arcana (dragons, magical beasts)
- Dungeoneering (aberrations, oozes)
- Engineering or Technology (constructs)
- Local (humanoids, monstrous humanoids)
- Nature (animals, fey, plants, vermin)
- Planes (outsiders)
- Religion (undead)

Once learned, the ability becomes a spell in the blue mage's known spells list. See the monster's description to find out the spell level of a creature's supernatural abilities. The blue mage can learn spells above her spell level, but cannot cast those spells until she has attain the level to be able to cast them. The only limitation to this is the blue mage cannot learn Limit Breaks through the use of this ability. Any supernatural abilities learned through this ability that doesn't have a duration will have a duration of 1 round per Blue mage level.

To learn or cast a spell, the blue mage must have an Intelligence score equal to at least $10 + \text{the spell level}$ (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a blue mage's spell is $10 + \text{the spell level} + \text{the blue mage's Intelligence modifier}$. In addition, a blue mage gains additional MP for having a high attribute (Intelligence).

Blue Magery: At 1st, 5th, 9th, 13th, and 17th level, a blue mage increases her power with her spells and abilities. At each such opportunity, she can choose from the list of the following (with a limit of 2 per):

Analysis Mastery: This grants a +2 bonus to Knowledge checks for Analysis abilities. The first time the blue mage chooses this ability, Analysis requires only a move action to use. The second time the blue mage chooses this ability, Analysis requires only a swift action to use.

Creature Knowledge Mastery: This provides a +2 insight bonus on all saving throws from creatures that have been *Scanned*. In addition, the blue mage may reroll any failed Knowledge check once per round.

Natural Prowess: This increases the blue mage's ability to hit with his natural weapons granted by Azure Physical Training by +2. In addition, the blue mage's damage with his natural weapons improves by one step.

Obscure Spell Mastery: This increases the DC for all of the blue mage's spells by 1 as well as increases the difficulty in identifying her spells via Spellcraft skill by 2.

Spell Proficiency (Ex): Blue mages are considered to have the Precise Shot feat while casting spells or using any magical items that require ranged touch.

Cantrips: Blue mages learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Blue mages begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Scan (Su): At 2nd level, as a swift action, the blue mage can scan a creature within 60 feet to find out if it has a supernatural ability she can learn from. A creature can resist the effects by making a Will save (DC $10 + 1/2 \text{ of the blue mage's level} + \text{her Intelligence modifier}$).

Analysis (Ex/Su): Also at 2nd level, usable per day equal to $3 + \text{the blue mage's Intelligence modifier}$, a blue mage can draw upon her intuitive ability to read a creature's essence, granting her and her allies benefits against the creatures they face. Using analysis abilities require a standard action which doesn't provoke attacks of opportunity. A blue mage unlocks new analysis abilities as her level increases.

Using analysis requires an appropriate Knowledge skill check DC $15 + \text{the CR of the creature}$. Analysis can only be used once against any given creature per encounter.

The blue mage's analysis can affect a single creature or all creatures of the same race, depending on the effect used. A target creature must be within 60 feet, and the blue mage must be aware of the creature's presence, although she need not have a line of sight to it. The effects of analysis last for 1 round per blue mage level, unless stated otherwise. To affect her allies, they must be within 30 feet of the blue mage.

Lucubrate (Ex): The blue mage learns the general combat behaviors of creatures of that race, granting her allies a +1 competence bonus on attack rolls made against them. If the blue mage succeeds on her Knowledge check by 5 or more, then this bonus increases to +2. If the blue mage succeeds on her Knowledge

check by 10 or more, then this bonus increases to +3. If the blue mage succeeds on her Knowledge check by 20 or more, then this bonus increases to +4.

Mettle (Ex): Starting at 6th level, the blue mage can use her analysis to help her allies fight off the dangerous abilities of other creatures. Allies within 30 feet of the blue mage gain a +1 competence bonus on saving throws against the affected creature's abilities. If the blue mage succeeds on her Knowledge check by 5 or more, then this bonus increases to +2. If the blue mage succeeds on her Knowledge check by 10 or more, then this bonus increases to +3. If the blue mage succeeds on her Knowledge check by 20 or more, then this bonus increases to +4.

Foreknowledge (Su): Starting at 10th level, a blue mage can teach her allies how to avoid attacks from the target creature. Unlike other analysis abilities, this ability can be used only against a single creature. On a successful Knowledge check, she grants them a +1 dodge bonus to AC against that creature. If the blue mage succeeds on her Knowledge check by 5 or more, then this bonus increases to +2 AC. If the blue mage succeeds on her Knowledge check by 10 or more, then this bonus increases to +3 AC. If the blue mage succeeds on her Knowledge check by 20 or more, then this bonus increases to +4 AC.

Flummox (Su): By raking the essence of the target creature, a blue mage of 14th level or higher can dazzle a target creature for 1 round. Like the *Foreknowledge* ability, flummox can be used only against a single creature. On a successful Knowledge check, the creature must make a Will save ($DC 10 + 1/2$ the blue mage's level + Intelligence modifier) or be dazed for 1 round. If the blue mage succeeds on her Knowledge check by 5 or more, the creature must make a Will save ($DC 10 + 1/2$ the blue mage's level + Intelligence modifier) or be affected by the Immobilize status for 1 round. If the blue mage succeeds on his Knowledge check by 10 or more, the creature must make a Will save ($DC 10 + 1/2$ the blue mage's level + Intelligence modifier) or be affected by the Disable status for 1 round. If the blue mage succeeds on his Knowledge check by 20 or more, the creature must make a Will save ($DC 10 + 1/2$ the blue mage's level + Intelligence modifier) or be stunned for 1 round.

Puissance (Ex): Starting at 18th level, a blue mage can direct her allies to attack vital spots of her enemies. On a successful Knowledge check, she grants them a bonus to damage rolls made against the target creatures equal to 1d6 points of damage. If the blue mage succeeds on her Knowledge check by 5 or more, then this bonus increases to 2d6. If the blue mage succeeds on her Knowledge check by 10 or more, then this bonus increases to 3d6. If the blue mage succeeds on her Knowledge check by 20 or more, then this bonus increases to 4d6. Creatures that are immune to critical hits, are also immune to this ability.

Armored Mage (Ex): At 3rd level, normally, armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A blue mage's limited focus and specialized training, however, allows her to avoid spell failure so long as she sticks to light armor and light shields. This training does not extend to medium armor or heavy shields. This ability does not apply to spells gained from a different spell-casting class.

Azure Physical Training (Ex): At 4th level and every four levels thereafter, a blue mage gains abilities that emulate physical attacks of creatures. The blue mage can use these abilities at will, requiring only a standard action to use.

Slam (Ex): The blue mage emulates a slam of a construct. The slam deals 1d6 (1d4 for small size, 1d8 for large size) points of damage + Strength modifier.

Bite (Ex): At 8th level, the blue mage emulates the bite of a wolf. The bite deals 1d4 (1d3 for small size, 1d6 for large size) points of damage + Strength modifier. If the blue mage hits with the bite attack, she can attempt to trip combat maneuver as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the blue mage.

Grab (Ex): At 12th level, the blue mage emulates the grab of a bear. If the blue mage hits with a slam or bite attack, she can attempt to start a grapple combat maneuver as a free action without provoking an attack of opportunity. This grab ability works only on opponents that are at least her size category or smaller. The blue mage can then crush an opponent, dealing 1d6 (1d4 for small size, 1d8 for large size) points of damage + Strength modifier, after making a successful grapple combat maneuver per round.

Powerful Charge (Ex): At 16th level, the blue mage emulates the charge of a rhinoceros. The blue mage deals 1d8 (1d6 for small size, 1d10 for large size) points of damage + Strength modifier when she makes a charge.

Pounce (Ex): At 20th level, the blue mage emulates the pounce of a lion. When the blue mage makes a charge, it can follow up with a full attack.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a blue mage gains a bonus feat. At each such opportunity, she can choose a metamagic feat or an item creation feat. The blue mage 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 every odd level.

Invoke (Su): At 6th level, the blue mage can invoke a creature to use its spell-like or supernatural ability. The blue mage must know what the creature possesses for abilities by using the *Scan* ability. If a creature has more than one ability, the blue mage can decide which one she wants the creature to use. The creature gets a Will save (DC 10 + 1/2 blue mage level + Intelligence modifier) to negate this ability. This ability has a range of 60 feet and requires a move action which doesn't provoke attacks of opportunity.

At 12th level, the blue mage's ability to invoke a creature to use its abilities improves. The blue mage can use this ability as a swift action.

I Know That Trick (Ex): At 7th level, the blue mage gains a +1 bonus to her saving throws against any ability that she has learned as a blue magic spell. This bonus increases by +1 for every three additional blue mage levels beyond 7th level (+2 at 10th level, +3 at 13th, +4 at 16th, and +5 at 19th).

Clear Mind (Ex): At 10th level, a blue mage can regain her MP quicker. The blue mage must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The blue mage regains MP equaling her Intelligence modifier per hour.

Libra (Su): At 10th level, the blue mage can analyze a creature to find how much (current) hit points, (current) magic points, damage reduction, any resistances, and any weaknesses it possesses. A creature can resist the effects by making a Will save (DC 10 + 1/2 of the blue mage's level + her Intelligence modifier). This ability has a range of 60 feet and requires a move action which doesn't provoke attacks of opportunity.

Simulation (Su): At 11th level, the blue mage can copy any special qualities from creatures she has used the *Libra* ability on. As a standard action, usable per day equal to the blue mage's Intelligence modifier, the blue mage may copy only one special quality from a creature at a time. The only special quality ability that cannot be copied is the creature type. Copying a creature's special qualities overrides her own. For example, if a blue

mage copies the damage reduction, it replaces her own damage reduction if she had any. This ability lasts for a number of rounds equal to $3 + \text{the blue mage's Intelligence modifier}$.

Doublecast (Su): Also at 15th level, once per day, a blue mage can take a full-round action to cast two spells. The blue mage pays MP for both spells as normal and if a concentration check is needed, she must check for both spells. She must also indicate the targets before spells are resolved.

1 MP Spell (Su): At 18th level, three times per day, as a move action, a blue mage can reduce the cost of spells to 1 MP. Once activated, any spells the blue mage casts only cost 1 MP. This ability ends at the end of the round.

Azure Lore (Su): At 19th level, three times per day, as a swift action, a blue mage can utilize any one metamagic feat she has on a blue magic spell for free.

Assimilation (Su): At 20th level, the blue mage absorbs any special qualities from creatures she has used the *Libra* ability on. As a standard action, usable per day equal to the blue mage's Intelligence modifier, the blue mage may absorb only one special quality from a creature at a time. A creature affected by this ability must make a Fortitude save (DC $10 + 1/2 \text{ blue mage level} + \text{Intelligence modifier}$) or temporarily loses its special quality ability. The only special quality ability that cannot be absorbed is the creature type. Absorbing a creature's special qualities overrides her own. This ability lasts for a number of rounds equal to $3 + \text{the blue mage's Intelligence modifier}$. In addition, the blue mage learns the special quality ability and may be reused at any given time with a successful appropriate Knowledge skill check of DC $15 + \text{the CR of the creature that uses up an assimilation ability usage}$.

Chemist

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the chemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions he brews. While some creators of alchemical items content themselves with sedentary lives as merchants, the true chemist answers a deeper calling. Rather than cast magic like a spellcaster, the chemist captures his own magic potential within liquids and extracts he creates, infusing his chemicals with virulent power to grant him impressive skill with explosives.

Role: The chemist's reputation is not softened by his exuberance (some would say dangerous recklessness) in perfecting his potion-like creations, infusing these substances with magic siphoned from his aura and using his own body as experimental stock. Nor is it mollified by the chemist's almost gleeful passion for building explosive bombs. These traits, while making him a liability and risk for most civilized organizations and institutions of higher learning, seem to fit quite well with most adventuring groups.

Alignment: Any.

Hit Die: d8.

Starting Wealth: $3d6 \times 10$ gil (average 105 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The chemist's class skills (and the key ability for each skill) are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

Table 3-8: The Chemist

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+2	+2	+0	Bomb (1d6), Craft Alchemical Item, Throw Anything, Limit Breaks
2 nd	+1	+3	+3	+0	Discovery, Throw Potion (15 ft.)
3 rd	+2	+3	+3	+1	Bomb (2d6), Swift Alchemy
4 th	+3	+4	+4	+1	Discovery, Alchemical Mixture (Tier 1)
5 th	+3	+4	+4	+1	Bomb (3d6), Anesthetic
6 th	+4	+5	+5	+2	Discovery, Throw Potion (30 ft.)
7 th	+5	+5	+5	+2	Bomb (4d6), Improved Quaff Potion
8 th	+6/+1	+6	+6	+2	Discovery
9 th	+6/+1	+6	+6	+3	Bomb (5d6), Mix
10 th	+7/+2	+7	+7	+3	Discovery, Throw Potion (45 ft.)
11 th	+8/+3	+7	+7	+3	Bomb (6d6), Auto-Potion, Alchemical Mixture (Tier 2)
12 th	+9/+4	+8	+8	+4	Discovery
13 th	+9/+4	+8	+8	+4	Bomb (7d6), Quaff Potion Mastery
14 th	+10/+5	+9	+9	+4	Discovery, Throw Potion (60 ft.)
15 th	+11/+6/+1	+9	+9	+5	Bomb (8d6), Defensive Bombing
16 th	+12/+7/+2	+10	+10	+5	Discovery
17 th	+12/+7/+2	+10	+10	+5	Bomb (9d6), Item Lore
18 th	+13/+8/+3	+11	+11	+6	Discovery, Alchemical Mixture (Tier 3)
19 th	+14/+9/+4	+11	+11	+6	Bomb (10d6), Instant Alchemy
20 th	+15/+10/+5	+12	+12	+6	Grand Discovery

Class Features

All of the following are class features of the chemist.

Weapon and Armor Proficiency: Chemists are proficient with all simple weapons, simple firearms, and bombs. Chemists are proficient with light armor, but not with any type of shields.

Limit Breaks (Su): At 1st level, the chemist receives the Limit Breaks (Mega-Potion and Perfect Bomb).

Mega-Potion (Su): This Limit Break transforms a single potion into a very potent version. All variable, numeric effects are maximized and doubled. It lasts for the duration of 1 round + 1 round per four chemist levels before it loses all potency.

Perfect Bomb (Su): This Limit Break allows the chemist to create the perfect bomb. For the duration of 1 round + 1 round per four chemist levels, the chemist creates one of these bombs which he can throw at double the normal range and deals maximum damage. This limit break requires only a swift action.

Bomb (Su): In addition to magical extracts, chemists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. A chemist can use a number of bombs each day equal to his class level + his Intelligence modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert—their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the chemist must use a small vial containing an ounce of liquid catalyst—the chemist can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled. Most chemists create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day—once created, a catalyst vial remains usable by the chemist for years.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, a chemist's bomb inflicts $1d6$ points of fire damage + additional damage equal to the chemist's Intelligence modifier. The damage of a chemist's bomb increases by $1d6$ points at every odd-numbered chemist level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a chemist bomb is always equal to the bomb's minimum damage (so if the bomb would deal $2d6+4$ points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to $10 + 1/2$ the chemist's level + the chemist's Intelligence modifier.

Chemists can learn new types of bombs as discoveries (see the Discovery ability) as they level up. A chemist's bomb, like an extract, becomes inert if used or carried by anyone else.

Craft Alchemical Item (Ex): At 1st level, chemists receive Craft Alchemical Item as a bonus feat. The chemist does not need to meet the prerequisites for this feat.

Throw Anything (Ex): All chemists gain the Throw Anything feat as a bonus feat at 1st level. A chemist adds his Intelligence modifier to damage done with Throw Splash Weapon, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Throw Potion (Ex): Starting at 2nd level, a chemist can throw potions to allies within 15 feet. This improves by an additional 15 feet for every four levels afterwards to a maximum of 60 feet. The chemist must hit an AC of 10 (+/- from size). The recipient must have a hand free to catch the potion. If the recipient is adjacent to an enemy, he provokes an attack of opportunity. If the chemist has multiple attacks, he can throw up to that many potions as a full-attack action.

Discovery (Su): At 2nd level, and then again every two chemist levels thereafter (up to 18th level), a chemist makes an incredible alchemical discovery. Unless otherwise noted, a chemist cannot select an individual discovery more than once. Some discoveries can only be made if the chemist has met certain prerequisites first, such as uncovering other discoveries. Discoveries that modify bombs that are marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb. The DC of any saving throw called for by a discovery is equal to $10 + 1/2$ the chemist's level + the chemist's Intelligence modifier.

*Acid Bomb**: When the chemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional $1d6$ points of non-elemental damage 1 round later.

Alchemical Bullet (Ex): A chemist learns to modify bullets to carry alchemical effects, allowing them to reach farther than normal. When using Alchemical Bullet to carry the effects of a Chemist's Bomb, the chemist

may modify, load and fire the bullet as part of the action of creating the bomb, instead of throwing it. The chemist may not use Discoveries to further modify the bomb. When using Alchemical Bullet to carry the effects of any other alchemical item, modifying the bullet requires a move action, while loading and firing the bullet must be performed separately. Splash weapons that have been modified to be carried by the bullet are no longer splash weapons, nor are they thrown, and do not gain the benefit of Throw Anything (including Int to damage) nor any other feat that only affects thrown or splash weapons. The chemist must provide the alchemical item and the ammunition. **Prerequisites: Chemist 4**

Alchemical Zombie (Su): The chemist gains the ability to animate a relatively complete corpse as an alchemy-powered zombie. This process takes 1 hour and costs 100 gil in alchemical reagents per HD of the corpse being animated; the dead creature gains the zombie template. The undead the chemist creates remains under his control indefinitely. No matter how many times he uses this discovery, however, he can control only 4 HD worth of undead creatures per chemist level. The created zombie is a creature, not a supernatural effect.

Prerequisite: Chemist 8

Blinding Bomb (Su): When the chemist creates a bomb, he can choose for it to detonate very brightly. Creatures that take a direct hit from a blinding bomb are inflicted with the Blind status for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. **Prerequisite: Chemist 8**

*Bombard (Ex)**: As a full-attack action, the chemist can create and throw two bombs at his highest base attack bonus with a -2 penalty. **Prerequisites: Chemist 6**

*Breath Weapon Bomb**: Instead of drawing the components of, creating, and throwing a bomb, the chemist can draw the components, drink them, mix them within his body, and then expel them as a breath weapon as a standard action. This breath weapon is a 15-foot cone and has the same DC as the bomb. Each creature within the cone takes damage as if it had suffered a direct hit from the chemist's bomb, but succeeding at a Reflex save ($DC = 10 + 1/2 \text{ the chemist's level} + \text{the chemist's Intelligent modifier}$) halves the damage. Unlike throwing normal bombs, drawing, drinking, and expelling breath weapon bombs does not provoke attacks of opportunity. **Prerequisite: Chemist 6**

Confusion Bomb (Su): The chemist's bombs twist the target's perception of friend and foe. A creature that takes a direct hit from a confusion bomb takes damage from the bomb and is inflicted with the Confuse status for 1 round per chemist level. Reduce the amount of normal damage dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). **Prerequisite: Chemist 8**

Crude Bomb (Ex): The chemist can throw non-magical bombs. These function as standard bombs, but deal 1d4 points of damage, plus 1d4 points of fire damage for every odd-numbered level.

Delayed Bomb: The chemist can place a bomb so that it explodes a number of rounds after the chemist ceases contact with the bomb. This delay can be any number of rounds as chosen by the chemist, up to a number of rounds equal to his level. If at any point the chemist reclaims possession of the delayed bomb, he can end the timer and prevent the bomb's detonation. A delayed bomb detonates immediately if any other creature attempts to touch or move it, or if the bomb's contents are removed from the vial (such as if the vial breaks). The bomb deals damage as if it scored a direct hit to any creature in the square with the bomb when it detonates, and splash damage (see Throw Splash Weapon) to all adjacent creatures as normal. A chemist cannot have more than one delayed bomb at one time. If he creates another delayed bomb, the previous bomb becomes inert.

Dispel can neutralize a delayed bomb, as can a successful Disable Device check (DC equals 10 + the chemist's level + the chemist's Intelligence modifier). **Prerequisite: Chemist 8**

Dilution: Once per day, the chemist can dilute any one potion or elixir, creating two doses of the same potion from one. Diluting a potion costs a number of gil equal to one-quarter of the potion's market value. A potion that has been diluted cannot be diluted again. **Prerequisite: Chemist 12**

Dispelling Bomb: When the chemist creates a bomb, he can choose to have it dispel magic effects instead of deal damage. Creatures that take a direct hit from a dispelling bomb are subject to a targeted dispel spell, using the chemist's level as the caster level. This cannot be used to target a specific spell effect.

Prerequisite: Chemist 6

Elixir of Life: Once per day, the chemist can brew an elixir of life. An elixir of life, when administered by the chemist who brewed it, restores life to a dead creature as per the spell full-life. Alternatively, the chemist himself may drink the elixir of life, after which point he is immediately targeted with a full-life spell the next time he is killed. Used in this manner, the effects of an elixir of life persist only for a number of days equal to the chemist's Intelligence modifier; if he does not die before that time expires, the effects of the elixir of life end. **Prerequisite: Chemist 16**

Enhance Potion: A number of times per day equal to his Intelligence modifier, the chemist can cause any potion he drinks to function at a caster level equal to his class level.

*Explosive Bomb**: The chemist's bombs now have a splash radius of 10 feet rather than 5 feet (see Throw Splash Weapon). Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Explosive Missile: As a standard action, the chemist can infuse a single arrow, crossbow bolt, or one-handed firearm bullet with the power of his bomb, load the ammunition, and shoot the ranged weapon. He must be proficient with the weapon in order to accomplish this. When the infused ammunition hits its target, it deals damage normally and detonates as if the chemist had thrown the bomb at the target. If the explosive missile misses, it does not detonate. **Prerequisite: Chemist 4**

*Force Bomb**: When the chemist creates a bomb, he can choose to have it inflict force damage. Force bombs deal 1d4 points of non-elemental damage, plus 1d4 points of non-elemental damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a force bomb are knocked prone unless they succeed on a Reflex save. **Prerequisite: Chemist 8**

*Frost Bomb**: When the chemist creates a bomb, he can choose to have it inflict ice damage. Creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed on a Fortitude save.

Grenade Gun (Ex): A chemist further refines his abilities, allowing him to create special bullets that function identically to his bombs. When using Alchemical Bullet to carry the effects of a chemist's bomb, the chemist may use Discoveries to further modify the bomb. The Alchemical Bullet now deals splash damage, and benefits from feats that specifically improve splash weapons (But not from feats that apply to any thrown weapon). **Prerequisites: Chemist 8, Alchemical Bullet**

Healing Touch (Ex): The chemist gains the ability to heal other creatures. As a standard action, he may touch a creature and apply 1 use of his spontaneous healing discovery to that creature; this counts toward his spontaneous healing limit for the day. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as the chemist. **Prerequisite: Chemist 6, spontaneous healing discovery**

*Immolation Bomb**: When the chemist creates a bomb, he can choose to have its substance coat the direct target's body, causing the bomb to deal its damage over time instead of all at once. The bomb's effect lasts for a number of rounds equal to the number of damage dice the bomb would normally deal (for instance, a 5d6 bomb lasts for 5 rounds). When the bomb hits the direct target, the bomb deals $1d6 + \text{the chemist's Intelligence modifier}$ in damage, and those within the splash zone take damage equal to $1 + \text{the chemist's Intelligence modifier}$. It repeats this damage against the direct target of the bomb each round the immolation bomb lasts, dealing the damage at the start of the chemist's turn. Splash damage is dealt again to any creature that is adjacent to the direct target when it takes damage from the immolation bomb. A creature taking damage from an immolation bomb's direct hit can attempt to extinguish the flames as a full-round action that requires a Reflex save ($\text{DC} = 10 + 1/2 \text{ the chemist's level} + \text{the chemist's Intelligent modifier}$). Because of the alchemical nature of this bomb, rolling on the ground does not grant a bonus on the saving throw, and dousing a creature with water does not stop it from burning. These bombs can be used underwater. **Prerequisite: Chemist 4**

Lingering Spirit (Ex): The chemist is familiar enough with the ties between his body and spirit that he lingers at death's door far longer than a normal person. He treats his Constitution as 10 points higher than normal for the purpose of determining when hit point damage kills him (so a chemist with a Constitution of 10 and this discovery dies at -20 hit points instead of -10). Reducing him to 0 Constitution or its equivalent (from ability damage, ability drain, Constitution penalties, and so on) makes him unconscious and comatose, but he is only killed after taking an additional 5 points of Constitution damage, drain, or penalty (in effect, the chemist must be brought to -5 Constitution in order to be killed by these attacks). **Prerequisite: Chemist 4**

Madness Bomb: The chemist's bombs do more than sear flesh—they sear the mind. A creature that takes a direct hit from a madness bomb takes damage from the bomb plus $1d4$ points of Wisdom damage. Reduce the amount of normal damage dealt by the bomb by $2d6$ (so a bomb that would normally deal $6d6+4$ points of damage deals $4d6+4$ points of damage instead). The amount of Wisdom damage dealt by a madness bomb is reduced by 1 for each madness bomb that hit the target in the past 24 hours, to a minimum of 1 point of Wisdom damage. **Prerequisite: Chemist 12**

Nauseating Flesh: The chemist's body is suffused with poison. Any creature that bites, engulfs, or swallows the chemist must make a Fortitude saving throw or be nauseated for $1d4$ rounds. The chemist with this discovery does not suffer the effect of the poison of his own nauseating flesh. **Prerequisite: Chemist 12**

Plague Bomb (Su): The chemist's bombs is infused with disease and plague. A creature that takes a direct hit from a plague bomb takes damage from the bomb and is inflicted with the Disease status for 1 round per chemist level. Reduce the amount of normal damage dealt by the bomb by $2d6$ (so a bomb that would normally deal $6d6+4$ points of damage deals $4d6+4$ points of damage instead). **Prerequisite: Chemist 8**

Preserve Organs (Ex): The chemist learns how to preserve and protect his vital organs, reducing the chance of a mortal wound. When a critical hit or sneak attack is scored on the chemist, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This does not stack with similar abilities that negate critical hits and sneak attacks. A chemist can take this discovery up to three times; the effects stack, increasing this chance to 50% and then 75%.

Poison Bomb (Su): The chemist's bombs are infused with poison. A creature that takes a direct hit from a poison bomb takes damage from the bomb and is inflicted with the Poison status for 1 round per chemist level. Reduce the amount of normal damage dealt by the bomb by 1d6 (so a bomb that would normally deal 6d6+4 points of damage deals 5d6+4 points of damage instead). **Prerequisite: Chemist 4**

Precise Bombs: Whenever the chemist throws a bomb, he can select a number of squares equal to his Intelligence modifier that are not affected by the splash damage from his bombs. If the bomb misses, this discovery has no effect.

Shock Bomb*: When the chemist creates a bomb, he can choose to have it inflict lightning damage. Creatures that take a direct hit from a shock bomb are dazzled for 1d4 rounds.

Spontaneous Healing (Ex): The chemist gains the ability to heal from wounds rapidly. Each day he can use this ability a number of times equal to 1/2 his chemist level plus his Intelligence modifier. With one use of this ability, as a swift action, a chemist can heal 1d6 hit points of damage for every two chemist levels he possesses. If the chemist falls unconscious because of hit point damage and he still has healing available from this ability, the ability activates automatically each round until he is conscious again or the ability is depleted for the day.

Sticky Bomb: The effects of the chemist's bombs are persistent and continue to damage creatures for 1 round after the initial damage. Creatures that take a direct hit from a sticky bomb take the splash damage 1 round later. Bombs that have effects that would normally occur 1 round later instead have those effects occur 2 rounds later. **Prerequisite: Chemist 10**

Strafe Bomb (Su): The chemist can throw bombs that splash in a 40-foot line rather than affecting a radius. The line starts at the chemist and extends away from him in the direction he chooses. The chemist designates one creature in the squares affected by the line to be the target of the bomb and makes his attack roll against that creature; all other squares in the line take splash damage. If the chemist has the explosive bomb discovery and throws an explosive strafe bomb, the line of splash damage is 80 feet long instead of 40 feet.

Swift Alchemy (Ex): At 3rd level, a chemist can create alchemical items with astounding speed. It takes a chemist half the normal amount of time to create alchemical items

Alchemical Mixture (Ex): At 4th level, a chemist can make a temporary alchemical item. As a standard action, a chemist can create an alchemical item from the tier 1 list from the alchemical item list at no cost. An alchemical item created this way only lasts for 1 round per chemist level before it loses all potency. The chemist can use this ability a number of times per day equal to 3 + his Intelligence modifier. At 11th level, a chemist can create an alchemical item from the tier 2 list. At 18th level, a chemist can create an alchemical item from the tier 3 list.

Anesthetic: At 5th level, a chemist learns how to supplement uses of the Heal skill with pain-killing drugs. He gains Skill Focus (Heal) as a bonus feat. Any use of the Heal skill that has a risk of harming the patient (such as extracting a barb) only deals the minimum damage when performed by a chemist.

Improved Quaff Potion (Ex): At 7th level, the chemist can drink potions quickly. He can drink a potion as a move action instead of a standard action. The limitation to drinking potions increases by 1.

Mix (Ex): At 9th level, as a full-round action, a chemist can mix two alchemical items together for a dual effect or create a new alchemical item of a higher tier. When creating a new alchemical item, the chemist must have

two alchemical items of the same tier (1 or 2) which then creates any alchemical item of a higher tier. The chemist must make a Craft (alchemy) skill check (DC 20 for tier 1, DC 25 for tier 2, and DC 30 for tier 3) or both potions are ruined.

Auto-Potion (Ex): At 11th level, the chemist can take an immediate action when hit by a melee attack or ranged attack to drink a potion. He must have a free hand to use this ability but does not provoke an attack of opportunity. He can only use this ability once a round.

Quaff Potion Mastery (Ex): At 13th level, the chemist's ability to drink potions becomes legendary. He can drink a potion as a swift action instead of a move action. The chemist also doesn't provoke an attack of opportunity from drinking a potion. The limitation to drinking potions increases by 1.

Defensive Bombing (Ex): At 15th level, the chemist becomes adept at throwing bombs that he no longer provokes attacks of opportunity when throwing bombs.

Item Lore (Ex): At 17th level, the chemist's knowledge of medicines allows him to double the potency of alchemical items. Any alchemical items created by the chemist doubles all variables.

Instant Alchemy (Ex): At 19th level, a chemist can create alchemical items with almost supernatural speed. He can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation.

Grand Discovery (Su): At 20th level, the chemist makes a grand discovery. He immediately learns two normal discoveries, but also learns a third discovery chosen from the linked list below, representing a truly astounding alchemical breakthrough of significant import. For many chemists, the promise of one of these grand discoveries is the primary goal of their experiments and hard work.

Awakened Intellect: The chemist's constant exposure to strange chemicals has expanded his mind. His Intelligence score permanently increases by 2 points. **Prerequisite: Grand discovery**

Eternal Youth: The chemist has discovered a cure for aging, and from this point forward he takes no penalty to his physical ability scores from advanced age. If the chemist is already taking such penalties, they are removed at this time. **Prerequisite: Grand discovery**

Fast Healing: The chemist's flesh responds to damage with shocking speed—he gains fast healing 5. **Prerequisite: Grand discovery**

Poison Touch: The chemist gains a poisonous touch, as if under the effects of a poison spell. He can suppress or activate this ability as a free action. The physical appearance of how the chemist generates and delivers his poisonous touch varies from chemist to chemist. **Prerequisite: Grand discovery**

Chocobo Knight

Representing the ultimate in mounted warfare, the Chocobo Knight is the quintessential knight in shining armor. The charge of the chocobo knight is among the most devastating offensive weapons any culture can hope to field. Combined with the ferociousness of his Chocobo mount, the Chocobo Knight is a sight to be seen.

Role: Chocobo knights tend to marshal forces on the battlefield, using their mounted talents and challenges to control the flow of the fight. Outside of battle, chocobo knights can be found advancing their cause through

diplomacy and, if needed, subterfuge. The chocobo knight is no stranger to courtly intrigue and can hold his own in even the most delicate of social situations.

Alignment: Any.

Hit Dice: d12.

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

Class Skills

The chocobo knight's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Table 3-9: The Chocobo Knight					
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+2	+0	+0	Chocobo Mount, In or Out of the Saddle, Challenge (1/day), Limit Breaks
2 nd	+2	+3	+0	+0	Steadfast Mount
3 rd	+3	+3	+1	+1	Knight's Charge
4 th	+4	+4	+1	+1	Expert Trainer, Challenge (2/day)
5 th	+5	+4	+1	+1	Mounted Mettle
6 th	+6/+1	+5	+2	+2	Battlefield Agility
7 th	+7/+2	+5	+2	+2	Challenge (3/day)
8 th	+8/+3	+6	+2	+2	Relentless Steed
9 th	+9/+4	+6	+3	+3	Mounted Expertise
10 th	+10/+5	+7	+3	+3	Burst of Speed, Challenge (4/day)
11 th	+11/+6/+1	+7	+3	+3	Greater Charge
12 th	+12/+7/+2	+8	+4	+4	Superior Mounted Combat
13 th	+13/+8/+3	+8	+4	+4	Challenge (5/day)
14 th	+14/+9/+4	+9	+4	+4	Defensive Charging
15 th	+15/+10/+5	+9	+5	+5	Protect the Meek
16 th	+16/+11/+6/+1	+10	+5	+5	Unavoidable Onslaught, Challenge (6/day)
17 th	+17/+12/+7/+2	+10	+5	+5	Erratic Charge
18 th	+18/+13/+8/+3	+11	+6	+6	Spiritual Bond
19 th	+19/+14/+9/+4	+11	+6	+6	Indomitable Steed, Challenge (7/day)
20 th	+20/+15/+10/+5	+12	+6	+6	Supreme Charge

Class Features

All of the following are class features of the chocobo knight.

Weapon and Armor Proficiency: Chocobo knights are proficient with all simple, martial weapons, and knight swords and with all armor (light, medium, and heavy) and shields (including tower shields).

Limit Breaks (Su): At 1st level, the chocobo knight receives a Limit Break (Fight as One and Supreme Overrun).

Fight as One (Su): This Limit Break allows the chocobo knight and his mount to fight as if they were one mind and one body. They both receive a +2 morale bonus on Attack rolls, Saving Throws, and Skill checks + an additional +2 bonus per four chocobo knight levels. The mount can full-attack after a charge. This lasts for a duration of 1 round + 1 round per four chocobo knight levels. This limit break requires only a swift action.

Supreme Overrun (Su): This Limit Break allows the chocobo knight and his mount to charge 60 feet in a line, running over his enemies. Enemies within the area of effect take 1d6 points of damage per chocobo knight level, a Reflex save (DC 10 + 1/2 chocobo knight level + Strength modifier) for half damage.

Chocobo Mount (Ex): A chocobo knight gains the service of a loyal and trusty yellow chocobo to carry him into battle. This chocobo functions as a beastmaster's animal companion, using the chocobo knight's level as his effective beastmaster level. A chocobo knight's mount does not gain the shared rage special ability.

Chocobo, Yellow
Starting Statistics

Size: Large; **Speed:** 60 ft.; **AC:** +2 natural armor; **Attack:** bite (1d8), claw (1d6); **Ability Scores:** Str 18, Dex 14, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities:** low-light vision, scent.

At 4th level, the yellow chocobo advances into a green chocobo.

Chocobo, Green
4th-Level Advancement

Size: Large; **Speed:** 60 ft., Climb 20 ft.; **AC:** +2 natural armor; **Attack:** bite (1d8), claw (1d6); **Ability Scores:** Str 18, Dex 14, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities:** low-light vision, scent, surefooted stride, climbing

At 8th level, the green chocobo advances into a blue chocobo.

Chocobo, Blue
8th-Level Advancement

Size: Large; **Speed:** 60 ft., Swim 40 ft.; **AC:** +2 natural armor; **Attack:** bite (1d8), claw (1d6); **Ability Scores:** Str 18, Dex 14, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities:** low-light vision, scent, swimming, water walking

At 12th level, the blue chocobo advances into a black chocobo.

Chocobo, Black or White
12th-Level Advancement

Size: Large; **Speed:** 70 ft., Climb 20 ft. Swim 40 ft.; **AC:** +5 natural armor; **Attack:** bite (1d8), claw (1d6); **Ability Scores:** Str 20, Dex 16, Con 20, Int 8, Wis 16, Cha 12; ; **Special Attacks:** Choco Meteor (Black Chocobo only); **Special Qualities:** low-light vision, scent, surefooted stride, climbing, swimming, water walking, Choco Cure (White Chocobo only)

At 16th level, the black chocobo advances into a gold chocobo.

Chocobo, Gold

16th-Level Advancement

Size: Large; **Speed:** 80 ft., Climb 20 ft. Swim 40 ft., Fly 40 ft. (average); **AC:** +7 natural armor; **Attack:** bite (1d8), claw (1d6); **Ability Scores:** Str 22, Dex 18, Con 22, Int 10, Wis 16, Cha 12; **Special Attacks:** Choco Meteor; **Special Qualities:** low-light vision, scent, surefooted stride, climbing, swimming, water walking, Choco Cure

A chocobo knight does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained, and begins play with Endurance as a bonus feat.

A chocobo knight's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a chocobo knight's mount die, the chocobo knight may find another chocobo to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, improved evasion, or blood bond special abilities until the next time the chocobo knight gains a level.

Challenge (Ex): Once per day, a chocobo knight can challenge a foe to combat. As a swift action, the chocobo knight chooses one target within sight to challenge. The chocobo knight's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the chocobo knight's level. The chocobo knight can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. Challenging a foe requires much of the chocobo knight's concentration. The chocobo knight takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

In or Out of the Saddle (Ex): At 1st level, a chocobo knight gains Mounted Combat as a bonus feat.

Steadfast Mount (Ex): At 2nd level, after the chocobo knight has spent 1 hour practicing with his mount, the mount gains a +1 dodge bonus to AC and a +1 morale bonus on saves, but only while the chocobo knight is mounted on it or adjacent to it. This bonus increases by +1 for every four levels after 2nd.

Knight's Charge (Ex): At 3rd level, a chocobo knight learns to make more accurate charge attacks while mounted. The chocobo knight receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the chocobo knight does not suffer any penalty to his AC after making a charge attack while mounted.

Expert Trainer (Ex): At 4th level, a chocobo knight learns to train chocobos with speed and unsurpassed expertise. The chocobo knight receives a bonus equal to his chocobo knight level whenever he uses Handle Animal on a chocobo that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one mount at once, although each mount after the first adds +2 to the DC.

Mounted Mettle (Ex): At 5th level, a chocobo knight and his mount gain a +1 bonus on attack and damage rolls when he is mounted or adjacent to his mount. This bonus increases by +1 for every five levels after 5th.

Battlefield Agility (Ex): At 6th level, a chocobo knight learns to be more aware of the threats that surround him in combat, and shares this awareness with his loyal steed. Both the chocobo knight and his mount gain Mobility as a bonus feat.

Relentless Steed (Ex): At 8th level, a chocobo knight's mount does not reduce its speed when wearing medium or heavy barding or carrying a heavy load. The chocobo knight may also reroll a Ride skill check or a saving throw made by the mount once per day, but must use the second roll even if it is worse.

Mounted Expertise (Ex): A chocobo knight of 9th level or higher is highly skilled at fighting while riding his mount. Before making any rolls when using the attack action or the full attack action while mounted on his mount in melee, a chocobo knight may shift points between his attack rolls and his Armor Class. A penalty subtracted from an attack roll applies as a dodge bonus to his AC; a penalty subtracted from Armor Class applies as a bonus on all attack rolls for that round. The points adjusted with the mounted expertise ability may not exceed the chocobo knight's base attack bonus. All changes to attack rolls and AC persist until the chocobo knight's next action.

Burst of Speed (Ex): At 10th level and higher, a chocobo knight can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Greater Charge (Ex): At 11th level, a chocobo knight learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the chocobo knight can make a free bull rush, disarm, sunder, or trip attempt if his charge attack is successful. This does not provoke an attack of opportunity.

Superior Mounted Combat (Ex): After achieving 12th level, a chocobo knight may attempt a Ride check (as a reaction) twice per round to negate a successful hit on his mount. At 18th level, the chocobo knight may make these attempts three times per round.

Defensive Charging (Ex): At 14th level, whenever a mounted chocobo knight charges a foe, his movement does not provoke attacks of opportunity, for either him or his mount.

Protect the Meek (Ex): At 15th level, the chocobo knight can move to intercept foes. As an immediate action, he can move up to his speed (or his mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal. The chocobo knight must end his movement adjacent to an enemy. On his next turn, the chocobo knight is staggered and cannot use this ability again for 1 round.

Unavoidable Onslaught (Ex): At 16th level, a chocobo knight's mounted charge is not blocked by friendly creatures or difficult terrain.

Erratic Charge (Ex): At 17th level, a chocobo knight learns to ride through the thick of combat, striking and then moving away with blinding speed. Whenever the chocobo knight is mounted and takes the charge action, he can first move 10 feet and make a melee attack. This first attack is not a charge, but a regular melee attack, and the movement counts toward the total allowed movement for the round. After making this attack, the chocobo knight must still move in a straight line to reach the target of his charge, and he takes a -5 penalty on the attack roll for the attack at the end of his charge.

Spiritual Bond (Su): At 18th level, the chocobo knight can grant his mount temporary hit points equal to his chocobo knight level once per day. While these temporary hit points last, when his mount is within 30 feet of him, he can choose to take the damage taken by his mount.

Indomitable Steed (Ex): At 19th level, a chocobo knight and his steed gain DR 5/— when mounted.

Supreme Charge (Ex): At 20th level, whenever the chocobo knight makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance). In addition, if the chocobo knight confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to dazed for 1d4 rounds. The DC is equal to 10 + the chocobo knight's base attack bonus.

Dark Knight

Although it is a rare occurrence, holy knights do sometimes stray from the path of righteousness. Most of these wayward holy warriors seek out redemption and forgiveness for their misdeeds, regaining their powers through piety, charity, and powerful magic. Yet there are others, the dark and disturbed few, who turn actively to evil, courting the dark powers they once railed against in order to take vengeance on their former brothers. It's said that those who climb the farthest have the farthest to fall, and the dark knights are living proof of this fact, their pride and hatred blinding them to the glory of their forsaken patrons. Dark knights become the antithesis of their former selves. They make pacts with fiends, take the lives of the innocent, and put nothing ahead of their personal power and wealth. Champions of evil, they often lead armies of evil creatures and work with other villains to bring ruin to the holy and tyranny to the weak. Not surprisingly, holy knights stop at nothing to put an end to such nefarious antiheroes.

Role: Dark knights are villains at their most dangerous. They care nothing for the lives of others and actively seek to bring death and destruction to ordered society. They rarely travel with those that they do not subjugate, unless as part of a ruse to bring ruin from within.

Alignment: Any evil.

Hit Die: d10.

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

Class Skills

The dark knight's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks Per Level: 2 + Int modifier.

Table 3-10: The Dark Knight

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+1	+2	+0	+2	Harm Touch, Sense Good, Smite Good (1/day), Limit Breaks	—	—
2 nd	+2	+3	+0	+3	Dark Blessing, Sneak Attack (+1d6), First Into Battle	—	—
3 rd	+3	+3	+1	+3	Defile, Shared Offense	—	—
4 th	+4	+4	+1	+4	Smite Good (2/day), Nimbus of Darkness (Bane)	0	1 st
5 th	+5	+4	+1	+4	Soul Eater, Dark Sword Tech, Shadow	1	1 st

					Burst		
6 th	+6/+1	+5	+2	+5	Defile, Sneak Attack (+2d6)	1	1 st
7 th	+7/+2	+5	+2	+5	Smite Good (3/day), Unholy Resilience	1	2 nd
8 th	+8/+3	+6	+2	+6	Nimbus of Darkness (Plague)	3	2 nd
9 th	+9/+4	+6	+3	+6	Defile, Last Resort	4	2 nd
10 th	+10/+5	+7	+3	+7	Smite Good (4/day), Sneak Attack (+3d6), Dark Sword Tech	4	3 rd
11 th	+11/+6/+1	+7	+3	+7	Aura of Offense	7	3 rd
12 th	+12/+7/+2	+8	+4	+8	Defile, Nimbus of Darkness (Decadence)	9	3 rd
13 th	+13/+8/+3	+8	+4	+8	Smite Good (5/day), Aura of Despair	10	4 th
14 th	+14/+9/+4	+9	+4	+9	Sneak Attack (+4d6), Terrifying Visage	14	4 th
15 th	+15/+10/+5	+9	+5	+9	Defile, Dark Sword Tech, Aura of Disruption	17	4 th
16 th	+16/+11/+6/+1	+10	+5	+10	Smite Good (6/day), Nimbus of Darkness (Ferocity)	19	4 th
17 th	+17/+12/+7/+2	+10	+5	+10	Aura of Elements	20	4 th
18 th	+18/+13/+8/+3	+11	+6	+11	Defile, Sneak Attack (+5d6)	24	4 th
19 th	+19/+14/+9/+4	+11	+6	+11	Smite Good (7/day), Aura of Spell Resistance	27	4 th
20 th	+20/+15/+10/+5	+12	+6	+12	Dark Champion, Nimbus of Darkness (Corruption), Dark Sword Tech	33	4 th

Class Features

All of the following are class features of the dark knight.

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

Limit Breaks (Su): At 1st level, the dark knight receives a Limit Break (Blackest Night and Blood Weapon).

Blackest Night (Su): This Limit Break causes the area around the dark knight to become as dark as night and grants the dark knight and any allies within 30 feet total concealment for a duration of 1 round + 1 round per four dark knight levels. Allies must be within 30 feet of the dark knight while this limit break is in effect to receive the concealment bonuses.

Blood Weapon (Su): This Limit Break imbues the dark knight's weapon the ability to drain an opponent's hit points to heal themselves when attacking for a duration of 1 round + 1 round per four dark knight levels. Any damage the dark knight deals becomes shadow damage and any damage dealt heals the dark knight for half the damage the weapon deals. This has absolutely no effect when used against the undead, however. This limit break requires only a swift action.

Sense Good (Su): At will, a dark knight can, as a move action, concentrate on a single item or individual within 30 feet and determine if it is good, with a successful Sense Motive skill check. The DC for an item is equal to 15 + the caster level of the item. The DC for an individual is equal to 15 + the CR of the creature.

Harm Touch (Su): At 1st level, a dark knight surrounds his hand with a fiendish flame, causing terrible wounds to open on those he touches. Each day he can use this ability a number of times equal to 1/2 his dark knight level + his Charisma modifier. As a touch attack, a dark knight can cause 1d6 points of damage for every

two dark knight levels he possesses. Using this ability is a standard action that does not provoke attacks of opportunity.

Alternatively, a dark knight can use this power to heal undead creatures, restoring 1d6 hit points for every two levels the dark knight possesses.

Smite Good (Su): Also at 1st level, once per day, a dark knight can call out to the dark powers to crush the forces of good. As a swift action, the dark knight chooses one target within sight to smite. If this target is good, the dark knight adds his Charisma bonus (if any) to his attack rolls and adds his dark knight level to all damage rolls made against the target of his smite. If the target of smite good is an outsider with the good subtype, an good-aligned dragon, or a good creature with levels of white mage or holy knight, the bonus to damage on the first successful attack increases to 2 points of damage per level the dark knight possesses. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess.

In addition, while smite good is in effect, the dark knight gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. If the dark knight targets a creature that is not good, the smite is wasted with no effect.

The smite good effect remains until the target of the smite is dead or the next time the dark knight rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the dark knight may smite good one additional time per day to a maximum of seven times per day at 19th level.

Dark Blessing (Su): At 2nd level, a dark knight applies his Charisma modifier (if positive) as a bonus on all saving throws.

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

The dark knight's attack deals extra damage (called "precision damage") anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the dark knight flanks his target. This extra damage is 1d6 at 2nd level, and increases by 1d6 every four dark knight levels thereafter. Should the dark knight score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a dark knight can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The dark knight must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A dark knight cannot sneak attack while striking a creature with concealment.

First Into Battle (Su): At 2nd level, a dark knight can spend 1 use of smite good or harm touch to act in the surprise round, even if he is surprised. When the dark knight makes an Initiative check, he gains a bonus to the check equal to his Charisma bonus.

Shared Offense (Su): At 3rd level, a dark knight can spend one use of his harm touch ability as a standard action to grant all adjacent allies (including other dark knights) a bonus. At 3rd level, adjacent allies receive a +1 profane bonus to their Attack and Damage rolls. These bonuses last for a number of rounds equal to the dark knight's Charisma modifier. At 9th level and 15th level, this bonus increases by +1. At 6th level, these bonuses

are granted to all allies within 10 feet, and allies that are reduced to fewer than 0 hit points within this area become disabled instead of dying as in Diehard feat. At 12th level, these bonuses are granted to all allies within 15 feet, and allies within this area deal an extra 1d6 points of damage. At 18th level, these bonuses are granted to all allies within 20 feet, and allies within this area gain a 25% chance to deal sneak attack damage equal to the dark knight's sneak attack bonus. These bonuses are cumulative with each other. Allies only benefit from these bonuses while in the listed area.

Defile (Su): At 3rd level, and every three levels thereafter, a dark knight can select one defile. Each defile adds an effect to the dark knight's harm touch ability. Whenever the dark knight uses harm touch to deal damage to one target, the target also receives the additional effect from one of the defilements possessed by the dark knight. This choice is made when the touch is used. The target receives a Fortitude save to avoid this defile. If the save is successful, the target takes the damage as normal, but not the effects of the defile. The DC of this save is equal to $10 + 1/2 \text{ the dark knight's level} + \text{the dark knight's Charisma modifier}$.

At 3rd level, the dark knight can select from the following initial defilements.

Blinded: The target receives the Blind status effect for 1 round per level of the dark knight.

Shaken: The target is shaken for 1 round per level of the dark knight.

Sickened: The target is sickened for 1 round per level of the dark knight.

At 6th level, a dark knight adds the following defilements to the list of those that can be selected.

Dazed: The target is dazed for 1 round.

Diseased: The target receives the Disease status effect for 1 round per level of the dark knight.

Silenced: The target receives the Silence status effect for 1 round per two levels of the dark knight.

At 9th level, a dark knight adds the following defilements to the list of those that can be selected.

Cursed: The target receives the Curse status effect for 1 round per level of the dark knight.

Immobilized: The target receives the Immobilize status effect for 1 round per level of the dark knight.

Nauseated: The target is nauseated for 1 round per three levels of the dark knight. The dark knight must have the sickened defile before selecting this defile.

Poisoned: The target receives the Poison status effect for 1 round per level of the dark knight.

Slowed: The target receives the Slow status effect for 1 round per two levels of the dark knight.

At 12th level, a dark knight adds the following defilements to the list of those that can be selected.

Berserk: The target receives the Berserk status effect for 1 round per two levels of the dark knight.

Disabled: The target receives the Disable status effect for 1 round per three levels of the dark knight.

Paralyzed: The target is paralyzed for 1 round.

Stunned: The target is stunned for 1 round per four levels of the dark knight.

Zombie: The target receives the Zombie status effect for 1 round per level of the dark knight.

These abilities are not cumulative. Once a defile is chosen, it can't be changed.

Spells: Beginning at 4th level, a dark knight gains the ability to cast dark knight spells, which are drawn from the dark knight spell list. Like most spellcasters, a dark knight can find or purchase scrolls with spells to add to his repertoire. Unlike other spellcasters, a dark knight wearing armor does not affect his spellcasting ability.

To learn or cast a spell, the dark knight must have a Charisma score equal to at least $10 + \text{the spell level}$ (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a dark knight's spell is $10 + \text{the spell level} + \text{the dark knight's Charisma modifier}$. In addition, a dark knight gains additional MP for having a high attribute (Charisma).

Through 3rd level, a dark knight has no caster level. At 4th level and higher, his caster level is equal to his dark knight level -3.

Nimbus of Darkness (Su): At 4th level, a dark knight learns to use the power of evil to lower his opponents' defenses and plague them with darkness. As a standard action, he can call upon his dark power to cause a nimbus of darkness to emanate from the dark knight in a 30-ft.-radius. The dark knight can use this ability a number of times per day equal to $3 + \text{his Charisma modifier}$. This power lasts for 1 minute.

Bane (Su): At 4th level, the dark knight's nimbus of darkness affects all enemies in this area with a -1 penalty to AC and on attack rolls, damage rolls, and saving throws against fear as long as they remain in the area of darkness.

Plague (Su): At 8th level, the dark knight's nimbus of darkness also causes enemies to be affected by the Disease status (Fort save DC $10 + 1/2 \text{ dark knight's level} + \text{Charisma modifier}$ to resist the status effect) and while in the area of darkness, enemies take 2 points of shadow damage per round.

Decadence (Su): At 12th level, the dark knight's nimbus of darkness also grants the dark knight and his allies concealment. In addition, the nimbus lowers resistance by 10 to one type of elemental damage, selected by the dark knight when this power is activated to enemies within the area of darkness.

Ferocity (Su): At 16th level, the dark knight's nimbus of darkness grants the dark knight and his allies the ability to deal more critical hits. The critical hit threat range of the dark knight and his allies' weapons are increased by +1.

Corruption (Su): At 20th level, the nimbus of darkness increases in size out to a range of 60 feet. In addition, all of its penalties increase. The penalty to AC and on attack rolls, damage rolls, and saving throws against fear increases to -2. The amount of shadow damage dealt increases to 4. The elemental resistance decreases by 20 against one elemental damage type. Finally, the critical hit threat range increases to +2.

Soul Eater (Su): At 5th level, as a swift action, a dark knight can empower his next blow by giving up some of his life force to win the battle. The dark knight's first attack each round for the duration of this ability deals an extra 5d6 points of shadow damage if it hits, and he takes 10 points of damage each time he makes such an attack, whether or not the attack is successful. This ability lasts for 1 minute and can be cancelled as a free action. The dark knight can use this ability a number of times per day equal to $3 + \text{his Charisma modifier}$.

Shadow Burst (Su): When a dark knight reaches 5th level, he gains the supernatural ability to release a wave of shadow energy similar to but opposite of a white mage. Instead of healing allies and damaging undead, a dark knight's shadow burst deals shadow damage to all living creatures (a dark knight can exclude himself) and heals all undead. Using this ability consumes two uses of his harm touch ability. A dark knight uses his level as his effective white mage level when using shadow burst. This is a Charisma-based ability.

Dark Sword Tech: The dark knight employs abilities of dark power, often dealing high damage and weakening enemies. Starting at 5th level and every other five levels thereafter, the dark knight gains a new dark sword tech

ability. The dark knight may use any of the currently available dark sword techs up to 3 + Charisma modifier times per day.

Dark Sword (Su): Using this ability causes a gleaming red sword to pierce through the dark knight's opponent. This attack deals 1d8 points of shadow damage + an additional 1d8 per two dark knight levels and inflicts the Blind status for 1 round per level unless the creature makes a Fortitude save ($DC = 10 + 1/2$ dark knight class level + Charisma modifier) for half damage and status effect negation. This ability has range of 30 feet.

Disastrous Sweep (Su): Using this ability causes a blast of dark energies to hurtle at a range of opponents. This attack deals 1d10 points of shadow damage to any living creature, friend or foe, caught in the 30-foot-cone area of effect, plus an additional 1d10 per two dark knight levels. A Reflex save ($DC 10 + 1/2$ dark knight level + Charisma modifier) for half damage.

Doomsayer's Slash (Su): Using this ability grants the dark knight's attack to almost guarantee to strike. The dark knight receives an attack bonus equal to his dark knight level. In addition to the weapon's damage, this attack deals an extra 2d6 points of shadow damage, plus an additional amount of damage equal to the dark knight level. This attack can only be used against targets within melee range.

Duskblade (Su): Using this ability rains down phantoms of bloody daggers upon dark knight's target, dealing 1d8 points of shadow damage, plus an additional amount of damage equal to the dark knight level. If the target is damaged, the target loses MP equal to half the damage done. This ability has range of 15 feet and requires a ranged touch attack.

Harrowing Slice (Su): Using this ability causes the dark knight's weapon to begin to take on a dark hue, glowing with evil taint. The dark knight makes a single melee attack, rolling with his highest Base Attack Bonus. If he succeeds the attack, the hit is automatically considered a critical hit, and confirmed. If it fails, the attack proceeds as a normal attack. This attack can only be used against targets within melee range.

Night Sword (Su): Using this ability causes a sword of darkness to erupt from the ground in a 20-foot radius, damaging all in the area of effect for 1d10 points of shadow damage, plus an additional 1d10 per two dark knight levels unless they make a Reflex save ($DC = 10 + 1/2$ dark knight level + Charisma modifier) for half damage. This ability has range of 100 feet.

Shadowblade (Su): Using this ability summons a hellish phantom sword to strike from the underworld, erupting beneath the dark knight's opponent. This attack deals 1d8 points of shadow damage, plus an additional 1d8 per two dark knight levels and transfers half the damage done to his hit points. A Fortitude save ($DC 10 + 1/2$ dark knight level + Charisma modifier) for half damage. This ability has range of 30 feet.

Unholy Resilience (Ex): At 7th level, a dark knight gains immunity to Poison, Sap, and Disease status effects.

Last Resort (Ex): At 9th level, a dark knight reaches for the dark power within himself to imbue himself with greater strength at a cost of defense. While under Last Resort, he gains a +6 bonus to Strength and, if he makes a full attack action, gains a single extra attack each round at his highest bonus. (This latter effect is not cumulative with *haste* or other effects that grant additional attacks.) However, he also takes a -4 penalty to Armor Class. Using this ability consumes two uses of the dark knight's harm touch ability, and the effects last for 3 rounds plus a number of rounds equal to his Charisma bonus (if any).

Auras (Su): At 11th level, the dark knight can project a magical aura that provides benefits to his allies and hindrance to his enemies equal to his Charisma modifier. The dark knight receives one aura at 11th level, and receives a different aura every two levels thereafter. All dark knight auras extend out to a 15-ft.-radius and can be activated with a swift action. A dark knight can only have 1 aura activated at a time.

Aura of Offense (Su): At 11th level, the dark knight can channel his dark powers to project an aura that grants him and nearby allies a profane bonus to Attack rolls.

Aura of Despair (Su): At 13th level, the dark knight can channel his dark powers to radiate a malign aura that causes enemies to take a penalty on all attack rolls, skill checks, and saving throws.

Aura of Disruption (Su): At 15th level, the dark knight can channel his dark powers to radiate a malign aura that causes enemies to take a penalty on all Concentration checks. A caster must still make a Concentration check to cast defensively even if the caster is not within threatened reach or the spell is lost and the MP is spent.

Aura of Elements (Su): At 17th level, the dark knight can channel his dark powers to project an aura that grants him and nearby allies a profane damage bonus on all elemental spells.

Aura of Spell Resistance (Su): At 19th level, the dark knight can channel his dark powers to project an aura that grants him and nearby allies a spell resistance of $20 + \text{his Charisma modifier}$.

Terrifying Visage (Su): At 14th level, a dark knight can emit a fiendish aura in a 30-foot-burst. Enemies within the area of effect take $1d6$ points of shadow damage per two dark knight levels and are immobilized for 1 round. Good humanoids and outsiders are immobilized for $1d4$ rounds on a failed save. A Reflex save halves this damage and negates the immobilization. The DC of this save is equal to $10 + 1/2 \text{ the dark knight's level} + \text{his Charisma modifier}$. Allies within this burst receive a +2 profane bonus on ability checks, attack rolls, saving throws, and skill checks for 1 round. Evil humanoids, undead and outsiders receive this bonus for $1d6$ rounds instead. A dark knight can use this ability once per day at 14th level plus one additional time per day at 17th and 20th level.

Dark Champion (Su): At 20th level, a dark knight becomes a conduit for the power of evil. The dark knight gains DR 10/good. Whenever he casts Dark spells or uses harm touch to damage a creature, he deals the maximum possible amount. In addition, any weapon the dark knight wields is considered Evil aligned for purposes of bypassing damage reduction, dealing an additional $1d6$ points of shadow damage against all good opponents and an additional $2d6$ points of shadow damage against good outsiders and good-aligned white mages and holy knights.

Dragoon

Dragoons are noble warriors, fierce fighters, and knights who don't always follow the rules. They are often found leading elite units into battle or leaping over the heads of lesser soldiers into the fray. Dragoons are known for their astronomical jumping abilities mysteriously taking out enemies from the sky before even being seen. Dragoons also develop a special bond with dragons and master all abilities in the heaviest of armors, allowing them to execute maneuvers in battle other warriors can only dream of.

Role: Dragoons tend to be on the front-lines, jumping into the midst of battle. Their mastery of their acrobatics skill is a wonder to all as they soar above, slamming into their opponents with their polearms.

Alignment: Any.

Hit Die: d10.

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

Class Skills

The dragoon's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Ride (Dex), and Swim (Str).

Skill Points Per Level: $2 + \text{Int modifier}$.

Table 3-11: The Dragoon

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+2	+2	+0	Deadly Lancer +1d6, Jump, Limit Breaks
2 nd	+2	+3	+3	+0	Pole Fighting
3 rd	+3	+3	+3	+1	Armor Training, Steadfast Pike
4 th	+4	+4	+4	+1	Deadly Lancer +2d6, Hardy Landing (20 ft.)
5 th	+5	+4	+4	+1	Dragoon Training (+1)
6 th	+6/+1	+5	+5	+2	Hardy Landing (30 ft.), Fighter Training
7 th	+7/+2	+5	+5	+2	Deadly Lancer +3d6, Tail Sweep
8 th	+8/+3	+6	+6	+2	Hardy Landing (40 ft.)
9 th	+9/+4	+6	+6	+3	Flexible Flanker
10 th	+10/+5	+7	+7	+3	Deadly Lancer +4d6, Hardy Landing (50 ft.), Dragoon Training (+2), Springing Charge
11 th	+11/+6/+1	+7	+7	+3	Mighty Charge
12 th	+12/+7/+2	+8	+8	+4	Hardy Landing (60 ft.)
13 th	+13/+8/+3	+8	+8	+4	Deadly Lancer +5d6, Shellbreaker
14 th	+14/+9/+4	+9	+9	+4	Hardy Landing (70 ft.)
15 th	+15/+10/+5	+9	+9	+5	Swoop of the Dragon, Dragoon Training (+3)
16 th	+16/+11/+6/+1	+10	+10	+5	Deadly Lancer +6d6, Hardy Landing (80 ft.)
17 th	+17/+12/+7/+2	+10	+10	+5	Step Aside
18 th	+18/+13/+8/+3	+11	+11	+6	Hardy Landing (90 ft.)
19 th	+19/+14/+9/+4	+11	+11	+6	Deadly Lancer +7d6, Pike Defense
20 th	+20/+15/+10/+5	+12	+12	+6	Hardy Landing (any), Dragoon Training (+4), Leaping Charge

Class Features

All of the following are class features of the dragoon.

Weapon and Armor Proficiency: A dragoon is proficient with all spears, lances, and polearms. They are also proficient with all armor (light, medium, and heavy) but not with any shields.

Limit Breaks (Su): At 1st level, the dragoon receives the Limit Breaks (Falling Meteor and Lancet).

Falling Meteor (Su): This Limit Break allows the dragoon to make a giant leap to crash like a meteor upon his enemies within 60 feet, affecting a 20-foot-radius area. Enemies in the area of effect take 2d6 points of

non-elemental damage + an additional 2d6 points of damage per four dragoon levels, a Reflex save (DC 10 + half of dragoon's level + Strength modifier) or fall prone.

Lancet (Su): This Limit Break causes any attacks the dragoon makes that successfully hits to heal him. For the duration of 1 round + 1 round per four dragoon levels, the dragoon heals for 1d6 points of damage + an additional 1d6 points of damage per four dragoon levels whenever the dragoon makes a successful attack. Each successful attack deals additional damage equal to the amount healed. This limit break requires only a swift action.

Jump (Ex): At 1st level, a dragoon trains for years in the ability to leap astounding and nearly supernatural distances, emulating the dragon's ability to fly. The dragoon adds his dragoon levels to all Acrobatic skill checks for jumping. A dragoon's ability to jump with his Acrobatic checks is treated as though he got a running start and has the Run feat, regardless of whether or not he gets a running start. A dragoon's maximum height is not affected by his size, allowing very strong, very powerful dragoons to eventually leap higher than their own height. In addition, the dragoon may jump as part of a charge action.

Beginning at 4th level, the DC multiplier for a high jump is reduced by 1, making it a multiplier of 3 rather than 4. This reduction improves by 1 every seven levels; multiplier of 2 at 11th level, and multiplier of 1 at 18th level. A dragoon using this ability does not provoke an attack of opportunity unless they pass through a square that is threatened by a flying creature that he is not attacking directly. If a dragoon is hit in this manner, they fall to the ground prone in the square in front of the creature.

Deadly Lancer (Ex): At 1st level, the dragoon has learned the technique of the falling from the sky upon their opponents to inflict more damage. Whenever the dragoon jumps at least ten feet from his opponent (vertical or horizontal) and strikes his foe using a spear, lance, or polearm, the dragoon deals an additional +1d6 points of damage. This extra damage is 1d6 when first gained, and it increases by 1d6 with each improvement. If the attack is also a critical hit, the extra damage is not also multiplied. For every 10 feet the dragoon jumps beyond the first 10 feet, the dragoons deals an extra 1d6 points of damage.

Pole Fighting (Ex): At 2nd level, as an immediate action, a dragoon can shorten the grip on his spear, lance, or polearm with reach and use it against adjacent targets. This action results in a -4 penalty on attack rolls with that weapon until he spends another immediate action to return to the normal grip. The penalty is reduced by -1 for every four levels beyond 2nd.

Armor Training (Ex): At 3rd level, a dragoon learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, 15th, and 19th), these bonuses increase by +1 each time, to a maximum -5 reduction of the armor check penalty and a +5 increase of the maximum Dexterity bonus allowed.

In addition, a dragoon can also move at his normal speed while wearing medium armor. At 7th level, a dragoon can move at his normal speed while wearing heavy armor.

Steadfast Pike (Ex): At 3rd level, a dragoon gains a +1 bonus on attack rolls with readied attacks and attacks of opportunity made with a spear, lance, or polearm. The bonus increases by +1 for every four levels beyond 3rd.

Hardy Landing (Ex): At 4th level, the dragoon becomes skilled at diving through the air after a high jump and absorbing the impact of the long fall. When first using this ability, the dragoon takes damage as if the fall were

20 feet shorter than it actually is. The dragoon's ability to absorb his fall improves with his dragoon level until at 20th level he can fall any distance without harm.

Dragoon Training (Ex): At 5th level a dragoon gains a +1 bonus on attack and damage rolls with spears, lances, and polearms. This bonus increases by +1 for every five levels beyond 5th.

Fighter Training (Ex): Starting at 6th level, a dragoon counts half his total dragoon level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Tail Sweep (Ex): At 7th level or higher, a dragoon is able to use his weapon in the same way a dragon uses its tail. A dragoon may make a tail sweep action as a full round action. To do so, he chooses 3 consecutive squares he threatens and rolls damage normally for the weapon in use. Each character, friend or foe, in the affected area, rolls a Reflex save ($DC\ 10 + \text{half of dragoon's level} + \text{Strength modifier}$) or fall prone. This attack is effective against enemies the same size or smaller than the dragoon. If the attack strikes any enemy larger than the dragoon, the attack does damage as normal, but becomes immune to the knockdown effect.

At 14th level, the dragoon affects all squares he threatens with tail sweep.

Flexible Flanker (Ex): At 9th level, a dragoon may choose any square adjacent to him and treat that square as his location for determining who he is flanking, even if that square is occupied by a creature, object, or solid barrier.

Springing Charge (Ex): At 10th level, when the dragoon jumps a distance of 10 or more feet using a charge action, he may move after the attack, but the dragoon's total distance that he can move cannot be greater than his speed. The dragoon does not provoke any attacks of opportunity from the target of his attack. A dragoon cannot use this ability to attack a foe that is adjacent to him at the start of his turn.

Mighty Charge (Ex): At 11th level, a dragoon learns to make devastating charge attacks while jumping. Double the threat range of any spears, lances, or polearms wielded during a charge while jumping. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the dragoon can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Shellbreaker (Ex): At 13th level, a dragoon's powerful blows from the sky allows him to bypass many of the traditional means of defense on creatures, striking true. For a number of times per day equal to $3 + \text{his Strength modifier}$, the dragoon may ignore any damage reduction (except for DR/-) during a charge while jumping.

Swoop of a Dragon (Ex): At 15th level, when a dragoon drops a creature from a charge attack, he gets an immediate action to jump upon another creature within range of his Acrobatic skill check for an extra melee attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature.

Step Aside (Ex): At 17th level, when a creature threatened by a dragoon takes a 5-foot step into a square adjacent to him, he can take a 5-foot step as an immediate action. This 5-foot step must be subtracted from his movement on the next turn. He also gains a +2 dodge bonus to his AC against that opponent until the end of his next turn.

Pike Defense (Ex): At 19th level, when an opponent threatened by a dragoon makes a melee attack against an ally, he may take an immediate action to grant his ally a +2 shield bonus to AC and DR 5/— against that attack. He may use this ability to protect himself, but only if the attacking creature is not adjacent to him.

Leaping Charge (Ex): At 20th level, the dragoon has fully mastered charging the enemy from the skies. When jumping a distance of 10 or more feet using a charge action, the dragoon deals double the normal amount of damage. In addition, if the dragoon confirms a critical hit on a charge attack, the target is stunned for 1d4 rounds. A Fortitude save reduces this to staggered for 1d4 rounds. The DC is equal to 20 + his Strength modifier.

Fighter

As long as wars are raged on distant lands, there will be men and women who fight those wars. The fighter is no mere sword-swinging; he is a skilled combatant, combining strength of arm, knowledge of weaponry, and practiced maneuvers to slice or bludgeon his foes into little red bits. Devoted to the perfection of a single weapon, the fighter's meditations upon his favored weapon border on the obsessive, but none can deny his consummate skill.

Role: Fighters excel at combat—defeating their enemies, controlling the flow of battle, and surviving such sorties themselves. While their specific weapons and methods grant them a wide variety of tactics, few can match fighters for sheer battle prowess.

Alignment: Any.

Hit Die: d10.

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

Class Skills

The fighter's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points Per Level: 2 + Int modifier.

Table 3-12: The Fighter

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+2	+0	+0	Chosen Weapon, Limit Breaks
2 nd	+2	+3	+0	+0	Fighter talent
3 rd	+3	+3	+1	+1	Overhand Chop
4 th	+4	+4	+1	+1	Fighter talent
5 th	+5	+4	+1	+1	Reliable Strike
6 th	+6/+1	+5	+2	+2	Fighter talent
7 th	+7/+2	+5	+2	+2	Backswing
8 th	+8/+3	+6	+2	+2	Fighter talent
9 th	+9/+4	+6	+3	+3	Rapid Attack
10 th	+10/+5	+7	+3	+3	War Cry, Fighter talent
11 th	+11/+6/+1	+7	+3	+3	Retaliation

12 th	+12/+7/+2	+8	+4	+4	Fighter advanced talent
13 th	+13/+8/+3	+8	+4	+4	Piledriver
14 th	+14/+9/+4	+9	+4	+4	Fighter advanced talent
15 th	+15/+10/+5	+9	+5	+5	Unstoppable Strike
16 th	+16/+11/+6/+1	+10	+5	+5	Fighter advanced talent
17 th	+17/+12/+7/+2	+10	+5	+5	Devastating Strike
18 th	+18/+13/+8/+3	+11	+6	+6	Fighter advanced talent
19 th	+19/+14/+9/+4	+11	+6	+6	Doublestrike (1/day)
20 th	+20/+15/+10/+5	+12	+6	+6	Fighter advanced talent, Weapon Mastery

Class Features

All of the following are class features of the fighter.

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

Limit Breaks (Su): At 1st level, the fighter receives the Limit Breaks (Mighty Strikes and Omnistrike).

Mighty Strikes (Su): This Limit Break allows the fighter to make powerful attacks. For a duration of 1 round + 1 round per four fighter levels, the fighter gains a +1 competence bonus to attack and damage rolls per four fighter levels and all attacks are confirmed critical hits provided that the attacks hit in the first place. If a critical threat was rolled, it is automatically confirmed. This limit break requires only a swift action.

Omnistrike (Su): This Limit Break allows the fighter to gain an additional attack using the highest base attack bonus plus an extra attack per four fighter levels. These additional attacks do not require a full-attack action to use. This limit break requires only a swift action.

Chosen Weapon (Ex): At 1st level, a fighter chooses a weapon as his chosen weapon. He gains a +1 bonus on attack and damage rolls with his chosen weapon. The bonus improves by +1 for every four levels beyond 1st.

Fighter Talents: As a fighter gains experience, he learns a number of talents that aid him and confound his foes. Starting at 2nd level, the fighter gains one fighter talent. He gains an additional fighter talent for every 2 levels of fighter attained after 2nd level. Unless specified otherwise, a fighter cannot select an individual talent more than once.

Agility (Ex): The fighter can add his Dexterity modifier to his Attack and Damage rolls as well as CMB with his chosen weapon, instead of his Strength modifier. The fighter does not gain bonus damage from wielding his chosen weapon in two hands. Fighter abilities keyed off of strength are now keyed off of Dexterity. Prerequisite: Dexterity 13, Weapon Finesse

Athlete (Ex): A fighter adds half his fighter levels as a bonus to all Acrobatic skill checks. A fighter is considered always taking 10 on any Acrobatic skill checks. The fighter can also take 20 in half the time.

Critical Strike (Ex): On the fighter's action, before making attack rolls for a round, he may choose to subtract a number from all melee attack rolls and add the same number to his critical threat range on all attacks with any weapon he has Improved Critical for to a maximum of +5. This bonus is applied after doubling the critical threat range of the weapon from the Improved Critical Feat. Prerequisites: Improved Critical feat

Extreme Effort (Ex): A fighter that selects this talent may perform feats of extreme physical effort. When making a strength check, the fighter doubles his strength bonus. At 11th level, triple the strength bonus, and at 16th level, quadruple the strength bonus. The fighter may always take 10 on any Strength checks.
Prerequisites: Str 15+

Fast Movement (Ex): A fighter that selects this talent increases his base speed by 10 ft.

Feat: A fighter may select any Combat feat instead of a talent. A fighter must still meet all prerequisites for this feat, including ability score and base attack bonus minimums. This talent may be selected multiple times choosing a new Combat feat each time.

Hardened Fortitude (Ex): A fighter only requires half as much sleep or meditation as normal and can survive twice as long without food and water before needing to make checks. In addition, the fighter gains a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold his breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. And the fighter may sleep in medium or heavy armor without becoming fatigued.

Martial Arts Training: A fighter gains the ability to make an unarmed strike as per the feat Improved Unarmed Strike, his unarmed damage is equal to that of a first level monk of his size.

Melee Defense: When wielding a melee weapon, a fighter gains a +1 shield bonus to his AC. This shield bonus stacks with that granted by any shield he wields. If fighting with two weapons, he gains a +2 shield bonus to his AC. At 11th level, this bonus increases to +2/+4.

Melee Power: A fighter with this talent adds +2 to damage with all melee weapons. In addition, the fighter may reroll 1s for damage with melee weapons.

Mettle (Ex): If a fighter makes a Will save or Fortitude save that has an effect on a successful save, he takes no effect on a successful save (i.e., ‘Will half’ & ‘Fortitude partial’ become ‘Will negate’ and ‘Fortitude’ negate). Prerequisites: Fighter Level 8th

Parry (Ex): The fighter can negate a melee attack by rolling an opposed attack roll, DC = the opponent's attack roll. This uses one of the fighter's attacks of opportunity (if he has more with Combat Reflexes) for the round in which it is used. He receives a -5 penalty to his attack roll every time he uses this after the first. He must have a melee weapon in hand, and he must be aware of his foe and not flat-footed. Prerequisite: Fighter Level 4th, Melee Defense

Provoke (Ex): A fighter that selects this talent adds half his fighter levels as a bonus to all Intimidate checks to taunt. This also reduces the DC check by 2.

Rain of Blows (Ex): When wielding a melee weapon that a fighter has Chosen Weapon with, he may, as a full attack action, make an extra melee attack at his highest BAB, but all such attacks receive a -2 penalty. This does not stack with anything that grants additional attacks (such as Haste). Prerequisite: Chosen Weapon [Melee weapon]

Riposte (Ex): Once per encounter, as an immediate action, a fighter may make a melee attack against an opponent whose attack the fighter successfully parried this round. Prerequisites: Fighter Level 6th, Melee Defense, Parry

Strong Back (Ex): A fighter that selects this talent adds +4 to his strength score to determine his carrying capacity. In addition, the fighter can wear medium armor without the reduced speed. At 11th level, a fighter can wear heavy armor without the reduced speed.

Uncanny Dodge (Ex): The fighter can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A fighter with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a fighter already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead. Prerequisites: Fighter Level 6th

Weapon Aptitude (Ex): The fighter can spend an hour in practice to change his Chosen Weapon. He must have the newly designated weapon available during his practice session to make this change. For example, if he wishes to change his Chosen Weapon from greatsword to longsword, he must have a longsword available to practice with during his practice session.

Overhand Chop (Ex): At 3rd level, when a fighter makes a single attack (with the attack action or a charge) with his chosen weapon, he adds double his Strength bonus on damage rolls.

Reliable Strike (Ex): At 5th level, a fighter may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. He must accept the second roll even if it is worse. The fighter can use this ability a number of times per day equal to 3 + his Constitution modifier.

Backswing (Ex): At 7th level, when a fighter makes a full-attack with his chosen weapon, he adds double his Strength bonus on damage rolls for all attacks after the first with a two-handed weapon, 1 1/2 times his Strength bonus with a one-handed weapon, and full Strength bonus on all off-handed attacks..

Rapid Attack (Ex): At 9th level, a fighter can combine a full attack with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. In addition, a fighter that dual-wields or uses a double weapon also must forgo the off-hand attack at his highest bonus. This movement provokes attacks of opportunity as normal.

War Cry (Ex): At 10th level, as a swift action, a fighter can give a war cry to his allies, inspiring them to fight better. His allies (the fighter is unaffected) that can hear him gains a +2 competence bonus on attack rolls, +2 morale bonus on saving throws, and a +2 dodge bonus to AC. The effect lasts for 1 round per two fighter class levels. A fighter can use War Cry a number of times per day equal to 3 + his Constitution modifier.

Fighter Advanced Talents: At 12th level, and every two levels thereafter, a fighter can choose one of the following fighter advanced talents in place of a fighter talent.

Arsenal (Ex): The fighter gains proficiency in all exotic weapons. In addition, the fighter may change his Chosen Weapon as a Full-Round action. Prerequisites: Weapon Aptitude, Exotic Weapon Proficiency

Devastating Melee Smash (Ex): Once per encounter, before making the fighter's attack roll, he may choose to add his fighter levels to damage with a melee weapon. If he misses, this attempt is wasted. This talent may be selected multiple times, each time granting one additional attempt per encounter. This talent may be

selected multiple times, each time granting one additional attempt per day. Prerequisites: Fighter Level 14th, Melee Power

Expert Weapon Qualities (Ex): A fighter that selects this talent chooses a specific weapon they have Chosen Weapon for, such as the longsword, lance, or greatsword. One of the following weapon qualities may be added to the weapon:

- *Disarm*: With this weapon, the fighter gets a +2 bonus on combat maneuvers made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).
- *Light*: The fighter may choose this option only for a one-handed weapon. The weapon is now considered light for him. He may use the weapon in his off-hand without penalty, and he may use the Weapon Finesse feat with the weapon.
- *Mounted*: The weapon deals double damage when used from the back of a charging mount. If the weapon is two-handed, the fighter may use it one-handed while mounted. This does not double the double damage while using a lance.
- *Set*: The fighter may choose this option with a one- or two-handed weapon (but not a light weapon). If he uses a ready action to set his weapon against a charge, he deals double damage on a successful hit against a charging opponent. This does not double the double damage while using a lance.
- *Thrown*: The fighter may throw the weapon. It gains a range increment of 10. If the weapon does piercing damage, it gains a range increment of 20.
- *Trip*: The fighter can use the weapon to make trip combat maneuvers. If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped.

This talent may be taken multiple times. Prerequisites: Chosen weapon [Any weapon]

Expert Weapon Reach (Ex): A fighter that selects this talent chooses a specific two-handed weapon they have Chosen Weapon for, such as the greatsword, greataxe, or long spear. The fighter gains reach with the weapon. (Typically, this doubles his natural reach.) If the weapon already has reach, this talent allows him to attack adjacent foes. Prerequisites: Chosen Weapon [two-handed weapon]

Ferocity (Ex): A fighter that selects this talent may continue fighting without penalty until his hit points reach $-10 + \text{his Constitution score}$. Prerequisite: Diehard feat

Hustle (Ex): Whenever the fighter would be allowed to take a ‘5 ft. step’ he may take a ‘10 ft. step’ instead. Any ability, effect, feat, or rule that applies to a ‘5 ft. step’ now applies when he takes a ‘10 ft. step’. Prerequisites: Fast Movement

Improved Fast Movement (Ex): A fighter that selects this talent increases his base speed by 10 ft. Prerequisites: Fast Movement

Improved Uncanny Dodge (Ex): The fighter can no longer be flanked. This defense denies a thief the ability to sneak attack the character by flanking him, unless the attacker has at least four more thief levels than the target does. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum thief level required to flank the character. Prerequisites: Uncanny Dodge

Indomitable (Ex): This talent allows a fighter to add his Constitution modifier to his Will saving throws instead of his Wisdom. Prerequisites: Hardened Fortitude

Martial Arts Master (Ex): The fighter gains the unarmed strike damage of a monk whose level equals his fighter levels. Additionally, he adds half his fighter levels in nonlethal damage to the damage dealt by his unarmed strike. Prerequisites: Improved Unarmed Strike feat or Martial Arts, Chosen Weapon [Unarmed Strike]

Reactionary (Ex): This talent allows a fighter to add his Constitution modifier to his Reflex saving throws instead of his Dexterity. Prerequisites: Hardened Fortitude

Riposte Mastery (Ex): As per riposte, however, the fighter may make an additional riposte for each attack he has successfully parried, however, all ripostes after the first receive a -5 penalty to his attack roll for each time used after the first one. Prerequisites: Fighter Level 14th, Melee Defense, Parry, Riposte

Second Wind (Ex): Once per encounter, as a standard action, the fighter may regain a number of hit points equal to twice his fighter level plus his Constitution modifier. Any hit points he would gain from this ability over his maximum total are lost.

Solid Frame (Ex): A fighter that selects this talent lets him function in many ways as if he was one size category larger. Whenever he is subject to combat maneuvers, he is treated as one size larger if doing so is advantageous to him. The fighter is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. Prerequisite: Strong Back, Str 17+

Staredown (Ex): The fighter may attempt the Demoralize action on all opponents within 30 ft. as a movement action. Prerequisites: Provoke

Storm of Blows (Ex): When wielding a melee weapon that the fighter has Chosen Weapon with, he may, as a full attack action, make two extra melee attacks at his highest BAB, but all such attacks receive a -4 penalty. This does not stack with anything that grants additional attacks (such as Haste) nor the Rain of Blows ability. Prerequisite: Fighter Level 16th, Rain of Blows, Chosen Weapon [Melee weapon]

Retaliation (Ex): At 11th level, once per round, a fighter can make a melee attack as an immediate action against an opponent who hits the fighter with a melee attack, so long as the attacking creature is within the fighter's reach.

Piledriver (Ex): At 13th level, as a standard action, a fighter can make a single melee attack with his chosen weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity.

Unstoppable Strike (Ex): At 15th level, a fighter can take a standard action to make one attack with his chosen weapon as a touch attack that ignores damage reduction (or hardness, if attacking an object).

Devastating Blow (Ex): At 17th level, as a standard action, a fighter may make a single melee attack with his chosen weapon at a -5 penalty. If the attack hits, it is treated as a critical hit and deals double damage.

Doublestrike (Ex): At 19th level, once per day, a fighter can spend a full-round action to double his number of attacks. He must declare his opponent beforehand and cannot switch targets while he executes his Doublestrike ability.

Weapon Mastery (Ex): Also at 20th level, the fighter has mastered his chosen weapon. Any attacks made with his chosen weapon automatically confirm all critical threats and have their critical hit threat range increased by 2. In addition, he cannot be disarmed while wielding his chosen weapon.

Geomancer

Geomancers hold the power of nature and the elements. Unmatched in the mastery of the terrain, geomancers use the terrain to inflict powerful elements and status effects upon their enemies.

Role: Geomancers control the environment and provide support to her allies.

Alignment: Any.

Hit Die: d8.

Starting Wealth: $4d6 \times 10$ gil (average 140 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The geomancer's class skills are Climb (Str), Craft (Int), Fly (Dex), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Table 3-13: The Geomancer

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+2	+0	+2	Geomancy (1d6), Nature Sense, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+3	+0	+3	Ley Lines, Elemental Resistance 2	2	1 st
3 rd	+2	+3	+1	+3	1st Favored Terrain	4	2 nd
4 th	+3	+4	+1	+4	Geomancy (2d6), Movement Power	7	2 nd
5 th	+3	+4	+1	+4	Geosynchronous, Endure Elements	10	3 rd
6 th	+4	+5	+2	+5	Ley Lines, Elemental Resistance 4	15	3 rd
7 th	+5	+5	+2	+5	Geomancy (3d6), 2nd Favored Terrain	20	4 th
8 th	+6/+1	+6	+2	+6	Movement Power	27	4 th
9 th	+6/+1	+6	+3	+6	The Earth Speaks	34	5 th
10 th	+7/+2	+7	+3	+7	Clear Mind, Geomancy (4d6), Ley Lines, Elemental Resistance 6	43	5 th
11 th	+8/+3	+7	+3	+7	3rd Favored Terrain	52	6 th
12 th	+9/+4	+8	+4	+8	Movement Power	63	6 th
13 th	+9/+4	+8	+4	+8	Geomancy (5d6), The Air Sings	74	7 th
14 th	+10/+5	+9	+4	+9	Ley Lines, Elemental Resistance 8	87	7 th
15 th	+11/+6/+1	+9	+5	+9	4th Favored Terrain	100	8 th
16 th	+12/+7/+2	+10	+5	+10	Geomancy (6d6), Movement Power	115	8 th
17 th	+12/+7/+2	+10	+5	+10	The Echoes Dance	130	9 th

18 th	+13/+8/+3	+11	+6	+11	Ley Lines, Elemental Resistance 10	147	9 th
19 th	+14/+9/+4	+11	+6	+11	Geomancy (7d6), 5th Favored Terrain, Planar Acclimation	163	9 th
20 th	+15/+10/+5	+12	+6	+12	Movement Power, Geostep, Earthen Ascension	180	9 th

Class Features

All of the following are class features of the geomancer.

Weapon and Armor Proficiency: Geomancers are proficient with the following weapons: battleaxe, club, dagger, dart, longsword, quarterstaff, scimitar, scythe, sickle, shortspear, shortsword, sling, and spear. Geomancers are also proficient in light armor as well as shields (except tower shields).

Limit Breaks (Su): At 1st level, the geomancer receives the Limit Breaks (Elemental Torrent and Geocache).

Elemental Torrent (Su): This Limit Break produces a vertical column of random elements roaring downward upon an area within 60 ft. The area of effect is cylindrical (15-ft.-radius., 40-ft.-high). Enemies within the area of effect take 2d6 points of non-elemental damage + an additional 2d6 per four geomancer levels, a Reflex save (DC 10 + 1/2 geomancer level + her Wisdom modifier). Those who fail the Reflex must make a Fortitude save for each status effect (DC 10 + 1/2 geomancer level + her Wisdom modifier) or be inflicted with Blind, Confuse, Curse, Petrify, Silence, and Slow status for 1 round + 1 round per four geomancer levels.

Geocache (Su): This Limit Break allows the geomancer to change the terrain to suit her needs. For a duration of 1 round + 1 round per four geomancer levels, the geomancer can choose a terrain (under Geomancy) and it converts the terrain around the geomancer in a 30-ft.-radius. The geomancer can change the terrain once per round as a free action. This limit break requires only a swift action.

Spells: A geomancer casts geomancy spells which are drawn from the geomancer spell list. A geomancer begins play with 2 1st level geomancy spells of her choice. At each new geomancer level, she gains one new spell of any spell level or levels that she can cast (based on her new geomancer level). Like most mages, a geomancer can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a spell, the geomancer must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a geomancer's spell is 10 + the spell level + the geomancer's Wisdom modifier. In addition, a geomancer gains additional MP for having a high attribute (Wisdom).

Geomancy (Su): Starting at 1st level, a geomancer draws upon the power of the terrain she stands upon to defeat his foes. However, it takes time to master the energies of a given place; a geomancer begins only knowing one geomancy power and learns an additional geomancy power every odd level thereafter. The geomancer can use this ability a number of times per day equal to her class level + her Wisdom modifier.

Which geomancy power a geomancer may use depends upon what type of terrain he is standing on, as noted in the table below. What terrain type the geomancer is standing on is up to the final determination of the DM. Geomancy is a standard action, usable at will. The range of geomancy is 25 feet plus 5 feet every two geomancer levels, and requires a ranged touch attack to strike a target. If the attack hits, it deals 1d6 damage (of an elemental type, see below) per four geomancer levels to a 15-foot radius burst, centered on the target. Any

creature, other than the target, within this radius (five feet around the target on all sides, if the target is a Medium creature) can make a Reflex save (DC 10 + 1/2 geomancer level + geomancer's Wisdom modifier) to take half damage. Any creatures struck by the effect must make another save (DC 10 + 1/2 geomancer level + geomancer's Wisdom modifier). If the creature fails this save it takes a secondary effect based on the attack used. This secondary effect has a duration of 3 rounds plus the geomancer's Wisdom modifier, unless otherwise noted. A geomancer's class level is considered to be his caster level.

Table 3-14: Geomancy

Power	Terrain	Special	Save	Element Damage
Pitfall	Packed or loose dirt, including roads	Immobilize	Will	Non-Element
Water Ball	Water	Frog	Fort	Water
Hell Ivy	Grasses and other small plant growth	Paralyze	Fort	Non-Element
Carve Model	Loose rock or worked stone outdoors	Petrify	Fort	Earth
Local Quake	Unworked stone	Confusion	Will	Earth
Kamaitachi	Man-made structures not otherwise specified	Disable	Will	Wind
Demon Fire	Worked stone, wooden, and other floors indoors	Sleep	Will	Fire
Quicksand	Swamp, deep mud and marshland	Countdown	Will	Water
Sand Storm	Sandy ground	Blindness	Fort	Wind
Blizzard	Snow, ice, and cold tundra	Silence	Will	Ice
Gusty Wind	Flying or standing at the very edge of a high place	Slow	Will	Wind
Lava Ball	Lava or fire	2d6 fire damage per 2 levels; save for half damage	Fort	Fire
Short Circuit	Large machines or mechanical structures	Stunned	Will	Lightning
Leaf Fall	Large plant growth: forest, tree canopy	Nauseated	Will	Non-Element

Geomancy Effects

Immobilize: Creatures affected by *Immobilize* may not voluntarily move from the spot on which they stand, although others may move them. *Immobilize* consumes one of the target's move actions for the round. They do not lose their Dexterity bonus to AC and are not considered helpless. For the duration of the effect, a creature affected may not use the skills Acrobatics, Climb, or Swim, or any other skills which require locomotion, as they have an effective speed of 0. If the creature affected was climbing or swimming when struck, it may make the appropriate check to remain in place. If this check fails, the creature affected immediately begins to fall or sink. If the affected creature is riding a mount, the mount also takes the effect of *Immobilize*, unless it is immune to mind-affecting abilities. If this is the case, the rider may continue to control the movement of the mount, but may not dismount for the duration of the effect. This is a mind-affecting effect.

Frog: The targets are transformed into harmless frogs for the duration of the effect. The subject takes on all the statistics and special abilities of an average frog in place of its own except as follows:

- The target retains its own alignment (and personality, within the limits of the new form's ability scores).
- If the target has the shapechanger subtype, it retains that subtype.
- The target retains its own hit points.

- The target is treated as having its normal Hit Dice for purpose of adjudicating effects based on HD, such as the *sleep* spell, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice.
- The target also retains the ability to understand (but not to speak) the languages it understood in its original form.

With those exceptions, the target's normal game statistics are replaced by those of the new form. The target loses all the special abilities it has in its normal form, including its class features.

All items worn or carried by the subject fall to the ground at its feet, even if they could be worn or carried by the new form.

Incorporeal or gaseous creatures are immune to *frog*, and a creature with the shapeshifter subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action (which ends the effect). This is a polymorphing effect.

FROG

Diminutive Animal

Initiative: +1

Speed: 5 ft. (1 square)

Armor Class: 15 (+4 size, +1 Dex), touch 15, flat-footed 14

Base Attack/Grapple: +0/–17 Attack: — Full Attack: —

Space/Reach: 1 ft./0 ft.

Special Attacks: —

Special Qualities: Amphibious, low-light vision

Saves: Fort +2, Ref +3, Will +2

Abilities: Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4

Skills: Hide +21, Listen +4, Spot +4, Swim +9

Feats: Alertness

Skills: A frog's coloration gives it a +4 racial bonus on Hide checks.

A frog has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Paralyze: A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Petrify: The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this effect is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch.

Confusion: This effect causes the targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack the geomancer with melee or ranged weapons (or close with him if attack is not possible).
11–20	Act normally.

21–50	Do nothing but babble incoherently.
51–70	Flee away from the geomancer at top possible speed.
71–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused creature who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused creature will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked). This is a mind-affecting effect.

Disable: A creature affected by *Disable* may take no action in a round except a single move action to move its speed. It also may not take attacks of opportunity or any other out-of-sequence actions. It does not lose its Dexterity bonus to AC and is not considered helpless. This is a mind-affecting effect.

Sleep: Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures. This is a mind-affecting effect.

Countdown: *Countdown* has a delayed effect. Onset is in 11 rounds minus the geomancer's Wisdom modifier, minimum 1 round. Until this duration has elapsed, dark tendrils of negative energy visibly play over the victim's body. During this time, the effect may be cured by esuna; the geomancer's level is considered to be the caster level. When the onset time elapses, the targeted creature immediately falls unconscious at -1 hit points. This is a death effect.

Blindness: The creature cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded creature. This effect only works on living creatures.

Silence: All sound is stopped for the creatures affected: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from them. Unlike the spell, this affects only the creature and not an area. The *Silence* affects all objects that are struck; magic items in a creature's possession that emit sound receive the benefits of saves and spell resistance. This effect provides no defense against sonic or language-based attacks.

Slow: An affected creature moves and attacks at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack. Slow suppresses haste for its duration.

Stunned: A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any). This is a mind-affecting effect.

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

Cantrips: Geomancers learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Geomancers begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Ley Lines (Su): At 2nd level, the geomancer learns to create magical connections with a specific type of terrain. Choose one of the following terrain types: aquatic, desert, forest, hills, marsh, mountains, or plains. In that terrain, the geomancer's effective caster level for all spells increases by +1. At 6th level and every 4 levels thereafter, the character may either choose a new terrain in which to receive the benefit (at +1), or increase her effective caster level in a previously chosen terrain by an additional +1.

Elemental Resistance (Ex): Starting at 2nd level, geomancers gain an elemental resistance of 2 to earth, fire, ice, lightning, water, and wind. This resistance increases by 2 every four levels after 2nd level.

Favored Terrain (Ex): Starting at 3rd level, a geomancer may select a type of terrain from the table below. The geomancer gains a +2 bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A geomancer traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 7th level and every four levels thereafter, the geomancer may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the geomancer's bonuses do not stack; he simply uses whichever bonus is higher.

Table 3-15: Geomancer Favored Terrains
Favored Terrains
Cold (ice, glaciers, snow, and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Planes (pick one, other than Material Plane)
Swamp
Underground (caves and dungeons)
Urban (buildings, streets, and sewers)
Water (above and below the surface)

Movement Powers (Su): Starting at 4th level and every 4 levels thereafter, a geomancer gains a movement power that allows the geomancer to harness the power of the elements to traverse terrains easily. Each movement power can be used as a swift action, and lasts for a duration of 1 round per geomancer level. The geomancer can use this ability a number of times per day equal to $3 + \text{her Wisdom's modifier}$.

- **Burrow:** A geomancer can tunnel through dirt, but not through rock. A geomancer cannot charge or run while burrowing. Geomancers can burrow at a speed of 10 ft. per four geomancer levels.

- **Swim:** A geomancer can move through water at its swim speed without making Swim checks. He has a +8 circumstance bonus on any Swim checks to perform some special action or avoid a hazard. The geomancer can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line. Geomancers can swim at a speed of 10 ft. per four geomancer levels.
- **Climb:** A geomancer has a +8 racial bonus on all Climb checks. The geomancer must make a Climb check to climb any wall or slope with a DC of more than 0, but he can always choose to take 10, even if rushed or threatened while climbing. The geomancer climbs at the given speed while climbing. If he chooses an accelerated climb, he moves at double the given climb speed and makes a single Climb check at a -5 penalty. A geomancer cannot run while climbing. He retains his Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a geomancer. Geomancers can climb at a speed of 10 ft. per four geomancer levels.
- **Float:** A geomancer can traverse any terrain that would normally impede movement (water, lava, ice, etc.) with another problems. A geomancer floats 5 ft. off the ground and gently floats downward if off the ground more than 5 ft. Geomancers moves at half his own base land speed while floating.
- **Fly:** A geomancer can move through the air at the indicated speed if carrying no more than a light load. Geomancers has a +8 racial bonus on all Fly checks and can fly (perfect) at a speed of 20 ft. per four geomancer levels.

Geosynchronous (Su): Starting at 5th level, while in any favored terrain that the geomancer has chosen, she gains a +1 insight bonus to attack rolls and saving throws against creatures and a +1 insight bonus to all skill checks used in that terrain. These bonuses last as long as she remains in the specific location. These bonuses increase by +1 at every five levels gained after 5th.

Endure Elements (Su): As per the spell, a geomancer of 5th level is constantly protected against extremes of temperature.

The Earth Speaks (Su): Starting at 9th level, a geomancer benefits from Tremorsense out to 30 feet in any favored terrain she has chosen. The geomancer automatically senses the location of anything that is in contact with the ground and within range. If her favored terrain is water, she can also sense the location of creatures moving through water. If no straight path exists through the ground from the geomancer to those she is sensing, then the range defines the maximum distance of the shortest indirect path. She must herself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells, they're considered moving; they don't have to move from place to place for the geomancer to detect them.

Clear Mind (Ex): At 10th level, a geomancer can regain her MP quicker. The geomancer must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The geomancer regains MP equaling her Wisdom modifier per hour.

The Air Sings (Su): Starting at 13th level, a geomancer benefits from Blindsight out to 30 feet while in any favored terrain she has chosen. Blindsight lets the geomancer notice things it cannot see, but without the precision of blindsight. The geomancer with blindsight usually does not need to make Perception checks to notice and locate creatures within range of its blindsight ability, provided that it has line of effect to that creature. Any opponent the geomancer cannot see has total concealment (50% miss chance) against her, and she

still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of the geomancer. The geomancer is still denied her Dexterity bonus to Armor Class against attacks from creatures she cannot see.

The Echoes Dance (Su): Starting at 17th level, a geomancer benefits from Blindsight out to 30 feet while in any favored terrain she has chosen. This ability makes invisibility and concealment (even magical darkness) irrelevant to the geomancer (though she still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object).

- * Blindsight never allows a geomancer to distinguish color or visual contrast. She cannot read with blindsight.
- * Blindsight does not subject a geomancer to gaze attacks (even though darkvision does).
- * Blinding attacks do not penalize a geomancer using her blindsight.
- * Deafening attacks thwart a geomancer's blindsight.
- * Blindsight works underwater but not in a vacuum.
- * Blindsight negates displacement and blur effects.

Planar Acclimation (Ex): After attaining 19th level, a geomancer gains great power and manifests a portion of the raw energy of the universe with themselves. As such, they gain great power depending on which elemental plane of existence they choose. Whichever plane they choose, they become completely immune to all of the negative effects of the plane as if they were native to that plane and any spells that would be damped because of the plane (Water spells in the Fire plane), are cast as normal spells by the geomancer. This ability can be switched, altering which plane the geomancer is acclimated to, every day, but it cannot be changed after she makes her decision for the day. In addition, regardless to which elemental plane the geomancer chooses, she cannot be banished by any means.

Geostep (Su): At 20th level, a geomancer's connection with the earth is so great that she is able to move through it with unparalleled ease. In a favored terrain she has chosen, she is able to teleport a distance equal to her movement speed as a move action.

Earthen Ascension (Su): Also at 20th level, the geomancer transcends her mortal form. She is now considered an outsider and is immune to bleed, paralysis, poison, sleep effects and stunning. The geomancer is no longer subject to critical hits or flanking. Further, the geomancer no longer ages and removes any age related penalties she currently has.

Holy Knight

The compassion to pursue good, the will to uphold law, and the power to defeat evil—these are the three weapons of the holy knight. Few have the purity and devotion that it takes to walk the holy knight's path, but those few are rewarded with the power to protect, to heal, and to smite.

Role: Holy knights serve as beacons for their allies within the chaos of battle. While deadly opponents of evil, they can also empower goodly souls to aid in their crusades. Their magic and martial skills also make them well suited to defending others and blessing the fallen with the strength to continue fighting.

Alignment: Any good

Hit Die: d10

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

Class Skills

The holy knight's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points Per Level: 2 + Int modifier.

Table 3-16: The Holy Knight

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+1	+2	+0	+2	Lay on Hands, Sense Evil, Smite Evil (1/day), Limit Breaks	—	—
2 nd	+2	+3	+0	+3	Holy Grace, Holy Strike (+1d6), First Into Battle	—	—
3 rd	+3	+3	+1	+3	Blessing, Shared Defense	—	—
4 th	+4	+4	+1	+4	Smite Evil (2/day), Nimbus of Light (Bless)	0	1 st
5 th	+5	+4	+1	+4	Holy Sword Tech, Holy Burst	1	1 st
6 th	+6/+1	+5	+2	+5	Blessing, Holy Strike (+2d6)	1	1 st
7 th	+7/+2	+5	+2	+5	Smite Evil (3/day), Divine Health	1	2 nd
8 th	+8/+3	+6	+2	+6	Nimbus of Light (Health)	3	2 nd
9 th	+9/+4	+6	+3	+6	Blessing, Holy Shield	4	2 nd
10 th	+10/+5	+7	+3	+7	Smite Evil (4/day), Holy Strike (+3d6), Holy Sword Tech	4	3 rd
11 th	+11/+6/+1	+7	+3	+7	Aura of Healing	7	3 rd
12 th	+12/+7/+2	+8	+4	+8	Blessing, Nimbus of Light (Resistance)	9	3 rd
13 th	+13/+8/+3	+8	+4	+8	Smite Evil (5/day), Aura of Sanctity	10	4 th
14 th	+14/+9/+4	+9	+4	+9	Holy Strike (+4d6), Shining Light	14	4 th
15 th	+15/+10/+5	+9	+5	+9	Blessing, Holy Sword Tech, Aura of Concentration	17	4 th
16 th	+16/+11/+6/+1	+10	+5	+10	Smite Evil (6/day), Nimbus of Light (Protection)	19	4 th
17 th	+17/+12/+7/+2	+10	+5	+10	Aura of Defense	20	4 th
18 th	+18/+13/+8/+3	+11	+6	+11	Blessing, Holy Strike (+5d6)	24	4 th
19 th	+19/+14/+9/+4	+11	+6	+11	Smite Evil (7/day), Aura of Elemental Resistance	27	4 th
20 th	+20/+15/+10/+5	+12	+6	+12	Holy Champion, Nimbus of Light (Aegis), Holy Sword Tech	33	4 th

Class Features

All of the following are class features of the holy knight.

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

Limit Breaks (Su): At 1st level, the holy knight receives the Limit Breaks (Brightest Day and Invulnerability).

Brightest Day (Su): This Limit Break causes a bright light to erupt around the holy knight and her allies within 30 feet for a duration of 1 round + 1 round per four holy knight levels. This dispels any concealment granted to any enemies within the area of effect and causes them to be afflicted with the Blind status effect for the duration of the limit break, a Fortitude save (DC 10 + half of holy knight's level + Charisma modifier) to negate this effect.

Invulnerability (Su): This Limit Break makes the holy knight immune to all damage for a duration of 1 round + 1 round per four holy knight levels. The drawback is that the holy knight cannot attack nor cast any white mage spells except Healing spells for until the duration has ended, doing so before the Limit Break ends, ends it abruptly.

Sense Evil (Su): At will, a holy knight can, as a move action, concentrate on a single item or individual within 30 feet and determine if it is evil, with a successful Sense Motive skill check. The DC for an item is equal to 15 + the caster level of the item. The DC for an individual is equal to 15 + the CR of the creature.

Lay on Hands (Su): At 1st level, a holy knight can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to half her holy knight level plus her Charisma modifier. With one use of this ability, a holy knight can heal 1d6 hit points of damage for every two holy knight levels she possesses. Using this ability is a standard action, unless the holy knight targets herself, in which case it is a swift action. Despite the name of this ability, a holy knight only needs one free hand to use this ability.

Alternatively, a holy knight can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the holy knight possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Smite Evil (Su): Also at 1st level, once per day, a holy knight can call out to the powers of good to aid her in her struggle against evil. As a swift action, the holy knight chooses one target within sight to smite. If this target is evil, the holy knight adds her Charisma bonus (if any) to her attack rolls and adds her holy knight level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the holy knight possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the holy knight gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the holy knight targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the holy knight rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the holy knight may smite evil one additional time per day to a maximum of seven times per day at 19th level.

Holy Grace (Su): At 2nd level, a holy knight applies her Charisma modifier (if positive) as a bonus on all saving throws.

Holy Strike: A holy knight's ferocity in dealing with evil lends her a helping hand in vanquishing her foes. Any time a holy knight strikes an evil opponent, she deals extra damage. This extra damage is 1d6 when first gained,

and it increases by 1d6 with each improvement. If the holy strike is also a critical hit, the extra damage is not also multiplied. This extra damage can only be done with melee weapons.

First Into Battle (Su): At 2nd level, a holy knight can spend 1 use of smite evil or lay on hands to act in the surprise round, even if she is surprised. When the holy knight makes an Initiative check, she gains a bonus to the check equal to her Charisma bonus.

Shared Defense (Su): At 3rd level, a holy knight can spend one use of her lay on hands ability as a standard action to grant all adjacent allies (including other holy knights) a bonus. At 3rd level, adjacent allies receive a +1 sacred bonus to their AC and on their saving throws. These bonuses last for a number of rounds equal to the holy knight's Charisma modifier. At 9th level and 15th level, this bonus increases by +1. At 6th level, these bonuses are granted to all allies within 10 feet, and allies that are at fewer than 0 hit points within this area are automatically stabilized. At 12th level, these bonuses are granted to all allies within 15 feet, and allies within this area are immune to bleed damage. At 18th level, these bonuses are granted to all allies within 20 feet, and allies within this area gain a 25% chance to negate any sneak attack or critical hit scored against them. These bonuses are cumulative with each other. Allies only benefit from these bonuses while in the listed area.

Blessing (Su): At 3rd level, and every three levels thereafter, a holy knight can select one blessing. Each blessing adds an effect to the holy knight's lay on hands ability. Whenever the holy knight uses lay on hands to heal damage to one target, the target also receives the additional effects from all of the blessings possessed by the holy knight.

At 3rd level, the holy knight can select from the following initial blessings.

Blinded: The target is no longer the Blind status effect.

Shaken: The target is no longer the Shaken status effect.

Sickened: The target is no longer the Sickened status effect.

At 6th level, a holy knight adds the following blessings to the list of those that can be selected.

Dazed: The target is no longer the Daze status effect.

Diseased: The target is no longer the Disease status effect.

Silenced: The target is no longer the Silence status effect.

At 9th level, a holy knight adds the following blessings to the list of those that can be selected.

Cursed: The target is no longer the Curse status effect.

Immobilized: The target is no longer Immobilized.

Nauseated: The target is no longer Nauseated. The holy knight must have the Sickened blessing before selecting this blessing.

Poisoned: The target is no longer the Poison status effect.

Slowed: The target is no longer the Slow status effect.

At 12th level, a holy knight adds the following blessings to the list of those that can be selected.

Berserk: The target is no longer the Berserk status effect.

Disabled: The target is no longer the Disable status effect.

Paralyzed: The target is no longer the Paralyze status effect.

Stunned: The target is no longer the Stun status effect.

Zombie: The target is no longer has the Zombie status effect.

These abilities are cumulative. Once a status effect or spell effect is chosen, it can't be changed.

Spells: Beginning at 4th level, a holy knight gains the ability to cast holy knight spells, which are drawn from the holy knight spell list. Like most spellcasters, a holy knight can find or purchase scrolls with spells to add to her repertoire. Unlike other spellcasters, a holy knight wearing armor does not affect her spellcasting ability.

To learn or cast a spell, the holy knight must have a Charisma score equal to at least $10 + \text{the spell level}$ (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a holy knight's spell is $10 + \text{the spell level} + \text{the holy knight's Charisma modifier}$. In addition, a holy knight gains additional MP for having a high attribute (Charisma).

Through 3rd level, a holy knight has no caster level. At 4th level and higher, her caster level is equal to her holy knight level – 3.

Nimbus of Light (Su): At 4th level, a holy knight learns to use the power of good to bolster her defenses and aid her allies. As a standard action, she can call upon her holy power to cause a nimbus of light to emanate from the holy knight in a 30-ft.-radius. The holy knight can use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$. This power lasts for 1 minute.

Bless (Su): At 4th level, the holy knight's nimbus of light grants all allies in this area (including the holy knight) a +1 morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear as long as they remain in the area of light.

Health (Su): At 8th level, the holy knight's nimbus of light also heals the holy knight and her allies, curing of them of 1d4 points of ability damage and granting Fast Healing 2.

Resistance (Su): At 12th level, the holy knight's nimbus of light is treated as daylight for the purposes of affecting creatures with sensitivity to light. In addition, the nimbus grants allies in the area resistance 10 to one type of elemental damage, selected by the holy knight when this power is activated.

Protection (Su): At 16th level, the holy knight's nimbus of light grants the holy knight and her allies protection from critical hits. There is a 25% chance that critical hits made against the holy knight and her allies in the area are instead treated as normal hits. This does not stack with other abilities that grant similar protection.

Aegis (Su): At 20th level, the nimbus of light increases in size out to a range of 60 feet. In addition, all of its bonuses increase. The morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear increases to +2. The amount of ability damage healed increases to 2d4 and Fast Healing 4. The elemental resistance increases to 20 against one elemental damage type. Finally, protection against critical hits increases to 50%.

Holy Burst (Su): When a holy knight reaches 5th level, she gains the supernatural ability to release a wave of holy energy like a white mage. Using this ability consumes two uses of her lay on hands ability. A holy knight uses her level as her effective white mage level when using holy burst. This is a Charisma-based ability.

Holy Sword Techs: The holy knight employs abilities of holy power, often dealing high damage and weakening enemies. Starting at 5th level and every five levels thereafter, the holy knight gains a new holy

sword tech ability. The holy knight may use any of the currently available holy sword techs up to 3 + Charisma modifier times per day.

Cleansing Strike (Su): Using this ability causes a deep, unseen wound to appear in holy knight's opponent, dealing 1d6 points of holy damage plus an additional 1d6 per two holy knight levels. The target also takes 1d6 points of holy damage + 1/2 the holy knight's level each round, for a duration of 1 round per holy knight level thereafter. A Fortitude save (DC 10 + 1/2 the holy knight's level + Charisma modifier) for half damage and negates the additional damage per round. This ability has a range of 30 feet.

Hallowed Bolt (Su): Using this ability calls holy bolts of lightning down upon the holy knight's target, dealing 1d8 points of holy and lightning damage (half and half) plus an additional 1d8 per two holy knight levels. The target hit by this ability is also affected by *Dispel* that functions like the spell using the holy knight's level as the caster level. A Fortitude save (DC = 10 + 1/2 the holy knight's level + Charisma modifier). This ability has a range of 30 feet.

Holy Explosion (Su): Using this ability causes an explosion of holy energy to erupt from the ground in a 20-foot radius, damaging all in the area of effect for 1d10 points of holy damage, plus an additional 1d10 per two holy knights level unless they make a Reflex save (DC = 10 + 1/2 the holy knight's level + Charisma modifier) for half damage. This ability has a range of 100 feet.

Holy Ruination (Su): Using this ability causes a blast of holy energies hurtling at a string of opponents. This attack deals 1d10 points of holy damage to any living creature, friend or foe, caught in the 60-foot-line area of effect, plus an additional 1d10 per two holy knight levels. A Reflex save (DC = 10 + 1/2 the holy knight's level + Charisma modifier) for half damage.

Judgment Blade (Su): Using this ability summons holy shards of ice to fall onto the holy knight's opponent. This attack deals 1d8 points of holy damage plus an additional 1d8 per two holy knight levels and inflicts the Daze status for 1 round per level unless the creature makes a Fortitude (DC = 10 + 1/2 the holy knight's level + Charisma modifier) for half damage and status effect negation. This ability has range of 30 feet.

Lightning Stab (Su): Using this ability causes a bolt of holy lightning to pierce through the holy knight's opponent. This attack deals 1d8 points of holy and lightning (half and half) damage, plus an additional 1d8 per two holy knight levels and inflicts the Blind status for 1 round per level unless the creature makes a Fortitude save (DC = 10 + 1/2 the holy knight's level + Charisma modifier). This ability has a range of 30 feet.

Northswain's Strike (Su): Using this ability causes a shock to the target so powerful, they might instantly incapacitate themselves. This attack deals 1d6 points of holy damage plus an additional 1d6 per four holy knight levels. The target must make a Will Save (DC = 10 + 1/2 the holy knight's level + Charisma modifier) or fall to 0 hit points. This attack can only be used against targets of evil alignment. This attack can only be used against targets within melee range.

Divine Health (Ex): At 7th level, a holy knight gains immunity to Poison, Sap, and Disease status effects.

Holy Shield (Su): At 9th level, a holy knight can channel her faith into her shield, protecting any nearby allies. All allies adjacent to the holy knight gain a shield bonus equal to the holy knight's own shield bonus, including any increase from the shield's enhancement bonus. This bonus does not stack with any existing shield bonuses.

At 14th level, this protection expands to cover any allies within 10 feet.

At 19th level, any allies within 20 feet are protected.

Using this ability consumes two uses of the holy knight's lay on hands ability, and the effects last for 3 rounds plus a number of rounds equal to her Charisma bonus (if any).

Auras (Su): At 11th level, the holy knight can project a magical aura that provides benefits to her allies equal to her Charisma modifier. The holy knight receives one aura at 11th level, and receives a different aura every two levels thereafter. All holy knight auras extend out to a 15-ft.-radius and can be activated with a swift action. A holy knight can only have 1 aura activated at a time.

Aura of Healing (Su): At 11th level, the holy knight can channel her holy powers to project an aura that grants her and nearby allies a Fast Healing up to 50% health.

Aura of Sanctity (Su): At 13th level, the holy knight can channel her holy powers to radiate a beneficial aura that grants her and nearby allies to gain a bonus on all healing and holy spells.

Aura of Concentration (Su): At 15th level, the holy knight can channel her holy powers to radiate a beneficial aura that grants her and nearby allies to gain a competence bonus on all Concentration checks.

Aura of Defense (Su): At 17th level, the holy knight can channel her holy powers to radiate a beneficial aura that grants her and nearby allies to gain a deflection bonus to AC.

Aura of Elemental Resistance (Su): At 19th level, the holy knight can channel her holy powers to radiate a beneficial aura that grants her and nearby allies to gain an elemental (all) resistance.

Shining Light (Su): At 14th level, a holy knight can unleash a 30-foot burst of pure, white light as a standard action. Evil creatures within this burst take 1d6 points of holy damage for every two holy knight levels and are blinded for 1 round. Evil dragons, evil outsiders, and evil undead are blinded for 1d4 rounds on a failed save. A Reflex save halves this damage and negates the blindness. The DC of this save is equal to $10 + 1/2 \text{ the holy knight's level} + \text{her Charisma modifier}$. Good creatures within this burst are healed 1d6 points of damage per two holy knight levels and receive a +2 sacred bonus on ability checks, attack rolls, saving throws, and skill checks for 1 round. A holy knight can use this ability once per day at 14th level plus one additional time per day at 17th and 20th level.

Holy Champion (Su): At 20th level, a holy knight becomes a conduit for the power of good. The holy knight gains DR 10/evil. Whenever she casts healing spells or uses lay on hands to heal a creature, she heals the maximum possible amount. In addition, any weapon the holy knight wields is considered Good aligned for purposes of bypassing damage reduction, dealing an additional 1d6 points of holy damage against all evil opponents and an additional 2d6 points of holy damage against evil undead or dark knights.

Illusionist

Some hold truth to be the greatest virtue, but it can do more damage than fiction. Everyone lives in a constant state of deception. White lies, false smiles, and secret thoughts keep society running smoothly. Honesty is a virtue only up to a certain point. Illusionists understand these ideas better than anyone, and they use deception, misunderstanding, and secrets as skillfully as a soldier employs weapons of war.

Role: Illusionists are masters of deception and strategy. They control the battlefield through illusions and trickery. More often than naught, it becomes hard to tell from friend or foe when facing against an illusionist.

Alignment: Any Chaotic alignment.

Hit Die: d6.

Starting Wealth: $2d6 \times 10$ gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The illusionist's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points Per Level: 4 + Int modifier.

Table 3-17: The Illusionist

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+0	+0	+2	Veil Pool, Blinding Ray, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+0	+0	+3	Cloaked Casting (+1 DC), Surprise Casting	2	1 st
3 rd	+1	+1	+1	+3	Veil Power, Haze (-2), Chains of Disbelief	4	2 nd
4 th	+2	+1	+1	+4	Clear Vision, Social Cloaking	7	2 nd
5 th	+2	+1	+1	+4	Bonus Feat, Haze (-3), Minor Illusion Esoterica	10	3 rd
6 th	+3	+2	+2	+5	Veil Power, Surprise Casting (Move)	15	3 rd
7 th	+3	+2	+2	+5	Quick Veil (Move), Master of Disguise, Haze (-4)	20	4 th
8 th	+4	+2	+2	+6	Cloaked Casting (+2 to overcome SR)	27	4 th
9 th	+4	+3	+3	+6	Veil Power, Extended Illusions, Haze (-5)	34	5 th
10 th	+5	+3	+3	+7	Bonus Feat, Haze (-4), Clear Mind, Moderate Illusion Esoterica	43	5 th
11 th	+5	+3	+3	+7	Beguiling Aura, Haze (-6)	52	6 th
12 th	+6/+1	+4	+4	+8	Illusionary Puppet, Veil Power	63	6 th
13 th	+6/+1	+4	+4	+8	Invisibility Field, Haze (-7)	74	7 th
14 th	+7/+2	+4	+4	+9	Quick Veil (Swift), Cloaked Casting (+2 DC)	87	7 th
15 th	+7/+2	+5	+5	+9	Bonus Feat, Veil Power, Haze (-8), Doublecast (1/day), Major Illusion Esoterica	100	8 th
16 th	+8/+3	+5	+5	+10	Resilient Illusions	115	8 th
17 th	+8/+3	+5	+5	+10	Haze (-9), Illusion Mastery	130	9 th
18 th	+9/+4	+6	+6	+11	Veil Power, 1 MP Spell (3/day)	147	9 th
19 th	+9/+4	+6	+6	+11	Haze (-10), Master of the Veil	163	9 th
20 th	+10/+5	+6	+6	+12	Bonus Feat, Haze (-8), Cloaked Casting (overcome SR), Bend Reality	180	9 th

Class Features

All of the following are class features of the illusionist.

Weapon and Armor Proficiency: Illusionists are proficient with the dagger, sling, power rod, power staff, and quarterstaff, but not with any type of armor or shield. Heavier armor interferes with an illusionist's movements, which can cause his spells with somatic components to fail.

Limit Breaks (Su): At 1st level, the illusionist receives the Limit Breaks (Perfect Illusion and Terrifying Nightmare).

Perfect Illusion (Su): This Limit Break allows the illusionist to become an illusion and essentially gaining the incorporeal subtype for a duration of 1 round + 1 round per four illusionist levels. This limit break requires only a swift action.

Terrifying Nightmare (Su): This Limit Break causes the illusionist's enemies to be plagued with phantom assailants, causing them to run in fear. Enemies within a 30-ft.-radius of the illusionist must make a Will save (DC 10 + half of the illusionist's level + his Charisma modifier) or take 2d6 points of non-elemental damage per four illusionist levels and be afflicted with the Frightened status for a duration of 1 round + 1 round per four illusionist levels. Those who make a successful Will save take half damage and are afflicted with the Shaken status for the duration of the limit break instead.

Spells: An illusionist can cast illusion spells which are drawn from the illusionist spell list. An illusionist begins play with 2 1st level illusion spells of his choice. At each new illusionist level, he gains one new spell of any spell level or levels that he can cast (based on his new illusionist level). Like most mages, an illusionist can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a spell, the illusionist must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a illusionist's spell is 10 + the spell level + the illusionist's Charisma modifier. In addition, an illusionist gains additional MP for having a high attribute (Charisma).

Spell Proficiency (Ex): Illusionists are considered to have the Precise Shot feat while casting spells or using any magical items that require ranged touch.

Cantrips: Illusionists learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Illusionists begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Veil Pool (Su): Starting at 1st level, an illusionist draws power from a reserve of magical energy to strengthen his illusions. This veil pool has a number of points equal to his class level + his Charisma modifier. The pool refreshes once per day when the illusionist rests for 8 full hours.

As a standard action, the illusionist can spend 1 point from his veil pool to alter his appearance as per the spell *disguise self*. This is an illusion effect that lasts a number of hours equal to the illusionist's class level. The DC to disbelieve the effect is equal to 10 + 1/2 of the illusionist's level + his Charisma modifier.

At 5th level, the illusionist can alter his perceived audible (sound) properties when he assumes his disguise.

At 9th level, the illusionist can also alter his perceived tactile (touch) properties, and can imitate any voice with which he is familiar.

At 13th level, the illusionist's veil fools even extraordinary senses, such as scent, blindsight, or tremorsense.

Blinding Ray (Su): At 1st level, as a standard action, the illusionist can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than the illusionist's level are dazzled for 1 round instead. The illusionist can use this ability a number of times per day equal to $3 + \text{his Charisma modifier}$.

Cloaked Casting (Ex): Starting at 2nd level, an illusionist's spells become more effective when cast against an unwary foe. The illusionist gains a +1 bonus to the spell's save DC when he casts a spell that targets any foe who would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not).

At 8th level, the illusionist gains a +2 bonus on rolls made to overcome the spell resistance of any affected target.

At 14th level, the bonus to his spell's save DC increases to +2.

At 20th level, he becomes able to automatically overcome the spell resistance of any affected target.

Surprise Casting (Ex): Starting at 2nd level, when the illusionist successfully uses the Bluff skill to feint in combat, his target is denied its Dexterity bonus (if it has one) to AC for the next melee attack the illusionist makes against it or the next spell he casts. The illusionist must remain in melee with the target, and the attack must be made or the spell cast on or before his next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against the illusionist if he does not cast defensively.

At 6th level, the illusionist gains the ability to feint in combat as a move action instead of a standard action. If he has the Improved Feint feat, he can now feint in combat as a swift action.

Haze (Su): It is much more difficult to notice or clearly focus one's interest upon a 3rd-level illusionist, imposing a -2 penalty to Perception checks against the character. This penalty applies in all situations, including when trying to see through an illusion that allows for such a roll or even a disguise, even if the illusionist isn't actively trying to avoid the perception or maintain a façade. This penalty increases by -1 for every 2 levels of illusionist attained after 3rd level.

Chains of Disbelief (Ex): Also at 3rd level, even if a viewer disbelieves an illusion created by an illusionist and communicates the details of the illusion to other creatures, those other creatures do not receive the normal +4 bonus on their saving throws to disbelieve the illusion. Furthermore, even when presented with incontrovertible proof that the illusion isn't real, creatures must still succeed on a Will saving throw to see objects or creatures that the illusion obscures, although they get a +10 bonus on the saving throw.

Veil Powers (Su): In addition to being able to use *disguise self* using his veil points, the illusionist gains veil powers. Starting at 3rd level, an illusionist gains a veil power. He gains another veil power for every three levels of illusionist attained after 3rd level.

Disappearing Trick (Su): As an immediate action, an illusionist can spend 2 points from his veil pool when he takes damage, he can cast *vanish*. *Vanish* lasts until the beginning of the illusionist's next turn.

Disguised Casting (Su): An illusionist can spend 1 point from his veil pool as a free action while casting an illusion spell to disguise his spellcasting. Creatures attempting to identify the spell as it is being cast must succeed at a Will save (DC $10 + 1/2 \text{ of the illusionist's level} + \text{his Charisma modifier}$) or misidentify the spell

as a spell of the illusionist's choice. The illusory spell must be the same level as the true spell, and must be one the illusionist can cast.

Double Illusion (Su): As a free action while casting an illusion spell, an illusionist can spend 1 point from his veil pool to coil the illusion upon itself. Any creature that disbelieves the illusion sees a second illusion within the translucent outline of the first, as if the illusionist had cast the spell a second time. Effectively, after a creature disbelieves the first illusion, it sees a second illusion in its place, which it must attempt to disbelieve separately. The illusionist must determine the features of the second illusion as he casts the first. If the second illusion is especially similar to the first one, creatures that study or interact with it receive a +4 bonus on the save to disbelieve the effect.

Illusionary Penetration (Su): An illusionist can spend 1 point from his veil pool as an immediate action to reroll a caster level check made to bypass spell resistance. He must use this ability before the results of the first roll are revealed, and must accept the second roll, even if it's worse.

Illusionary Reality (Su): As a free action while casting an illusion spell of 1st level or higher, an illusionist can spend 1 point from his veil pool, at any time on his turn during that spell's duration, to choose one inanimate, nonmagical object that is part of the illusion to become real. He must be able to take actions to do so, and the object remains real until the end of his next turn. The object he chooses can be of any size within the spell's area of effect (so, he can create an illusion of a bridge over a chasm and then make it real long enough for his allies to cross). The object cannot deal damage or otherwise directly harm another creature in any way.

Illusory Self (Su): As an immediate action, an illusionist can spend 2 points from his veil pool to create an illusory duplicate of himself as an instant, almost instinctual reaction to danger (similar to *mirror image*). The image lasts until it is struck or until the start of the illusionist's next turn.

Piercing the Veil (Su): An illusionist can spend 1 point from his veil pool as a free action to gain the benefits of the spell *true seeing* until the beginning of his next turn.

True Veil (Su): An illusionist can spend 1 point from his veil pool to imbue his disguise with a measure of reality. The illusionist's *disguise self* spell-like ability is treated as a polymorph effect, though it retains the illusion school. Other creatures no longer get a Will save to recognize the effect as an illusion, though they can still make Perception checks to realize the illusionist is using a disguise. The effect lasts for a number of minutes equal to the illusionist's level.

Unfettered Concentration (Su): An illusionist can spend 1 point from his veil pool to concentrate on an illusion as a swift action, rather than a standard action.

Social Cloaking (Su): At 4th level, even when not actively trying to do so, an illusionist's identity is obscured by the falsehoods within which the character lives. As such, others find it difficult to conduct proper social interactions with the illusionist; situations always seem uncomfortable and off-putting at best or elusive at worst. All Bluff, Diplomacy, Intimidation, and Sense Motive skill checks made concerning the illusionist suffer a -1 penalty. This penalty increases by -1 every three levels after 4th level. This same penalty is applied to the illusionist's Leadership score if he has the Leadership feat.

Clear Vision (Ex): A 4th-level illusionist is better able to see through illusions, granting a +2 bonus while making Disbelief saves. This bonus increases further by +2 at levels 8, 12 and 18.

Bonus Feats: At 5th, 10th, 15th, and 20th level, an illusionist gains a bonus feat. At each such opportunity, he can choose a metamagic feat or an item creation feat. The illusionist 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 every odd level.

Minor Illusion Esoterica (Ex): At 5th level, the illusionist's unflagging focus on illusions opens his mind to new possibilities and increases the save DCs of his illusion spells that have a saving throw entry of "Will disbelief" by 2.

Master of Disguise (Ex): Such is a 7th-level illusionist's skill with disguises that he may gain one re-roll per session for a Disguise check that has been seen through, be the disguise illusory or mundane in nature.

Quick Veil (Su): At 7th level, an illusionist can assume or alter his disguise with his veil pool ability as a move action. At 14th level, the action is reduced to a swift action.

Extended Illusions (Su): At 9th level, any illusion spell the illusionist casts with a duration of "concentration" lasts a number of additional rounds equal to 1/2 of the illusionist's level after he stops maintaining concentration (minimum +1 round). At 20th level, the illusionist can make one illusion spell with a duration of "concentration" become permanent. The illusionist can have no more than one illusion made permanent in this way at one time. If he designates another illusion as permanent, the previous permanent illusion ends.

Moderate Illusion Esoterica (Ex): At 10th level, the illusionist's long study of illusions leads to a breakthrough. The illusionist gains concealment when he casts an illusion spell and lasts for a number of rounds equal to the spell's level.

Clear Mind (Ex): At 10th level, an illusionist can regain his MP quicker. The illusionist must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The illusionist regains MP equaling his Charisma modifier per hour.

Beguiling Aura (Su): At 11th level, the illusionist can emit a 30-foot aura that beguiles his enemies with phantasmal assailants. Enemies within this aura must make a Will save (DC 10 + half of the illusionist's level + his Charisma modifier) or have to move at half speed, are unable to take attacks of opportunity, and are considered to be flanked. This is a mind-affecting effect. The illusionist can use this ability for a number of rounds per day equal to his illusionist level + his Charisma modifier. These rounds do not need to be consecutive.

Illusionary Puppet (Su): At 12th level, an illusionist can create a false image of himself that acts as though created by casting major image, although it will appear identical to the illusionist's current appearance. This appearance cannot be altered in any way except by altering the illusionist himself. So, to disguise the projected image the illusionist would need to be wearing a disguise. Similarly, any damage the illusionist suffers will appear, as if from nowhere, on the projected image. The image will stand still for that duration, requiring a DC 10 Concentration check as a swift action to do something simple, like move. Complex actions, such as speech with appropriate mannerisms or dancing requires a DC 15 (or higher) Concentration check with each action. If being used while the illusionist is involved in combat or spellcasting, increase the Concentration DC to control the image by +4. Events that otherwise cause a spellcaster to make a Concentration check are also needed at that same DC while manipulating an illusionary puppet image. If the Concentration check fails, the projected image does not disappear, however, but becomes immobile in the middle of whatever it was doing until a new Concentration check is made to get it under way again. The projected image has an AC of 10 + size modifier + Dex modifier. Successfully attacking the projected image does not cause it to dissipate, but will reveal it isn't

solid and won't show any false indications of suffering damage. Duration is equal to 1/2 of the illusionist's level + his Charisma modifier in rounds (minimum of 1 round) and can be dismissed at any time as a free action. The illusionist can use this ability a number of times per day equal to 1/2 of the illusionist's level + his Charisma modifier.

Invisibility Field (Sp): At 13th level, the illusionist can make himself *Vanish* as a swift action for 1 round per illusionist level. These rounds do not need to be consecutive. This otherwise functions as *greater vanish*.

Major Illusion Esoterica (Ex): At 15th level, the illusionist's knowledge of illusions reaches its peak. He can cast any illusion spell as a stilled and silent spell (per the Still Spell and Silent Spell feats) without an increase in caster level or MP cost. He can use this ability a number of times per day equal to his Charisma modifier.

Doublecast (Su): Also at 15th level, once per day, an illusionist can take a full-round action to cast two spells. The illusionist pays MP for both spells as normal and if a concentration check is needed, he must check for both spells. He must also indicate the targets before spells are resolved.

Resilient Illusions (Su): At 16th level, the illusionist's illusions are so lifelike that they defy disbelief. Anytime a creature tries to disbelieve one of the illusionist's illusion effects, make a caster level check. Treat the illusion's save DC as its normal DC or the result of the caster level check, whichever is higher.

Illusion Mastery (Su): At 17th level, when an illusionist casts an illusion spell, he can choose to render all enemies within 30 feet dazzled for 1 round (no save). Blind creatures are immune to this effect.

1 MP Spell (Su): At 18th level, three times per day, as a move action, an illusionist can reduce the cost of spells to 1 MP. Once activated, any spells the illusionist casts only cost 1 MP. This ability ends at the end of the round.

Master of the Veil (Sp): At 19th level, the illusionist can create an illusion that hides the appearance of himself and any number of allies within 30 feet for 1 round per illusionist level. This ability otherwise functions like the spell *veil*. The rounds do not need to be consecutive.

Bend Reality (Su): At 20th level, an illusionist may disbelieve a real object making it an illusion. The object effectively become ethereal, and may be invisible or translucent. Objects cannot be larger than a 10 by 10 foot square. Unattended objects do not get a saving throw, but objects wielded, worn, or carried get a Fortitude save, (DC 20 + the illusionist's Charisma modifier) using the saves of the creature that the object is carried upon to be unaffected. The effect lasts for 1 minute. The illusionist can use this ability a number of times per day equal to his Charisma modifier.

Knight

The few, the proud, the knights are martial characters dedicated to restoring the ideals of knightly chivalry before they fade forever. The knights see moral decay everywhere they look in the world around them, brought on by a lapse in ethical behavior. Knights adhere to a rigid code of behavior that embraces such values as honor, honesty, chivalry, and courage. The first duty of knights is to this code and the ideals for which it stands, rather to a holy order. A knight is expected to display these ideals in all aspects of his behavior throughout all his actions and deeds, however arduous they may be.

Role: Knights are frontline combatants. Within the adventuring party, the knight plays a front line role, although he is more likely to ensure that the weaker (martially-speaking) members of the party are protected.

Alignment: Any Lawful.

Hit Die: d12.

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

Class Skills

The knight's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points Per Level: 2 + Int modifier.

Table 3-18: The Knight

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+2	+0	+2	Defensive Stance, Defend Ally (+2,) Limit Breaks
2 nd	+2	+3	+0	+3	Knight talent, Stand Firm, Shield Training
3 rd	+3	+3	+1	+3	Shield Block (+1), Active Defense
4 th	+4	+4	+1	+4	Knight talent, Bulwark, Armor Training 1
5 th	+5	+4	+1	+4	Armor Mastery (Medium), Deft Shield, Defend Ally (+3)
6 th	+6/+1	+5	+2	+5	Knight talent, Armored Defense
7 th	+7/+2	+5	+2	+5	Shield Ally, Fortress of Defense, Defend Ally (+4)
8 th	+8/+3	+6	+2	+6	Knight talent, Armor Training 2, Shield Buffet
9 th	+9/+4	+6	+3	+6	Shield Block (+2), Fortification (Light)
10 th	+10/+5	+7	+3	+7	Knight talent, Armor Mastery (Heavy), Stalwart, Defend Ally (+5)
11 th	+11/+6/+1	+7	+3	+7	Mobile Defense
12 th	+12/+7/+2	+8	+4	+8	Advanced Knight talent, Armor Training 3
13 th	+13/+8/+3	+8	+4	+8	Counterattack, Defend Ally (+6)
14 th	+14/+9/+4	+9	+4	+9	Advanced Knight talent, Improved Shield Ally,
15 th	+15/+10/+5	+9	+5	+9	Shield Block (+3), Fortification (Medium), Shield Guard
16 th	+16/+11/+6/+1	+10	+5	+10	Advanced Knight talent, Armor Training 4, Defend Ally (+7)
17 th	+17/+12/+7/+2	+10	+5	+10	Improved Mobile Defense
18 th	+18/+13/+8/+3	+11	+6	+11	Advanced Knight talent
19 th	+19/+14/+9/+4	+11	+6	+11	Shield Ward, Defend Ally (+8)
20 th	+20/+15/+10/+5	+12	+6	+12	Advanced Knight talent, Indestructible, Armor Training 5

Class Features

All of the following are class features of the knight.

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

Limit Breaks (Su): At 1st level, the knight receives the Limit Breaks (A Knight's Blessing and A Knight's Protection).

A Knight's Blessing (Su): This Limit Break grants the knight and any allies within 30 feet the status effect of *Protect*, *Shell*, and *Regen* or higher as a white mage of the same level (I.E. If a knight is level 10, the spells of the limit break would be of the 5th level version – *Protect III*, *Shell III*, and *Regen III*) for a duration of 1 round + 1 round per four knight levels.

A Knight's Protection (Su): This Limit Break grants the knight and any allies within 30 feet a protective bubble that grants damage reduction 2/- plus an additional 2/- per four knight levels as well as spell resistance 5 plus an additional 5 per four knight levels for a duration of 1 round + 1 round per four knight levels.

Defensive Stance (Ex): Starting at 1st level, a knight can enter a defensive stance, a position of readiness and trance-like determination. A knight can maintain this stance for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can maintain the stance for 2 additional rounds per day. Temporary increases to Constitution, such as those gained from the defensive stance and spells like dwarf's endurance, do not increase the total number of rounds that the knight can maintain a defensive stance per day. The knight can enter a defensive stance as a free action. The total number of rounds of defensive stance per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in a defensive stance, the knight gains a +2 dodge bonus to AC, a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. The increase to Constitution grants the knight 2 hit points per Hit Die, but these hit points disappear when the defensive stance ends and are not lost first like temporary hit points. While in a defensive stance, a knight cannot willingly move from his current position through any means (including normal movement, riding a mount, teleportation, or willingly allowing allies to carry him). If he enters a defensive stance while on a moving vehicle he does not control (such as a wagon or ship), he can maintain the stance even if the vehicle moves. If the knight moves under his own power as a result of an enemy's successful use of the Bluff skill or spells, his stance ends.

The knight can end his defensive stance as a free action; after ending the stance, he is fatigued for a number of rounds equal to 2 times the number of rounds spent in the stance. A knight cannot enter a new defensive stance while fatigued or exhausted but can otherwise enter a stance multiple times during a single encounter or combat. If a knight falls unconscious, his defensive stance immediately ends, placing him in peril of death. A defensive stance requires a level of emotional calm, and it may not be maintained by a character in a rage (such as from the rage class feature or the berserk spell).

Defend Ally (Ex): Also at 1st level, at the start of any turn, when a knight is within 5 feet of an ally, the knight can transfer up to 2 points of Armor Class to the ally (making his own Armor Class worse by the same number). The maximum number of points he can transfer increases by 1 for every three levels beyond 1st.

Stand Firm (Ex): At 2nd level, a knight gains a +1 bonus to his combat maneuver defense against bull rush, overrun, and trip. This bonus also applies on saves against trample attacks. The bonus increases by +1 for every four levels beyond 2nd.

Shield Training (Ex): Starting at 2nd level, a knight counts his total knight level as his fighter level for the purpose of qualifying for any shield-related feats. If he has levels in fighter, these levels stack.

Knight Talents: As a knight gains experience, he learns a number of talents that aid him in defending himself and his allies. Starting at 2nd level, a knight gains one knight talent. He gains an additional knight talent for

every 2 levels of knight attained after 2nd level. Unless specified otherwise, a knight cannot select an individual talent more than once.

Citadel (Ex): This talent allows a knight to grant temporary hit points to an adjacent ally. The knight must be conscious and able to take actions to grant this benefit. As a move action, the knight can grants an adjacent ally $1d8$ temporary hit points + 1 per two knight levels. The knight must remain conscious, able to move, and adjacent to the ally or the temporary hit points end. A knight may do this a number of times per day equal to $3 + \text{his Charisma modifier}$.

Clear Mind (Ex): The knight may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The knight must take the second result, even if it is worse. This power can only be used once per defensive stance.

Defensive Training: A knight may take this talent to gain one of the following feats as a bonus feat: Alertness, Armored Hustle, Combat Expertise, Combat Reflexes, Defensive Combat Training, Diehard, Dodge, Endurance, Greater Shield Focus, Improved Shield Bash, Mobility, Shield Block, Shield Focus, and Stand Still. This talent may be taken more than once. Each time, a different feat much be selected.

Fearless Defense (Ex): While in a defensive stance, the knight is immune to the shaken and frightened conditions.

Halting Blow (Ex): If a foe's movement in the knight's threatened area provokes an attack of opportunity and the knight successfully hits the foe with the attack, the foe's movement ends immediately. The foe cannot move again until its next turn but can still take the rest of its action.

Immobile (Ex): While in a defensive stance, the knight adds his class level to his CMD against any bull rush, grapple, overrun, pull, and push combat maneuvers, as well as any attempts to move him.

Internal Fortitude (Ex): While in a defensive stance, the knight is immune to the sickened and nauseated conditions.

Picket (Ex): A knight with this talent gains a bonus to attack rolls and damage for attacks the knight makes with a readied action. The attacks must be made with a weapon with the brace quality, and the target must be a charging foe. The bonus is equal to half the knight's class level.

Renewed Defense (Ex): As a standard action, the knight heals $1d8$ points of damage + his Constitution modifier. For every four levels the knight has attained above 2nd, this healing increases by $1d8$, to a maximum of $5d8$ at 18th level. This power can be used only once per day and only while in a defensive stance.

Resist (Ex): A knight can learn to maximize his armor's effectiveness against unusual attack types. The knight selects one of the following damage types: earth, fire, ice, lightning, water, or wind. When wearing medium or heavy armor, the knight gains resist 5 against the selected damage type. If the knight is 10th level or higher, this resistance increases to 10. This talent may be taken up to five times. Its effects do not stack. Each time it is taken, a different damage type must be selected.

Resolute (Ex): Whenever the knight takes damage from a melee or ranged attack while wearing heavy armor, the knight can convert 1 point of lethal damage to 1 point of nonlethal damage. He can use this ability once each time he takes damage. This ability cannot be used to convert ability damage, ability drain, or

elemental damage to nonlethal damage. At 6th level, and every four levels thereafter, the amount of damage the knight can convert increases by 1.

Roused Defense (Ex): The knight may enter a defensive stance even if fatigued. While maintaining a defensive stance after using this ability, he is immune to the fatigued condition. Once this stance ends, he is exhausted for 10 minutes per round spent in a defensive stance.

Shelter of Steel (Ex): This talent allows a knight to use his armor to absorb some of the inevitable punishment of battle. As a move action, a knight in medium or heavy armor can gain 1d8 temporary hit points + 1 per two knight levels. The knight may do this a number of times per day equal to his Constitution bonus (minimum 1/day).

Slam (Ex): A knight with this talent throws himself bodily into foes and barriers, trusting his armor to protect him. The knight gains a bonus to all combat maneuvers made to bull rush or overrun foes, and to Strength checks made to break open doors and gates. This bonus is equal to his total armor bonus plus shield bonus, to a maximum of his class level.

Smash (Ex): While in a defensive stance, the knight may make an extra attack per round that is either a shield bash or a slam (even if he doesn't normally have a slam attack). If used as part of a full attack action, the extra attack is made at the knight's full base attack bonus -5. The smash deals 1d4 points of damage (if the knight is Medium, or 1d3 if he is Small) plus half the character's Strength modifier. The character can make this attack as part of the action to maintain or break free from a grapple; this attack is resolved before the grapple check is made. If the attack hits, any grapple checks made by the knight against the target this round are at a +2 bonus.

Spear Brace (Ex): This knight talent allows a knight to brace a pole-arm or spear on an equipped shield, to aid in handling and fighting with it. His increased stability gives the knight a +1 bonus to attack rolls made with a pole-arm or spear with which he is proficient. He gains this bonus only while he has a shield equipped. This bonus increases to +2 at 6th level, +3 at 12th level, and +4 at 18th level. Additionally, even when the knight is using a shield that prevents his hand from being free, he can use his shield-arm to hold (and fight with) a pole-arm or spear with which he is proficient.

Take the Blow (Ex): This knight talent, as an immediate action, allows the knight to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before his next turn, the knight can take half this damage on himself. The target takes the other half as normal. The knight can only absorb damage from physical melee attacks and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

Uncanny Block (Ex): With uncanny block, a knight can interpose a shield between himself and danger before his senses would normally allow him to do so. When the knight has a shield equipped, he cannot be caught flat-footed even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized or if a foe successfully makes a Bluff check to feint against him.

Unexpected Strike (Ex): The knight can make an attack of opportunity against a foe that moves into any square threatened by the knight, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per defensive stance.

Vigilant Knight (Ex): While in a defensive stance, the knight can stand his ground against all enemies, warding the spot where he made his stand to prevent foes from slipping past and attacking those he protects.

The knight adds his knight level as a bonus to the DC of opponents attempting to Bluff him and Acrobatics checks to pass by him without provoking an attack of opportunity for moving through spaces he threatens.

Shield Block (Ex): Starting at 3rd level, the knight excels in using his armor and shield to frustrate his enemy's attacks. During his action, he can designate a single opponent as the target of this ability. His shield bonus to AC against that foe increases by 1, as he moves his shield to deflect an incoming blow, possibly providing just enough protection to turn a telling swing into a near miss. This shield bonus increases to +2 at 9th level, and +3 at 15th level.

Active Defense (Ex): At 3rd level, a knight gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. This bonus increases by +1 for every three levels beyond 3rd. As a swift action, he may share this bonus with one adjacent ally or half of the bonus (minimum +0) with all adjacent allies, until the beginning of his next turn.

Armor Training (Ex): Starting at 4th level, a knight learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (8th, 12th, 16th and 20th), these bonuses increase by +1 each time, to a maximum -5 reduction of the armor check penalty and a +5 increase of the maximum Dexterity bonus allowed.

Bulwark (Ex): At 4th level, when a knight is using a heavy or tower shield, he can, as a move action, provide partial cover (+2 cover bonus to AC, +1 bonus on Reflex saves) to himself and all adjacent allies until the beginning of his next turn.

At 11th level, he can instead provide cover (+4 cover bonus to AC, +2 bonus on Reflex saves) and evasion (as a thief) to one adjacent ally until the beginning of his next turn. This cover does not allow Stealth checks.

At 18th level, he can provide cover to himself and all adjacent allies, or he can provide improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves, improved evasion) to a single adjacent ally.

Armor Mastery (Ex): At 5th level, a knight is able to wear his armor like a second skin and ignores the standard speed reduction for wearing medium armor. At 10th level, he ignores the speed reduction imposed by heavy armor as well.

Deft Shield (Ex): At 5th level, the armor check penalty from a shield and the attack roll penalty are reduced by -1 for a knight using a tower shield. At 10th level, these penalties are reduced by -2.

Armored Defense (Ex): At 6th level, a knight gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. At 19th level, this damage reduction increases to DR 4/— when wearing light armor, DR 8/— when wearing medium armor, and DR 12/— when wearing heavy armor. This damage reduction stacks with that provided by adamantine armor, but not with other forms of damage reduction. This damage reduction does not apply if the knight is stunned, unconscious, or helpless.

Shield Ally (Ex): At 7th level, as an immediate action, once per round, the knight can intercept an attack on an adjacent ally, effectively moving the target out of the way, trading places with him or her and forcing the enemy to make the Attack roll on the knight's armor class instead. This movement does not provoke an attack of opportunity for either the knight or the target. He can only intercept physical melee attacks and ranged attacks,

such as an incoming arrow or a blow from a sword, not from spells and other effects. This action may only be taken before the result of the attack roll is determined.

Fortress of Defense (Ex): At 7th level, an opponent that begins its turn in the knight's threatened area treats all the squares that he threatens as difficult terrain. The knight's strict vigilance and active defensive maneuvers force his opponents to move with care.

Shield Buffet (Ex): At 8th level, as a move action, a knight may make a combat maneuver check to use his shield to impede an adjacent enemy. If successful, the target suffers a -2 penalty on its attack rolls against the knight and a -2 penalty to AC on attacks made by the knight until the beginning of his next turn. At 13th level, a knight may use this ability as a swift action.

Fortification (Ex): At 9th level, a knight can use his armor to shield critical areas from injury. He treats any armor he wears as if it had the light fortification special ability. At 15th level, his armor gains the moderate fortification special ability. This fortification does not stack in any way with armor that has these special abilities. In these cases the knight takes the better of the two fortifications.

Stalwart (Ex): At 10th level, a knight can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. A helpless inquisitor does not gain the benefit of the stalwart ability.

Mobile Defense (Ex): At 11th level, a knight can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

Advanced Knight Talents: At 12th level, and every two levels thereafter, a knight can choose one of the following knight advanced talents in place of a knight talent.

Aegis (Ex): This talent doubles a knight's damage reduction against successful critical hits and sneak attacks. It also grants the knight a bonus to AC against attack rolls made to confirm critical hits. This bonus is equal to half the knight's level.

Daunting Challenge (Ex): This talent allows the knight to call out opponents, striking fear into the hearts of his enemies. In this manner, the knight separates the strong-minded from the weak-willed, allowing him to focus on opponents that are worthy foes. As a swift action, the knight issues a daunting challenge. This ability affects all creatures within 100 feet of the knight that have a CR less than his character level minus 2. Targets must be able to hear him, speak or understand a language of some sort, and have an Intelligence score of 5 or more. All targets who meet these conditions must make Will saves ($DC\ 10 + \text{half the knight's level} + \text{his Charisma modifier}$) or become shaken. Whether a creature fails or succeeds on its save against the knight's daunting challenge, it can only be targeted by this effect once per day.

Elemental Shield (Su): Some knights access mystic powers of protection as they become paragons of defensive techniques. With this talent, as a swift action, a knight with a shield equipped gains resistance 10 against earth, fire, ice, lightning, water, and wind damage. This resistance lasts for one round per knight level. The knight may use this ability a number of times per day equal to his Constitution modifier (minimum 1/day). If the knight also has the resist talent, that resistance stacks with the elemental shield.

Impetuous Endurance (Ex): The knight's fighting spirit enables him to push his body beyond the normal limits of endurance. The knight no longer automatically fails a saving throw on a roll of 1. He might still fail the save if his result fails to equal or beat the DC.

Improved Take the Blow (Ex): The knight's ability to absorb damage increases. Once per round, the knight can absorb all the damage from a single attack directed against an adjacent ally. In addition, he continues to absorb half the damage from other physical attacks on an adjacent ally, if he so choose. The knight must decide whether to use this ability after the attacker determines that an attack has succeeded but before he rolls damage. Prerequisites: Take the Blow

Improved Uncanny Block (Ex): When the knight has a shield equipped, he cannot be flanked. This defense denies a thief the ability to sneak attack the knight by flanking him, unless the attacker has at least four more thief levels than the target has knight levels. Prerequisites: Uncanny Block

Last Word (Ex): Once per day, while in a defensive stance, a knight can make one melee attack against an opponent within reach in response to an attack that would reduce him to negative hit points, knock him unconscious, or kill him. For example, a knight has 1 hit point left when a fire dragon bites him; the knight may use this ability even if the dragon's bite would otherwise kill him instantly. If the attack hits, roll the damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as from Fire Materia), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally). Once the knight's attack is resolved, he suffers the normal effect of the attack that provoked this ability.

Mighty Resilience (Ex): The knight automatically negates the additional damage of one successful critical hit or sneak attack, as well as other abilities or effects that rely on a successful critical hit or sneak attack (such as blinding from Blinding Critical or bleed from sneak attack). The knight takes only normal damage from the attack. This power may only be used once per defensive stance.

Protect the Meek (Ex): With this talent, the knight can move to intercept foes. As an immediate action, he can move up to his speed (or his mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal. The knight must end his movement adjacent to an enemy. On his next turn, the knight is staggered and cannot use this ability again for 1 round.

Reflect (Ex): With this talent, a knight can maximize the protection his armor gives him to reduce the damage area attacks deal him. A knight in medium or heavy armor takes only half damage from any attack, spell, or ability that allows a Reflex saving throw. The knight is still allowed a normal saving throw; he simply takes half of the damage he normally would base on the result of that saving throw. If the attack, spell, or ability has a non-damaging effect, the knight suffers the appropriate effect based on his saving throw result.

Retributive Attack (Ex): If an adjacent ally of a knight is rendered helpless or unconscious, the knight with this talent can make a retributive attack against the creature that felled his ally. When making a retributive attack, the knight adds his Charisma bonus (if any) to his attack roll and deals an extra 1 point of damage per knight level on a successful hit. A knight can make a number of retributive attacks per day equal to his Charisma bonus (minimum of one), but never more than once per round. He may make more than one retributive attack against the same foe.

Shield Guard (Ex): With this talent, as a swift action, a knight may designate one square adjacent to him. He may designate two squares if using a heavy shield or three squares if using a tower shield, but these squares must be contiguous. Enemies in these squares cannot flank the knight and do not count for flanking with other creatures. This effect lasts until he moves from his position or uses another swift action to change the affected squares.

Unkillable (Ex): The knight gains a number of hit points equal to 10 plus his Constitution score.

Counterattack (Ex): At 13th level, a knight can make an attack of opportunity against an opponent who hits an ally under his Shield Ally ability with a melee attack, so long as the attacking creature is within the knight's reach.

Improved Shield Ally (Ex): At 14th level, the knight's ability to intercept attacks improves. The knight can now intercept spells with a touch or ranged touch on an adjacent ally.

Shield Guard (Ex): At 15th level, as a swift action, a knight may designate one square adjacent to him. He may designate two squares if using a heavy shield or three squares if using a tower shield, but these squares must be contiguous. Enemies in these squares cannot flank the knight and do not count for flanking with other creatures. This effect lasts until he moves from his position or uses another swift action to change the affected squares.

Improved Mobile Defense (Ex): At 17th level, a knight can move normally while maintaining a defensive stance. While in a defensive stance, he may move up to his normal movement without losing the benefit of the stance.

Shield Ward (Ex): At 19th level, a knight gains evasion (as a thief) while wielding a shield, and adds his shield bonus to his AC (not including enhancement bonuses) on Reflex saves and to his touch AC. In addition, his shield cannot be disarmed or sundered.

Indestructible (Ex): At 20th level, a knight gains complete immunity to critical hits and sneak attacks while he is wearing armor. In addition, unless his armor has the fragile armor quality, it cannot be sundered while he is wearing it.

Ex-Knights

A knight who is no longer lawful loses all supernatural class features and may no longer advance in levels as a knight.

Monk

For the truly exemplary, martial skill transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. These warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves just as capable of crippling or killing as any blade. These monks (so called since they adhere to ancient philosophies and strict martial disciplines) elevate their bodies to become weapons of war, from battle-minded ascetics to self-taught brawlers. Monks tread the path of discipline, and those with the will to endure that path discover within themselves not what they are, but what they are meant to be.

Role: Monks excel at overcoming even the most daunting perils, striking where it's least expected, and taking advantage of enemy vulnerabilities. Fleet of foot and skilled in combat, monks can navigate any battlefield with ease, aiding allies wherever they are needed most.

Alignment: Any lawful.

Hit Die: d8.

Starting Wealth: $1d6 \times 10$ gil (average 35 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The monk's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Points Per Level: 4 + Int modifier.

Table 3-19: The Monk							
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	AC Bonus	Fast Movement
1 st	+0	+2	+2	+2	Martial Arts, Stunning Fist, Flurry of Blows, Limit Breaks	+0	+0 ft.
2 nd	+1	+3	+3	+3	Evasion, Fists of Wind	+0	+0 ft.
3 rd	+2	+3	+3	+3	Martial Arts Style Mastery, Maneuver Training, Fast Movement	+0	+10 ft.
4 th	+3	+4	+4	+4	Ki Pool (magic), Slow Fall (20 ft.)	+1	+10 ft.
5 th	+3	+4	+4	+4	Leap from the Heavens	+1	+10 ft.
6 th	+4	+5	+5	+5	Slow Fall (30 ft.), Martial Arts Style Mastery, Aurablast	+1	+20 ft.
7 th	+5	+5	+5	+5	Chakra, Fists of Earth	+2	+20 ft.
8 th	+6/+1	+6	+6	+6	Boost, Slow Fall (40 ft.)	+2	+20 ft.
9 th	+6/+1	+6	+6	+6	Improved Evasion, Martial Arts Style Mastery	+2	+30 ft.
10 th	+7/+2	+7	+7	+7	Ki Pool (lawful), Slow Fall (50 ft.)	+2	+30 ft.
11 th	+8/+3	+7	+7	+7	Counterattack	+3	+30 ft.
12 th	+9/+4	+8	+8	+8	Slow Fall (60 ft.), Martial Arts Style Mastery	+3	+40 ft.
13 th	+9/+4	+8	+8	+8	Diamond Soul	+3	+40 ft.
14 th	+10/+5	+9	+9	+9	Fists of Fire, Slow Fall (70 ft.)	+3	+40 ft.
15 th	+11/+6/+1	+9	+9	+9	Defensive Roll, Martial Arts Style Mastery	+4	+50 ft.
16 th	+12/+7/+2	+10	+10	+10	Ki Pool (adamantine), Slow Fall (80 ft.)	+4	+50 ft.
17 th	+12/+7/+2	+10	+10	+10	Timeless Body	+4	+50 ft.
18 th	+13/+8/+3	+11	+11	+11	Slow Fall (90 ft.), Martial Arts Style Mastery	+4	+60 ft.
19 th	+14/+9/+4	+11	+11	+11	Improved Counterattack	+4	+60 ft.
20 th	+15/+10/+5	+12	+12	+12	Slow Fall (Any), Pure Power	+5	+60 ft.

Class Features

All of the following are class features of the monk.

Weapon and Armor Proficiency: Monks are proficient with certain basic peasant weapons and some special weapons that are part of monk training. The weapons with which a monk is proficient are club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. Monks

are not proficient with any armor or shields—in fact, many of the monk's special powers require unfettered movement. 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.

Limit Breaks (Su): At 1st level, the monk receives the Limit Break (Ki Blast and Perfect Self).

Ki Blast (Su): This Limit Break allows the monk to shoot a blast of force in a line up to 60 feet. It deals 1d6 points of non-elemental damage per monk level, a Reflex save (DC 10 + half of monk's level + Wisdom modifier) for half damage.

Perfect Self (Su): This Limit Break allows the monk to gain perfection in himself for a short period of time. For a duration of 1 round + 1 round per four monk levels, the monk gains a +1 competence bonus to attack and damage rolls, and a damage reduction of 2/. For every four monk levels, he gains an additional +1 competence bonus to attack and damage rolls, and damage reduction of 2/. This limit break requires only a swift action.

Martial Arts (Ex): At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so. A monk's attacks may be with 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. A monk does not benefit from Improved Critical feat. Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A monk also deals more damage with her unarmed strikes than a normal person would. A monk deals 1d4 points of damage with an unarmed strike. Also, she threatens a critical hit on a natural 20 when making an unarmed attack. Small races only deal 1d3 points of damage and large creatures deal 1d6 points of damage. A monk increases her unarmed strike damage and critical hit threat range at 5th, 10th, 15th, and 20th level. At each intended level, the monk's unarmed strike damage increases by 1d4 (modified by size) and her critical hit threat range by 1.

AC Bonus (Ex): A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC and her CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th 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.

Flurry of Blows (Ex): Starting at 1st level, a monk can make a flurry of blows as a full-attack action.

When doing so, she may make one additional attack, taking a -2 penalty on all of her attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (she does not need to use two weapons to utilize this ability).

For the purpose of these attacks, the monk's base attack bonus from her monk class levels is equal to her monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses her normal base attack bonus.

At 8th level, the monk can make two additional attacks when she uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies her full Strength bonus to her damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can she make natural attacks in addition to her flurry of blows attacks.

Stunning Fist (Ex): At 1st level, the monk can use Stunning Fist to force a foe damaged by her unarmed attack to make a Fortitude saving throw (DC 10 + half her monk level + her Wisdom modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before her next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. The monk may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned. The monk must declare that she is using this ability before she makes her attack roll (thus, a failed attack roll ruins the attempt).

At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of her Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect.

At 4th level, she can choose to make the target fatigued.

At 8th level, she can make the target sickened for 1 minute.

At 12th level, she can make the target staggered for 1d6+1 rounds.

At 16th level, she can permanently blind or deafen the target.

At 20th level, she can paralyze the target for 1d6+1 rounds.

The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Evasion (Ex): At 2nd level or higher, a monk can avoid damage from many area-effect attacks. 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 be used only if a monk is wearing no armor. A helpless monk does not gain the benefit of evasion.

Fists of Wind (Ex): Also at 2nd level, as a swift action, a monk can harness the power of wind to quicken her strides. The monk gains additional movement speed equal to her Wisdom modifier x 5 feet for 1 minute. The monk can use this ability a number of times per day equal to her Wisdom modifier.

Martial Arts Style Mastery (Ex): Beginning at 3rd level and every three levels thereafter, a monk begins learning different martial arts styles based on animal fighting forms. The monk can choose between Ape, Bear, Bull, Panther, or Tiger. Each style has three tiers (Novice, Expert, and Master) and must be taken in order.

Ape Martial Arts Style (Ex): The ape martial arts style's main focus is the ability to disable an opponent instead of killing him. This style focuses on punches, jabs, and throws.

Novice (Ex): As a practitioner of the ape martial arts style, a monk is sometimes forced to make that one attack count to end conflict. When you use the attack action, the monk may make a single unarmed attack against one opponent, adding two times her Strength bonus to damage.

Expert (Ex): A monk of the ape martial arts style learns that the quickest way to down an opponent is to use her full strength in one blow. As a full-attack action, the monk can attempt to knock her target unconscious with an unarmed strike. If she scores a hit that deals damage and exceeds the target's AC by 10 or more, the target must succeed at a Fortitude save ($DC = 10 + \text{damage dealt}$) or fall unconscious for 1d6 rounds.

Master (Ex): As a master of the ape martial arts style, the monk can make a killing strike. Once per day, the monk may attempt to deal a killing blow to an opponent. She declares her intention to deal a killing blow, and then makes a normal unarmed attack roll. If she strikes successfully and the target takes damage from the blow, the target must make a Fortitude saving throw ($DC 10 + \text{half of monk's level} + \text{Wisdom modifier}$) or die. Creatures immune to critical hits cannot be affected.

Bear Martial Arts Style (Ex): The brutal bear style is full of jabs, chops, kicks, and other quick and dangerous strikes, focusing on deadliness over finesse.

Novice (Ex): As a practitioner of the bear martial arts style, a monk learns to quickly take advantage of a fallen opponent. When a monk makes melee attacks against a prone target, she gains a +2 damage bonus (which is not multiplied on a crit) and increases the critical threat range of her attacks by 1 (for example, from 19-20 to 18-20).

Expert (Ex): As an expert in bear martial arts, the monk is adept at making her most effective strikes even more potent. Any time the monk scores a threat on an unarmed attack, she gains a +4 bonus on her attack roll to confirm the critical hit.

Master (Ex): As a master in the bear martial arts style, the monk's knowledge of the bear style allows her to inflict deadly damage to grappled opponents. As a full-round action, the monk may attempt a single coup de grace attack on a character she has pinned in a grapple as though the target were helpless. She deals her maximum unarmed combat damage when making the coup de grace. If she fails to kill the target, he automatically escapes the grapple.

Bull Martial Arts Style (Ex): The bull martial arts style is very physical, often bringing the combatants into close contact. Bull combat utilizes full-body tackles, throws, and full-arm blows, as well as the powerful jabs and snap kicks commonly used in instances where close combat is ineffective.

Novice (Ex): As a practitioner of the bull martial arts style, a monk is often quick to make a swift jab after making a charge. When executing a charge attack action while unarmed, the monk gains one additional attack, at a -5 penalty.

Expert (Ex): Using the bull martial arts style, the monk can charge an opponent with great force. When the monk makes a successful unarmed attack against an opponent during a charge attack action, the monk's Strength bonus is doubled when calculating damage.

Master (Ex): As a master of the bull martial arts style, the monk can deal a devastating blow to an opponent. As a full-round action, instead of making a full attack, the monk may make a single unarmed attack against an opponent. If the attack is successful, she deals the maximum unarmed damage on the attack. For every 1 point of base attack bonus, she gains an additional +1 bonus on damage. (A 15th level monk would deal +11 points of damage to her unarmed attack.)

Panther Martial Arts Style (Ex): The panther martial arts style is often practiced by monks in order to maximize damage to an opponent while minimizing the amount of noise made by the attack. It focuses on short, quick motions and emphasizes on stealth.

Novice (Ex): As a practitioner of the panther martial arts style, a monk learns to silent her unknowing opponents quietly with an unarmed strike. If the monk successfully hits a flat-footed opponent with an unarmed attack, the opponent is unable to speak or make any kind of noise with his vocal cords for $2d4$ rounds; this includes shouting warnings or raising alarms. A successful Fortitude save (DC 10 + monk level + the monk's Wisdom modifier) reduces the number of rounds the victim is unable to speak by half (round down). Creatures immune to critical hits and creatures without vocal cords cannot be affected.

Expert (Ex): The monk's knowledge of the panther style of fighting lets her disarm opponents with ease. The monk gains the +4 bonus on her combat maneuvers when attempting to disarm an opponent with an unarmed attack.

Master (Ex): As a master in the panther martial arts form, the monk may use an unarmed attack to attempt to daze an opponent. The monk must declare that she is using this ability before she makes her attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by her unarmed attack to make a Fortitude saving throw (DC 10 + the monk's character level), in addition to dealing damage normally. If the defender fails his saving throw, he is dazed for 3 rounds. A dazed character can take no actions but can defend against attacks normally. The monk may attempt a daze attack once per level per day, and no more than once per round. Multiple daze attacks against the same creature do not stack (but the creature can be dazed again once the effect wears off). Creatures immune to critical hits cannot be dazed by the monk's panther mastery attack.

Tiger Martial Arts Style (Ex): The tiger martial arts style focuses on power and strength, including varying levels of damage depending on the force that is applied to the attacks.

Novice (Ex): As a practitioner of the tiger martial arts style, the monk learns to put more power into his unarmed strikes to bypass damage reduction. Once per day, the monk may ignore an opponent's damage reduction when calculating damage of all her unarmed attacks for 1 round.

Expert (Ex): The monk's knowledge of the tiger fighting style learns to block melee weapons with her bare hands. Once per round, when the monk has at least one hand free and is fighting unarmed, she can deflect one melee weapon attack that would normally hit her. She expends no action to deflect the attack, but she must be aware of it and not flat-footed. An attack so deflected deals no damage to her.

Master (Ex): As a master of the tiger martial arts style, the monk learns to pounce like a fierce tiger, raining down powerful unarmed strikes. The monk can charge at an opponent and make a full attack.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to her land speed, as shown on the table above. A monk in armor or carrying a medium or heavy load loses this extra speed.

Maneuver Training (Ex): At 3rd level, a monk uses her monk level in place of her base attack bonus when calculating her Combat Maneuver Bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Martial Arts Master (Ex): At 4th level, a monk may use her monk level to qualify for feats with a fighter level prerequisite when those feats are applied to unarmed strikes.

Ki Pool (Su): At 4th level, a monk gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to $1/2$ her monk level + her Wisdom modifier. As long as she has at least 1 point in her ki pool, she can make a ki strike.

- At 4th level, ki strike allows her unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. Ki strike improves with the character's monk level.
- At 7th level, her unarmed attacks are also treated as cold iron and silver weapons for the purpose of overcoming damage reduction.
- At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.
- At 16th level, her unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from her ki pool, a monk can do one of the following:

- Make one additional attack at her highest attack bonus when making a flurry of blows attack, or
- Increase her speed by 20 feet for 1 round, or
- Give herself a +4 dodge bonus to AC for 1 round.

Each of these powers is activated as a swift action. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Leap from the Heavens (Ex): At 5th level, a monk adds her level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, she always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from her ki pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Aurablast (Su): At 6th level, a monk can channel her Ki to emit a blast of pure chi at an enemy. As a standard action and a ranged touch attack, the monk can spend 1 point from his ki pool to throw a blast of ki at an enemy for $1d6$ points of non-elemental damage per two monk levels attained. The range for this ability is 30 feet + 5 feet per level after 5th.

Chakra (Su): At 7th level, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

Fists of Earth (Ex): Also at 7th level, as a swift action, a monk can harness the power of earth to toughen her body. The monk gains damage reduction equal to her Wisdom modifier for 1 minute. The monk can use this ability a number of times per day equal to her Wisdom modifier.

Boost (Ex): At 8th level, a monk learns to harness the power of her strikes for the short duration. As a swift action, she can increase the damage of her attacks equal to half her monk level for the round. The monk can use this ability a number of times per day equal to $3 + \text{her Wisdom modifier}$.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon, but henceforth she takes only half damage on a failed save. A helpless monk (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Counterattack (Ex): At 11th level, a monk gains the ability to counter blows when attacked. During her action, she designates an opponent and once per round, if that opponent attacks her, she can immediately make an attack of opportunity. She can select a new opponent on any action. A helpless monk (such as one who is unconscious or paralyzed) does not gain the benefit of this ability, nor can she use this ability when flat-footed.

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check ($1d20 + \text{caster level}$) that equals or exceeds the monk's spell resistance.

Fists of Fire (Ex): At 14th level, as a swift action, a monk can harness the power of fire to strengthen her attacks. The monk gains a damage bonus to her unarmed attacks equal to her Wisdom modifier for 1 minute. The monk can use this ability a number of times per day equal to her Wisdom modifier.

Defensive Roll (Ex): At 15th level, a monk may use the defensive roll advanced thief talent once per day, plus once per two levels beyond 15th (to a maximum of 3 times a day at 19th level).

Timeless Body (Ex): At 17th level, a monk no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Age bonuses still accrue, and the monk still dies of old age when her time is up.

Improved Counterattack (Ex): At 19th, the monk's ability to counter blows when attacked improves. Anytime an opponent attacks the monk, she can make an attack of opportunity. She may make a number of additional attacks of opportunity equal to her Dexterity bonus. She cannot counterattack the same opponent twice. A helpless monk (such as one who is unconscious or paralyzed) does not gain the benefit of this ability, but can use this ability while flat-footed. This ability does not stack with Combat Reflexes.

Pure Power (Ex): Also at 20th level, the monk becomes a bastion of the physical and mental virtues monks hold dear. The monk gains a +2 bonus to Strength, Dexterity, and Wisdom.

Necromancer

A practitioner of vile and forbidden arts, the necromancer roots about in graveyards, searching out moldering components for her obscene spells. She calls upon restless, tormented spirits of the dead, seeking their arcane

secrets. She might be a consummate villain, or perhaps a tortured hero whose obsession with death leads her along questionable moral paths. They often take professions as surgeons, where a few untimely demises are common with the lack of advanced medical techniques and equipment, or undertakers, where fresh bodies aren't hard to find. In either profession, they find acquiring bodies and or organs easy and without drawing too much suspicion. However a necromancer won't just raise any body. The true pride of a necromancer is constructing her own, choosing the best body parts and lovingly reattaching them to make a monstrosity that would strike the terror into the hearts of the bravest warriors.

Role: Necromancers often tend to provide support despite their insidious nature, filling roles when needed using their skeletons to protect, to heal, or to attack, while dealing death from afar.

Alignment: Any non-good alignment.

Hit Die: d6.

Starting Wealth: $2d6 \times 10$ gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The necromancer's class skills (and the key ability for each skill) are Craft (Int), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Points Per Level: 2 + Int modifier.

Table 3-20: The Necromancer

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+0	+0	+2	Bone Commander, Spell Proficiency, Grave Touch, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+0	+0	+3	Undead Body (DR 1)	2	1 st
3 rd	+1	+1	+1	+3	Lifetap, Shadow Burst (1d6)	4	2 nd
4 th	+2	+1	+1	+4	Unholy Fortitude	7	2 nd
5 th	+2	+1	+1	+4	Bone Minion (1), Shadow Burst (2d6)	10	3 rd
6 th	+3	+2	+2	+5	Undead Body (DR 2), Secrets of the Dead	15	3 rd
7 th	+3	+2	+2	+5	Life Sight, Cheat Death, Shadow Burst (3d6)	20	4 th
8 th	+4	+2	+2	+6	Unlife Healer	27	4 th
9 th	+4	+3	+3	+6	Miasma, Shadow Burst (4d6)	34	5 th
10 th	+5	+3	+3	+7	Clear Mind, Undead Body (DR 3), Bone Minion (2), Fortification	43	5 th
11 th	+5	+3	+3	+7	Undead Mastery, Shadow Burst (5d6)	52	6 th
12 th	+6/+1	+4	+4	+8	Master of Undeath	63	6 th
13 th	+6/+1	+4	+4	+8	Shadow Burst (6d6)	74	7 th
14 th	+7/+2	+4	+4	+9	Undead Body (DR 4)	87	7 th
15 th	+7/+2	+5	+5	+9	Bone Minion (3), Shadow Burst (7d6)	100	8 th
16 th	+8/+3	+5	+5	+10	Destruction Retribution	115	8 th
17 th	+8/+3	+5	+5	+10	Deathly Abeyance, Shadow Burst (8d6)	130	9 th
18 th	+9/+4	+6	+6	+11	Undead Body (DR 5)	147	9 th
19 th	+9/+4	+6	+6	+11	Final Guide, Shadow Burst (9d6)	163	9 th

20 th	+10/+5	+6	+6	+12	Bone Minion (4), Undead Transformation	180	9 th
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Class Features

All of the following are class features of the necromancer.

Weapon and Armor Proficiency: Necromancers are proficient with the dagger, sling, power rod, power staff, and quarterstaff, but not with any type of armor or shield. Heavier armor interferes with a necromancer's movements, which can cause his spells with somatic components to fail.

Limit Breaks (Su): At 1st level, the necromancer receives the Limit Breaks (Grasp of the Dead and Incorporeal Form).

Grasp of the Dead (Su): This limit break causes a swarm of skeletal arms to burst from the ground to rip and tear at the necromancer's foes within 60 feet. The skeletal arms erupt from the ground in a 20-foot-radius burst. Enemies within the area of effect take 1d6 points of shadow damage per necromancer level. Those caught in the area receive a Reflex save (DC 10 + half of necromancer's level + his Charisma modifier) for half damage. Those who fail the save are unable to move for 1 round. The skeletal arms disappear after 1 round. The arms must burst up from a solid surface.

Incorporeal Form (Su): This limit break allows the necromancer to become incorporeal for 1 round + 1 round per four necromancer levels. While in this form, the necromancer gains the incorporeal subtype. He only takes half damage from corporeal sources. Likewise, the necromancer's spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally.

Spells: A necromancer can cast necromancer spells which are drawn the necromancer spell list. A necromancer begins play with 2 1st level necromancer spells of his choice. At each new necromancer level, he gains one new spell of any spell level or levels that he can cast (based on his new necromancer level). Like most mages, a necromancer can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a spell, the necromancer must have a Charisma score equal to at least $10 + \text{the spell level}$ (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a necromancer's spell is $10 + \text{the spell level} + \text{the necromancer's Charisma modifier}$. In addition, a necromancer gains additional MP for having a high attribute (Charisma).

Spell Proficiency (Ex): Necromancers are considered to have the Precise Shot feat while casting spells or using any magical items that require ranged touch.

Cantrips: Necromancers learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Necromancers begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Bone Commander (Su): The necromancer develops a strong connection to the mystic powers of death and learns to walk a path between the living and the dead. He begins play with a bone commander. This bone commander is a loyal companion that accompanies the necromancer on his adventures. It takes a full-round action to summon a bone commander. If the bone commander is destroyed, the necromancer must perform a necromantic ritual that requires 8 hours of uninterrupted concentration and costs 100 gil per necromancer level in material components to summon a new bone commander.

Bone Commander

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** 2 claws (1d4); **Ability Scores:** Str 15, Dex 14, Con —, Int 10, Wis 10, Cha 10; **Special Qualities:** darkvision (60'), DR 5/bludgeoning.

Table 3-21: Bone Commander Base Statistics

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Armor Bonus	Damage Reduction	Str/Dex Bonus	Special
1 st	2	+1	+0	+0	+3	4	1	+0	—	+0	Undead traits, armor/weapon proficiency, shared spells, link
2 nd	3	+2	+1	+1	+3	8	2	+1	1/-	+0	—
3 rd	3	+2	+1	+1	+3	12	2	+1	1/-	+1	Evasion
4 th	4	+3	+1	+1	+4	12	2	+1	1/-	+1	Ability score increase
5 th	5	+3	+1	+1	+4	16	3	+2	1/-	+1	—
6 th	6	+4	+2	+2	+5	20	3	+2	1/-	+2	—
7 th	6	+4	+2	+2	+5	24	3	+3	2/-	+2	—
8 th	7	+5	+2	+2	+5	24	4	+3	2/-	+2	Ability score increase
9 th	8	+6	+2	+2	+6	28	4	+3	2/-	+3	—
10 th	9	+6	+3	+3	+6	32	5	+4	2/-	+3	—
11 th	9	+6	+3	+3	+6	36	5	+4	2/-	+3	—
12 th	10	+7	+3	+3	+7	36	5	+5	3/-	+4	Ability score increase
13 th	11	+8	+3	+3	+7	40	6	+5	3/-	+4	—
14 th	12	+9	+4	+4	+8	44	6	+5	3/-	+4	—
15 th	12	+9	+4	+4	+8	48	6	+6	3/-	+5	Improved Evasion
16 th	13	+9	+4	+4	+8	48	7	+6	4/-	+5	Ability score increase
17 th	14	+10	+4	+4	+9	52	7	+7	4/-	+5	—
18 th	15	+11	+5	+5	+9	56	8	+7	4/-	+6	—
19 th	15	+11	+5	+5	+9	60	8	+7	4/-	+6	—
20 th	16	+12	+5	+5	+10	60	8	+8	5/-	+6	Ability score increase

Class Level: The character's necromancer level. The necromancer's class levels stack with levels of any other classes that are entitled to a bone commander for the purpose of determining the bone commander's statistics.

HD: This is the total number of eight-sided (d8) Hit Dice the bone commander possesses, but it possesses no Constitution score. Bone commanders use their Charisma score in place of their Constitution score.

BAB: This is the bone commander's base attack bonus. Bone commanders do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the bone commander's base saving throw bonuses. A bone commander has good Will saves.

Skills: This lists the total skill ranks for the bone commander. Bone commanders can assign skill ranks to any skill listed below. A bone commander cannot have more ranks in a skill than it has Hit Dice.

Bone commanders can have ranks in any of the following skills:

Acrobatics, Climb, Disguise, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, Stealth, and Swim.

Feats: This is the total number of feats possessed by a bone commander. Bone commanders should select their feats from those listed below. Bone commanders can select other feats, although they are unable to utilize some feats (such as Martial Weapon Proficiency). Note that bone commanders cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

Bone commanders can select from the following feats:

Acrobatic, Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Overrun, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus.

GMs might expand this list to include feats from other sources.

Armor Bonus: The number noted here is an improvement to the bone commander's existing natural armor bonus.

Str/Dex Bonus: Add this value to the bone commander's Strength and Dexterity scores.

Ability Score Increase (Ex): The bone commander adds +1 to any one of its ability scores.

Undead Traits (Ex): The bone commander has darkvision out to a range of 60 feet, has immunity to poison, sleep, disable, immobilize and stunning status effects, and is not subject to critical hits or flanking. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points. Not affected by Raise spells or abilities. Absorbs any shadow damage, immune to ice damage, and takes half again as much from holy damage.

Armor/Weapon Proficiency (Ex): The bone commander is proficient with all armor and weapons.

Share Spells (Ex): The necromancer may cast a spell with a target of "You" on his bone commander (as a touch range spell) instead of on himself. A necromancer may cast spells on his bone commander even if the spells normally do not affect creatures of the companion's type (undead). This ability does not allow the bone commander to share abilities that are not spells, even if they function like spells.

Link (Ex): A necromancer and his bone commander share a mental link allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the necromancer to give orders to his bone commander at any time. In addition, magic items interfere with the necromancer's connection to his bone commander. As a result, the necromancer and his bone commander share magic item slots. For example, if the necromancer is wearing a ring, his bone commander can wear no more than one ring. In case of a conflict, the items worn by the necromancer remain active, and those used by the bone commander become dormant. The bone commander must possess the appropriate appendages to utilize a magic item.

Evasion (Ex): If a bone commander is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, a bone commander takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Bolster (Sp): At 1st level, as a standard action, a necromancer can touch an undead creature and infuse it with shadow energy. It gains a +1 profane bonus on all attack rolls and saving throws, as well as 1 temporary hit point per Hit Die and a +2 bonus to its turn resistance. The bonus on attack rolls and saving throws increases by +1 for every 5 necromancer levels he possesses. These bonuses last for a number of rounds equal to 1/2 his necromancer level (minimum 1 round). He can use this ability a number of times per day equal to 3 + his Charisma modifier.

Undead Body: Starting at 2nd level, a necromancer begins his journey into undeath. The first symptom is his body's increased resilience to physical harm. He gains DR 1/-. As the necromancer increases in level, this DR increases in effectiveness, to DR 2/- at 6th level, DR 3/- at 10th level, DR 4/- at 14th level, and DR 5/- at 18th level.

Shadow Burst (Su): Beginning at 3rd level, a necromancer gains the ability to emit a wave of dark energy from his body. This dark energy can be used to cause or heal damage, depending on the creatures targeted. A shadow burst causes a burst that affects all creatures in a 30-foot radius centered on the necromancer. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two necromancer levels beyond 3rd (2d6 at 5th, 3d6 at 7th, and so on). Living creatures that take damage from shadow burst receive a Will save to halve the damage. The DC of this save is equal to $10 + 1/2$ the necromancer's level + the necromancer's Charisma modifier. Undead creatures healed by shadow burst cannot exceed their maximum hit point total—all excess healing is lost. A necromancer may use shadow burst a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A necromancer can choose whether or not to include himself in this effect.

Lifetap (Su): At 3rd level, whenever the necromancer casts spells that deals shadow damage to a living creature, he gains health back equal to spell level of the spell + his Charisma modifier. If this would put him above his normal hit point total, he can transfer the excess to his bone commander. If this would put the bone commander above its normal hit point total, it can transfer the excess to its bone minions. Any excess left over on the bone minions above their normal hit point total dissipates.

Unholy Fortitude (Ex): Starting at 4th level, a necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 11th level and then again to +6 at 18th level.

Fear Aura (Su): Beginning at 5th level, a necromancer radiates a 10-foot-radius fear aura as a free action. Enemies in the area must succeed on a Will save ($DC 10 + \text{half his necromancer's level} + \text{his Charisma modifier}$) or become shaken. A creature that successfully saves cannot be affected by that necromancer's fear aura for 24 hours. Starting at 15th level, the fear aura's radius increases to 30 feet.

Bone Minion (Su): At 5th level and every five levels thereafter, the necromancer can create a bone minion under the command of his bone commander. There are four types of bone minions that the necromancer can create. It takes a full-round action to summon a bone minion. They last until they are destroyed or until the bone commander is destroyed.

Bone Warriors: These bone minions are front-line melee. They begin play with Light and Medium Armor Proficiency, Weapon Focus (weapon chosen by necromancer), and are proficient with all weapons.

When the necromancer reaches 11th level, bone warriors receive the Power Attack feat. At 17th level, bone warriors receive the Weapon Specialization feat (weapon chosen from Weapon Focus feat). These bone warriors are summoned with a +1 weapon and armor which increases to +2 at 11th level, and +3 at 17th level. These items disappear when the bone warrior are destroyed.

Bone Mages: These bone minions cast dark spells. They begin play with Power Staff Proficiency, Dark I spell and use the necromancer's MP pool to cast. When the necromancer reaches 11th level, bone mages can cast Dark II spell. At 17th level, bone mages can cast Dark III spell. Bone mages use their own level as their spell-casting level, but utilizes the necromancer's Charisma modifier as their casting attribute. These bone mages are summoned with a +1 power staff which increases to +2 at 11th level, and +3 at 17th level. This item disappears when the bone mage are destroyed.

Bone Menders: These bone minions cast cure spells. They begin play with Power Staff Proficiency, Cure I spell and use the necromancer's MP pool to cast. When the necromancer reaches 11th level, bone menders can cast Cure II spell. At 17th level, bone menders can cast Cure III spell. Bone menders use their own level as their spell-casting level, but utilizes the necromancer's Charisma modifier as their casting attribute. These bone menders are summoned with a +1 power staff which increases to +2 at 11th level, and +3 at 17th level. This item disappears when the bone mender are destroyed.

Bone Archers: These bone minions uses bows to fire arrows from ranged. They begin play with Light Armor Proficiency, Precise Shot, and are proficient with all bows. When the necromancer reaches 11th level, bone archers receive the Rapid Shot feat. At 17th level, bone warriors receive the Manyshot feat. These bone archers are summoned with a +1 bow and light armor which increases to +2 at 11th level, and +3 at 17th level. The bone archers have an unlimited supply of arrows. These items disappear when the bone archer are destroyed.

Bone Minion

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** 2 claws (1d4); **Ability Scores:** Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10; **Special Qualities:** darkvision (60'), DR 5/bludgeoning.

Table 3-22: Bone Minion Base Statistics

Class Level	HD	BAB	Fort	Ref	Will	Special
5 th	2	+1	+0	+0	+3	Undead traits, link
6 th	3	+2	+1	+1	+3	—
7 th	3	+2	+1	+1	+4	—
8 th	4	+3	+1	+1	+4	—
9 th	4	+3	+1	+1	+5	—
10 th	5	+3	+1	+1	+5	—
11 th	5	+3	+1	+1	+5	—
12 th	6	+4	+2	+2	+6	—
13 th	6	+4	+2	+2	+6	—
14 th	7	+5	+2	+2	+6	—
15 th	7	+5	+2	+2	+7	—
16 th	8	+6	+2	+2	+7	—
17 th	8	+6	+2	+2	+8	—
18 th	9	+6	+3	+3	+8	—
19 th	9	+6	+3	+3	+8	—
20 th	10	+7	+3	+3	+9	—

Class Level: The character's necromancer level. The necromancer's class levels stack with levels of any other classes that are entitled to a bone minion for the purpose of determining the bone minion's statistics.

HD: This is the total number of eight-sided (d8) Hit Dice the bone minion possesses, but it possesses no Constitution score. Bone minions use their Charisma score in place of their Constitution score.

BAB: This is the bone minion's base attack bonus. Bone minions do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the bone minion's base saving throw bonuses. Bone minions have good Will saves.

Undead Traits (Ex): Bone minions have darkvision out to a range of 60 feet, have immunity to poison, sleep, disable, immobilize and stunning status effects, and are not subject to critical hits or flanking. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or when the bone commander is reduced to 0 hit points. Not affected by Raise spells or abilities. Absorbs any shadow damage, immune to ice damage, and takes half again as much from holy damage.

Link (Ex): A bone commander and its bone minions share a mental link allows for communication across any distance (as long as they are on the same plane). If the bone commander is destroyed, the bone minions are destroyed as well.

Secrets of the Dead (Su): At 6th level, the number of spirits talking to a necromancer, and the secrets they constantly whisper to him, takes a major upswing. As a result, the necromancer may add his necromancer level to any Knowledge and Diplomacy check regarding a dead or undead person or creature, necromancy, places where people are buried, or ceremonies regarding the dead.

Cheat Death (Ex): At 7th level, the necromancer's mastery over death and dying has progressed to the point where he can deny a foe the ability to send him into death's embrace in a single, cowardly blow. Whenever anyone attempts a coup de grace on the necromancer, he automatically makes the subsequent Fortitude save. The attacker still deals just as much damage as he normally would, and the necromancer could still die from that damage. Similarly, when he takes massive damage (50 or more points of damage from a single attack), the necromancer automatically succeeds on the Fortitude save to survive the associated trauma, although he can be killed by sheer damage dealt.

Life Sight (Ex): At 7th level, the necromancer gains a form of blindsight that can detect living and undead creatures. The necromancer can only distinguish if the target is living or undead; constructs, oozes and equipment carried by the targets cannot be seen. The targets appear as semi-colorful silhouettes, and can be seen up to a range of 60 feet. Activating or deactivating this ability is a swift action, and turns the necromancer's eyes black or dull grey. Spells that blind the necromancer have a 50% chance of negating this form of blindsight; blindfolds and shades have do not block life sight, but do block normal vision as usual.

At 13th level the range increases from 60 feet to 120 feet.

Unlife Healer (Su): At 8th level, the necromancer's spells, spell-like abilities, and supernatural abilities used to heal undead gain the benefit of the Empower feat. At 16th level, these effects also gain the benefit of the Maximize Spell feat.

Miasma (Ex): Starting at 9th level, if a creature is within the necromancer's fear aura at the beginning of its turn, the creature must succeed at a Fortitude save with a DC $10 + \text{half the necromancer's level} + \text{his Charisma modifier}$ or become sickened for 1 round. A creature of the animal, fey, or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures immune to disease.

Clear Mind (Ex): At 10th level, a necromancer can regain his MP quicker. The necromancer must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The necromancer regains MP equaling his Charisma modifier per hour.

Fortification (Ex): Starting at 10th level, a necromancer gains light fortification (25% immunity to critical hits). At 17th level, the necromancer gains moderate fortification (50% immunity to critical hits).

Undead Mastery (Su): All undead creatures created by a necromancer who has reached 11th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

Master of Death (Su): As the necromancer comes closer and closer to his ultimate ascension into undeath, he also becomes more aware of how weak he used to be. When activating this ability, upon reaching 12th level, he may choose between body and mind. Master of death lasts for a number of rounds equal to the necromancer's caster level. He may use this ability one time per day per four necromancer levels he possesses.

Body: The necromancer sheds his life's shell and temporarily gains the undead subtype. While under this effect the necromancer loses his constitution score and gain the traits of an undead creature. This effect renders the necromancer medically dead for its duration.

Mind: The necromancer gains spell resistance equal to $10 + \text{necromancer level}$. Furthermore, any time the necromancer is forced to make a Will save, he may roll twice and take the best of both roll.

Destruction Retribution (Su): At 16th level, when any undead the necromancer summoned is destroyed, it releases a burst of dark energy upon its destruction, dealing $1d6$ points of shadow damage plus an additional $1d6$ points per 2 Hit Dice to every creature within a 10-foot burst, a Reflex save (DC $10 + \text{half the undead's Hit Dice} + \text{necromancer's Charisma modifier}$) for half damage.

Deathly Abeyance (Su): At 17th level, the necromancer can hold the spirits of death at bay, preventing an ally from dying. A number of times per day equal to the necromancer's Charisma modifier, as an immediate reaction, he can grant a creature within 30 feet that would die a second chance at life. If the target would die from an attack that deals damage, the necromancer can take the damage onto himself, preventing the ally from dying.

If the target would die as a result of a failed saving throw, the necromancer grants the target an immediate second saving throw. If the die roll of the second saving throw is a 1-10, the target adds +10 to the die roll (resulting in a die roll that must fall between 11-20). If the second save succeeds, the target does not die, though it suffers any other consequence of the effect. If the second save fails, the target still dies.

Final Guide (Su): At 19th level, a necromancer can actually guide the spirit of a slain creature back to its body a number of times per day equal to the necromancer's Charisma modifier, restoring the creature to life. This is only possible if the spirit is nearby, and thus this power must be used within 10 minutes since the creature's death. This functions like the Arise spell except the casting time is 1 full round. Once a creature has been

restored to life by a necromancer's final guide ability, that creature cannot benefit from that ability again (from any necromancer) until 24 hours has passed.

Undead Transformation (Su): When a necromancer attains 20th level, he undergoes a hideous transformation and becomes an undead creature. The necromancer chooses an undead template (for example, vampire, lich, ghoul, zombie, skeleton, etc.). Once chosen, the template is permanent. If experience or gil is needed to pay for the template, the necromancer isn't required to do so.

Red Mage

Everyone wants to do something. Some people want to heal and help others, whether by magical or non-magical means. Some wish to become great warriors, forging their names in battle and increasing their martial prowess. Some wish to become better magicians, learning new spells or having better control over powers they already have. Others wish to become more skillful, learning new skills and becoming better at the skills they already have. But there are a rare few who wish to do everything at once. These skilled individuals are known as Red Mages. They are Jacks of all trades, but masters of none.

Role: Red mages spend much of their time traveling the world, learning whatever martial or arcane secrets they can find. They might spend months learning a new sword-fighting style from a master warrior, while simultaneously moonlighting in the local library, poring through tomes of ancient lore. Most who take this path dabble in all sorts of lore, picking up anything that might aid them in their search for perfection.

Alignment: Any.

Hit Die: d8.

Starting Wealth: $4d6 \times 10$ gil (average 140 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The red mage's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Points Per Level: 4 + Int modifier.

Table 3-23: The Red Mage

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+2	+0	+2	Red Magery, Ruby Knowledge, Spell Combat, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+3	+0	+3	Arcane Pool, Quick Learner (Minor), Spellstrike	2	1 st
3 rd	+2	+3	+1	+3	Armored Mage (Light), Ruby Arcana	3	1 st
4 th	+3	+4	+1	+4	Quick Cast (1/day)	5	2 nd
5 th	+3	+4	+1	+4	Red Magery, Convert	8	2 nd
6 th	+4	+5	+2	+5	Quick Learner (Minor), Ruby Arcana	10	2 nd
7 th	+5	+5	+2	+5	Armored Mage (Medium)	13	3 rd

8 th	+6/+1	+6	+2	+6	Improved Spell Combat, Quick Cast (2/day)	18	3 rd
9 th	+6/+1	+6	+3	+6	Red Magery, Ruby Arcana	22	3 rd
10 th	+7/+2	+7	+3	+7	Clear Mind, Quick Learner (Moderate), Armored Mage (Shield)	26	4 th
11 th	+8/+3	+7	+3	+7	Jack-of-All-Trades, Fighter Training	33	4 th
12 th	+9/+4	+8	+4	+8	Quick Cast (3/day) , Ruby Arcana	39	4 th
13 th	+9/+4	+8	+4	+8	Red Magery	44	5 th
14 th	+10/+5	+9	+4	+9	Greater Spell Combat, Quick Learner (Moderate)	53	5 th
15 th	+11/+6/+1	+9	+5	+9	Doublecast (1/day) , Ruby Arcana	61	5 th
16 th	+12/+7/+2	+10	+5	+10	Counterstrike, Quick Cast (4/day)	67	6 th
17 th	+12/+7/+2	+10	+5	+10	Red Magery	78	6 th
18 th	+13/+8/+3	+11	+6	+11	1 MP Spell (3/day) , Ruby Arcana	88	6 th
19 th	+14/+9/+4	+11	+6	+11	Quick Learner (Major)	99	6 th
20 th	+15/+10/+5	+12	+6	+12	Red Wizard	105	6 th

Weapon and Armor Proficiency: Red Mages are proficient with all simple and martial weapons including power rods and power staves. They are also proficient with light armor, medium armor, and shields (except tower shields).

Limit Breaks (Su): At 1st level, the red mage receives the Limit Breaks (Dual Spells and Flexibility).

Dual Spellcasting (Su): This Limit Break allows the red mage to cast a healing spell and a damage spell in the same round for a duration of 1 round + 1 round per four red mage levels. MP must be paid for both spells. This limit break requires only a swift action.

Flexibility (Su): This Limit Break allows the red mage to change his current HP total and current MP total on the fly. As an immediate action for a duration of 1 round + 1 round per four red mage levels, the red mage can swap any number of points from HP to MP or from MP to HP on a 1 for 1 basis. The red mage cannot swap below 1 hit point. This limit break requires only a swift action.

Spells: A red mage casts red magic spells which are drawn from the red mage spell list. A red mage begins play with 2 1st level red mage spells of his choice. At each new red mage level, he gains one new spell of any spell level or levels that he can cast (based on his new red mage level). Like most mages, a red mage can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a red mage spell, the red mage must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a red mage's spell is 10 + the spell level + the red mage's Charisma modifier. In addition, a red mage gains additional MP for having a high attribute (Charisma).

Red Magery: At 1st, 5th, 9th, 13th, and 17th level, a red mage increases his power with his spells. At each such opportunity, he can choose from the list of the following (with a limit of 2 per):

Extra Quick Casts: This grants the red mage an additional use of Quick Cast per day.

Quick Mind: This grants the red mage an additional swift or immediate action per round.

Ruby Knowledge Mastery: This increases the stat bonus to spells as if your casting attribute were four points higher.

Spell Combat Expertise: This lowers the attack penalty by 2.

Spell Proficiency (Ex): Red mages are considered to have the Precise Shot feat while casting spells or using any magical items that require ranged touch.

Cantrips: Red mages learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Red mages begin with 2 0-level spells and gain an additional 0-level spell every four levels after 1st level.

Ruby Knowledge (Ex): A red mage is specialized in dealing and healing damage with his spells. Whenever a red mage casts a spell that deals hit point dice damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. Whenever a red mage casts a spell that heals hit point dice damage, he adds his Wisdom bonus (if any) to the damage healed. A single spell can never gain this extra damage or healing more than once per casting. If a spell deals or heals damage for more than 1 round, it does not gain the benefit of the ruby knowledge ability. The bonus from this ability applies only to spells that he casts as a red mage, not to those he might have by virtue of levels in another class.

Spell Combat (Ex): At 1st level, a red mage learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the red mage must have one hand free, while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a -4 penalty and can also cast any spell from his red mage spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Charisma bonus, and add the same amount as a circumstance bonus on his Concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A red mage can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

Arcane Pool (Su): At 2nd level, the red mage gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his red mage level (minimum 1) + his Charisma modifier. The pool refreshes once per day when the red mage rests for a full 8 hours.

At 2nd level, a red mage can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 2nd the weapon gains another +1 enhancement bonus, to a maximum of +5 at 18th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 6th level, these bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and

properties are decided when the arcane pool point is spent and cannot be changed until the next time the red mage uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the red mage.

A red mage can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Quick Learner (Minor): At 2nd and 6th level, a red mage chooses one of the following abilities to add to his list of class features:

Advanced Learning (Ex): The red mage can add a new spell from the black or white mage spell list to his list with a level of his highest known spell level or lower. He may select this special ability multiple times, each time he adds a different spell to his spells known.

Bonus Metamagic Feat: The red mage gains a bonus metamagic feat he meets the prerequisites for.

Weapon Bond (Ex): The red mage selects one weapon he is proficient with. He gains Weapon Focus with this weapon, even if he does not meet the prerequisites for it. The red mage can only take this ability once.

Spellstrike (Su): At 2nd level, whenever a red mage casts a single-target spell, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a red mage can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If the red mage makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Armored Mage (Ex): At 3rd level, normally, armor heavier than light armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A red mage's limited focus and specialized training, however, allows him to avoid spell failure so long as he sticks to light armor and light shields. This training does not extend to medium armor or to heavy shields. This ability does not apply to spells gained from a different spell-casting class. At 7th level, a red mage learns to use medium armor with no chance of spell failure. At 10th level, a red mage learns to use heavy shields with no chance of spell failure.

Ruby Arcana: As he gains levels, a red mage learns arcane secrets tailored to his specific way of blending martial puissance and magical skill. Starting at 3rd level, a red mage gains one ruby arcana. He gains an additional ruby arcana for every three levels of red mage attained after 3rd level. Unless specifically noted in a ruby arcana's description, a red mage cannot select a particular ruby arcana more than once. Ruby arcana that affect spells can only be used to modify spells from the red mage spell list unless otherwise noted.

Accurate Strike (Ex): The red mage can expend 2 points from his arcane pool as a swift action to resolve all of his melee weapon attacks until the end of his turn as melee touch attacks. **Prerequisite:** Red Mage 9

Aquatic Agility (Su): Benefit: As an immediate action, the red mage can spend 1 point from his arcane pool to gain the benefits of *water breathing* for 1 round per level. During this time, he can ignore the effects of rough water and underwater combat on his attacks and movement. **Prerequisite:** Red mage 6

Arcane Accuracy (Su): The red mage can expend 1 point from his arcane pool as a swift action to grant himself an insight bonus equal to his Charisma bonus on all attack rolls until the end of his turn.

Arcane Cloak (Su): The red mage can expend 1 point from his arcane pool to add his Charisma bonus to Stealth checks and Bluff checks to create a diversion in order to hide. This bonus lasts for 1 minute.

Arcane Dealer (Su): The red mage gains the Deadly Dealer feat, even if he does not meet the prerequisites. He can use his arcane pool to grant a deck of cards an enhancement bonus as though it were a ranged weapon with 54 pieces of ammunition. The red mage must use either Arcane Strike or his arcane pool to enhance the cards in order to use them as weapons. **Prerequisite**: Red mage 6

Arcane Edge (Su): The red mage can expend 1 point from his arcane pool as an immediate action after hitting a target with a slashing or piercing weapon in order to deal an amount of bleed damage equal to his Intelligence modifier (minimum 0). **Prerequisite**: Red Mage 9

Arcane Redoubt (Su): As a swift action, the red mage can expend 1 point from his arcane pool to treat his shield bonus to AC (including any enhancement bonus) as a bonus to touch AC until the beginning of his next turn.

Arcane Redoubt, Greater (Su): Whenever the red mage uses his arcane redoubt ruby arcana, he may spend an additional point from his arcane pool in order to apply his shield bonus to AC (including any enhancement bonus) as a bonus on Reflex saves until the beginning of his next turn. If he is targeted with an effect requiring a Reflex save while using this power, he may spend 2 points from his arcane pool as an immediate action to grant himself evasion, or 4 points to grant himself improved evasion. **Prerequisite**: Red Mage 12, arcane redoubt ruby arcana

Bane Blade (Su): Whenever the red mage enhances his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to add the bane special ability to the weapon. **Prerequisite**: Red Mage 15

Broad Study (Ex): The red mage selects another one of his spellcasting classes. The red mage can use his spell combat abilities while casting or using spells from the spell list of that class. **Prerequisite**: Red Mage 6, levels in another spellcasting class

Concentrate (Ex): The red mage can reroll any concentration check he has just made with a +4 bonus. He must use this ability after the roll is made, but before the roll's outcome is determined. The red mage must take the second roll, even if it is worse. The red mage can use this ability once per day.

Devoted Blade (Su): Whenever the red mage enhances his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to add either the anarchic, axiomatic, holy, or unholy special ability to the list of available options. A red mage may only add one of these abilities if it matches his own alignment. **Prerequisite**: Red Mage 12

Dispelling Strike (Su): The red mage can spend 1 or more points from his arcane pool as a swift action to imbue his weapon with a special power. If the weapon strikes a creature within the next minute, that creature is the subject of a targeted dispel using the red mage's level as the caster level, except that this effect cannot dispel a spell of a level higher than the number of arcane pool points expended to activate this ability (treat higher-level spells as if they do not exist and apply the dispel attempt to the remaining spells with the highest caster level). Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful.

Prerequisite: Red Mage 9

Disruptive (Ex): The red mage gains Disruptive as a bonus feat.

Enduring Blade (Su): Whenever the red mage enchants his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to increase the duration to 1 minute per red mage level. **Prerequisite:** Red Mage 6

Empowered Magic (Su): The red mage can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell. **Prerequisite:** Red Mage 6

Familiar (Ex): The red mage gains a familiar. This familiar follows the rules for familiars presented [here](#).

Ghost Blade (Su): Whenever the red mage enchants his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to add the brilliant energy and ghost touch special abilities to the list of available options. **Prerequisite:** Red Mage 9

Hasted Assault (Su): The red mage can expend 1 point from his arcane pool as a swift action to move more quickly. This functions as haste, but only targets the red mage and lasts for a number of rounds equal to the red mage's Charisma bonus. **Prerequisite:** Red Mage 9

Ki Arcana (Ex): The red mage may use points from his arcana pool and ki points from a ki pool granted by another class interchangeably. **Prerequisite:** Red mage 6, must also have levels in a class that grants a ki pool

Lingering Pain (Su): The red mage can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack. All damage from that attack is considered continuous damage for the purposes of any concentration checks made by the target prior to the beginning of the red mage's next turn.

Maneuver Mastery (Ex): The red mage has mastered one combat maneuver. He selects one maneuver when selecting this arcana. Whenever he is attempting the selected maneuver, he uses his red mage level in place of his base attack bonus (in addition to any base attack bonus gained from other classes). A red mage can select this ruby arcana more than once. Its effects do not stack. Each time he selects this arcana, he selects another combat maneuver.

Maximized Magic (Su): The red mage can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell. **Prerequisite:** Red Mage 12

Pool Strike (Su): The red mage can expend 1 point from his arcane pool as a standard action to charge his free hand with elemental energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 2d6 points of elemental damage (earth, fire, ice, lightning, water, or wind chosen when he spends the arcane pool point to activate this ability). If he misses with this attack, he can hold the charge for up to 1 minute before it dissipates. At 6th level, and every three levels thereafter, the amount of damage dealt by this attack increases by 1d6.

Pool Strike, Arcing (Su): The red mage can expend 1 additional point from his arcane pool when using the pool strike arcana. If his attack hits, the red mage can target a number of enemies within 15 feet equal to his Charisma modifier (minimum 0) with a ranged touch attack as a free action. Those struck take the same

elemental damage as the primary target of the pool strike, including increased damage on a critical hit.

Prerequisite: Red Mage 12, pool strike ruby arcana

Pool Strike, Clinging (Su): The red mage can expend 1 additional point from his arcane pool when making a pool strike. A single target of his pool strike takes elemental damage as normal from the pool strike and also takes half this amount of damage at the beginning of its turn on the following round. **Prerequisite:** Red Mage 9, pool strike ruby arcana

Prescient Attack (Su): The red mage can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack, allowing him to anticipate his opponent's defenses. The target is denied its Dexterity bonus against the red mage's attacks until the end of the red mage's next turn.

Prerequisite: Red Mage 6

Prescient Defense (Su): The red mage can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack, granting him a premonition of his enemy's intentions. The red mage gains a bonus to his AC and on Reflex saves equal to his Charisma modifier (minimum 0) against attacks by that opponent until the beginning of his next turn. **Prerequisite:** Red Mage 9

Quickened Magic (Su): The red mage can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell. **Prerequisite:** Red Mage 15

Reflection (Su): The red mage can sacrifice 1 or more points from his arcane pool as an immediate action to reflect a spell back at its caster. This functions as reflect, but only if the targeted spell is of a level equal to or lower than the number of points expended. If insufficient points are expended, they instead grant an insight bonus on any saving throws allowed by the spell, equal to the number of points spent. **Prerequisite:** Red Mage 15

Rod Mastery (Su): Whenever the red mage uses a rod, he calculates the DC for any spell it contains using his Charisma modifier (minimum 0) instead of the minimum modifier needed to cast a spell of that level.

Rod Wielder (Su): The red mage adds his Charisma bonus (minimum 0) on caster level checks made to overcome spell resistance when using a spell contained within a rod.

Scroll Mastery (Su): Whenever the red mage uses a scroll, he may expend 1 point from his arcane pool to allow him to calculate the DC for any spell contained on the scroll using his Intelligence modifier, instead of the minimum modifier needed cast a spell of that level. **Prerequisite:** Red mage 6

Silent Magic (Su): The red mage can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

Spell Blending (Ex): When a red mage selects this arcana, he must select one spell from the black or white mage spell list that is of a red mage spell level he can cast. He adds this spell to his list of red mage spells known as a red mage spell of its black or white mage spell level. He can instead select two spells to add in this way, but both must be at least one level lower than the highest-level red mage spell he can cast. A red mage can select this red mage arcana more than once.

Spell Shield (Su): The red mage can expend a point from his arcane pool as an immediate action to grant himself a shield bonus to AC equal to his Charisma bonus until the end of his next turn.

Spell Trickery (Ex): When the red mage successfully performs a dirty trick combat maneuver, he can cast an illusion or enfeebling spell with a casting time of 1 standard action or less as a swift action.

Prerequisite: Red mage 12

Spellbreaker (Ex): The red mage gains Spellbreaker as a bonus feat. **Prerequisite:** Red Mage 9

Still Magic (Su): The red mage can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the MP cost or the level of the spell.

Wand Mastery (Su): Whenever the red mage uses a wand, he calculates the DC for any spell it contains using his Charisma modifier, instead of the minimum modifier needed to cast a spell of that level.

Wand Wielder (Su): The red mage can activate a wand or staff in place of casting a spell when using spell combat.

Quick Cast (Ex): Beginning at 4th level, a red mage can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less. He can use this ability twice per day at 8th level, three times per day at 12th level, and four times per day at 16th level.

Convert (Ex): Beginning of 5th level, a red mage can convert hit points into MP as a free action. For every 5 hit points converted, the red mage receives 1 MP. The red mage cannot convert below 1 hit point and can only convert MP equal to his red mage level. The red mage can use this ability a number of times per day equal to his Charisma modifier.

Improved Spell Combat (Ex): At 8th level, the red mage's ability to cast spells and make melee attacks improves. When using the spell combat ability, the red mage receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

Clear Mind (Ex): At 10th level, a red mage can regain his MP quicker. The red mage must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The red mage regains MP equaling to his Charisma modifier per hour.

Quick Learner (Moderate): At 10th and 14th level, the red mage may add one of the following abilities to his list of class features.

Advanced Learning (Ex): The red mage can add a new spell from the black or white mage spell list to his list with a level of his highest known spell level or lower. He may select this special ability multiple times, each time he adds a different spell to his spells known.

Bonus Metamagic Feat: The red mage gains a bonus metamagic feat he meets the prerequisites for.

Improved Weapon Bond (Ex): The red mage selects a weapon for which he has the Weapon Bond ability. He is treated as having the Weapon Specialization feat for that weapon, even if he does not meet the prerequisites. The red mage can only take this ability once.

Fighter Training (Ex): Starting at 11th level, a red mage counts half his total red mage level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Jack-of-All-Trades (Ex): Also at 11th level, the red mage can use any skill, even if the skill normally requires him to be trained. At 15th level, the red mage considers all skills to be class skills. At 19th level, the red mage can take 10 on any skill check, even if it is not normally allowed.

Greater Spell Combat (Ex): At 14th level, the red mage gains the ability to seamlessly cast spells and make melee attacks. Whenever he uses the spell combat ability, his concentration check bonus equals double the amount of the attack penalty taken.

Doublecast (Su): Also at 15th level, once per day, a red mage can take a full-round action to cast two spells. The red mage pays MP for both spells as normal and if a concentration check is needed, he must check for both spells. He must also indicate the targets before spells are resolved.

Counterstrike (Ex): At 16th level, whenever an enemy within reach of the red mage successfully casts a spell defensively, that enemy provokes an attack of opportunity from the red mage after the spell is complete. This attack of opportunity cannot disrupt the spell.

1 MP Spell (Su): At 18th level, three times per day, as a move action, a red mage can reduce the cost of spells to 1 MP. Once activated, any spells the red mage casts only cost 1 MP. This ability ends at the end of the round.

Quick Learner (Major): At 19th level, the red mage may add one of the following abilities to his list of class features:

Advanced Learning (Ex): The red mage can add a new spell from the black or white mage spell list to his list with a level of his highest known spell level or lower. He may select this special ability multiple times, each time he adds a different spell to his spells known.

Greater Weapon Bond (Ex): The red mage selects a weapon for which he has the Improved Weapon Bond ability. He is treated as having the Greater Weapon Focus feat for that weapon, even if he does not meet the prerequisites.

Innate Spell (Su): A red mage with this ability selects one 1st level red mage spell that he knows. He may now cast that spell as a spell-like ability at will.

Red Wizard (Su): At 20th level, the red mage becomes a master of spells and combat. Whenever he uses his spell combat ability, he does not need to make a concentration check to cast the spell defensively. Whenever the red mage uses spell combat and his spell targets the same creature as his melee attacks, he can choose to either increase the DC to resist the spell by +2, grant himself a +2 circumstance bonus on any checks made to overcome spell resistance, or grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn.

Summoner

While many who dabble in magic become adept at beckoning monsters from the farthest reaches of the planes, none are more skilled at it than the summoner. This practitioner of the magic arts forms a close bond with one particular outsider, known as an avatar, which gains power as the summoner becomes more proficient at his summoning. Over time, the two become linked, eventually even sharing a shard of the same soul.

Role: Summoners spend much of their time exploring the arcane arts alongside their avatars. While their power comes from within, they rely heavily on their avatar companions in dangerous situations. While a summoner and his avatar function as individuals, their true power lies in what they can accomplish together.

Alignment: Any.

Hit Die: d6.

Starting Wealth: $2d6 \times 10$ gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The summoner's class skills (and the key ability for each skill) are Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points Per Level: 2 + Int modifier.

Table 3-24: The Summoner

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+0	+0	+2	Avatar, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+0	+0	+3	Life Link, Summon Monster I	2	1 st
3 rd	+1	+1	+1	+3	Bond Senses	4	2 nd
4 th	+2	+1	+1	+4	Summon Monster II	7	2 nd
5 th	+2	+1	+1	+4	Shield Ally	10	3 rd
6 th	+3	+2	+2	+5	Summon Monster III	15	3 rd
7 th	+3	+2	+2	+5	Maker's Call	20	4 th
8 th	+4	+2	+2	+6	Summon Monster IV	27	4 th
9 th	+4	+3	+3	+6	Transposition	34	5 th
10 th	+5	+3	+3	+7	Clear Mind, Summon Monster V	43	5 th
11 th	+5	+3	+3	+7	Greater Shield Ally	52	6 th
12 th	+6/+1	+4	+4	+8	Summon Monster VI	63	6 th
13 th	+6/+1	+4	+4	+8	Life Bond	74	7 th
14 th	+7/+2	+4	+4	+9	Summon Monster VII	87	7 th
15 th	+7/+2	+5	+5	+9	Paragon Summons	100	8 th
16 th	+8/+3	+5	+5	+10	Summon Monster VIII	115	8 th
17 th	+8/+3	+5	+5	+10	Superior Shield Ally	130	9 th
18 th	+9/+4	+6	+6	+11	Summon Monster IX	147	9 th
19 th	+9/+4	+6	+6	+11	Merge Forms	163	9 th
20 th	+10/+5	+6	+6	+12	Twin Avatar	180	9 th

Class Features

All of the following are class features of the summoner.

Weapon and Armor Proficiency: Summoners are proficient with all simple weapons including power rods and power staves, but not with any type of armor or shield. Heavier armor interferes with a summoner's movements, which can cause her spells with somatic components to fail.

Limit Breaks (Su): At 1st level, the summoner receives the Limit Breaks (Avatar Mastery and Avatar Protection).

Avatar Mastery (Su): This Limit Break allows the summoner to summon an avatar or heal his avatar to full health.

Avatar Protection (Su): This Limit Break allows the summoner's avatar to take any attacks aimed at the summoner. For a duration of 1 round + 1 round per four summoner levels, as long as the summoner is adjacent to his avatar, the avatar intercepts any attacks, using its AC instead. For the duration of this limit break, the avatar gains a damage reduction of 2/- and additional 2/- per four summoner levels.

Spells: A summoner casts summon spells which are drawn from the summoner spell list. A summoner begins play with 2 1st level summon spells of his choice. At each new summoner level, he gains one new spell of any spell level or levels that he can cast (based on his new summoner level). Unlike the other mages, a summoner cannot purchase or find scrolls to add spells to his spells known list, but he can learn new summon spells from another summoner.

To learn or cast a summoner spell, the summoner must have a Charisma score equal to at least $10 + \text{the spell level}$ (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a summoner's spell is $10 + \text{the spell level} + \text{the summoner's Charisma modifier}$. In addition, a summoner gains additional MP for having a high attribute (Charisma).

Spell Proficiency (Ex): Summoners are considered to have the Precise Shot feat while casting spells or using any magical items that require ranged touch.

Cantrips: Summoners learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Summoners begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Avatar (Su): At 1st level, a summoner begins play with the ability to summon to his side a powerful outsider called an avatar. The summoner must choose which avatar to form a pact with, from the following: Bahamut, Carbuncle, Diablos, Ifrit, Ixion, Leviathan, Phoenix, Shiva, Titan, or Valefor.

Once chosen, the avatar forms a link with the summoner, who summons an aspect of the same creature. An avatar has the same alignment as the summoner that calls it and can speak all of his languages. Avatars are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. The summoner may only have one pact with a specific avatar. To change the summoner's pact, he must defeat an incarnation of the avatar he wishes to form a pact with (up to GM's discretion on how this comes about). Once the summoner gains the new pact, he loses the old pact.

A summoner can summon his avatar in a ritual that takes 1 minute to perform. When summoned in this way, the avatar hit points are unchanged from the last time it was summoned. The avatar remains until dismissed by the summoner (a standard action). If the summoner is unconscious, asleep, or killed, his avatar is immediately banished. The avatar's Hit Dice, saving throws, skills, feats, and abilities are tied to the summoner's class level

and increase as the summoner gains levels. In addition, each avatar receives improvements, based on the summoner's level, which can be used to upgrade the avatar's abilities and powers.

Bahamut

Starting Statistics

Size: Medium; **Speed:** 30 ft. Fly 60 ft. (poor); **AC:** +1 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Str 16, Dex 15, Con 15, Int 13, Wis 13, Cha 16; **Special Qualities:** Elemental resistance (equal to summoner's level). Go here to see more information:

<http://www.finalfantasyd20.com/ffd20/pathfinder/Bahamut.pdf>

7th level Advancement

Size: Large; **AC:** +3 natural armor; **Attack:** bite (1d8), 2 claws (1d6); **Ability Scores:** Str +8, Dex -2, Con +2

Carbuncle

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Str 14, Dex 14, Con 15, Int 10, Wis 13, Cha 15; **Special Qualities:** Light immunity. Go here to see more information:

<http://www.finalfantasyd20.com/ffd20/pathfinder/Carbuncle.pdf>

7th level Advancement

Size: Medium; **AC:** +2 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Dex +4, Cha +4

Diablos

Starting Statistics

Size: Medium; **Speed:** 30 ft. Fly 60 ft. (average); **AC:** +1 natural armor; **Attack:** 2 slams (1d6); **Ability Scores:** Str 14, Dex 15, Con 14, Int 13, Wis 10, Cha 16; **Special Qualities:** Dark immunity. Go here to see more information: <http://www.finalfantasyd20.com/ffd20/pathfinder/Diablos.pdf>

7th level Advancement

Size: Large; **AC:** +2 natural armor; **Attack:** 2 slams (1d8); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

Ifrit

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** 2 slams (1d6); **Ability Scores:** Str 16, Dex 15, Con 17, Int 10, Wis 10, Cha 16; **Special Qualities:** Fire immunity. Go here to see more information:

<http://www.finalfantasyd20.com/ffd20/pathfinder/Ifrit.pdf>

7th level Advancement

Size: Large; **AC:** +2 natural armor; **Attack:** 2 slams (1d8); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

Ixion

Starting Statistics

Size: Medium; **Speed:** 60 ft.; **AC:** +1 natural armor; **Attack:** gore (1d6), 2 hooves (1d4); **Ability Scores:** Str 14, Dex 15, Con 17, Int 12, Wis 13, Cha 16; **Special Qualities:** Lightning immunity. Go here to see more information: <http://www.finalfantasyd20.com/ffd20/pathfinder/Ixion.pdf>

7th level Advancement

Size: Large; **AC:** +2 natural armor; **Attack:** gore (1d8), 2 hooves (1d6); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

Leviathan

Starting Statistics

Size: Medium; **Speed:** 30 ft. Swim 60 ft.; **AC:** +1 natural armor; **Attack:** bite (1d6 + grab) or slam (1d6), tail slap (1d4 + grab); **Ability Scores:** Str 15, Dex 18, Con 15, Int 11, Wis 11, Cha 13; **Special Qualities:** Water immunity. Go here to see more information: <http://www.finalfantasyd20.com/ffd20/pathfinder/Leviathan.pdf>

7th level Advancement

Size: Large; **AC:** +2 natural armor; **Attack:** bite (1d8 + grab), or slam (1d8), tail slap (1d6 + grab); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

Phoenix

Starting Statistics

Size: Medium; **Speed:** 10 ft. Fly 90 ft. (perfect); **AC:** +1 natural armor; **Attack:** 2 talons (1d3 + 1d6 fire), bite (1d4 + 1d6 fire); **Ability Scores:** Str 12, Dex 17, Con 14, Int 13, Wis 13, Cha 16; **Special Qualities:** Fire and Light immunity. Go here to see more information:

<http://www.finalfantasyd20.com/ffd20/pathfinder/Phoenix.pdf>

7th level Advancement

Size: Large; **AC:** +3 natural armor; **Attack:** bite (1d6 + 1d6 fire), 2 talons (1d4 + 1d6 fire); **Ability Scores:** Str +2, Dex +4, Con +2, Cha +2

Shiva

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** slam (1d6), kick (1d4); **Ability Scores:** Str 15, Dex 17, Con 15, Int 11, Wis 14, Cha 16; **Special Qualities:** Ice immunity. Go here to see more information: <http://www.finalfantasyd20.com/ffd20/pathfinder/Shiva.pdf>

7th level Advancement

Size: Large; **AC:** +2 natural armor; **Attack:** slam (1d8), kick (1d6); **Ability Scores:** Str +2, Dex -2, Con +2, Wis +2, Cha +2

Titan

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +2 natural armor; **Attack:** 2 slams (1d6); **Ability Scores:** Str 16, Dex 15, Con 15, Int 10, Wis 12, Cha 15; **Special Qualities:** Earth immunity. Go here to see more information: <http://www.finalfantasyd20.com/ffd20/pathfinder/Titan.pdf>

7th level Advancement

Size: Large; **AC:** +3 natural armor; **Attack:** 2 slams (1d8); **Ability Scores:** Str +4, Dex -2, Con +4

Valefor

Starting Statistics

Size: Medium; **Speed:** 10 ft. Fly 60 ft.; **AC:** +1 natural armor; **Attack:** 2 claws (1d4), bite (1d6); **Ability Scores:** Str 13, Dex 16, Con 14, Int 13, Wis 11, Cha 15; **Special Qualities:** Wind immunity. Go here to see more information: <http://www.finalfantasyd20.com/ffd20/pathfinder/Valefor.pdf>

7th level Advancement

Size: Medium; **AC:** +2 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Dex +4, Cha +4

Table 3-25: Avatar Base Statistics									
Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Armor Bonus	Special
1 st	1	+1	+0	+2	+2	4	1	+0	Darkvision, link
2 nd	2	+2	+0	+3	+3	8	1	+2	Evasion
3 rd	3	+3	+1	+3	+3	12	2	+2	
4 th	3	+3	+1	+3	+3	12	2	+2	Ability score increase
5 th	4	+4	+1	+4	+4	16	2	+4	—
6 th	5	+5	+1	+4	+4	20	3	+4	Devotion
7 th	6	+6	+2	+5	+5	24	3	+6	—
8 th	6	+6	+2	+5	+5	24	3	+6	Ability score increase
9 th	7	+7	+2	+5	+5	28	4	+6	—
10 th	8	+8	+2	+6	+6	32	4	+8	—
11 th	9	+9	+3	+6	+6	36	5	+8	—
12 th	9	+9	+3	+6	+6	36	5	+10	Ability score increase
13 th	10	+10	+3	+7	+7	40	5	+10	—
14 th	11	+11	+3	+7	+7	44	6	+10	Improved evasion
15 th	12	+12	+4	+8	+8	48	6	+12	—
16 th	12	+12	+4	+8	+8	48	6	+12	Ability score increase
17 th	13	+13	+4	+8	+8	52	7	+14	—
18 th	14	+14	+4	+9	+9	56	7	+14	—
19 th	15	+15	+5	+9	+9	60	8	+14	—
20 th	15	+15	+5	+9	+9	60	8	+16	Ability score increase

Class Level: This is the character's summoner level.

HD: This is the total number of 10-sided (d10) Hit Dice the avatar possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the avatar's base attack bonus. An avatar's base attack bonus is equal to its Hit Dice. Avatars do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the avatar's base saving throw bonuses. An avatar has good Reflex and Will saves.

Skills: This lists the avatar's total skill ranks. An avatar can assign skill ranks to any skill. Avatars with Intelligence scores above the base value modify these totals as normal (an avatar receives a number of skill ranks equal to $6 + \text{its Intelligence modifier per HD}$). An avatar cannot have more ranks in a skill than it has Hit Dice. Avatar skill ranks are set once chosen.

The following skills are class skills for avatars: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the summoner can choose 4 additional skills to be class skills for his avatar. Note that avatars with a fly speed receive Fly (Dex) as a free class skill.

Feats: This is the total number of feats possessed by an avatar. Avatars can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Avatar feats are set once chosen.

Armor Bonus: The number noted here is the avatar's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the summoner. This number is modified by the avatar's base form. An avatar cannot wear armor of any kind, as the armor interferes with the summoner's connection to the avatar.

Special: This includes a number of abilities gained by all avatars as they increase in power. Each of these bonuses is described below.

Ability Score Increase (Ex): The avatar adds +1 to one of its ability scores.

Darkvision (Ex): The avatar has darkvision out to a range of 60 feet.

Link (Ex): A summoner and his avatar share a mental link allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his avatar at any time. In addition, magic items interfere with the summoner's connection to his avatar. As a result, the summoner and his avatar share magic item slots. For example, if the summoner is wearing a ring, his avatar can wear no more than one ring. In case of a conflict, the items worn by the summoner remain active, and those used by the avatar become dormant. The avatar must possess the appropriate appendages to utilize a magic item.

Evasion (Ex): If an avatar is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An avatar gains a +4 morale bonus on Will saves against charm spells and effects.

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

Life Link (Su): At 2nd level, a summoner forms a close bond with his avatar. Whenever the avatar takes enough damage to send it back to its home plane, the summoner can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the avatar. This can prevent the avatar from being sent back to its home plane.

In addition, the avatar and the summoner must remain within 100 feet of one another for the avatar to remain at full strength. If the avatar is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the avatar is more than 1,000 feet away but closer than 10,000 feet, its current and

maximum hit point totals are reduced by 75%. If the avatar is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the avatar gets closer to its summoner, but its maximum hit point total does return to normal.

Summon Monster I (Sp): Starting at 2nd level, a summoner can cast summon monster I as a spell-like ability a number of times per day equal to $3 + \text{his Charisma modifier}$. Drawing upon this ability uses up the same power as the summoner uses to call his avatar. As a result, he can only use this ability when his avatar is not summoned. He can cast this spell as a standard action and the creatures remain for 1 minute per level (instead of 1 round per level). At 4th level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of summon monster IX at 18th level). A summoner cannot have more than one summon monster spell active in this way at one time. If this ability is used again, any existing summon monster immediately ends. These summon spells are considered to be part of his spell list for the purposes of spell trigger and spell completion items. In addition, he can expend uses of this ability to fulfill the construction requirements of any magic item he creates, so long as he can use this ability to cast the required spell.

Bond Senses (Su): Starting at 3rd level, a summoner can, as a standard action, share the senses of his avatar, hearing, seeing, smelling, tasting, and touching everything the avatar does. There is no range to this effect, but the avatar and the summoner must be on the same plane. The summoner can end this effect as a free action.

Shield Ally (Ex): At 5th level, whenever a summoner is within his avatar's reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the avatar is grappled, helpless, paralyzed, stunned, or unconscious.

Maker's Call (Su): At 7th level, as a standard action, a summoner can call his avatar to his side. The avatar must be within 120 feet. When used, the avatar appears adjacent to the summoner (or as close as possible if all adjacent spaces are occupied). If the avatar is out of range, the ability is wasted. The summoner can use this ability a number of times per day equal to $3 + \text{the summoner's Charisma modifier}$.

Transposition (Su): At 9th level, a summoner can use his maker's call ability to swap locations with his avatar. If it is larger than him, he can appear in any square occupied by the avatar. The avatar must occupy the square that was occupied by the summoner if able, or as close as possible if it is not able.

Clear Mind (Ex): At 10th level, a summoner can regain his MP quicker. The summoner must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The summoner regains MP equaling his Charisma modifier per hour.

Greater Shield Ally (Su): At 11th level, whenever an ally is within an avatar's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the summoner, these bonuses increase to +4. This bonus does not apply if the avatar is grappled, helpless, paralyzed, stunned, or unconscious.

Life Bond (Su): At 13th level, a summoner's life becomes linked to his avatar's. As long as the avatar has 1 or more hit points, the summoner is protected from harm. Damage in excess of that which would reduce the summoner to fewer than 0 hit points is instead transferred to the avatar. This damage is transferred 1 point at a time, meaning that as soon as the avatar is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the summoner. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like *Statue*, *Doom*, *Death* or other spells that do not cause actual damage.

Paragon Summons (Ex): At 15th level, three times per day, the summoner can take the maximum of all hit die of a single creature summoned when determining starting hit points. At 17th level and 19th level, the summoner can use this ability one additional time per day.

Superior Shield Ally (Su): At 17th level, whenever an ally is within the avatar's reach, the ally receives a damage reduction of 2/-, in addition to the bonuses to AC and saving throws. If this ally is the summoner, the damage reduction increases to 5/-.

Merge Forms (Su): At 19th level, as a full-round action, a summoner can touch his avatar and the two can merge forms. This transformation includes all of the summoner's gear. While merged in this way, the summoner is protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting the summoner are suspended until the summoner emerges from the avatar (although durations continue to expire).

The summoner can cast spells while inside the avatar by taking control of the avatar for the duration of the casting. Any material components used for these spells are taken from the summoner's gear, even though they are otherwise inaccessible. The summoner can direct all of the avatar's actions while merged, can perceive through its senses, and can speak through its voice.

The summoner can use this ability for a number of rounds per day equal to his summoner level. He can end this effect at any time as a swift action. The summoner emerges in a square adjacent to the avatar if able. If the avatar is returned to its home plane while the summoner is merged with it, the summoner is immediately ejected, taking 4d6 points of damage, and is stunned for 1 round.

Twin Avatar (Su): At 20th level, a summoner and his avatar share a true connection. As a standard action, the summoner can assume the shape of his avatar, copying all of its abilities. His Strength, Dexterity, and Constitution scores change to match the base scores of his avatar. He can choose to have any gear that he carries become absorbed by his new form. Items with continuous effects continue to function while absorbed in this way. The summoner loses his natural attacks and all racial traits (except bonus feats, skills, and languages) in favor of the abilities granted by his avatar. The summoner retains all of his class features. The summoner can keep this form for a number of minutes per day equal to his summoner level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The summoner can end this effect as a free action.

Thief

Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, thieves bank on their cunning, skill, and charm to bend fate to their favor. Never knowing what to expect, they prepare for everything, becoming masters of a wide variety of skills, training themselves to be adept manipulators, agile acrobats, shadowy stalkers, or masters of any of dozens of other professions or talents. Thieves and gamblers, fast talkers and diplomats, bandits and bounty hunters, and explorers and investigators all might be considered thieves, as well as countless other professions that rely upon wits, prowess, or luck. Although many thieves favor cities and the innumerable opportunities of civilization, some embrace lives on the road, journeying far, meeting exotic people, and facing fantastic danger in pursuit of equally fantastic riches. In the end, any who desire to shape their fates and live life on their own terms might come to be called thieves.

Role: Thieves excel at moving about unseen and catching foes unaware, and tend to avoid head-to-head combat. Their varied skills and abilities allow them to be highly versatile, with great variations in expertise existing

between different thieves. Most, however, excel in overcoming hindrances of all types, from unlocking doors and disarming traps to outwitting magical hazards and conning dull-witted opponents.

Alignment: Any

Hit Die: d8

Starting Wealth: $4d6 \times 10$ gil (average 140 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The thief's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int modifier.

Table 3-26: The Thief

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+2	+0	Mark, Trapfinding, Sneak Attack (+1d6), Limit Breaks
2 nd	+1	+0	+3	+0	Thief talent, Evasion, Trap Sense
3 rd	+2	+1	+3	+1	Measure the Mark, Sneak Attack (+2d6)
4 th	+3	+1	+4	+1	Thief talent, Uncanny Dodge
5 th	+3	+1	+4	+1	Improved Theft (+2), Sneak Attack (+3d6)
6 th	+4	+2	+5	+2	Thief talent
7 th	+5	+2	+5	+2	Skilled Liar, Sneak Attack (+4d6)
8 th	+6/+1	+2	+6	+2	Thief talent, Improved Uncanny Dodge
9 th	+6/+1	+3	+6	+3	Improved Theft (+4), Distraction, Sneak Attack (+5d6)
10 th	+7/+2	+3	+7	+3	Thief talent, Mug
11 th	+8/+3	+3	+7	+3	Ambush, Sneak Attack (+6d6)
12 th	+9/+4	+4	+8	+4	Thief advance talent
13 th	+9/+4	+4	+8	+4	Improved Theft (+6), Skirmisher, Sneak Attack (+7d6)
14 th	+10/+5	+4	+9	+4	Thief advance talent
15 th	+11/+6/+1	+5	+9	+5	Theft Mastery, Sneak Attack (+8d6)
16 th	+12/+7/+2	+5	+10	+5	Thief advance talent
17 th	+12/+7/+2	+5	+10	+5	Improved Theft (+8), Hide in Plain Sight, Sneak Attack (+9d6)
18 th	+13/+8/+3	+6	+11	+6	Thief advance talent
19 th	+14/+9/+4	+6	+11	+6	Shadow Step, Sneak Attack (+10d6)
20 th	+15/+10/+5	+6	+12	+6	Thief advance talent, Master Strike

Class Features

All of the following are class features of the thief.

Weapon and Armor Proficiency: Thieves are proficient with all simple weapons, plus the hand crossbow, rapier, shortbow, and shortsword. Thieves are proficient with light armor, but not with any type of shields.

Limit Breaks (Su): At 1st level, the thief receives the Limit Breaks (Perfect Dodge and Vanish).

Perfect Dodge (Su): This Limit Break makes the thief extremely agile. Any melee or range attacks automatically misses unless a natural roll of 20 is rolled, and even then, the critical threat is unconfirmed unless another natural roll of 20 is rolled. Any spells that require a Reflex saving throw are automatically made. This lasts for a duration of 1 round + 1 round per four thief levels. This limit break requires only a swift action.

Vanish (Su): This Limit Break makes the thief invisible for a duration of 1 round + 1 round per four thief levels. While invisible, the thief can make attacks as normal and remain invisible. The thief also receives a +1d6 sneak attack bonus + an additional 1d6 per four thief levels while under the this Limit Break. This limit break requires only a swift action.

Sneak Attack: If a thief 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 thief's attack deals extra damage (called "precision damage") anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the thief flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two thief levels thereafter. Should the thief score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a thief can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The thief must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A thief cannot sneak attack while striking a creature with concealment.

Trapfinding: A thief adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A thief can use Disable Device to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A thief 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.

Mark (Ex): At 1st level, this ability grants the thief a +2 competence bonus on any Perception checks made to determine what sort of items and equipment a person or creature may be wearing. It also allows the thief to make the Perception check as a free action.

Evasion (Ex): At 2nd level, a thief 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 thief is wearing light armor, or no armor. A helpless thief (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Trap Sense (Ex): At 2nd level, a thief gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on 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 thief reaches 5th level, to +3 when she reaches 8th level, to +4 when she reaches 11th level, to +5 at 14th, increases to +6 at 17th level, and advances to +7 at 20th level.

Thief Talents: As a thief gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a thief gains one thief talent. She gains an additional thief talent at 4th, 6th, 8th and 10th level. A thief cannot select an individual talent more than once. Talents marked with an asterisk add effects to a thief's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

Acrobatic Charge (Ex): A thief with this talent may make an Acrobatics check to move through a threatened area or an opponent's square as part of a charge. He may also change direction once during a charge.

Assault Leader (Ex): When the thief misses with a sneak attack on an opponent, she can designate a single ally who is adjacent of the target that her attack missed. That ally can make a single melee attack against the opponent as an immediate action.

Befuddling Strike (Ex):* When the thief deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the thief for 1d4 rounds.

Bleeding Attack (Ex):* A thief with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the thief's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Camouflage (Ex): Once per day, a thief with this talent can craft simple but effective camouflage from the surrounding foliage. The thief needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the thief fails a saving throw against an area effect spell that deals earth, fire, ice, lightning, water, or wind damage, whichever comes first. The thief gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Canny Observer (Ex): When a thief with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Charmer (Ex): Once per day, the thief can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A thief can use this ability one additional time per day for every 5 thief levels she possesses.

Coax Information (Ex): A thief with this talent can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward her.

Combat Swipe: A thief who selects this talent gains Improved Steal as a bonus feat.

Combat Trick: A thief that selects this talent gains a bonus combat feat (see Feats).

Convincing Lie (Ex): When a thief with this talent lies, she creates fabrications so convincing that others treat them as truth. When a thief with this talent successfully uses the Bluff skill to convince someone that what

she is saying is true, if that individual is questioned later about the statement or story, that person uses the thief's Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than the thief's, the individual can use his own modifier and gain a +2 bonus on any check to convince others of the lie. This effect lasts for a number of days equal to 1/2 the thief's level + the thief's Charisma modifier.

Cunning Trigger (Ex): A thief with this talent can use a swift action to set off any trap within 30 feet that she constructed.

Deft Palm (Ex): A thief with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Disease Use: A thief with this talent can apply filth from garbage, a sewer, a city street, a polluted area, or long-unwashed clothing or fur to a weapon as a standard action. Doing so causes the weapon to inflict filth fever on its next strike. The thief does not risk exposure to this disease unless she is damaged by the weapon. After a successful attack with the weapon, the filth is dispersed and must be reapplied.

Distracting Attack (Ex)*: A thief with this talent can make sneak attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to become flat-footed against one target of her choosing until the beginning of her next turn. The thief cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack.

Esoteric Scholar (Ex): Once a day, a thief with this talent may attempt a Knowledge check, even when she is not trained in that Knowledge skill.

Expert Leaper (Ex): When making jump checks, the thief is always considered to have a running start. Also, when the thief deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

Face in the Crowd (Ex): A thief with this talent can blend into groups easily. Opposed Perception and Sense Motive checks take a -2 penalty when made against the thief's Bluff, Disguise, Sleight of Hand, or Stealth checks if she's within 30 feet of at least two non-hostile characters of her apparent creature type. This penalty increases to -4 if she's within 30 feet of at least eight such creatures or is currently in a square occupied by a crowd.

False Friend (Ex): A thief with this talent gains a +4 bonus when making Bluff checks to convince someone she has never met or who doesn't know her well that they are previously acquainted or know each other well.

Fast Fingers (Ex): A thief with this talent can roll two dice while making a Sleight of Hand check and take the better result.

Fast Getaway (Ex): After successfully making a sneak attack or Sleight of Hand check, a thief with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Fast Picks (Ex): A thief with this talent can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

Fast Stealth (Ex): This ability allows a thief to move at full speed using the Stealth skill without penalty.

Finesse Thief: A thief that selects this talent gains Weapon Finesse as a bonus feat.

Firearm Training (Ex): A thief with this talent gains Exotic Weapon Proficiency (firearms).

Follow Clues (Ex): A thief with this talent can use Perception to follow tracks as per the Survival skill.

Getaway Artist (Ex): A thief with this talent adds Fly, Handle Animal, and Ride to her list of class skills, and gains a +2 bonus on all driving checks.

Guileful Polyglot (Ex): A thief with this talent who has at least one rank in Linguistics gains four additional languages. A thief with this talent who does not have any ranks in Linguistics gains two additional languages. If the thief later gains ranks in Linguistics, she gains two additional languages, to a total of four additional languages above those granted by the Linguistics skill itself.

Hard to Fool (Ex): A thief with this talent can roll two dice while making a Sense Motive check, and take the better result.

Hidden Flight (Ex): A thief with this talent may run or charge while stealthing by taking a -10 to her Stealth check. Prerequisites: Fast Stealth

Hold Breath (Ex): A thief with this talent increases the number of rounds she can hold her breath by 2. A thief can take this talent multiple times.

Honeyed Words (Ex): Once per day, the thief can roll two dice while making a Bluff check, and take the better result. She must choose to use this talent before making the Bluff check. A thief can use this ability one additional time per day for every five thief levels she possesses.

Iron Guts (Ex): A thief with this talent has a cast-iron stomach or has trained herself to withstand poisons, especially ingested ones. She gains a +1 bonus on all saves against ingested poisons as well as a +4 bonus on saves against all spells and effects that cause the thief to be nauseated, sickened, poisoned or sapped.

Ki Pool (Ex): A thief with this talent gains a small ki pool. This ki pool is similar to a monk's ki pool, but the thief's ki pool does not grant any extra attacks. The thief gains a number of ki points equal to her Wisdom modifier (minimum 1). These ki points replenish at the start of each day. If she already has a ki pool, or gains a ki pool later, she gains half her Wisdom bonus (minimum 1) as bonus ki points to her ki pool. She can spend a ki point to gain a +10-foot bonus to movement until the end of her turn.

Last Ditch Effort (Ex): Once per day, a thief with this ability who accidentally activates a trap while attempting to disarm it may immediately attempt another Disable Device check to disarm it, albeit at a -5 penalty. The result of the second check is taken even if the result is lower.

Lasting Poison (Ex): A thief with this talent can apply poison to a weapon in such a way that it is effective for two successful attacks instead of one. The poison has a reduced effect, however, and saves made against the poison receive a +2 circumstance bonus. Applying poison in this way requires a full-round action, or a standard action if the thief has the swift poison talent.

Ledge Walker (Ex): This ability allows a thief to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a thief with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

Lethal Acrobatics (Ex): When a thief with this talent successfully uses Acrobatics to move through an opponent's square without provoking an attack of opportunity, that opponent is considered flat-footed to the thief's next attack until the end of the thief's turn.

Magic Adept (Ex): Once per day, a thief with this talent may reroll a Use Magic Device check. The thief must take the second roll even if it is worse.

Major Magic (Sp): A thief with this talent gains the ability to cast a 1st-level spell from the black mage spell list two times a day as a spell-like ability. The caster level for this ability is equal to the thief's level. The save DC for this spell is $11 + \text{the thief's Intelligence modifier}$. Prerequisite: Intelligence 11, minor magic thief talent

Maneuver Mastery (Ex): The thief has truly mastered one combat maneuver. A thief selects a maneuver when she gains this talent. Whenever she attempts this maneuver, she uses her thief level in place of her base attack bonus (in addition to any base attack bonus gained from other classes). A thief can select this thief talent more than once. Its effects do not stack. Each time she selects this talent she selects another combat maneuver.

Melee Archer (Ex): A thief with this talent may flank enemies 10 feet away from her while using a ranged weapon, as if the ranged weapon were a reach weapon. If the thief threatens squares with her ranged weapons (i.e., through the Snap Shot feat,) she may also flank enemies inside her threatened area.

Minor Magic (Sp): A thief with this talent gains the ability to cast a 0-level spell from the black mage spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the thief's level. The save DC for this spell is $10 + \text{the thief's Intelligence modifier}$. Prerequisite: Intelligence 10

Nimble Climber (Ex): When a thief with this talent fails a Climb check to climb by 5 or more, she can immediately make another Climb check at the surface's base DC +10. If successful, she stops her fall by clinging onto the surface. The thief does not take falling damage when she stops her fall in this manner.

Obfuscate Story (Ex): While another individual attempts to give an account of an event, the thief makes an opposed Diplomacy check to deftly interject comments or statements over the course of the storytelling that cause the individual to muddle his ability to recall accurate or specific details. If the thief succeeds, her target remains unaware that the thief's interjections caused the confusion. However, if she fails, the target is allowed a Sense Motive check (DC equal to the thief's failed Diplomacy check) to figure out that she made deliberate attempts to confuse the story.

Offensive Defense (Ex):* When a thief with this talent hits a creature with a melee attack that deals sneak attack damage, the thief gains a +1 dodge bonus to AC for each sneak attack die rolled for one round.

Peerless Maneuver (Ex): A thief with this talent can roll two dice while making an Acrobatics check to tumble, and take the better result.

Philologist (Ex): A thief with this talent can reroll any Linguistics skill check made to decipher writing in an unfamiliar language, and never risks drawing a false conclusion from a failed Wisdom check after a failed

Linguistics check. A thief with this talent is allowed only one reroll per inscription, message, or text encountered.

Positioning Attack (Ex): When a thief with this talent hits a creature with a melee attack, she can move up to 30 feet without provoking attacks of opportunity. The movement must end in a space adjacent to the creature hit with the melee attack.

Powerful Sneak (Ex)*: Whenever a thief with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

Quick Disable (Ex): It takes a thief with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Quick Scrounge (Ex): The thief can search a creature, object, or area in half as much time as normal. If her Perception check would normally require a full-round action or less, it becomes one step shorter along the following progression: full-round action, standard action, move action, swift action, immediate action. This talent has no effect on Perception checks that are attempted as free actions or Perception checks that don't require an action.

Quick Trapsmith (Ex): As a full-round action, a thief with this talent can set a simple trap with a CR no greater than 1/2 her thief level. To do this, she must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. The type of trap that can be constructed in this way is subject to GM discretion.

Resiliency (Ex): Once per day, a thief with this ability can gain a number of temporary hit points equal to the thief's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the thief's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

Rope Master (Ex): A thief with this ability can move at her normal speed when using rope on a Climb check, can take 10 when using Climb to move over narrow surfaces even when in danger or distracted, and gains a +4 bonus when determining the DC to escape bonds when she ties up a creature.

Sacrifice Self (Ex): A thief who makes a successful Reflex save against an area effect can ignore the benefits of her evasion ability to shield an adjacent ally against the effect, essentially halving the damage that ally would normally take. A thief with improved evasion can attempt a secondary save against her ally's damage. If the save is successful, neither she nor her ally takes any damage. A thief must have evasion in order to select this talent, and she must have improved evasion to benefit from the secondary effect. Prerequisites: Evasion, improved evasion

Scavenger (Ex): A thief with this talent can pick up and stow an object as a swift action instead of two separate move actions. She gains a +2 bonus on Sleight of Hand checks to pick the pockets of creatures that are stunned or disabled.

Slow Reactions (Ex)*: Opponents damaged by the thief's sneak attack can't make attacks of opportunity for 1 round.

Snap Shot (Ex): A thief with this talent may treat her initiative roll as a 20 for a surprise round, regardless of her initiative, but she may only take an attack action with a ranged weapon. Her normal initiative roll is used in subsequent rounds. If two or more thieves possess this talent, their initiative determines the order in which they act, but they all go before any other creature. If a thief is prevented from acting in the surprise round, this talent has no effect.

Sniper's Eye (Ex): A thief with this talent can apply her sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

Stand Up (Ex): A thief with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Steal the Story (Ex): After muddling another's account using obfuscate story, the thief may make another opposed Diplomacy check to alter the details further in order to discredit, insult, or humiliate the target. If the check succeeds, the target takes a penalty on Diplomacy and Intimidate checks against anyone who heard the altered story. This penalty is equal to the thief's Intelligence, Wisdom, or Charisma bonus (whichever is highest), and lasts until the target is able to repair his reputation or discredit the thief. The thief must have the obfuscate story talent to select this talent.

Stem the Flow (Su): When making a successful sneak attack against a creature with the ability to holy/unholy burst, the thief may forgo 3d6 points of sneak attack damage to instead prevent the target from using holy/unholy burst for a number of rounds equal to half her thief level.

Strong Stroke (Ex): A thief with this talent rolls twice when making Swim checks and takes the better result. If she already rolls twice while making a Swim check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the thief is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Swim checks.

Superior Senses (Ex): A thief with this talent has a mastery over her senses, and can detect presences by smell and sound as well as he can with sight. He gains a +10 to his Perception rolls to locate creature who benefit from invisibility.

Surprise Attack (Ex): During the surprise round, opponents are always considered flat-footed to a thief with this ability, even if they have already acted.

Swift Poison (Ex): A thief with this talent can apply poison to a weapon as a move action, instead of a standard action.

Thief Crawl (Ex): While prone, a thief with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A thief with this talent can take a 5-foot step while crawling.

Throw Off-Balance (Ex): Once per day, when an adjacent creature attacks and misses a thief with this talent, the thief may force that creature to take a 5-foot step that does not provoke an attack of opportunity, which must end in a safe square adjacent to the thief. That creature becomes flat-footed against one target of the thief's choosing until the beginning of the thief's next turn.

Trap Spotter (Ex): Whenever a thief with this talent comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Trick Shot (Ex): A thief with this talent may perform the feint combat maneuver with a ranged weapon.

Underhanded* (Ex): A thief with this talent gains a +4 circumstance bonus on all Sleight of Hand checks made to conceal a weapon. Furthermore, if she makes a sneak attack during the surprise round using a concealed weapon that her opponent didn't know about, she does not have to roll sneak attack damage, and the sneak attack deals maximum damage. A thief can only use the underhanded talent a number of times per day equal to her Charisma modifier (minimum 1).

Wall Scramble (Ex): A thief with this talent rolls twice when making Climb checks and takes the better of the two rolls.

Weapon Training: A thief that selects this talent gains Weapon Focus as a bonus feat.

Measure the Mark (Ex): At 3rd level, when a thief makes a Sleight of Hand check to take something from a creature, the target makes its Perception check before the thief makes her Sleight of Hand check, and the thief knows the Perception check result. She can decide whether or not to make the check based on the results of the target's Perception check. If the thief elects not to make the check, she can make a Bluff check, opposed by the target's Sense Motive, to prevent the target from noticing the attempt.

Uncanny Dodge (Ex): Starting at 4th level, a thief 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.

Improved Theft (Ex): At 5th level, a thief gains a +2 competence bonus on Steal combat maneuvers and any Sleight of Hand skill checks. She gains an additional +2 bonus for every four levels after 5th.

Skilled Liar (Ex): At 7th level, whenever a thief uses Bluff to attempt to deceive someone, she gains a bonus on the opposed roll equal to 1/2 her thief level (minimum +1).

Improved Uncanny Dodge (Ex): A thief of 8th level can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies creatures the flanking bonus by flanking her, unless the attacker has at least four more thief levels than the target does.

Distraction (Ex): At 9th level, whenever a thief is detected while using Stealth, she can immediately attempt a Bluff skill check opposed by the Sense Motive skill of the creature that spotted her. If this check succeeds, the target assumes that the noise was something innocent and disregards the detection. This only functions if the creature cannot see the thief. This ability can only be used once during a given Stealth attempt. If the same creature detects the thief's presence again, the ability has no effect.

Mug (Ex): At 10th level, as a standard action, a thief can make an attack and if the attack deals sneak attack damage, the thief can make a free Steal combat maneuver to take an item from the creature during combat; otherwise this ability can only be used in a surprise round before the target has acted. If the attack is successful, the target takes a -5 penalty on the Perception check to notice the theft.

Ambush (Ex): At 11th level, a thief becomes fully practiced in the art of ambushing. When she acts in the surprise round, she can take a move action, standard action, and swift action during the surprise round, not just a move or standard action.

Thief Advanced Talents: At 12th level, 14th, 16th, 18th and 20th level, a thief can choose one of the following thief advanced talents.

Another Day (Ex): Once per day, when the thief would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. The thief is staggered for 1 round on her next turn.

Center of Combat (Ex): A thief with this talent gains a +1 dodge bonus to AC for every adjacent opponent beyond the first.

*Confounding Blades** (Ex): When a thief with this talent hits a creature with a melee weapon that deals sneak attack damage, her target cannot make attacks of opportunity until the beginning of her next turn.

*Crippling Strike** (Ex): A thief with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Deadly Cocktail (Ex): A thief with this talent can apply two doses of poison to a weapon at once. These can be separate poisons, in which case they both affect the target individually, or two doses of the same toxin, in which case the poisons' frequency is extended by 50% and the save DC increases by +2. This talent is an exception to the rule that injury poisons can only be delivered one dose at a time.

*Deadly Sneak** (Ex): Whenever a thief with this talent uses the powerful sneak thief talent, she treats all 1s and 2s on the sneak attack damage dice as 3s. Prerequisite: Powerful Sneak talent.

Defensive Roll (Ex): With this advanced talent, the thief can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the thief can attempt to roll with the damage. To use this ability, the thief must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the thief's evasion ability does not apply to the defensive roll.

Devastating Sneak (Ex): Whenever a thief with this talent uses the powerful sneak thief talent, she treats all 1s, 2s and 3s on the sneak attack damage dice as 4s. Prerequisites: Powerful Sneak, Deadly Sneak.

Dispelling Attack (Su): Opponents that are dealt sneak attack damage by a thief with this ability are affected by a targeted *dispel*, targeting the lowest-level spell effect active on the target. The caster level for this ability is equal to the thief's level. Prerequisite: Major magic thief talent.

*Entanglement of Blades** (Ex): When a thief with this talent hits a creature with a melee attack that deals sneak attack damage, the target cannot take a 5-foot step until the beginning of the thief's next turn.

Fast Tumble (Ex): When a thief with this talent uses Acrobatics to tumble at full speed through a threatened square without provoking an attack of opportunity, the DC of the Acrobatics check does not increase by 10.

Feat: A thief may gain any feat that she qualifies for in place of a thief talent.

Frugal Trapsmith (Ex): When a thief with this talent constructs a mechanical trap, she only pays 75% of the normal cost.

Getaway Master (Ex): A thief with this talent gains a +10 bonus on all drive checks. Prerequisite: Getaway artist talent

Hamstring Strike (Ex)*: Anytime a thief with this talent successfully hits an opponent with a sneak attack, she may forgo her sneak attack damage to try to hamstring her opponent. If the attack succeeds, the thief deals weapon damage as normal, but instead of the thief dealing sneak attack damage, the target is knocked prone and is unable to take move actions during its next turn. A successful Fortitude save ($DC = 10 + 1/2 \text{ the thief's level} + \text{the thief's Dexterity modifier}$) negates this effect.

Hard Minded (Ex): A thief with this talent is hard to fool with mind-affecting effects. At the start of her turn, if she is still subject to any mind-affecting spells or effects, she can make a Will saving throw with a standard DC for the effect's level, and if she succeeds at the check, she is no longer subject to the mind-affecting effect. She can make this saving throw even against mind-affecting effects that normally don't allow a saving throw. In those cases, generate the saving throw as if the spell or effect did allow a saving throw.

Hunter's Surprise (Ex): Once per day, a thief with this talent can designate a single enemy she is adjacent to as her prey. Until the end of her next turn, she can add her sneak attack damage to all attacks made against her prey, even if she is not behind it or it is not flat-footed.

Knock-Out Blow (Ex): Once per day, the thief can forgo her sneak attack damage to attempt to knock out an opponent. She must declare the use of knock-out blow before she makes the attack. If the attack hits, it does normal damage, but instead of dealing sneak attack damage (and instead of any effect that triggers when the thief deals sneak attack damage), the target falls unconscious for $1d4$ rounds. A successful Fortitude save reduces this effect to staggered for 1 round. The DC of this save is equal to $10 + 1/2 \text{ the thief's level} + \text{the thief's Intelligence modifier}$.

Improved Combat Swipe: A thief who selects this talent gains Greater Steal as a bonus feat. Prerequisite: Combat swipe talent or Improved Steal feat

Improved Evasion (Ex): This works like evasion, except that while the thief still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless thief does not gain the benefit of improved evasion.

Leg Strike (Ex): A thief with this talent can hamper a creature's movements with her sneak attacks. An enemy damaged by this thief's sneak attack has their movement speed halved for $1d4$ rounds.

Magebane Attack (Ex): Through a combination of pain and distraction, a thief with this talent can make it hard for spellcasters she hits to use their magic. For one round after the thief deals sneak attack damage to an enemy, that enemy must make a concentration check or lose any spell or spell-like ability it attempts to cast. The DC of the concentration check is equal to $10 + \text{the spell's level} + \text{twice the number of sneak attack dice the thief possesses}$.

Master of Disguise (Ex): Once per day, a thief with this talent gains a +10 bonus on a single Disguise check.

Master Sniper (Ex): As a full-round action, a thief with this talent may double the sniping penalty to her Stealth check to make a full attack and hide afterward, instead of only making a single attack. All her attacks gain the benefits of being hidden, not just the first. Prerequisites: Stealthy Sniper talent.

Opportunist (Ex): Once per round, the thief can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a thief with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Quick Poison (Ex): A thief with this talent may apply poison to a weapon as a swift action. Prerequisites: Swift Poison talent.

Reckless Charge (Ex): A thief with this talent can choose to gain an additional +2 bonus to attack and damage when making a charge attack. This bonus stacks with any other bonuses gained from charging into combat. When using this talent, the thief loses any AC bonuses gained from Dexterity for the round.

Redirect Attack (Ex): Once per day, when a thief with this talent is hit with a melee attack, she can redirect the attack to strike at an adjacent creature with a free action. The creature targeted must be within melee reach of the attack that hit the thief, and the creature that made the attack against the thief must make a new attack roll against the new target.

Skill Mastery: The thief becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to $3 + \text{her Intelligence modifier}$. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A thief may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Stealthy Sniper (Ex): When a thief with this talent uses the Stealth skill to snipe, she only suffers a -10 penalty on the Stealth check, instead of -20.

Tactical Master (Ex): A thief with this talent may use Assault Leader an additional 1 time per day for every 5 Thief levels she possesses. Assault Leader may not be used more than once per round. Prerequisites: Assault Leader talent.

Thoughtful Reexamination (Ex): Once per day, a thief with this talent can reroll a Knowledge, Sense Motive, or Perception skill check to try to gain new or better information from the roll. This reroll can be made any time during the same day as the original check.

Unwitting Ally (Ex): A thief with this talent can spend a swift action to attempt to make an opponent act like an ally for purposes of providing a flank until the beginning of the thief's next turn. The opponent must be able to hear and see the thief, and the thief must succeed at a Bluff check opposed by the opponent's Sense Motive. If the check succeeds, the opponent acts as an ally for the purpose of providing a flank. Whether or not the check succeeds, the thief cannot use this trick again on the same opponent for the next 24 hours. If the thief fails the check by 5 or more, she cannot use the unwitting ally ability on any opponent within line of sight of the failed attempt for 24 hours.

Weapon Snatcher (Ex): A thief with this talent can make a Sleight of Hand check in place of a disarm check when attempting to disarm an opponent.

Skirmisher (Ex): At 13th level, whenever a thief moves more than 10 feet in a round and makes an attack action, the attack deals sneak attack damage as if the target was flat-footed. If the thief makes more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability.

Theft Mastery (Ex): At 15th level, the thief can take 10 on Sleight of Hand skill checks even if stress and distractions would normally prevent her from doing so.

Hide in Plain Sight (Ex): At 17th level, the thief can use the Stealth skill even while being observed.

Shadow Step (Su): At 19th level, as a move action, the thief can step into the shadows and appear out of a shadow within 30 feet.

Master Strike (Ex): Upon reaching 20th level, a thief becomes incredibly deadly when dealing sneak attack damage. Each time the thief deals sneak attack damage, she can choose one of the following three effects: the target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to $10 + 1/2$ the thief's level + the thief's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that thief's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

Time Mage

The control of time is something few can hope to obtain. Mages touch this strange and fragile art in a few of their spells, but their slender selection of arcane manipulations pale in comparison to what a Time Mage can do by altering the fabric of the time stream.

Role: Time mages are tacticians. They use their spells to control the battlefield, while bending time to get the advantage on their enemies. For those fighting them, the time mage poses an unexpected, unpredictable hazard. For those who work with them, a time mage can become a chaotic, but wise and dangerous ally, keeping his friends from unseen dangers.

Alignment: Time mages may be of any alignment. Because of the confusion that manipulating time often generates, many time mages are chaotic.

Hit Die: d6.

Starting Wealth: $2d6 \times 10$ gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The time mage's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Points Per Level: $2 + \text{Int modifier}$.

Table 3-27: The Time Mage

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
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1 st	+0	+0	+0	+2	Temporal Hiccup, Motes of Time, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+0	+0	+3	Temporal Talent, Ahead of Time	2	1 st
3 rd	+1	+1	+1	+3	Quicken, Motes of Time (damage, dodge)	4	2 nd
4 th	+2	+1	+1	+4	Temporal Talent, Temporal Precognition	7	2 nd
5 th	+2	+1	+1	+4	Aevum	10	3 rd
6 th	+3	+2	+2	+5	Temporal Talent, Immunity to Slow	15	3 rd
7 th	+3	+2	+2	+5	Motes of Time (conditions), Temporal Attunement	20	4 th
8 th	+4	+2	+2	+6	Temporal Talent, Foretell	27	4 th
9 th	+4	+3	+3	+6	Aevum	34	5 th
10 th	+5	+3	+3	+7	Temporal Talent	43	5 th
11 th	+5	+3	+3	+7	Motes of Time (move action)	52	6 th
12 th	+6/+1	+4	+4	+8	Advanced Temporal Talent	63	6 th
13 th	+6/+1	+4	+4	+8	Aevum	74	7 th
14 th	+7/+2	+4	+4	+9	Advanced Temporal Talent, Immunity to Countdown and Doom	87	7 th
15 th	+7/+2	+5	+5	+9	Motes of Time (conditions, improved)	100	8 th
16 th	+8/+3	+5	+5	+10	Advanced Temporal Talent	115	8 th
17 th	+8/+3	+5	+5	+10	Aevum, Immunity to Stop	130	9 th
18 th	+9/+4	+6	+6	+11	Advanced Temporal Talent	147	9 th
19 th	+9/+4	+6	+6	+11	Motes of Time (allies move)	163	9 th
20 th	+10/+5	+6	+6	+12	Advanced Temporal Talent, Time Wizard	180	9 th

Class Features

All of the following are class features of the time mage.

Weapon and Armor Proficiency: Time mages are proficient with the club, sling, power rod, power staff, and quarterstaff, but not with any type of armor or shield. Heavier armor interferes with a time mage's movements, which can cause his spells with somatic components to fail.

Limit Breaks (Su): At 1st level, the time mage receives the Limit Breaks (Foresight and Temporal Stasis).

Foresight (Su): This Limit Break grants the time mage a powerful temporal sixth sense in relation to himself. The time mage receives instantaneous warnings of impending danger or harm. For a duration of 1 round + 1 round per four time mage levels, the time mage can't be surprised or flat-footed. In addition, the limit break gives the time mage a general idea of what action the character might take to best protect himself (duck, jump right, close the eyes, and so on) and gives the time mage a +2 insight bonus to AC and to Reflex saves. This bonus improves by 2 per four time mage levels. This insight bonus is lost whenever the time mage would lose a Dexterity bonus to AC.

Temporal Stasis (Su): This Limit Break allows the time mage to escape into a temporal stasis where he phases from normal time for a duration of 1 round + 1 round per four time mage levels. While in this stasis, the time mage cannot perform any action except watch the time go by. He is also unaffected by any spells or effects while in temporal stasis. Enemies and allies alike cannot perceive or detect him. The time mage can cancel his Limit Break before the duration ends.

Spells: A time mage casts time magic spells which are drawn the time mage spell list. A time mage begins play with 2 1st level time mage spells of his choice. At each new time mage level, he gains one new spell of any spell level or levels that he can cast (based on his new time mage level). Like most mages, a time mage can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a spell, the time mage must have an Intelligence score equal to at least $10 + \text{the spell level}$ (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a time mage's spell is $10 + \text{the spell level} + \text{the time mage's Intelligence modifier}$. In addition, a time mage gains additional MP for having a high attribute (Intelligence).

Spell Proficiency (Ex): Time mages are considered to have the Precise Shot feat while casting spells or using any magical items that require ranged touch.

Cantrips: Time mages learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Time mages begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Temporal Hiccup (Su): At 1st level, a time mage is able to cause a temporal "hiccup" to reroll a single action (e.g., attack roll, skill check, or saving throw). A time mage can use this ability a number of times per day equal to $3 + \text{his Intelligencer modifier}$ as an immediate action.

Motes of Time (Su): A mote is a tiny split-second of time that a time mage steals from his own future. The motes taken are inconsequential slivers of continuance that even the time mage will not notice being missing from his activities. However, a time mage can use these motes to affect his present timeline, allowing him to retry actions and slow down time around him so he can act more carefully and alertly in fast-moving situations.

Each day, the time mage has a pool of motes equal three plus his class level. Once a round, as a free action, a time mage can expend a mote to do any one of the following things:

- Gain a bonus to one attack roll, skill check, ability check, or saving throw. The roll must represent a single action that occurs entirely within a single round. (A time mage could use a mote to add a bonus to an Acrobatics check to leap over a chasm, but not to a Craft check made to determine how much progress was made after a day of work.) The bonus gained is equal to $+1d4$. This increases to $+2d4$ at 8th level, and $+3d4$ at 16th level. The time mage can decide to add this bonus immediately after seeing the result of the original die roll.
- Take a swift action that does not count against the time mage's normal limit of one swift action per round.
- Act in the surprise round when the time mage would not normally be able to do so.

At 3rd level, a time mage gains the ability to add the bonus from spending a mote of time to a single damage roll, or to his armor class (as a dodge bonus) until the beginning of his next turn.

At 7th level, the time mage may spend a mote to reduce the duration of any negative condition or effect he is suffering. By accelerating the speed with which only the negative influences on his travel through time, the time mage can reduce the duration of any one condition, affliction, or spell effect by 1d6 rounds (to a minimum of 0). This increased to a 2d6 round reduction at 15th level.

At 11th level, the time mage may spend a mote to take a move action as a swift action.

At 19th level, the time mage may use a mote to grant any ally within 60 feet that he can see an additional move action on that ally's next turn.

A time mage may gain additional options for use of a mote by taking temporal talents, though he is still restricted to spending motes only once each round.

Ahead of Time: At 2nd level, the time mage's growing control over time grants him an additional +2 bonus to initiative rolls. This bonus stacks with the bonus granted by the improved initiative feat.

Quicken (Su): At 3rd level, a time mage is able to speed his internal processes to a remarkable rate. The time mage is considered to have *Haste* (as the spell) cast upon himself until canceled. This ability is a swift action that can be activated for a duration equal 1 round per time mage level + his Constitution modifier. The rounds does not need to be consecutive. A time mage can end his quickening as a free action and is fatigued afterwards for a number of rounds equal to 2 times the number of rounds spent in the quickening.

Temporal Precognition (Su): At 4th level, the time mage gains the ability to see small instances of the future, and gains a +1 insight bonus on attack rolls, skill checks, or saving throws. At the beginning of each round, he can choose where to apply his insight bonus to, and this bonus applies to any actions related to his choice until the end of the round. This insight bonus increases by 1 for every four levels after 4th.

Temporal Talents: As a time mage gains experience, he learns a number of talents that aid him and confound his foes. Starting at 2nd level, a time mage gains one temporal talent. He gains an additional temporal talent every even level except 20. A time mage cannot select an individual talent more than once.

Talents marked with an asterisk require a time mage to spend motes, which he may do only once per round. The evasion talent is not marked with an asterisk because its use does not require the use of a mote, despite the fact that it does allow a time mage to spend a mote to enhance its effect.

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

Improved Uncanny Dodge (Ex): A time mage with this talent can no longer be flanked. This defense denies a thief the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels in a class that grants sneak attack than the time mage's class level. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level in a class that grants sneak attack required to flank the character. A time mage must already have uncanny dodge from some source before selecting this talent.

Old Wounds (Su):* As a standard action, the time mage can channel time into a wound, causing it to experience rapid healing, as if many days had passed. The time mage may spend a mote to heal his own wounds, or the

wounds of an ally touched. The wounds heal for 1d8 damage + 1 per class level of the time mage. This ability increase by an additional 1d8 every 4 levels to a maximum of 5d8.

Prescient Attack (Su):* The time mage may spend a mote as an immediate action after hitting a target with a weapon, ranged touch, or touch attack, allowing him to anticipate his opponent's defenses. The target is denied its Dexterity bonus against the time mage's attacks until the end of the time mage's next turn.

Prescient Defense (Su):* The time mage may spend a mote as an immediate action after hitting a target with a weapon, ranged touch, or touch attack, granting him a premonition of his enemy's intentions. The time mage gains a bonus to his AC and on Reflex saves equal to his Intelligence modifier (minimum 0) against attacks by that opponent until the beginning of his next turn.

Steady Hand (Su):* The time mage can rewind time by small amounts to erase any minor mistakes he makes as a result of distraction around him. By spending a mote, the time mage may use skills reliably even under adverse conditions. Once he spends the mote, he may take 10 on any single skill check made before the end of his next round, even if stress and distractions would normally prevent him from doing so.

Steal Fate (Su):* As a standard action, the time mage can attempt to steal a crucial moment from a target's future, reducing the chance the target will enjoy a happy and prosperous future. The time mage spends a mote and the target must make a Will save (DC 10 + 1/2 the time mage's level + the time mage's Intelligence modifier) or suffer a penalty to all attack and damage rolls, skill checks, and saving throws. This effect lasts for 1 round per time mage level. The penalty suffered is equal to -1, and increases to -2 at 8th level, and -3 at 16th level, while the time mage gains this as a bonus as he uses the stolen fate to carefully plan each action he takes. *Steal Fate* has a range of 30 feet.

Steal Time (Su):* As a standard action, with this talent, a time mage can steal time from a target. The time mage spends a mote and the target must make a Will save (DC 10 + 1/2 the time mage's level + the time mage's Intelligence modifier) or suffer a penalty to AC, Reflex saves, and movement speed. This effect lasts for 1 round per time mage level. The penalty suffered is equal to -1 to AC and Reflex saves as well as a -5 foot movement speed, and increases to -2 and -10 foot at 8th level, and -3 and -15 at 16th level, while the time mage gains this as a bonus as he uses the stolen time to move quickly. *Steal Time* has a range of 30 feet.

Uncanny Dodge (Ex): A time mage with this talent can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A time mage with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

Aevum (Su): At 5th level, the time mage gains the ability to control aevum—distinct moments of important time, stolen from the future and used to power the time mage's abilities. Unlike a mote, which is a very minor split second of time, an aevum is a more noteworthy moment, a crucial instance when something important happened. While a time mage has a ready supply of motes to spend on minor effects, aevum represent more major manipulations of time and are thereby a rarer commodity.

When first gained, the time mage must select a single power from the list below, and has a single aevum per day to spend. He gains additional aevum powers at 9th, 13th, and 17th level, and also increases his daily aevum pool by +1 at each of the levels. Spending an aevum is a standard action unless the ability description says otherwise.

Bolt Time (Su): By spending an aevum, the time mage can accelerate his movements to a speed that allows him to easily see and react to the movement of a crossbow bolt or other projectile as it flies toward a target. The time

mage remains in bolt time for one round per class level. This ability counts as a haste effect. While in bolt time, the time mage gains the following benefits:

- Once per round, the time mage can cast a 1st level spell as a swift action. Every four levels thereafter, the time mage can cast a spell of one higher spell level as a swift action.
- The time mage gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves.
- All of the time mage's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice his normal speed using that form of movement. This increase counts as an enhancement bonus and it affects the time mage's jumping distance as normal for increased speed.
- Each round, the time mage may automatically dodge the first ranged attack he is aware of that would otherwise strike him.

Entropy (Su): The time mage can force a target to suddenly feel the effects of aging, which damages and weakens it. He spends an aevum and makes a ranged touch attack as a standard action against any target he can see within 100 ft. + 10 ft./time mage level. If he hits the target, it takes 1d8 points of damage per class level of the time mage (to a maximum of 15d8). This damage bypasses hardness and DR.

Personal Time (Su): The time mage can take risky actions and, if things go badly, simply reverse his personal timeline to before he made the effort. At the beginning of his turn, the time mage spends an aevum as a free action. He then takes one normal round of actions, with all results noted temporarily. After his round of activity, before the next creature's turn begins, the time mage must decide if he is going to keep the round of activity he just took, or rewind himself.

If he keeps the round of activity, any changes made to any character during his turn become permanent. If he decides to reverse his timeline, he goes back to the moment he spent the aevum, and all changes that occurred during his round are erased from all creatures and items. The time mage is left with a standard action, but is considered to have spent an aevum and made use of his move action already. No one but the time mage remembers actions that took place during a round of time he reverses. If a time mage is killed or knocked unconscious during a round of personal time, he automatically reverses back to the beginning of his turn.

Shatter Time (Su): The time mage can break up the bigger, more important moments of stolen time under his control into smaller, more easily manipulated pieces. By spending an aevum, the time mage can recharge his daily uses of motes. He regains a number of motes of time equal to 1d4 + his Intelligence modifier. This cannot increase the number of motes available to above his daily mote total.

Temporal Stasis (Sp): Once per day, the time mage can spend an aevum to attempt to inflict *temporal stasis* (as the spell of the same name) on one touched creature. The time mage uses his class level as his caster level for this ability. If the time mage's initial touch attack fails, he can attempt this again as a standard action until he succeeds or six rounds pass. Once she successfully touches a target he loses the ability to try again, even if the target makes its Fortitude save. A time mage must be at least 17th level to select this aevum ability.

Time Cross (Su): The time mage can focus his timeline-stealing powers on a target, and steal from it a moment of success. He spends an aevum to make a ranged touch attack against any target he can see within 100 ft. + 10 ft./time mage level. If the time mage misses with this ranged attack he can try again (with each new attempt being its own standard action) for up to one minute per level. Once a target is hit, as an immediate reaction, the time mage can force the target to re-roll a single attack roll, damage roll, skill check, or saving throw he is aware of that occurs while the time cross is active (a time period equal to one minute per time mage level). The

target must take the result of the second roll. After the target re-rolls once, the ability is discharged regardless of the outcome of the re-roll.

Time Stop (Sp): Once per day, the time mage can spend an aevum to create a *time stop* effect (as the spell of the same name) on himself. A time mage must be at least 17th level to select this aevum ability.

Immunity to Slow (Ex): Also at 6th level, a time mage's power of time makes him immune to *Slow* status effect.

Temporal Attunement (Su): At 7th level, a time mage is able to manipulate time with spells or effects in relation to himself. Any spells or effects with a duration can be halved or doubled. A time mage must know or identify the spell or effect being cast upon him. A time mage can only attune himself to one spell or effect per round as an immediate action. This can also be used with the *Quickening* ability.

Foretell (Su): At 8th level, the time mage can utter a prediction of the immediate future. While his foretelling is in effect, he emits a 30-foot aura of fortune that aids his allies or hinders his enemies, as chosen by the time mage at the time of prediction. If he chooses to aid, the time mage and his allies gain a +1 luck bonus on ability checks, attack rolls, caster level checks, saving throws, and skill checks. If he chooses to hinder, his enemies take a -1 penalty on those rolls instead. The bonus/penalty increases by 1 for every four levels after 8th level. He can use this ability for a number of rounds per day equal to his time mage level. These rounds do not need to be consecutive.

Advanced Temporal Talents: Beginning at 12th level, a time mage adds the following advanced temporal talents to his choices when picking a new temporal talent. Many advanced talents require a time mage to spend two of his daily uses of his mote of time ability. This still qualifies as spending a mote once during his turn, even though multiple motes are spent.

Back to the Future* (Su): The time mage can spend two motes to fling himself briefly into the future to observe the results of proposed acts or decisions in his present. Since the time mage is only in his future for a moment, he is not certain to receive meaningful information. The base chance for receiving meaningful information is 70% + 1% per class level. This roll is made secretly by the GM. If the ability succeeds, the time mage gets one of the following four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results)
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the ability fails, the time mage gets the “nothing” result. There is no way to tell if a “nothing” result is the consequence of an action with no particular results or a failed use of this ability. This ability can see into the future only about ten minutes per level of the time mage, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All efforts to use this ability by the same person about the same topic use the same die result as the first use of the ability.

Butterfly Effect* (Su): As a reaction, the time mage can make minor changes in his past, which creates a cascade of minor changes in the timeline to generate brief favorable circumstances for an ally in his present. The time mage can spend two motes to add a bonus to one attack roll, skill check, ability check, or saving throw

made by an ally within 30 feet. The roll must represent a single action that occurs entirely within a single round. (A time mage could use a mote to add a bonus to an ally's Acrobatics check to leap over a chasm, but not to his Craft check made to determine how much progress was made after a day of work.) The bonus gained is equal to +2d4. This increased to +3d4 at 16th level. The time mage can decide to add this bonus immediately after seeing the result of the original die roll.

Déjà Vu* (*Su*): By spending two motes, a time mage can draw information from his future or past, allowing him to instantly gain the benefits of considerable study and reflection. He can even peer briefly into the future to see how others react to his various attempts at negotiation or subterfuge. The time mage can make a single Intelligence-, Wisdom- or Charisma-based skill check with a result equal to 20 + his total skill bonus. A time mage must take *steady hand* before he can take *déjà vu*.

Improved Evasion (*Ex*): This works like evasion, except that while the time mage still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless time mage does not gain the benefit of improved evasion.

Quickened Magic (*Su*): The time mage can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost of the spell.

Retroactive* (*Su*): By spending two motes, a time mage can attempt the same physical action over and over, hopping back to his starting point each time if things don't work out for him. The time mage can make a single Strength-, Dexterity- or Constitution-based skill check with a result equal to 20 + his total skill bonus. A time mage must take *steady hand* before he can take retroactive.

Time After Time (*Su*): The time mage gains advanced ability to manipulate time. The time mage may now spend motes twice per round, if he wishes.

Time Bandit (*Su*): The time mage's access to motes increases. The time mage can spend an additional number of motes per day equal to his Intelligence modifier. This talent may be taken more than once, adding the same number of additional motes per day each time it is selected.

Time Runner* (*Su*): The time mage can move briefly through time, taking an action that does not exist in the normal sequence of reality. The time mage spends two motes to gain an additional move action. The time mage does not set off traps during this move action (though he may cause them to be triggered if, at the end of his run, the proper triggering situation still exists). He does not provoke attacks of opportunity during this move action, nor may other characters make Perception checks to notice the time mage during this move action. After the move action time catches up to the time mage, allowing triggered traps to go off and other creatures to immediately notice the time mage where he now stands.

Immunity to Countdown and Doom (*Ex*): At 14th level, a time mage's superior manipulation of time makes him immune to *Countdown* and *Doom* spells and effects.

Immunity to Stop (*Ex*): At 17th level, a time mage's mastery of time makes him immune to *Stop* status effect.

Time Wizard (*Su*): The ultimate expression of the time mage's power is the ability to eliminate time and age from his personal time line. The time mage no longer ages physically, preventing him from dying of age or suffering any reduction to his ability scores due to age. If he is older than middle age for his race he reverts to a physical form at the prime of his health, gaining back any Strength, Dexterity, or Constitution lost due to aging. He is now immune to age effects.

Additionally, the time mage's daily pool of aevum increases by an amount equal to his Intelligence modifier, and can spending aevum now counts as a move action (unless a power specifies otherwise). The time mage can spend a maximum of two aevum in a single round.

White Mage

The hurts of the world are manifold. Minor accidents are common, and usually easily dealt with. However, when conflict and all-out warfare occur, they leave misery and hurt in their wake that can stagger the imagination. One of the white mage's great purposes in life is to provide protection, and failing that, healing, to all good people who require her aid.

Role: White mages provide support to her allies by strengthening and protecting with spells or healing them to ensure that they survive a bit longer.

Alignment: Any.

Hit Die: d6.

Starting Wealth: $2d6 \times 10$ gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The white mage's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Points Per Level: $2 + \text{Int modifier}$.

Table 3-28: The White Mage

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+0	+0	+2	White Magery, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+0	+0	+3	Holy Burst 1d6, Mage talent	2	1 st
3 rd	+1	+1	+1	+3	Divine Caress	4	2 nd
4 th	+2	+1	+1	+4	Holy Burst 2d6, Divine Seal (1/day)	7	2 nd
5 th	+2	+1	+1	+4	White Magery, Mage talent, Bonus Feat	10	3 rd
6 th	+3	+2	+2	+5	Holy Burst 3d6	15	3 rd
7 th	+3	+2	+2	+5	Auto-Regen	20	4 th
8 th	+4	+2	+2	+6	Holy Burst 4d6, Divine Seal (2/day), Mage talent	27	4 th
9 th	+4	+3	+3	+6	White Magery	34	5 th
10 th	+5	+3	+3	+7	Clear Mind, Holy Burst 5d6, Doublecast (1/day), Bonus Feat	43	5 th
11 th	+5	+3	+3	+7	Divine Veil, Advance mage talent	52	6 th
12 th	+6/+1	+4	+4	+8	Holy Burst 6d6, Divine Seal (3/day)	63	6 th
13 th	+6/+1	+4	+4	+8	White Magery	74	7 th

14 th	+7/+2	+4	+4	+9	Holy Burst 7d6, Auto-Regen II, Advance mage talent	87	7 th
15 th	+7/+2	+5	+5	+9	Bonus Feat	100	8 th
16 th	+8/+3	+5	+5	+10	Holy Burst 8d6, Divine Seal (4/day)	115	8 th
17 th	+8/+3	+5	+5	+10	White Magery	130	9 th
18 th	+9/+4	+6	+6	+11	Holy Burst 9d6, 1 MP Spell (3/day), Advance mage talent	147	9 th
19 th	+9/+4	+6	+6	+11	Quad-Cast (1/day)	163	9 th
20 th	+10/+5	+6	+6	+12	Holy Burst 10d6, White Wizard, Bonus Feat	180	9 th

Class Features

All of the following are class features of the white mage.

Weapon and Armor Proficiency: White Mages are proficient with the club, sling, power rod, power staff, and quarterstaff, but not with any type of armor or shield. Heavier armor interferes with a white mage's movements, which can cause her spells with somatic components to fail.

Limit Breaks (Su): At 1st level, the white mage receives the Limit Breaks (Breath of the Earth and Healing Wind).

Breath of the Earth (Su): This Limit Break causes the earth to rupture partially and releases a warm wind encompassing you and your allies within 30 feet, curing any negative status effects and providing a +2 morale bonus to saving throws against status effects per four white mage levels for a duration of 1 round + 1 round per four white mage levels.

Healing Wind (Su): This Limit Break causes a cooling wind to ripple through you and your allies within 30 feet, healing for 2d10 points of damage + an additional 2d10 per four white mage levels and providing a Fast Healing 1 that increases by +1 per four white mage levels for a duration of 1 round + 1 round per four white mage levels.

Spells: A white mage casts white magic spells which are drawn from the white mage spell list. A white mage begins play with 2 1st level white mage spells of her choice. At each new white mage level, she gains one new spell of any spell level or levels that she can cast (based on her new white mage level). Like most mages, a white mage can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a spell, the white mage must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a white mage's spell is 10 + the spell level + the white mage's Wisdom modifier. In addition, a white mage gains additional MP for having a high attribute (Wisdom).

White Magery: At 1st, 5th, 9th, 13th, and 17th level, a white mage increases her power with her spells. At each such opportunity, she can choose from the list of the following (with a limit of 2 per):

Healing Mastery: This increases the white mage's caster level by 1 for all spells with a healing descriptor.

Increased Healing: This increases any healing spell the white mage casts by 1 extra die of the appropriate type. This allows the white mage to overcome any healing cap a spell might restrict her to.

Spell Mastery: This increases the DC for all of the white mage's spells by 1.

Spell Penetration: This increases the white mage's caster level checks by 1 made to overcome a creature's spell resistance. This stacks with the Spell Penetration feat.

Spell Proficiency (Ex): White mages are considered to have the Precise Shot feat while casting spells or using any magical items that require ranged touch.

Cantrips: White mages learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. White mages begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Holy Burst (Su): At 2nd level, a white mage can release a wave of holy energy that causes holy damage to undead and heals herself and nearby allies. Holy burst affects all creatures in a 15-foot radius centered on the white mage. The amount of holy damage dealt or damage healed is equal to 1d6 points of damage plus 1d6 points of damage for every two white mage levels beyond 2nd (2d6 at 4th, 3d6 at 6th, and so on). Undead creatures that take damage from holy burst receive a Will save to halve the damage. The DC of this save is equal to $10 + 1/2 \text{ the white mage's level} + \text{the white mage's Wisdom modifier}$. Creatures healed by holy burst cannot exceed their maximum hit point total—all excess healing is lost. A white mage may use holy burst a number of times per day equal to $3 + \text{her Wisdom modifier}$ (minimum of 1). This is a standard action that does not provoke an attack of opportunity. A white mage can choose whether or not to include herself in this effect.

Mage Talents: As a white mage gains experience, she learns a number of talents that assist her in manipulating spells and other forms of magic. At 2nd level, 5th level, and again at 8th level, a white mage gains one mage talent. A white mage cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a white mage's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

Concentrate (Ex): The white mage can reroll any concentration check she has just made with a +4 bonus. She must use this ability after the roll is made, but before the roll's outcome is determined. The white mage must take the second roll, even if it is worse. The white mage can use this ability once per day.

Empowered Magic (Su): The white mage can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell.

Familiar (Ex): The white mage forms a powerful bond with a familiar. A familiar is a magical pet that enhances the white mage's skills and senses and can aid her in magic. See this link for more information on familiars: <http://www.d20pfsrd.com/classes/core-classes/wizard/familiar>

Healing Spell (Su):* As a swift action, the white mage adds an element of extra healing energy to any healing spell she is casting. Affected targets gain Fast Healing equal to the level of the spell for a duration of 1 round + her Wisdom modifier. The white mage may use this ability a number of times per day equal to $3 + \text{her Wisdom modifier}$.

Improved Enhancements (Ex):* When the white mage casts an enhancement spell, its highly effective on the first round. During the first round that the enhancement spell was casted, the effects are doubled. She may do this a number of times per day equal to $3 + \text{her Wisdom modifier}$.

Mage Training: The white mage may select a bonus feat from her list of available white mage bonus feats.

Silent Magic (Su): The white mage can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

Spell Guard (Su):* Whenever the white mage casts a spell with a casting time of 1 standard action, she may instead cast it as a full round action. The white mage channels some of the energy of the spell into a defensive shield around her, giving her a deflection bonus to her AC equal to the level of the spell being cast. This bonus lasts until the beginning of the white mage's next turn.

Spell Lore (Ex): The white mage adds her level to all Spellcraft checks made to identify a spell being cast. (This is most often useful when attempting to counterspell.)

Spell Sage (Ex): When the white mage attempts a Use Magic Device check to cast a spell from materia, she gains a +4 competence bonus to the check.

Still Magic (Su): The white mage can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the MP cost or the level of the spell.

Turn Undead (Ex): Whenever the white mage uses her Holy Burst ability, any undead that fails its save against this ability flees from the white mage for a duration of 1 round + her Wisdom modifier.

Divine Caress (Su): At 3rd level, any white magic spells that the white mage casts that cures status effects provides a bonus to saving throws against that status effect equal to +1 per two white mage levels for a duration of 1 round per two white mage levels.

Divine Seal (Ex): Beginning at 4th level, a white mage can increase the potency of her next healing spell as a swift action, so long as the casting time of the spell is 1 standard action or less. The next healing spell the white mage casts heals for half again as many hit points. She can use this ability twice per day at 8th level, three times per day at 12th level, and four times per day at 16th level.

Bonus Feat: A white mage receives a bonus feat starting at 5th level and receives an additional bonus feat every five white mage levels thereafter (10th, 15th, and 20th). At each such opportunity, she can choose a metamagic feat or an item creation feat. The white mage must still meet all prerequisites for a bonus feat, including caster level minimums.

Auto-Regen (Su): At 7th level, the white mage begins regenerating hit points. The white heals 1 hit point per round, gaining the Regen status effect that cannot be dispelled. At 14th level, the white heals 2 hit points per round.

Clear Mind (Ex): At 10th level, a white mage can regain her MP quicker. The white mage must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The white mage regains MP equaling her Wisdom modifier per hour.

Doublecast (Su): At 10th level, once per day, a white mage can take a full-round action to cast two spells. The white mage pays MP for both spells as normal and if a concentration check is needed, she must check for both spells. She must also indicate the targets before spells are resolved.

Divine Veil (Su): At 11th level, when a white mage uses Divine Seal, her next healing spell not only heals for double, but also removes 1 negative status effect chosen by the white mage.

Advanced Mage Talents: At 11th, 14th, and 17th level, a white mage learns further talents to assist her in manipulating spells and other forms of magic. She may gain one of the abilities described in the “Mage Talents” entry or, if she prefers, one of the abilities described below. Advanced mage talents follow the same rules as mage talents.

Talents marked with an asterisk add effects to a white mage’s spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

Augment Spell (Ex):* Any spell the white mage knows that has a variable that increases by caster level which has a maximum, that maximum is increased by the equivalent of one additional caster level. Thus a white mage with this talent heals a maximum of $1d6+6$ hit points with cure, and deals a maximum of $11d4$ holy damage with holy.

Effortless Healing (Ex): The white mage has learned to cast healing spells with minimal effort. She may cast such spells without provoking attacks of opportunity. This ability applies only to healing spells that she casts as a white mage, not to those that she may have by virtue of levels in another class.

Healing Hands (Ex): Whenever a white mage casts a spell that cures hit point damage, she adds her Wisdom modifier to the amount of damage healed.

Mage Counter (Su):* When the white mage uses dispel to counterspell, she gains a +4 competence bonus to her dispel check. A white mage must know dispel to select this talent.

Maximized Magic (Su): The white mage can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell.

Protective Ward (Su):* When the white mage casts an enhancement spell, the white mage or a single ally within 30 feet gains a sacred bonus to AC equal to the level of the enhancement spell casted. This lasts for a duration of 1 round + the white mage's Wisdom modifier. The white mage may use this ability a number of times per day equal to $3 + \text{her Wisdom modifier}$.

Quickened Magic (Su): The white mage can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell.

Spell Diligence (Su):* As a swift action, the white mage may focus all her attention on casting a single spell. Only spells with a casting time of 1 standard action and a range of personal or touch may be cast in this way. The white mage adds her level to any concentration check made to cast a spell when using spell diligence. The white mage may use this ability a number of times per day equal to $3 + \text{her Wisdom modifier}$.

1 MP Spell (Su): At 18th level, three times per day, as a move action, a white mage can reduce the cost of spells to 1 MP. Once activated, any spells the white mage casts only cost 1 MP. This ability ends at the end of the round.

Quad-Cast (Su): At 19th level, once per day, a white mage can take a full-round action to cast four spells. The white mage pays MP for all four spells as normal and if a concentration check is needed, she must check for all four spells. She must also indicate the targets before spells are resolved.

White Wizard (Su): At 20th level, a white mage becomes the pinnacle of white magic. The white mage gains the following abilities:

- Any healing spells cast grants temporary hit points to the person or persons cast upon equal to 2 per spell level of the spell that last for a duration of 1 round per white mage level. This does not stack with any spell that grants temporary hit points, but will overwrite any such spell, even itself.
- Any light spells cast gains a bonus to damage rolls equal to the white mage's Wisdom modifier.
- Any attacks (including magical ranged touch spells) now deal an additional 1d6 points of holy damage and grants a +5 bonus to attack rolls against any creature that the white mage misses on her next attack roll.

HYBRID CLASSES

Black Belt

Deadly even with nothing in her hands, a black belt eschews using the fighter's heavy armor and the monk's mysticism, focusing instead on perfecting many styles of brutal unarmed combat. Versatile, agile, and able to adapt to most enemy attacks, a black belt's body is a powerful weapon.

Role: Black belts are maneuverable and well suited for creating flanking situations or dealing with lightly armored enemies, as well as quickly adapting to a rapidly changing battlefield.

Alignment: Any.

Hit Die: d10.

Parent Classes: Fighter and Monk.

Starting Wealth: $3d6 \times 10$ gil (average 105 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The black belt's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Table 3-29: The Black Belt

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	AC Bonus
1 st	+1	+2	+2	+0	Martial Cunning, Martial Flexibility, Martial Training, Unarmed Strike, Limit Breaks	+0
2 nd	+2	+3	+3	+0	Shrug It Off, Master's Flurry (Two-Weapon Fighting)	+0
3 rd	+3	+3	+3	+1	Maneuver Training 1	+0
4 th	+4	+4	+4	+1	AC Bonus (+1), Knockout (1/day)	+0
5 th	+5	+4	+4	+1	Shrug It Off (+5), Master's Strike, Exploit Weakness	+1
6 th	+6/+1	+5	+5	+2	Martial Flexibility (Swift), Focus	+1
7 th	+7/+2	+5	+5	+2	Maneuver Training 2	+1
8 th	+8/+3	+6	+6	+2	Shrug It Off (+10), Master's Flurry (Improved Two-Weapon Fighting)	+1
9 th	+9/+4	+6	+6	+3	AC Bonus (+2), Master's Strike (Cold Iron and Silver)	+2
10 th	+10/+5	+7	+7	+3	Martial Flexibility (Free), Knockout (2/day)	+2
11 th	+11/+6/+1	+7	+7	+3	Shrug It Off (+15), Opportunist, Maneuver Training 3	+2
12 th	+12/+7/+2	+8	+8	+4	Master's Strike (Alignment), Martial Flexibility (Immediate)	+2

13 th	+13/+8/+3	+8	+8	+4	AC Bonus (+3)	+3
14 th	+14/+9/+4	+9	+9	+4	Shrug It Off (+20), Awesome Blow	+3
15 th	+15/+10/+5	+9	+9	+5	Master's Flurry (Greater Two-Weapon Fighting), Maneuver Training 4	+3
16 th	+16/+11/+6/+1	+10	+10	+5	Knockout (3/day)	+3
17 th	+17/+12/+7/+2	+10	+10	+5	Shrug It Off (+25), Master's Strike (Adamantine)	+3
18 th	+18/+13/+8/+3	+11	+11	+6	AC Bonus (+4)	+4
19 th	+19/+14/+9/+4	+11	+11	+6	Maneuver Training 5, Five Point Palm Exploding Heart Technique	+4
20 th	+20/+15/+10/+5	+12	+12	+6	Shrug It Off (+30), Martial Flexibility (any number), Improved Awesome Blow	+4

Class Features

The following are the class features of the black belt.

Weapon and Armor Proficiency: A black belt is proficient with all simple weapons plus any weapons with the "monk" special feature. She is not proficient with any armor or shields.

Limit Break (Su): At 1st level, the black belt receives the Limit Breaks (Hundred Fists and Unstoppable).

Hundred Fists (Su): This Limit Break allows the black belt to unleash a secret martial technique. For a duration of 1 round + 1 round per four black belt levels, every attack the black belt makes (including attacks made with weapons), she may make a separate unarmed attack at the same iterative attack bonus against the same target, provided they are valid targets for unarmed attacks. These additional attacks can be made any time a black belt rolls an attack roll that would result in direct damage. This includes attacks of opportunity or extra attacks from master's flurry as well as haste effects that grant an additional attack. Attack rolls that would not directly result in damage, such as a touch attack to begin a grapple, do not allow for these extra attacks. This limit break requires only a swift action.

Unstoppable (Su): This Limit Break allows the black belt through sheer force of will to pull from a vast well of untapped energy, creating a nearly unstoppable force in battle. For a duration of 1 round + 1 round per four black belt levels, the black belt acts if under *Freedom of Movement* and becomes immune to all fear and charm effects as well as any spells or conditions which would limit the black belt's actions, as defined by any state that limits her ability to take normal move, swift, and standard actions each round. If the black belt is already under an effect or spell which limits her movements or actions, those effects end as if they were immediately removed or expired. Ability score penalties and damage do not affect the black belt in this state, and movement penalties for difficult terrain are ignored. If a black belt drops to -1, she is considered to have the Diehard feat. If a black belt is dropped below negative hit points equal to her Constitution score during this duration, she may roll a Fortitude save equal to 10 + her negative hit point value to retain her ability to act normally. A new save is rolled each time damage is received using her new negative hit point value (IE: a black belt with a 10 Constitution is at -10 hit points must succeed on a DC 20 Fortitude save to remain standing, and if damaged again to -17 hit points, a DC 27 Fortitude save to stave off death once again). If Unstoppable ends with the black belt having negative hit points equal to her Constitution score, she immediately dies. This limit break requires only a swift action.

Martial Cunning (Ex): If the black belt's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

Shrug It Off (Ex): At 2nd level, a black belt's body are regularly subjected to punishment and stress from various and diverse sources. This training leads to the point where she can convert part of the damage she receives into nonlethal damage. At 2nd level, the amount of lethal damage equal to her black belt's level plus her Constitution modifier from any source can be placed into their Shrug It Off damage pool. This damage counts as normal toward the black belt's nonlethal damage accrual.

Any time the black belt heals nonlethal damage, it is always healed from this pool first. If the black belt takes more damage than can be placed into their Shrug It Off pool, the runoff amount simply stays as lethal damage and is treated as normal.

The total amount of damage that can be converted increases by 5 at 5th, 8th, 11th, 14th, 17th, and 20th levels.

Martial Flexibility (Ex): A black belt can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The black belt must meet all the feat's prerequisites. She may use this ability a number of times per day equal to $3 + 1/2$ her black belt level (minimum 1). The black belt can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a black belt can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a black belt can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 12th level, a black belt can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a black belt can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.

Martial Training (Ex): At 1st level, a black belt counts her total black belt levels as both fighter levels and monk levels for the purpose of qualifying for feats. She also counts as both a fighter and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist and a monk's robe). This ability does not automatically grant feats normally granted to fighters and monks based on class level, namely Stunning Fist.

Unarmed Strike: At 1st level, a black belt gains Improved Unarmed Strike as a bonus feat. A black belt may attack with fists, elbows, knees, and feet. This means that a black belt may make unarmed strikes with her hands full. A black belt applies her full Strength modifier (not half) on damage rolls for all her unarmed strikes.

Usually, a black belt's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A black belt's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons.

A black belt also deals more damage with her unarmed strikes than others, as shown on the table below. The unarmed damage values listed on that table are for Medium black belts. A Small black belt deals less damage than the amount given there with her unarmed attacks, while a Large black belt deals more damage; see the following table.

Table 3-30: Small, Medium, or Large Black Belt Unarmed Damage

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st – 3rd	1d4	1d6	1d8
4th – 7th	1d6	1d8	2d6
8th – 11th	1d8	1d10	2d8
12th – 15th	1d10	2d6	3d6
16th – 19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

Master's Flurry (Ex): Starting at 2nd level, a black belt can make a master's flurry as a full-attack action. When doing so, a black belt has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes or weapons with the "monk" special feature. She does not need to use two different weapons to use this ability.

A black belt applies her full Strength modifier to her damage rolls for all attacks made with master's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A black belt can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of master's flurry. A black belt with natural weapons can't use such weapons as part of master's flurry, nor can she make natural weapon attacks in addition to her master's flurry attacks.

At 8th level, the black belt gains use of the Improved Two-Weapon Fighting feat when using master's flurry. At 15th level, she gains use of the Greater Two-Weapon Fighting feat when using master's flurry.

Maneuver Training (Ex): At 3rd level, a black belt can select one combat maneuver to receive additional training. She gains a +1 bonus on combat maneuver checks when performing that combat maneuver and a +1 bonus to her CMD when defending against that maneuver.

At 7th level and every 4 levels thereafter, the black belt becomes further trained in another combat maneuver, gaining the above +1 bonus combat maneuver checks and to CMD. In addition, the bonuses granted by all previous maneuver training increase by 1 each. (For example, if a black belt chooses grapple at 3rd level and sunder at 7th level, her bonuses to grapple are +2 and bonuses to sunder are +1. If she then chooses bull rush upon reaching 11th level, her bonuses to grapple are +3, to sunder are +2, and to bull rush are +1.)

AC Bonus (Ex): At 4th level, when a black belt wears no armor, she gains a +1 dodge bonus to AC and CMD. This bonus increases by 1 at 9th, 13th, and 18th levels. These bonuses to AC apply against touch attacks. She loses these bonuses while immobilized or helpless, wearing any armor, using a shield, or carrying a medium or heavy load.

Knockout (Ex): At 4th level, once per day, a black belt can unleash a devastating attack that can instantly knock a target unconscious. She must announce this intent before making her attack roll. If the black belt hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw ($DC = 10 + 1/2$ the black belt's level + the higher of the black belt's Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the black belt may use this ability twice per day; at 16th level, she may use it three times per day.

Master's Strike (Ex): At 5th level, a black belt's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. At 9th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 12th level, she chooses one alignment component: chaotic, evil, good, or lawful; her unarmed strikes also count as this alignment for the purpose of overcoming damage reduction. (This alignment component cannot be the opposite of the black belt's actual alignment, such as a good black belt choosing evil strikes.) At 17th level, her unarmed attacks are also treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

Exploit Weakness (Ex): At 5th level, as a swift action, a black belt can observe a creature or object to find its weak point by succeeding at a Wisdom check, adding her black belt level against a DC of 10 + the object's hardness or the target's CR. If it succeeds, the black belt gains a +2 bonus on attack rolls until the end of her turn, and any attacks she makes until the end of her turn ignore the creature or object's DR or hardness.

A black belt can instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saving throws, as well as a dodge bonus to AC against that opponent equal to $1/2$ her black belt level until the start of her next turn.

Focus (Ex): At 6th level, a black belt can clear her mind of all distractions to gain focus on the battle in front of her. Any time a black belt uses the Total Defense action in combat and is able to perceive at least one foe, she also gains the Focus status.

This grants her a +5 insight bonus to her next attack roll. In addition to this bonus, the black belt's next melee attack also deals double damage. This insight bonus stacks with itself and each application of Focus increases the damage multiplier by 1 (thus a black belt that uses focus two times before attacking will have a +10 insight bonus to her next attack roll and deal three times normal damage if it is a melee attack). This damage bonus is additive with all other damage multipliers as normal, such as from critical hits.

Focus cannot stack with itself more than three times. The status remains until the black belt makes her next attack roll or combat ends. The Focus state is always expended on the black belt's next attack, even if it misses or is interrupted.

Opportunist (Ex): At 11th level, once per round, the black belt can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. She cannot use this ability more than once per round, even if she has the Combat Reflexes feat or a similar ability. At 19th level, she can use this ability twice per round.

Awesome Blow (Ex): At 14th level, the black belt can as a standard action perform an awesome blow combat maneuver against a corporeal creature of her size or smaller. If the combat maneuver check succeeds, the opponent takes damage as if the black belt hit it with the close weapon she is wielding or an unarmed strike, it is knocked flying 10 feet in a direction of the black belt's choice, and it falls prone. The black belt can only push

the opponent in a straight line, and the opponent can't move closer to the black belt than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle. (Unlike the Awesome Blow monster feat, the black belt can be of any size to use this ability.)

Five Point Palm Exploding Heart Technique (Ex): At 19th level, studying the anatomy and spiritual flow of living creatures to so much of an extent allows a black belt to kill opponents with a single, deadly blow, also known as the fabled dim mak. Once per day, as a full-round action, a black belt may use the Five Point Palm Exploding Heart Technique.

The black belt makes a touch attack against her victim, and if successful, the target must make a Fortitude save (DC $10 + 1/2$ the black belt's level + the black belt's Strength or Dexterity modifier). If a black belt is in the Focus state, the DC to save against this effect increases by 2. If the victim fails this save, its heart will explode once the victim willingly moves at least 25 feet, killing it instantly. This technique is considered a death effect and protection against such will negate it. Constructs, oozes, plants, undead, creatures without hearts, and creatures immune to critical hits cannot be affected. Forced movement does not trigger this and the movement does not have to be all at once or in the same direction, but instead is a cumulative total since the creature became afflicted.

A creature suffering from this technique that has not yet died is in a state of extreme physical duress. This results in being exhausted as well as receiving one point of Constitution damage at the start of each turn (if a creature's Constitution score reaches zero its heart is considered to have exploded).

A black belt can remove another black belt's Five Point Palm Exploding Heart Technique by expending her daily ability to reverse it as a standard action. A restored creature recovers any Constitution damage suffered because of the technique at a rate of one point per hour. There is no other known cure aside from magical protection against death effects, and there is no other way to remove this status once it is obtained. A black belt is incapable of using this technique on herself, either for harm or to reverse another black belt's attempt.

Anyone that sees the black belt perform this ability may use a Knowledge (History) check (DC 20) to recollect this mythical ability or a Heal check (DC 25) to spot and recognize the consequences of it.

Improved Awesome Blow (Ex): At 20th level, the black belt can use her awesome blow ability as an attack rather than as a standard action. She may use it on creatures of any size. If the maneuver roll is a natural 20, the black belt can immediately attempt to confirm the critical by rolling another combat maneuver check with all the same modifiers as the one just rolled; if the confirmation roll is successful, the attack deals double damage, and the damage from hitting an obstacle (if any) is also doubled.

Dancer

With their aggressive steps, these dancers are able to weave forbidden magicks upon their enemies, producing results rivaling those of even the most powerful sorcerous cants. The popularity of this profession reached its peak during the Great War, when dancers were common additions to allied army units fighting on the front lines.

Role: A dancer inspires her allies, and often presses forward to fight enemies in melee. Outside of combat, she's useful as an entertainer, less versatile but more durable than a bard.

Alignment: Any.

Hit Die: d8.

Parent Classes: Bard and Monk.

Starting Wealth: $3d6 \times 10$ gil (average 105 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The dancer's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Points Per Level: 4 + Int modifier.

Table 3-31: The Dancer

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	AC Bonus
1 st	+0	+2	+2	+0	AC Bonus, Unarmed Strike, Battle Dance, Fleet, Limit Breaks	+0
2 nd	+1	+3	+3	+0	Evasion, Versatile Dance	+0
3 rd	+2	+3	+3	+1	Uncanny Dodge, Beguiling Dance	+0
4 th	+3	+4	+4	+1	Ki Pool, Mystic Dance	+0
5 th	+3	+4	+4	+1	Dance of the Vexing Snake	+1
6 th	+4	+5	+5	+2	Mystic Dance, Rain of Blows, Dancer's Strike	+1
7 th	+5	+5	+5	+2	Wearying Dance	+1
8 th	+6/+1	+6	+6	+2	Mystic Dance, Improved Uncanny Dodge	+1
9 th	+6/+1	+6	+6	+3	Dance of the Floating Step	+1
10 th	+7/+2	+7	+7	+3	Mystic Dance, Defensive Roll, Fan Dance	+2
11 th	+8/+3	+7	+7	+3	Frightful Dance	+2
12 th	+9/+4	+8	+8	+4	Mystic Dance, Improved Evasion, Dance of Fury	+2
13 th	+9/+4	+8	+8	+4	Dance of the Crushing Python	+2
14 th	+10/+5	+9	+9	+4	Mystic Dance, Leaf on the Wind	+2
15 th	+11/+6/+1	+9	+9	+5	Dance of the Springing Tiger, Saber Dance	+3
16 th	+12/+7/+2	+10	+10	+5	Mystic Dance	+3
17 th	+12/+7/+2	+10	+10	+5	Dance of the Soaring Eagle	+3
18 th	+13/+8/+3	+11	+11	+6	Mystic Dance	+3
19 th	+14/+9/+4	+11	+11	+6	Dance of Death's Embrace	+3
20 th	+15/+10/+5	+12	+12	+6	Mystic Dance, Battle Fury	+4

Class Features

All of the following are class features of the dancer.

Weapon and Armor Proficiency: A dancer is proficient with all simple weapons, but not with any armor or shields.

Limit Break (Su): At 1st level, the dancer receives the Limit Breaks (Perfect Dance and Trance).

Perfect Dance (Su): This Limit Break allows the dancer to perfect her dancing moves on the battlefield. For a duration of 1 round + 1 round per four dancer levels, the dancer gains a +2 dodge bonus to AC, +2 competence bonus to Attack rolls and skill checks. These bonuses improves by +2 for every four dancer levels attained.

Trance (Su): This Limit Break allows the dancer to perform any battle dance or mystic dance she knows without using any cost (bardic performance or ki points) for a duration of 1 round + 1 round per four dancer levels. This limit break requires only a swift action.

AC Bonus (Ex): When unarmored and unencumbered, the dancer adds her Charisma bonus (if any) to her AC. She uses the captivating and confusing movements of the battle dance to evade her foes' attacks. In addition, a dancer gains a +1 dodge bonus to AC at 5th level. This bonus increases by 1 for every five dancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). This bonus reflects the dancer's intense training in unarmed and unarmored combat. These bonuses to AC apply even against touch attacks or when the dancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears armor, when she carries a shield, or when she carries a medium or heavy load.

Unarmed Strike: At 1st level, a dancer gains Improved Unarmed Strike as a bonus feat. A dancer may attack with fists, elbows, knees, and feet. This means that a dancer may make unarmed strikes with her hands full. A dancer applies her full Strength modifier (not half) on damage rolls for all her unarmed strikes.

Usually, a dancer's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A dancer's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons.

Table 3-32: Small, Medium, or Large Dancer Unarmed Damage

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st – 3rd	1d4	1d6	1d8
4th – 7th	1d6	1d8	2d6
8th – 11th	1d8	1d10	2d8
12th – 15th	1d10	2d6	3d6
16th – 19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

Battle Dance (Ex): A dancer is trained in the use of the Perform skill, especially dance, to create magical effects on herself and allies. She can use this ability for a number of rounds per day equal to 4 + her Charisma modifier; this increases by 2 rounds per dancer level thereafter. At 1st level, the dancer can use inspire courage. At 9th level, the dancer can use inspire greatness. At 15th level, the dancer can use inspire heroics. Battle dancing benefits apply only when the dancer is wearing no armor. Like bardic performance, it cannot be maintained at the same time as other performance abilities.

Starting a battle dance is a move action, but it can be maintained each round as a free action. Changing a battle dance from one effect to another requires the dancer to stop the previous performance and start the new one as a move action. Like a bard, a dancer's performance ends immediately if she is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round. A dancer cannot perform more than one battle dance at a time. At 10th level, a dancer can start a battle dance as a swift action instead of a move action.

This ability otherwise functions as bardic performance; feats and other effects that affect bardic performance (such as the Extra Performance feat) apply to it.

Fleet (Su): While performing a battle dance, a dancer gains a +10 enhancement bonus to her land speed. This bonus increases by 5 feet for every four dancer levels gained after 1st level, to a maximum of +30 feet at 17th level.

Evasion (Ex): At 2nd level, a dancer gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. The evasion ability can only be used if the dancer is wearing no armor.

Versatile Dance (Ex): At 2nd level, a dancer gains a bonus equal to half her level on Perform (dance) checks. She can use her bonus for her Perform (dance) skill in place of her bonus for Acrobatics.

Beguiling Dance (Su): At 3rd level, a dancer can perform a battle dance to distract her enemies. Whenever the dancer starts or maintains a beguiling dance, all enemies within 30 feet who can see her must succeed on a Will save ($DC\ 10 + \text{half of the dancer's level} + \text{her Charisma modifier}$) or be dazed for 1 round. Creatures that fail this save also have their attitude improved by one step for as long as she maintains the dance. This attitude adjustment does not prevent any subsequent attitude changes. For example, an enemy that becomes indifferent toward the dancer as a result of this effect still turns hostile if she then attacks it. A creature can't be affected again by your beguiling dance effect for 24 hours whether or not it succeeds on the saving throw.

Uncanny Dodge (Ex): At 3rd level, a dancer cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A dancer with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Ki Pool (Su): At 4th level, a dancer gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in the dancer's ki pool is equal to $1/2$ her dancer level + her Charisma modifier. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. At 10th level, she also reduces the DC of Acrobatics skill checks made to jump by $1/2$ (although she still cannot move farther than her speed allows).

By spending 1 point from her ki pool, a dancer can increase her speed by 20 feet for 1 round. Finally, a dancer can spend 1 point from her ki pool to give herself a +4 insight bonus on Perform checks for 1 round. Each of these powers is activated as a swift action. A dancer can gain additional powers that consume points from her ki pool by selecting mystic dance moves.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the dancer possesses levels in another class that grants points to a ki pool, dancer levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is

gained, and once made, the choice is set. The dancer can now use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

Mystic Dance (Su): Beginning of 4th level and every other level thereafter, a dancer learns a new mystic dance move. Some mystic dances require other mystic dance abilities as prerequisites. Performing a mystic dance requires a standard action that provokes attacks of opportunity and costs 1 Ki point.

Drain Samba (Su): A dancer can perform a dance that inflicts a drain upon a creature within 30 ft. that allows herself and allies to drain HPs with every successful attack. The creature affected must make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) or be inflicted with Drain Samba ability for 1 round + 1 round per four dancer levels. The dancer and her allies that successfully hit the creature affected by this ability deals 1d4 points of non-elemental damage and heals 1d4 points of damage.

Drain Samba II (Su): A dancer can perform a dance that inflicts a drain upon a creature within 30 ft. that allows herself and allies to drain HPs with every successful attack. The creature affected must make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) or be inflicted with Drain Samba II ability for 1 round + 1 round per four dancer levels. The dancer and her allies that successfully hit the creature affected by this ability deals 2d4 points of non-elemental damage and heals 2d4 points of damage. Requires *Drain Samba* as prerequisite for selecting this ability.

Drain Samba III (Su): A dancer can perform a dance that inflicts a drain upon a creature within 30 ft. that allows herself and allies to drain HPs with every successful attack. The creature affected must make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) or be inflicted with Drain Samba III ability for 1 round + 1 round per four dancer levels. The dancer and her allies that successfully hit the creature affected by this ability deals 3d4 points of non-elemental damage and heals 3d4 points of damage. Requires *Drain Samba II* as prerequisite for selecting this ability.

Aspir Samba (Su): A dancer can perform a dance that inflicts a drain upon a creature within 30 ft. that allows herself and allies to drain MPs with every successful attack. The creature affected must make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) or be inflicted with Aspir Samba ability for 1 round + 1 round per four dancer levels. The dancer and her allies that successfully hit the creature affected by this ability deals 1d4 points of MP damage and gains 1d4 MP (any gain over your maximum MP pool is lost) or heals 1d4 HPs if no MP pool. Requires *Drain Samba III* as prerequisite for selecting this ability.

Aspir Samba II (Su): A dancer can perform a dance that inflicts a drain upon a creature within 30 ft. that allows herself and allies to drain MPs with every successful attack. The creature affected must make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) or be inflicted with Aspir Samba II ability for 1 round + 1 round per four dancer levels. The dancer and her allies that successfully hit the creature affected by this ability deals 2d4 points of MP damage and gains 2d4 MP (any gain over your maximum MP pool is lost) or heals 2d4 HPs if no MP pool. Requires *Aspir Samba II* as prerequisite for selecting this ability.

Haste Samba (Su): A dancer can perform a dance inflicts a slow status effect upon a creature within 30 ft. that also allows herself and allies to receive the haste status for the round with a successful attack. The creature affected must make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) or be inflicted with Slow status for 1 round + 1 round per four dancer levels. The dancer and her allies that successfully hit the creature affected by this ability gain the Haste status for the round. Requires another Samba ability as prerequisite for selecting this ability.

Curing Waltz (Su): A dancer can perform a dance that heals an ally within 30 ft. Ally within range is healed of 1d6 damage + 1 per four dancer levels for 1 round + 1 round per four dancer levels.

Curing Waltz II (Su): A dancer can perform a dance that heals an ally within 30 ft. Ally within range is healed of 3d6 damage + 2 per four dancer levels for 1 round + 1 round per four dancer levels. Requires *Curing Waltz* as prerequisite for selecting this ability.

Curing Waltz III (Su): A dancer can perform a dance that heals an ally within 30 ft. Ally within range is healed of 5d6 damage + 3 per four dancer levels for 1 round + 1 round per four dancer levels. Requires *Curing Waltz II* as prerequisite for selecting this ability.

Healing Waltz (Su): A dancer can perform a dance that heals allies within 30 ft. Allies within range are healed of 1d6 damage per four dancer levels for 1 round + 1 round per four dancer levels. Requires *Curing Waltz* as prerequisite for selecting this ability.

Healing Waltz II (Su): A dancer can perform a dance that heals allies within 30 ft. Allies within range are healed of 3d6 damage per four dancer levels for 1 round + 1 round per four dancer levels. Requires *Healing Waltz* as prerequisite for selecting this ability.

Esuna Waltz (Su): A dancer can perform a dance that cures an ally of all negative status effects except Doom and Stop status. This ability lasts for 1 round + 1 round per four dancer levels, curing any negative status effects inflicted. The dancer must make caster level checks to cure negative status effects. Requires *Curing Waltz III* as a prerequisite for selecting this ability.

Spectral Jig (Su): A dancer can perform a dance that makes an ally within 30 ft. invisible. Ally within range is granted *Vanish* as per spell for a duration of 1 round + 1 round per four dancer levels.

Chocobo Jig (Su): A dancer can perform a dance that grants allies within 30 ft. a +30 ft. movement speed. Allies within range are granted +30 ft. movement speed for a duration of 1 round + 1 round per four dancer levels.

Box Step (Su): A dancer can perform a dance that lowers the defenses of a creature within 30 ft. A creature within range must make a Will save (DC 10 + half of the dancer's level + her Charisma modifier) or suffer a -2 penalty to Armor Class per four dancer levels for a duration of 1 round + 1 round per four dancer levels.

Stutter Step (Su): A dancer can perform a dance that lowers the magical or elemental (chosen when afflicting a creature) resistances of a creature within 30 ft. A creature within range must make a Will save (DC 10 + half of the dancer's level + her Charisma modifier) or suffer a -5 penalty to spell or elemental resistance per four dancer levels for a duration of 1 round + 1 round per four dancer levels. Requires *Box Step* as a prerequisite for selecting this ability.

Desperate Flourish (Su): A dancer can perform a dance that inflicts a penalty on Attack Rolls for a creature within 30 ft. A creature within range must make a Will save (DC 10 + half of the dancer's level + her Charisma modifier) or suffer a -1 penalty to Attack Rolls per four dancer levels for a duration of 1 round + 1 round per four dancer levels.

Building Flourish (Su): A dancer can perform a dance that grants a bonus on Attack Rolls for all allies within 30 ft. Allies within range are granted a +1 bonus on Attack Rolls per four dancer levels for a duration of 1 round + 1 round per four dancer levels. Requires *Desperate Flourish* as a prerequisite for selecting this ability.

Dance of the Vexing Snake (Su): At 5th level, while performing a battle dance, a dancer can dodge her opponent's blows with her sudden, unpredictable maneuvers. She can use the Acrobatics skill to tumble at her normal speed without penalty.

Rain of Blows (Su): At 6th level, while performing a battle dance, a dancer can speed up her attacks. When making a full attack action, she may make one extra attack with unarmed strikes, as though under the effects of a haste spell. She also gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and on Reflex saves. At 9th level, and every three dancer levels thereafter, these bonuses increase by +1, to a maximum of +5 at 18th level. These bonuses do not stack with the haste spell.

Dancer's Strike (Su): At 6th level, the magic of the dancer's arcane maneuvers allows her to manifest auras of energy around her feet and hands. These auras can defeat an opponent's damage reduction. The dancer can generate this aura as a standard action at will. It persists for a number of rounds equal to $5 + \text{the dancer's Charisma modifier}$ before it fades.

At 6th level, the dancer's aura makes her unarmed strikes count as magic damage.

At 12th level, the dancer chooses one aspect of her alignment, such as good or chaotic. Her aura allows her strikes to count as that alignment (as well as magic). She must choose one aspect of her alignment, and once she has made a choice she cannot alter it.

At 18th level, the dancer can choose any one special material or alignment that overcomes damage reduction (such as adamantine, cold iron, holy, or even lawful). Her aura now includes that material or alignment. Once she has made this choice, she cannot change it.

Wearying Dance (Su): At 7th level, a dancer can perform a battle dance to tire her enemies. Whenever the dancer starts or maintains a wearying dance, all enemies within 30 feet who can see her must succeed on a Will save ($DC 10 + \text{half of the dancer's level} + \text{her Charisma modifier}$) or be fatigued for as long as she maintains the dance. Creatures failing this save that are already fatigued become exhausted. A creature can't be affected again by your wearying dance effect for 24 hours whether or not it succeeds on the saving throw.

Improved Uncanny Dodge (Ex): At 8th level and higher, dancer can no longer be flanked. This defense denies a thief the ability to sneak attack the dancer by flanking her, unless the attacker has at least four more thief levels than the target has dancer levels. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum thief level required to flank the character.

Dance of the Floating Step (Su): The dancer moves with such grace and speed that she can dance across water. A 9th level dancer, while performing a battle dance, can cross the surface of a liquid, such as water or magma, without taking damage or sinking below the surface. If she ends her movement on such a liquid, she takes damage and sinks as normal. The dancer must begin her movement on a stable, firm surface.

Defensive Roll (Ex): Starting at 10th level, once per day, a dancer can attempt to avoid a lethal blow. This functions as the thief's advanced talent of the same name.

Fan Dance (Su): At 10th level, once per day, as a full-round action, a dancer can perform the fan dance which reduces all damage to all allies within 30 ft. by 3 points per four dancer levels for 1 round.

Frightful Dance (Su): At 11th level, a dancer can perform a battle dance to scare her enemies. Whenever the dancer starts or maintains a frightful dance, all enemies within 30 feet who can see her must succeed on a Will save (DC 10 + half of the dancer's level + her Charisma modifier) or be shaken for as long as she maintains the dance. Creatures failing this save that are already shaken become frightened, and those that are already frightened become panicked. A creature can't be affected again by your frightful dance effect for 24 hours whether or not it succeeds on the saving throw.

Improved Evasion (Ex): This ability, gained at 12th level, works like evasion (see above). A dancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, she takes only half damage even if she fails her saving throw.

Dance of Fury (Su): At 12th level, a dancer can attack more than once as she moves while performing a battle dance. She can combine a full-attack action with a single move, taking the attacks at any point during her movement, but must move at least 5 feet between each attack. This movement provokes attacks of opportunity as normal.

Dance of the Crushing Python (Su): The dancer's speed and mighty unarmed strikes combine to make her a fearsome opponent. She can step into an opponent's reach and confuse it with a series of feints and quick blows, distracting it from other threats. At 13th level, a dancer, while performing a battle dance, can rain a series of hammering blows upon a foe. She must use the Acrobatics skill to enter her opponent's space without provoking an attack of opportunity. If she succeeds, she may then attack her opponent while in its space. If the dancer's attack hits, her opponent takes a -2 penalty to AC and it cannot make attacks of opportunity until the start of the dancer's next action. After the dancer completes her attack, she enters a square of her choice adjacent to the target.

Leaf on the Wind (Su): At 14th level, a dancer can use her battle dance to evade attacks with unearthly grace and to shake off the effects of her wounds. Unlike other battle dances, leaf on the wind requires a standard action each round to start or maintain the performance. Each round it is maintained, including the first, the dancer gains a +6 dodge bonus to Armor Class and on Reflex saves. If wounded, she heals 1 hit point of damage per dancer level.

Saber Dance (Su): At 15th level, once per day, as a full-round action, a dancer can perform the saber dance which allows all allies within 30 ft. to double their number of attacks when using a full-attack action for 1 round.

Dance of the Springing Tiger (Su): At 15th level, a dancer, while performing a battle dance, can spring upon an opponent with the ferocity of a tiger. When charging, she can attempt a DC 25 Acrobatics check. If she succeeds, she may make a full attack rather than a standard attack as part of her charge.

Dance of the Soaring Eagle (Su): At 17th level, a dancer, while performing a battle dance, gains a fly speed equal to her base land speed with average maneuverability. If a flying dancer charges an opponent below her, she gains a +4 bonus on attack rolls and a +2 bonus on damage in place of the normal benefits of charging. She may use her dance of the springing tiger in conjunction with an aerial charge.

Dance of Death's Embrace (Su): At 19th level, a dancer can perform a vicious, deadly dance to defeat her opponent. Before using this dance, the dancer selects a single target within 30 feet. As a full-round action, the dancer performs an elaborate dance that requires a DC 35 Acrobatics check to complete. If she succeeds, any

time she makes a successful attack against her designated target she deals +2d6 points of damage. In addition, any critical threat the dancer makes against her designated target is automatically confirmed as a critical hit. This ability lasts until the end of the dancer's next turn.

Battle Fury (Su): At 20th level, the dancer can unleash a whirlwind of blows while performing a battle dance. As a full-round action, she can take a single move action and unleash a single attack at her highest bonus against each target within her reach during any point of her move, up to a maximum number of attacks equal to the dancer's character level. This movement provokes attacks of opportunity as normal.

Scholar

In an age long past, when mankind flourished under the radiance of arcane mastery, the island of Vylbrand was home to a city-state called Nym. Though the history of that age tells of countless wars waged with earth-shattering incantations, it was the brilliant strategic maneuvering of Nym's scholars that allowed their mundane army of mariners to throw back would-be conquerors time and again. These learned men and women defended the freedom of their tiny nation with their unique command over spell-weaving faeries, utilizing the creatures' magicks to heal the wounded and bolster the strength of their allies.

Role: Scholars are military tacticians often served as high-ranking officers in allied forces across Vana'diel. Extensive knowledge of ancient martial theory granted them the ability to wield dual schools of magic, between which they would alternate depending on the situation at hand.

Alignment: Any.

Hit Die: d6.

Parent Classes: Black Mage and White Mage.

Starting Wealth: $2d6 \times 10$ gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The scholar's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Table 3-33: Scholar

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+0	+0	+2	Spell Proficiency, Cantrips, Grimoire, Sprite Familiar, Light Arts/Dark Arts, Limit Breaks	1	1 st
2 nd	+1	+0	+0	+3	Arcane Reservoir, Scholar Exploit	2	1 st
3 rd	+1	+1	+1	+3	Light Arts: Penury (3/day), Dark Arts: Parsimony (3/day)	3	1 st
4 th	+2	+1	+1	+4	Scholar Exploit	5	2 nd
5 th	+2	+1	+1	+4	Consume MP	8	2 nd
6 th	+3	+2	+2	+5	Scholar Exploit	10	2 nd

7 th	+3	+2	+2	+5	Light Arts: Accession (3/day), Dark Arts: Manifestation (3/day)	13	3 rd
8 th	+4	+2	+2	+6	Scholar Exploit	18	3 rd
9 th	+4	+3	+3	+6	Eldritch Surge	22	3 rd
10 th	+5	+3	+3	+7	Scholar Exploit, Sublimation (3/day), Clear Mind	26	4 th
11 th	+5	+3	+3	+7	Light Arts: Celerity (3/day), Dark Arts: Alacrity (3/day)	33	4 th
12 th	+6/+1	+4	+4	+8	Advanced Scholar Exploit	39	4 th
13 th	+6/+1	+4	+4	+8	Improved Surge	44	5 th
14 th	+7/+2	+4	+4	+9	Advanced Scholar Exploit	53	5 th
15 th	+7/+2	+5	+5	+9	Light Arts: Rapture (3/day), Dark Arts: Ebullience (3/day)	61	5 th
16 th	+8/+3	+5	+5	+10	Advanced Scholar Exploit	67	6 th
17 th	+8/+3	+5	+5	+10	Greater Surge	78	6 th
18 th	+9/+4	+6	+6	+11	Advanced Scholar Exploit	88	6 th
19 th	+9/+4	+6	+6	+11	Bottomless Well	99	6 th
20 th	+10/+5	+6	+6	+12	Advanced Scholar Exploit, Magical Supremacy	105	6 th

Class Features

All of the following are class features of the scholar.

Weapon and Armor Proficiency: Scholars are proficient with the dagger, sling, power rod, power staff, and quarterstaff, but not with any type of armor or shield. Heavier armor interferes with a scholar's movements, which can cause her spells with somatic components to fail.

Limit Breaks (Su): At 1st level, the scholar receives the Limit Breaks (*From Dusk Till Dawn* and *Tabula Rasa*).

From Dusk Till Dawn (Su): This Limit Break allows the scholar to use any White Mage Limit Break while under Light Arts and any Black Mage Limit Break while under Dark Arts. If a limit break has a duration, it lasts for 1 round + 1 round per four scholar levels. Action required for this limit break is copied from the limit break the scholar chooses.

Tabula Rasa (Su): This Limit Break allows the scholar to use both Light Arts and Dark Arts with all the bonuses but without penalties for a duration of 1 round + 1 round per four scholar levels. This limit break requires only a swift action.

Spells: A scholar casts black magic and white magic spells which are drawn from the black mage and white mage spell lists. A scholar begins play with 1 1st level black magic spell and 1 1st level white magic spell of her choice. At each new scholar level, she gains one new spell of any spell level or levels that she can cast (based on her new scholar level). Like most mages, a scholar can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a black magic spell, the scholar must have an Intelligence score equal to at least 10 + the spell level (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving

throw against a scholar's black magic spell is $10 + \text{the spell level} + \text{the scholar's Intelligence modifier}$. In addition, a scholar gains additional MP for having a high attribute (Intelligence).

To learn or cast a white magic spell, the scholar must have a Wisdom score equal to at least $10 + \text{the spell level}$ (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a scholar's white magic spell is $10 + \text{the spell level} + \text{the scholar's Wisdom modifier}$. In addition, a scholar gains additional MP for having a high attribute (Wisdom).

Spell Proficiency (Ex): Scholars are considered to have the Precise Shot feat while casting spells or using any magical items (including her grimoire) that require ranged touch.

Cantrips: Scholars learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Scholars begin with 2 0-level spells from either the black mage or white mage spell list and gain an additional 0-level spell every four levels after 1st level.

Grimoire (Su): Beginning of 1st level, books and tomes become deadly weapons in the hands of a scholar. Functioning only in the hands of a scholar, a book or tome read by a scholar deals $1d4 + \text{Intelligence modifier}$ points of shadow damage while under Dark Arts and $1d4 + \text{Wisdom modifier}$ points of holy damage while under Light Arts. The scholar must make a ranged touch attack that has a range of 25 feet + 5 feet per two scholar levels.

Sprite Familiar (Ex): At 1st level, a scholar forms a close bond with a sprite familiar, a creature that helps to guide her along her path. Sprite familiars also aid a scholar by casting healing, defensive, and enhancement based spells depending if the scholar has activated Light Arts or Dark Arts.

Familiar Basics

Use the basic statistics for a sprite (<http://www.d20pfsrd.com/bestiary/monster-listings/fey/sprite>), but with the following changes.

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all her classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to calculate the familiar's melee attack bonus with natural weapons.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +0, Reflex +2, Will +2) or the master's (as calculated from all her classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for a sprite or the master's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use. Familiars treat Acrobatics, Climb, Fly, Perception, Stealth, and Swim as class skills.

Familiar Ability Descriptions

All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities are cumulative.

Master Class Level	Natural Armor Adjustment	Intelligence	Special
1st–2nd	+1	8	Alertness, empathic link, improved evasion, share spells, 1st spell-like ability
3rd–4th	+2	9	Deliver touch spells
5th–6th	+3	10	2nd spell-like ability
7th–8th	+4	11	—
9th–10th	+5	12	3rd spell-like ability
11th–12th	+6	13	Spell Resistance
13th–14th	+7	14	—
15th–16th	+8	15	4th spell-like ability
17th–18th	+9	16	—
19th–20th	+10	17	—

Natural Armor Adjustment: The number noted here is in addition to the familiar's existing natural armor bonus.

Intelligence: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Empathic Link (Su): The master has an empathic link with her familiar to a 1 mile distance. The master can communicate emphatically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that her familiar does.

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

Share Spells: The scholar may cast a spell with a target of "You" on her familiar (as a touch spell) instead of on herself.

1st Spell-Like Ability (Sp): The familiar gains the ability to cast *Embrace* (while the scholar is under Light Arts) or *Fey Blast* (while the scholar is under Dark Arts). *Embrace* functions like *Cure* except uses the scholar's Wisdom modifier. *Fey Blast* functions like *Aero*, *Blizzard*, *Dark*, *Fire*, *Stone*, *Thunder*, or *Water* spells. The familiar may choose which spell to emulate and uses the scholar's Intelligence modifier. Each time the familiar uses this spell-like ability, it costs the scholar 1 MP.

At 5th level, *Embrace* and *Fey Blast* functions like their 2nd level spell equivalents and costs the scholar 2 MP per usage.

At 10th level, *Embrace* and *Fey Blast* functions like their 3rd level spell equivalents and costs the scholar 3 MP per usage.

Deliver Touch Spells (Su): If a scholar is 3rd level or higher, her familiar can deliver touch spells for her. If the scholar and the familiar are in contact at the time the scholar casts a touch spell, she can designate her familiar as the “toucher.” The familiar can then deliver the touch spell just as the scholar would. As usual, if the scholar casts another spell before the touch is delivered, the touch spell dissipates. She does not have to be in contact with the familiar to use this ability.

2nd Spell-Like Ability (Sp): If a scholar is 5th level or higher, the familiar gains the ability to cast *Whispering Dawn* (while the scholar is under Light Arts) or *Slow Dusk* (while the scholar is under Dark Arts). *Whispering Dawn* functions like *Renew*. *Slow Dusk* functions like *Slow*. Each time the familiar uses this spell-like ability, it costs the scholar 3 MP.

At 15th level, *Whispering Dawn* functions like *Renew II* and *Slow Dusk* functions like *Slowga*. Each costs the scholar 6 MP per usage.

3rd Spell-Like Ability (Sp): If a scholar is 9th level or higher, the familiar gains the ability to cast *Fey Covenant* (while the scholar is under Light Arts) or *Fey Glow* (while the scholar is under Dark Arts). *Fey Covenant* functions like *Protectra*. *Fey Glow* functions like *Haste*. Each time the familiar uses this spell-like ability, it costs the scholar 3 MP.

At 18th level, *Fey Covenant* functions like *Protectra II* and *Fey Glow* functions like *Hastega*. Each costs the scholar 6 MP per usage.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

4th Spell-Like Ability (Sp): If a scholar is 15th level or higher, the familiar gains the ability to cast *Fey Illumination* (while the scholar is under Light Arts) or *Fey Explosion* (while the scholar is under Dark Arts). *Fey Illumination* functions like *Cura*. *Fey Explosion* functions like *Aera*, *Blizzara*, *Darkra*, *Fira*, *Stonera*, *Thundara*, or *Watera* spells and the familiar may choose which spell to emulate. Each time the familiar uses this spell-like ability, it costs the scholar 3 MP.

At 20th level, *Fey Illumination* functions like *Bless* and *Fey Explosion* functions like *Aeroga*, *Blizzaga*, *Darkga*, *Firaga*, *Stonega*, *Thundaga*, or *Waterga* spells and the familiar may choose which spell to emulate. Each costs the scholar 6 MP per usage.

Light Arts/Dark Arts (Su): Starting at 1st level, as a standard action, a scholar can activate or deactivate the Light Arts or Dark Arts. You may only use Light Arts or Dark Arts abilities while in the Light/Dark Arts. While in either Light/Dark Arts, you gain the following bonuses:

Light Arts Bonuses	Dark Arts Bonuses
All healing spells are increased by 1 extra die of the appropriate type.	All elemental spells are increased by 1 extra die of the appropriate type.

All enhancing spells' durations are increased by 1 per four scholar levels.	All enfeebling spells' durations are increased by 1 per four scholar levels.
All light spells' caster level are increased by 1 per four scholar levels.	All dark spells' caster level are increased by 1 per four scholar levels.
The save DC for all white magic spells is increased by 1 per four scholar levels.	The save DC for all black magic spells is increased by 1 per four scholar levels.
The caster level checks made to overcome a creature's spell resistance is increased by 1 per four scholar levels for white magic spells.	The caster level checks made to overcome a creature's spell resistance is increased by 1 per four scholar levels for black magic spells.

Casting white magic spells while under Dark Arts, or casting black magic spells while under Light Arts results in penalties in the table below.

Light Arts Penalties	Dark Arts Penalties
All healing spells are decreased by 1 die of the appropriate type to a minimum of 1. If there is only 1 die, then it is subject to a -1 penalty per four scholar levels on healing.	All elemental spells are decreased by 1 die of the appropriate type to a minimum of 1. If there is only 1 die, then it is subject to a -1 penalty per four scholar levels on damage.
All enhancing spells' durations are decreased by 1 per four scholar levels to a minimum of 1.	All enfeebling spells' durations are decreased by 1 per four scholar levels to a minimum of 1.
All light spells' caster level are decreased by 1 per four scholar levels.	All dark spells' caster level are decreased by 1 per four scholar levels.
The save DC for all white magic spells is decreased by 1 per four scholar levels.	The save DC for all black magic spells is decreased by 1 per four scholar levels.
The caster level checks made to overcome a creature's spell resistance is decreased by 1 per four scholar levels for white magic spells.	The caster level checks made to overcome a creature's spell resistance is decreased by 1 per four scholar levels for black magic spells.

At 7th level, a scholar can switch between Light Arts and Dark Arts as a move action instead of a standard action. At 13th level, a scholar can switch between Light Arts and Dark Arts as a swift action.

Arcane Reservoir (Su): Beginning of 2nd level, a scholar has an innate pool of magical energy that she can draw upon to fuel her scholar exploits and enhance her spells. The scholar's arcane reservoir can hold a maximum amount of magical energy equal to her Intelligence or Wisdom (whichever is higher) modifier + the scholar's level. Each day, after resting 8 hours, the scholar's arcane reservoir fills with raw magical energy, gaining a number of points equal to her Intelligence or Wisdom (whichever is higher) modifier + 1/2 her scholar level. Any points she had from the previous day are lost. She can also regain these points through the consume MP class feature and some scholar exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost.

Points from the scholar reservoir are used to fuel many of the scholar's powers. In addition, the scholar can expend 1 point from her arcane reservoir as a free action whenever she casts a spell. If she does, she can choose to increase the caster level by 1 or increase the spell's DC by 1. She can expend no more than 1 point from her reservoir on a given spell in this way.

Scholar Exploits: By bending and sometimes even breaking the rules of magic, the scholar learns to exploit gaps and exceptions in the laws of magic. Some of these exploits allow her to break down various forms of magic, adding their essence to her arcane reservoir. At 2nd level and every 2 levels thereafter, the scholar learns

a new scholar exploit selected from the following list. A scholar exploit cannot be selected more than once. Once a scholar exploit has been selected, it cannot be changed. Most scholar exploits require the scholar to expend points from her arcane reservoir to function. Unless otherwise noted, the saving throw DC for a scholar exploit is equal to $10 + 1/2$ the scholar's level + the scholar's Intelligence or Wisdom (whichever is higher) modifier.

Acid Jet (Su): The scholar can unleash a jet of acid by expending 1 point from her arcane reservoir and making a ranged touch attack against any one target within 30 feet. If the attack hits, it deals 1d6 points of acid damage + the scholar's Intelligence or Wisdom (whichever is higher) modifier, plus an additional 1d6 points of acid damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level). The target is also sickened for 1d4 rounds. It can attempt a Fortitude saving throw to negate the sickened condition.

Arcane Barrier (Su): As a swift action, the scholar can expend 1 point from her arcane reservoir to create a barrier of magic that protects her from harm. This barrier grants the scholar a number of temporary hit points equal to her scholar level + her Intelligence or Wisdom (whichever is higher) modifier, and lasts for 1 minute per scholar level or until all the temporary hit points have been lost. Each additional time per day the scholar uses this ability, the number of arcane reservoir points she must spend to activate it increases by 1 (so the second time it is used, the scholar must expend 2 points from her arcane reservoir, 3 points for the third time, and so on). The temporary hit points from this ability do not stack with themselves, but additional uses do cause the total number of temporary hit points and the duration to reset.

Arcane Grimoire (Su): As a standard action, the scholar can expend 1 point from her arcane reservoir to enhance her grimoire. At 5th level, the grimoire gains a +1 enhancement bonus, which increases by 1 for every 4 levels beyond 5th (to a maximum of +4 at 17th level). These bonuses can be added to the grimoire, stacking with existing weapon bonuses to a maximum of +5. A scholar can also use this exploit to add one of the following weapon special abilities: dancing, distance, flaming, flaming burst, frost, icy burst, shock, shocking burst, speed, and spell storing. Adding these special abilities replaces an amount of enhancement bonus equal to the ability's cost. Duplicate special abilities do not stack. If the grimoire is not magical, at least a +1 enhancement bonus must be added to it before any other weapon special abilities can be added. The benefits are decided upon when the exploit is used, and they cannot be changed unless the exploit is used again. These benefits only apply to the grimoire wielded by the scholar; if another creature attempts to wield the grimoire, it loses these benefits, though they resume if the scholar regains possession of the grimoire. The scholar cannot have more than one use of this ability active at a time. This effect lasts for a number of minutes equal to the scholar's Intelligence or Wisdom (whichever is higher) modifier (minimum 1).

Consume Magic Items (Su): The scholar can consume the power of potions, scrolls, staves, and wands, using them to fill her arcane reservoir. Using this ability is a move action that provokes an attack of opportunity. When using this exploit, the scholar adds a number of points to her arcane reservoir equal to $1/2$ the level of the spell contained in the item (0-level and 1st-level spells do not recharge the scholar's arcane reservoir). If used on a potion or scroll, the item is destroyed. If used on a wand, the wand loses 5 charges; if it has fewer than 5 charges, the wand is destroyed and the scholar gains no benefit. If used on a staff, it loses 1 charge and the scholar gains a number of points to his arcane reservoir equal to the level of the highest-level spell the staff can cast using only 1 charge; if the staff has no spells that require only 1 charge, the scholar cannot consume that staff's magic. No more than 1 charge can be drawn from a staff each day in this way. Points gained in excess of the scholar's reservoir's maximum are lost. This exploit has no effect on magic armor, weapons, rings, rods, wondrous items, or other magic items besides those noted above.

Counterspell (Su): By expending 1 point from her arcane reservoir, the scholar can attempt to counter a spell as it is being cast. She must identify the spell being cast as normal. If she successfully does so, the scholar can

attempt to counter the spell as an immediate action and by expending MP equal to at least one higher than the level of the spell being cast. To counterspell, the scholar must attempt a dispel check as if using *dispel*. If she expends 2 points from her arcane reservoir instead of 1, she gains a +5 bonus on the dispel check. Counterspelling in this way does not trigger any feats or other abilities that normally occur when a spellcaster successfully counters a spell.

Dimensional Slide (Su): The scholar can expend 1 point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move up to 10 feet per scholar level to any location she can see. This counts as 5 feet of movement. She can only use this ability once per round. She does not provoke attacks of opportunity when moving in this way, but any other movement she attempts as part of her move action provokes as normal.

Elemental Shield (Su): The scholar can protect herself from elemental damage as a standard action by expending 1 point from her arcane reservoir. She must pick one elemental type and gains resistance 10 against that elemental type for 1 minute per scholar level. This protection increases by 5 for every 5 levels the scholar possesses (up to a maximum of 30 at 20th level).

Face Thief (Su): The scholar can expend 1 point from her arcane reservoir to assume an illusory disguise as *disguise self*. If she expends 2 points from her arcane reservoir instead of 1, the duration of the effect increases to 10 minutes per level.

Flame Arc (Su): The scholar can unleash an arc of flame by expending 1 point from her arcane reservoir. This creates a 30-foot line of flame that deals 1d6 points of fire damage + the scholar's Intelligence or Wisdom (whichever is higher) modifier, plus an additional 1d6 points of fire damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level) to each target in the line. Creatures in the area of effect may attempt a Reflex saving throw to halve the damage.

Ice Missiles (Su): The scholar can unleash a freezing projectile by expending 1 point from her arcane reservoir and making a ranged touch attack against any one target within 30 feet. If the attack hits, it deals 1d6 points of ice damage + the scholar's Intelligence or Wisdom (whichever is higher) modifier, plus an additional 1d6 points of ice damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level). In addition, the target is staggered for 1 round. It can attempt a Fortitude saving throw to negate the staggered condition.

Illusion Catcher (Su): The scholar gains a +2 bonus on saving throws against illusions. If the scholar successfully disbelieves an illusion, she can expend 1 point from her arcane reservoir to try to negate or steal control of the illusion. The scholar attempts a caster level check as if she were dispelling the effect with *dispel*. If she succeeds, she can either end the effect or alter it as if she were the spell's caster. If the spell's duration is concentration, the scholar must concentrate on the new effect or it ends. The scholar must have the *face thief* exploit to select this exploit.

Item Crafting: The scholar can select one item creation feat as a bonus feat. She must meet the prerequisites of this feat.

Lightning Lance (Su): The scholar can unleash a lance of lightning by expending 1 point from her arcane reservoir and making a ranged touch attack against any one target within 30 feet. If the attack hits, it deals 1d6 points of lightning damage + the scholar's Intelligence or Wisdom (whichever is higher) modifier, plus 1d6 points of lightning damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level). The target's vision is also impaired, causing the target to treat all creatures as if they had concealment (20%) for 1 round. It can attempt a Fortitude saving throw to negate the impaired vision.

Metamagic Knowledge: The scholar can select one metamagic feat as a bonus feat. She must meet the prerequisites of this feat.

Potent Magic (Su): Whenever the scholar expends 1 point from her arcane reservoir to increase the caster level of a spell, the caster level increases by 2 instead of 1. Whenever she expends 1 point from her arcane reservoir to increase the spell's DC, it increases by 2 instead of 1.

See Magic (Su): The scholar can see magical auras. If she expends 1 point from her arcane reservoir, for 1 minute she instantly recognizes magic item auras and spell effects (as *detect magic*). During this time, she is treated as if she had studied each aura for 3 rounds and she treats her Knowledge (arcana) skill check as if she had rolled a 15 on the d20. In addition, if she touches a magic item during this time, she can immediately identify its properties using Spellcraft without needing to spend 3 rounds examining the object. If an enemy possesses the object, the scholar must first succeed at a melee touch attack to identify the item.

Shadow Veil (Su): By expending 1 point from her arcane reservoir, a scholar can pull a veil of shadows around her, making her more difficult to spot and strike. The scholar gains concealment (20% miss chance) and a +5 bonus on Stealth checks. This effect lasts a number of rounds equal to $1 + \text{the scholar's Intelligence or Wisdom (whichever is higher) modifier}$.

Sonic Blast (Su): The scholar can release a deafening blast of sonic energy by expending 1 point from her arcane reservoir and succeeding at a ranged touch attack against any one target within 30 feet. The blast deals an amount of sonic damage equal to $1d6 + \text{the scholar's Intelligence or Wisdom (whichever is higher) modifier}$, plus an additional $1d6$ points of sonic damage for every 2 levels beyond 1st (to a maximum of $10d6$ at 19th level). The target is also deafened for 1 minute. The target can attempt a Fortitude save to halve the damage and negate the deafness.

Spell Disruption (Su): The scholar can temporarily disrupt a spell by expending 1 point from her arcane reservoir and succeeding at a dispel check against the spell, as *dispel*. This ability suppresses a spell effect for a number of rounds equal to the scholar's Intelligence or Wisdom (whichever is higher) modifier (minimum 1). If the spell affects multiple creatures, this ability only suppresses the spell for one creature. At the end of this duration, the spell resumes and the suppressed rounds do not count against its total duration. This ability can be used on unwilling targets, but the scholar must succeed at a melee touch attack, and the target may attempt a Will saving throw to negate the effect. This ability has no effect on spells that are instantaneous or have a duration of permanent.

Spell Resistance (Su): The scholar can grant herself spell resistance for a number of rounds equal to her Intelligence or Wisdom (whichever is higher) modifier (minimum 1) as a standard action by expending 1 point from her arcane reservoir. This spell resistance is equal to $6 + \text{her scholar level}$ and cannot be suppressed, but it can be ended as a free action on her turn.

Spell Tinkerer (Su): The scholar can alter an existing spell effect by expending 1 point from her arcane reservoir. To use this ability, she must be adjacent to the spell effect (or the effect's target) and be aware of the effect. She can choose to increase or decrease the remaining duration of the spell by 50%. This ability can be used on unwilling targets, but the scholar must succeed at a melee touch attack, and the target may attempt a Will saving throw to negate the effect. This ability cannot be used on a given spell effect more than once. This ability has no effect on spells that are instantaneous or have a duration of permanent.

Swift Consume (Ex): The scholar can use the *consume MP* class feature or the *consume magic items* exploit as swift actions instead of as move actions.

Light Arts: Penury (Su): At 3rd level, 3 times per day, as a move action, a scholar may reduce the MP cost of her next White Magic spell by 50%.

Dark Arts: Parsimony (Su): Also at 3rd level, 3 times per day, as a move action, a scholar may reduce the MP cost of her next Black Magic spell by 50%.

Consume Spells (Su): At 5th level, a scholar can expend MP up to the maximum she can spend as a move action. Doing this adds a number of points to her arcane reservoir equal to MP consumed. She cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

Light Arts: Accession (Su): At 7th level, 3 times per day, as a move action, a scholar may double the duration of her next Enhancing White Magic spell.

Dark Arts: Manifestation (Su): Also at 7th level, 3 times per day, as a move action, a scholar may double the duration of her next Enfeebling Black Magic spell.

Eldritch Surge (Su): At 9th level, a scholar can, as a swift action, pour more power into her spells and abilities. She can add 2 to the caster level and DC of a spell, or increase her effective scholar level by 2 when using a scholar exploit. She becomes fatigued upon using this ability. If she is already fatigued, she becomes exhausted. If she's already exhausted, or something would prevent her from becoming fatigued or exhausted, she cannot use this ability. This ability does not stack with spending points from her arcane reservoir to increase the spell's caster level or DC (as the arcane reservoir class feature).

Sublimation (Su): At 10th level, 3 times per day, as a swift action, a scholar may activate this ability which lasts 1 round per scholar level. Each round, the scholar is drained of 4 HPs and gains 1 MP. Once activated, it cannot be stopped and either runs its course, or the caster falls unconscious, which cancels this ability.

Clear Mind (Ex): At 10th level, a scholar can regain her MP quicker. The scholar must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The scholar regains MP equaling her Intelligence or Wisdom (whichever is higher) modifier per hour.

Light Arts: Celerity (Su): At 11th level, 3 times per day, a scholar may cast a White Magic spell as a swift action.

Dark Arts: Alacrity (Su): Also at 11th level, 3 times per day, a scholar may cast a Black Magic spell as a swift action.

Advanced Scholar Exploits: At 12th level and every 2 levels thereafter, a scholar can choose one of the following advanced scholar exploits in place of a scholar exploit.

Alter Enhancements (Su): A scholar with this exploit can modify the enhancements placed on a weapon, suit of armor, or shield. The scholar can use this exploit to change one weapon or armor special ability to another with an equal cost. This ability can only be used to change the item's special abilities, not its enhancement bonus. Using this ability requires the scholar to touch the item as a full-round action and expend 1 point from her arcane reservoir, and doing so provokes an attack of opportunity. This ability cannot be used on an item in the possession of an unwilling creature. This change lasts for a number of minutes equal to the scholar's

Intelligence or Wisdom (whichever is higher) modifier (minimum 1). The scholar must have the *arcane grimoire* exploit to select this exploit.

Burning Flame (Su): Whenever the scholar uses the flame arc exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, each target catches on fire if it fails its saving throw. Until the fire is extinguished, the target takes 3d6 points of fire damage at the start of each of its turns. The target can attempt a Reflex saving throw as a full-round action to extinguish the flames. Applying at least 1 gallon of water to the target automatically extinguishes the flames. The scholar must have the *flame arc* exploit to select this exploit.

Counter Drain (Su): Whenever the scholar successfully counters a spell, she regains a number of points to her arcane reservoir, which is determined by the level of the spell countered. Spells of 2nd level or lower do not restore any points to her arcane reservoir. Spells of 3rd and higher restore 1 point to her arcane reservoir. The scholar must have the *counterspell* exploit to select this exploit.

Dancing Electricity (Su): Whenever the scholar uses the *lightning lance* exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, all creatures adjacent to the target take an amount of damage equal to half the amount of lightning damage rolled. Adjacent creatures can attempt a Reflex saving throw to halve this damage. Whether or not the target makes its saving throw has no effect on adjacent targets. The scholar must have the *lightning lance* exploit to select this exploit.

Elemental Absorption (Su): Whenever the scholar is using the *elemental shield* exploit, and the shield prevents 10 or more points of damage, she can absorb a portion of that elemental energy and use it to fuel her exploits. After absorbing the damage, she can use any exploit that deals the same type of elemental damage as the type her shield absorbed, reducing the cost to her arcane reservoir by 1 point. She must use this elemental energy within 1 minute or it is lost. The scholar does not gain more than one such use of elemental energy per round, and she cannot store more than one use of this elemental energy at a time. The scholar must have the *elemental shield* exploit to select this exploit.

Fast Healing (Su): A scholar can spend 1 point from her arcane reservoir and expend MP (maximum of 6) to grant her allies the fast healing ability. Allies within 30 feet gain fast healing equal to the MP spent. This effect lasts for a number of rounds equal to the scholar's Intelligence or Wisdom (whichever is higher) modifier (minimum 1).

Greater Counterspell (Su): Whenever the scholar uses the *counterspell* exploit, she can expend MP equal to the same level or greater than the spell to be countered (instead of the spell level +1). The scholar must have the *counterspell* exploit to select this exploit.

Greater Metamagic Knowledge: The scholar can select a metamagic feat as a bonus feat. She must meet the prerequisites of this feat. Each morning, when she prepares her spells, the scholar can expend 1 point from her arcane reservoir to exchange this bonus feat for another metamagic feat, as long as she meets the prerequisites of the new feat. The scholar must have the *metamagic knowledge* exploit to select this exploit.

Greater Spell Resistance (Su): Whenever the scholar uses the *spell resistance* exploit, the spell resistance is equal to 11 + the scholar's level. The scholar must have the *spell resistance* exploit to select this exploit.

Greater Spell Disruption (Su): The scholar can disrupt a spell effect or magic item by expending 1 point from her arcane reservoir. This acts like a targeted *dispel* with a range of touch. The scholar can add her Intelligence or Wisdom (whichever is higher) modifier to the dispel check. The scholar must have the *spell disruption* exploit to select this exploit.

Icy Tomb (*Su*): Whenever the scholar uses the *ice missile* exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, the target is coated in rime if it fails its saving throw. As long as the ice remains (typically 1 minute per level in a warm area), the target is entangled (although not anchored) and takes 1 point of Dexterity damage at the start of each of its turns. The target can break free from the ice as a standard action by making a Strength check with a DC equal to 10 + the scholar's Intelligence or Wisdom (whichever is higher) modifier. If the target takes more than 10 points of fire damage from a single attack, the ice melts and the effect ends. The scholar must have the *ice missile* scholar exploit to select this exploit.

Lingering Acid (*Su*): Whenever the scholar uses the *acid jet* exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, the target takes additional damage on the following rounds if it fails its saving throw. The target takes 1d6 points of acid damage on the following round for every 2d6 points of acid damage dealt by the initial attack. On subsequent rounds, the target continues to take 1d6 points of acid damage for every 2d6 points of acid damage dealt on the previous round. The damage continues until the amount of acid damage dealt on the previous round by this effect is 1d6. For example, a 9th level scholar would deal 5d6 points of acid damage + the scholar's Intelligence or Wisdom (whichever is higher) modifier, 2d6 points of acid damage on the following round, and 1d6 points of acid damage on the third and final round. The scholar must have the *acid jet* exploit to select this exploit.

Redirect Spell (*Su*): The scholar can gain control of a spell cast by another spellcaster. As a standard action by expending 1 point from her arcane reservoir, the scholar can make a caster level check opposed by the creature controlling the spell. If the scholar is successful, she can direct the spell as a free action for 1 round, making any decisions allowed by the spell. This only functions on spells that can be directed or changed once they have been cast, such as *flaming sphere* or *elemental weapon*. The spell returns to its owner's control at the start of the scholar's next turn, unless the scholar expends another point from her arcane reservoir at the start of her turn to extend the duration of control by another round. She can continue to control the spell for as long as the spell lasts, provided she keeps spending points from her arcane reservoir.

Resistance Drain (*Su*): Whenever the scholar is using the *spell resistance* exploit, she can end the effect as an immediate action whenever her spell resistance successfully protects her from a spell cast by a foe. If she does so, she adds a number of points to her arcane reservoir equal to 1/2 the level of the spell. These points are temporary and are lost after 1 minute unless used. Points gained in excess of her arcane reservoir's maximum are lost. The scholar must have the *greater spell resistance* exploit to select this exploit.

Siphon Spell (*Su*): When the scholar uses the *greater spell disruption* exploit, she can siphon some of the power of the targeted spell to restore her arcane reservoir. If the caster level of the spell is equal to or higher than that of the scholar, and she exceeds the DC of the dispel check by 5 or more, she adds 1 point to her arcane reservoir. If she exceeds this check by 10 or more, she instead adds 2 points to her arcane reservoir. This has no effect on magic items. The scholar must have the *greater spell disruption* exploit to select this exploit.

Spell Thief (*Su*): The scholar can steal a spell affecting one creature by expending 1 point from her arcane reservoir. If the creature is unwilling, she must succeed at a melee touch attack to steal the spell; the target can attempt a Will saving throw to negate the effect. The scholar can specify a spell affecting the target to steal, but if she's incorrect or doesn't know what spells are affecting the target, the spell stolen is determined randomly from all those affecting the target. If successful, the spell effect transfers to the scholar, affecting her for the remaining duration. Unless the effect normally allows for a new saving throw during its duration (such as at the end of each round), this ability doesn't grant the scholar a saving throw against it. The scholar cannot use this ability to steal a spell with a range of personal or a duration of permanent. The scholar must have the *spell tinkerer* exploit to select this exploit.

Suffering Knowledge (Su): The scholar can learn to cast a spell by suffering from its effects. When the scholar fails a saving throw against a spell cast by an enemy, as an immediate action she can expend 1 point from her arcane reservoir to temporarily acquire the spell. She can cast the spell as if it was a spell she had acquired. The spell must be on the black mage/white mage spell list and must be of a level that she can cast. The ability to cast this spell remains for a number of rounds equal to the scholar's Intelligence or Wisdom (whichever is higher) modifier (minimum 1).

Improved Surge (Su): At 13th level, a scholar can use her eldritch surge ability to reroll an attack roll associated with a spell or scholar exploit, or to reroll all of the damage dice associated with a spell or scholar exploit. In the case of attack rolls, this ability must be used after the die is rolled but before the results are revealed. The scholar must take the results of the reroll, even if they are lower.

Light Arts: Rapture (Su): At 15th level, 3 times per day, as a move action, a scholar may maximize her next Healing White Magic spell.

Dark Arts: Ebullience (Su): At 15th level, 3 times per day, as a move action, a scholar may maximize her next Elemental Black Magic spell.

Greater Surge (Su): At 17th level, a scholar can use her eldritch surge ability to force a creature to reroll a saving throw against one spell or scholar exploit and take the lower value. The scholar must declare the use of this ability before the result of that creature's saving throw is revealed. If the spell or scholar exploit affects more than one target, only one target is affected by this ability.

Bottomless Well (Su): At 19th level, a scholar can spend 1 hour studying her grimoire to refuel herself. Doing so allows her to regain MP as if resting for 8 hours and regain points of arcane reservoir equal to 1/2 her scholar level. She can use this ability multiple times per day, however she still only regains MP once per day.

Magical Supremacy (Su): At 20th level, the scholar learns how to convert her arcane reservoir into spells and back again. She can cast any spell she knows by expending a number of points from her arcane reservoir equal to $1 + \text{the level of the spell to be cast}$ instead of expending MP. When she casts a spell in this fashion, she treats her caster level as 2 higher than normal, and the DCs of any saving throws associated with the spell increase by 2. She cannot further expend points from her arcane reservoir to enhance a spell cast in this way nor can metamagic feats be applied.

Sword Saint

Deadly, focused, and relentless, the sword saint is a knight that believes in the strength of his blade and his arm, pouring his soul into his technique. Focused on improving his skill with a blade, he has awakened the essence of the sword he wields, striking forth with devastating effect. Mastering this unique understanding and power is an avenue of strength that greatly enhances their prowess in battle. Sword saints have developed their own magical force, focused through their blades, a highly offensive outpouring of skill and soul. Magically resistant creatures have no protection against such techniques, and even in areas void of magic the sword saint is a dangerous opponent not to be underestimated.

Role: Close and melee combat is the name of the game. Sword saints often have a sense of honor when it comes to combat, but that doesn't mean they'll hold anything back when they meet an opponent on the field. If a sword saint draws his weapon, he is expecting to kill someone, and nearly always does. You should usually focus your skills on weaker or more cumbersome enemies, relying on their inability to dodge your attacks to bring them

low. However, a sword saint can easily transition into a more traditional fighting style and deal large amounts of damage to creatures with extraordinary reflexes. First blood gives you an excellent way to start the battle, putting your enemy on the defensive from the start. And last blood will help you finish an enemy decisively. Despite their belief that the best defense is a good offense, most sword sages are wise enough to know that sometimes they must pull back. Luck is ever a factor in battle and sometimes one must retreat for another day.

Alignment: Any.

Hit Die: d10.

Parent Classes: Dark Knight and Holy Knight.

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

Class Skills

The sword saint's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points Per Level: $2 + \text{Int modifier}$.

Table 3-34: The Sword Saint

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Swordskills Known	Swordskills Readied
1 st	+1	+2	+0	+2	Swordplay (Basic), Auras, Defensive Focus, Limit Breaks	1	1
2 nd	+2	+3	+0	+3	Tactical Presence (Move)	2	1
3 rd	+3	+3	+1	+3	Warleader, Force of Personality	2	1
4 th	+4	+4	+1	+4	Tactical Flanker	3	1
5 th	+5	+4	+1	+4	Aura, Practiced Skill	3	2
6 th	+6/+1	+5	+2	+5	Clad in Steel, First Blood	4	2
7 th	+7/+2	+5	+2	+5	Tactical Presence (Swift), Swordplay (Advance)	4	2
8 th	+8/+3	+6	+2	+6	Tactical Assistance	5	2
9 th	+9/+4	+6	+3	+6	Aura, Defensive Intercept	5	2
10 th	+10/+5	+7	+3	+7	Perfected Skill	6	3
11 th	+11/+6/+1	+7	+3	+7	Dual Tactical Presence	6	3
12 th	+12/+7/+2	+8	+4	+8	Stalwart	7	3
13 th	+13/+8/+3	+8	+4	+8	Aura, Improved Warleader	7	3
14 th	+14/+9/+4	+9	+4	+9	Swordplay (Master)	8	3
15 th	+15/+10/+5	+9	+5	+9	Sword Saint's Presence	8	4
16 th	+16/+11/+6/+1	+10	+5	+10	Steel Defense	9	4
17 th	+17/+12/+7/+2	+10	+5	+10	Aura, Master Warleader	9	4
18 th	+18/+13/+8/+3	+11	+6	+11	Battle Insight	10	4
19 th	+19/+14/+9/+4	+11	+6	+11	Born of Steel	10	4
20 th	+20/+15/+10/+5	+12	+6	+12	Last Blood	11	5

Class Features

All of the following are class features of the sword saint.

Weapon and Armor Proficiencies: A sword saint is proficient with all simple, martial weapons, and knight swords and with all armor (light, medium, and heavy) and shields (excluding tower shields).

Limit Breaks (Su): At 1st level, the knight receives the Limit Breaks (Master Swordsman and Perfect Parry).

Master Swordsman (Su): This Limit Break allows the sword saint to use any swordskill she knows (readied or not) without needing to expend or ready them. It also grants her a +2 insight bonus on attack and damage rolls + an additional +2 per four sword saint levels. This lasts for a duration of 1 round + 1 round per four sword saint levels. This limit break requires only a swift action.

Perfect Parry (Su): This Limit Break makes the sword saint a master of defense. Any melee or range attacks automatically misses unless a natural roll of 20 is rolled, and even then, the critical threat is unconfirmed unless another natural roll of 20 is rolled. This lasts for a duration of 1 round + 1 round per four sword saint levels. This limit break requires only a swift action.

Swordplay (Su): The hallmark ability of sword saints, they pour a bit of their very soul into their weapons, unlocking powerful sword techniques. These abilities, known as swordskills, can only be used while the sword saint is wielding a sword. This sword is a material focus for all swordskills, though it doesn't need to be a sword crafted by the sword saint. A sword saint can use any swordskill she knows at will, provided she is wielding a sword. As long as she is wielding a sword she forged herself, increase the DCs of all her swordskills by 1.

The three forms of swordskills, in order of their relative power, are basic, advance, and master. A sword saint begins with knowledge of one swordskill, which must be of the basic form. As a sword saint gains levels, she learns new swordskills. At 7th level, a sword saint can learn advance forms, and at 14th level, she can learn master forms.

A sword saint's swordskills are supernatural abilities; using a swordskill is a standard action that does not provoke an attack of opportunity. If a target makes a successful Reflex saving throw against a swordskill they take only half damage from the swordskill, and all other effects of the swordskill are negated. The save DC for a basic form is $10 + 1/2 \text{ the sword saint's class level} + \text{the sword saint's Charisma modifier}$, the save DC for an advance form is $12 + 1/2 \text{ the sword saint's class level} + \text{the sword saint's Charisma modifier}$, and the save DC for a master form is $14 + 1/2 \text{ the sword saint's class level} + \text{the sword saint's Charisma modifier}$.

A sword saint can ready her starting swordskill, but as she advances in level and learns more swordskills, she must choose which swordskills to ready. She readies her swordskills by going over battle tactics, through weapon drills, or spending time meditating in prayer for 10 minutes. The swordskills she chooses remain readied until she decides to repeat this again and change them. Any given swordskill may only be readied once. Sword saints do not need to sleep or be well rested to ready their swordskills; any time they spend 10 minutes in practice or meditation, they can change their readied swordskills. She begins an encounter with all readied swordskills unexpended, regardless of how many times she may have already used them since she chose them. When the sword saint initiates a swordskill, she expends it for the current encounter, so each of her readied swordskill can be used once per encounter (until they are recovered, see below).

For a sword saint to recover expended swordskills, she must take stock of her situation to plan for her next movement. By focusing entirely on a defensive position to prepare her next move, she is able to regain swordskills expended to assist her to victory. By taking a full round action to plan her next move (activating her

defensive focus class feature, see below), she recovers a number of expended swordskills equal to her Charisma modifier (minimum of 2). Alternately, she may take a brief pause in battle and recover a single swordskill of her choosing by spending a standard action on her turn.

Auras (Su): Sword saints begin play with knowledge of one aura that provides benefits to her allies equal to her Charisma modifier. At 5th level and every 4 levels thereafter, the sword saint selects an additional new aura. All the auras she knows are available to her at all times, and she can change the aura she is currently using as a swift action. All auras extend out to a 15-ft.-radius and can be activated with a swift action. A sword saint can only have 1 aura activated at a time.

- *Aura of Concentration (Su)*: This aura grants the sword saint and nearby allies to gain a competence bonus on all Concentration checks.
- *Aura of Defense (Su)*: This aura grants the sword saint and nearby allies to gain a deflection bonus to AC.
- *Aura of Despair (Su)*: This aura causes enemies to take a penalty on all attack rolls, skill checks, and saving throws.
- *Aura of Disruption (Su)*: This aura causes enemies to take a penalty on all Concentration checks. A caster must still make a Concentration check to cast defensively even if the caster is not within threatened reach or the spell is lost and the MP is spent.
- *Aura of Elemental Resistance (Su)*: This aura grants the sword saint and nearby allies to gain an elemental (all) resistance.
- *Aura of Elements (Su)*: This aura grants the sword saint and nearby allies a morale damage bonus on all elemental spells.
- *Aura of Healing (Su)*: This aura grants the sword saint and nearby allies a Fast Healing up to 50% health.
- *Aura of Offense (Su)*: This aura grants the sword saint and nearby allies a morale bonus to Attack rolls.
- *Aura of Sanctity (Su)*: This aura grants the sword saint and nearby allies to gain a bonus on all healing and holy spells.

Defensive Focus (Ex): At 1st level, the defensive prowess of the sword saint is second to none, allowing her to focus her actions purely on defending herself and her allies in ways that cannot be replicated. The sword saint gains the Combat Reflexes feat as a bonus feat, using her Charisma modifier in place of her Dexterity modifier to determine the number of additional attacks of opportunity she may make each round.

When recovering swordskills as a full round action, the sword saint sets up a defensive perimeter around himself to defend her allies, increasing her threatened area by 5 ft. for every 5 sword saint levels she possesses. Until the beginning of her next turn, she may make attacks of opportunity against any opponent in this threatened area that provokes attacks of opportunity. She may move as part of these attacks of opportunity, provided her total movement before her next turn does not exceed her speed (her movement provokes attacks of opportunity as normal). Additionally, while using defensive focus, the sword saint adds her Charisma modifier plus her class level to her CMD for the purposes of defending against enemies trying to use the Acrobatics skill to prevent her from getting attacks of opportunity against them.

At 10th level, her defensive focus improves further, causing the ground within her melee reach to be treated as if it were difficult terrain, hampering her foes' movement around him. If a foe tries to move through a space within her reach, the movement through those squares costs double (x2). Additionally, while using her defensive focus to make an attack of opportunity, her movement does not provoke attacks of opportunity.

Tactical Presence (Ex): At 2nd level, the sword saint's innate charisma allows her very presence to aid and assist not only himself but her allies as well, just by her being around. Adopting a presence is a move-equivalent action, and only one presence may be maintained at any given time. At 7th level, the sword saint is capable of adopting a presence as a swift action.

- *Indomitable Presence:* At 2nd level, the sword saint shines as a beacon to her allies on the field of battle, inspiring them to fight with her to their last breath. All allies within 30-ft. of her position gain the benefits of the Die Hard feat, and may add the sword saint's Charisma modifier to Fortitude saves versus death effects, fatigue or exhaustion effects, or poison effects as a morale bonus.
- *Rallying Presence:* The sight of a sword saint on the battlefield is enough to strengthen the hearts and wills of those who fight beside her in battle. At 5th level, the sword saint may add her Charisma modifier as a morale bonus to Will saves versus fear, death effect, or compulsion effects to all allies within 30-ft. of her position. If the sword saint maintaining this presence becomes cowed, frightened, panicked or falls prey to a hostile mind-affecting ability (such as one that would stun or daze her), compulsion or death effect, this presence immediately ends.
- *Victorious Presence:* The preternatural skill at arms that a sword saint of at this level possesses is enough to win any battle. At 9th level, any foe that the sword saint brings to 0 or fewer hit points in battle immediately fuels her hunger for the win, granting her and her allies within 30-ft. of her position the character's class level plus Charisma modifier in temporary hit points. These hit points endure until they are lost or until the end of the encounter, whichever occurs first. Damage inflicted on the sword saint is deducted from her temporary hit points first before being deducted from her normal hit point total.

Warleader (Ex): The sword saint excels in the theater of war because she knows how best to work with her allies. At 3rd level, the sword saint becomes an ever more capable commander and may share tactics with her allies. First, the sword saint gains a teamwork feat as a bonus feat (she must meet the prerequisites for this feat to select it). As a standard action that the sword saint performs, the sword saint and allies within 30- ft. of her can share teamwork feats that they possess with each other, acting as if they both possessed the teamwork feat that they are sharing. The sword saint can only share one teamwork feat at a time, either one of her own (with all allies within 30-ft. of her) or an ally's (in which case only the sword saint receives the ability to use the teamwork feat she does not possess). The sword saint and allies retain the use of this feat for $3 + \text{the sword saint's Charisma modifier}$ in rounds. The character may use this ability $1 + \text{Charisma modifier}$ times per day at 3rd level (minimum of 1), and one additional time per day for every four sword saint levels the character possesses.

Force of Personality (Ex): At 3rd level, the sword saint's forceful personality and bold, headstrong nature assist her in resisting the influence of others. Where others use personal serenity, awareness of the world around them, or plain old sensibility, the sword saint gets by with endless nerve. The sword saint may add her Charisma modifier in addition to her Wisdom modifier to determine her Will save bonus. If the character is ever able to add her Charisma modifier to her Will save through use of another ability (for example, the holy knight's divine grace) she may only add her Charisma modifier once to her Will save.

Tactical Flanker (Ex): At 4th level, the sword saint is exceptionally gifted at working with her allies to bring down opponents and her skills assist any who ally with her. When flanking a target with an allied creature, both the sword saint and the ally may use the sword saint's Charisma modifier (min +2) for the bonus they receive on flanking their opponent.

Practiced Skill (Ex): When a sword saint reaches 5th level, they have become so proficient in the basic forms that they can add a bit of personal flair, truly making the skills they have learned their own. They may select one of the following options and that option is applied to all their basic forms. They may select an additional option at 8th level. You cannot select an ability multiple times unless the ability specifies otherwise.

- Increase the DC of all basic forms by 1. This option may be selected multiple times.
- Increase the range of all basic forms by 5 feet.
- Add your Wisdom modifier to the damage rolls of all your basic forms.
- Whenever you use a basic form you gain temporary HP equal to your Charisma modifier.
- Increase the duration of any effect of a basic form by 1 round.
- Choose an element type: dark, earth, fire, ice, light, lightning, water, or wind. Basic forms can now deal that damage type instead of their normal damage type. This option may be selected multiple times, though each selection must be a different element type.

Clad in Steel (Ex): Having improved her skill with her armor, the sword saint is a more capable combatant in it when protecting her allies or cause. Whenever she is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (10th, 14th, and 18th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

First Blood (Ex): At 6th level, when a sword saint charges a flat-footed opponent, he gains a +3 competence bonus to his attack roll and his attack ignores damage reduction equal to his Wisdom modifier.. If a sword saint can make more than one attack during a charge this ability applies only to the first attack.

Tactical Assistance (Ex): At 8th level, the sword saint's gift for helping her allies in combat improves. The character may use the aid another action for any single ally within 30-ft. of his position as a move action, and she uses her Charisma modifier for the bonus she grants to her ally's action (min +2).

Defensive Intercept (Ex): At 9th level, with swift speed and trained instincts, a sword saint is capable of sudden bursts of speed in the defense of a nearby ally. A number of times per day equal to 1 + the sword saint's Wisdom bonus she may leap to her ally's defense with lightning speed. As an immediate action, the sword saint moves up to her base speed to a space within 10 ft. of an ally who is being subjected to an attack or effect that would cause harm. This movement is subject to attacks of opportunity. If the sword saint is too distant to reach her ally, she cannot use this ability.

Perfected Skill (Ex): When a sword saint reaches 10th level, they have become so extraordinarily adept in the advance forms that they can add a bit of personal flair, like with the basic forms, leaving their personal mark on each of their attacks. They may select one of the following options and that option is applied to all their advance forms. They may select an additional option at 13th level. You cannot select an ability multiple times unless the ability specifies otherwise.

- Increase the DC of all advance forms by 1.
- Increase the range of all advance forms by 5 feet.
- Add your Wisdom modifier to the damage rolls of all your advance forms.
- Whenever you use an advance form you gain temporary HP equal to your Charisma modifier.
- Choose an element type: dark, earth, fire, ice, light, lightning, water, or wind. Advance forms can now deal that damage type instead of their normal damage type. This option may be selected multiple times, though each selection must be a different element type.

Dual Tactical Presence (Ex): At 11th level, the sight of the sword saint on a field of combat inspires multiple feelings in those around her. She may select and use two presences, activating them together as a swift action.

Stalwart (Ex): At 12th level, a sword saint can use mental and physical resiliency to avoid certain attacks. If she makes a successful Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. A helpless sword saint does not gain the benefit of the stalwart ability.

Improved Warleader (Ex): At 13th level, the sword saint's excellence in battle has enabled her to utilize the tactical skills of her allies as well as her own with greater speed. The sword saint may now use her warleader class feature as a move action.

Sword Saint's Presence (Ex): At 15th level, the sword saint is capable using three of her presences together at the same time, activating them together as a swift action.

Steel Defense (Ex): At 16th level, the sword saint is capable of turning an otherwise lethal blow and continue the fight. When an attack that inflicts hit point damage from a natural attack, melee weapon, or ranged weapon would reduce the sword saint to 0 or fewer hit points, she can make a Fortitude save (DC the attacker's attack roll) to deflect the attack to her armor or shield (light, heavy, or tower shields only), causing it to suffer the damage in her place (apply item hardness as normal). If this would break the character's armor, it gains the broken condition until it is repaired. The sword saint cannot use this ability with broken armor or a broken shield. The sword saint must be wearing armor or a shield to use this ability.

Master Warleader (Ex): At 17th level, the sword saint's peerless ability in the theater of war has enabled her to utilize the tactical skills of her allies as well as her own with the greatest of speed. The sword saint may now use her warleader class feature as a swift action.

Battle Insight (Ex): At 18th level, as a swift action, a sword saint can grant her Wisdom modifier as an insight bonus on the attack rolls made by a single ally within line of sight that can both see and hear the sword saint. That ally gains the bonus until the end of the sword saint's next turn. The sword saint can use this ability a number of times per day equal to $3 + \text{her Wisdom modifier}$.

Born of Steel (Ex): At 19th level, the sword saint is so at home in her armor that it is like a second skin, protecting her with its familiar embrace. When wearing medium or heavy armor, the sword saint is more resistant to critical hits. When a critical threat is rolled against him, the sword saint may add her Wisdom modifier to her AC against the critical confirmation roll.

Last Blood (Ex): At 20th level, a sword saint is a fearsome foe, and becomes only more aggressive and dangerous when she is backed into a corner or she sees victory in sight. If the sword saint is below half her HP, she gains a +5 competence bonus to attack rolls and the DC of all her swordskills are increased by 2. Whenever a sword saint drops an enemy to -1 hit points or less, she gains a morale bonus to all damage rolls equal to twice her Charisma modifier for 1 round.

Swordskills

Basic Forms

Cleansing Strike: You deal damage equal to a melee attack using the focus sword + your Charisma modifier to a single creature within 15 feet. That creature gains a cumulative -1 penalty on attack rolls, saving throws, skill checks, and ability checks, each round for a number of rounds equal to your Charisma modifier. The penalty disappears at the end of the last round. A creature hit with this ability multiple times does not have the duration refreshed or extended.

Crush Accessory: You deal damage equal to a melee attack using the focus sword to a single creature within 15 feet. One non-weapon, non-armor object of your choice in the creature's possession takes the same amount of damage.

Encroaching Darkness: You deal damage equal to a melee attack using the focus sword + twice your Charisma modifier to a single creature within 25 feet. That creature gains total concealment for 1 round and is blinded for a number of rounds equal to your Charisma modifier.

Infernal Strike: You deal damage equal to a melee attack using the focus sword to a single creature within 15 feet. That creature loses 1d6 MP and you gain spell resistance equal to $10 + \text{half your class level} + \text{twice the level of the MP lost}$ for a number of rounds equal to your Charisma modifier (you still gain SR even if the target had no MP to lose).

Lingering Edge: You deal damage equal to twice your Strength modifier to each creature in a 5 foot radius burst within 20 feet. A creature hit by lingering edge takes damage equal to your Strength modifier at the beginning of their turn for a number of rounds equal to your Charisma modifier.

Magic sap: You deal damage equal to a melee attack using the focus sword + your Charisma modifier to a single creature within 20 feet. That creature's caster level is reduced by 1d4 for a number of rounds equal to your Charisma modifier (multiple reductions stack) and that creature must make a successful Concentration check with a DC equal to $10 + \text{the save DC when it casts its next spell or the spell is disrupted}$.

Powersap: You deal damage equal to a melee attack using the focus sword + twice your Charisma modifier to a single creature within 20 feet. That creature takes 1d6 points of Strength damage if it failed the save.

Sanguine Sword: You deal damage equal to a melee attack using the focus sword to a single creature within 15 feet. You heal HP damage equal to the damage dealt.

Advance Forms

Abyssal Blade: You take 1d6 damage per two sword saint levels you have and deal damage equal to a melee attack using the focus sword + twice your Charisma modifier to each creature within a 15 foot cone. A creature hit by Abyssal Blade within 10 feet take additional damage equal to the damage you took and creatures within 5 feet take additional damage equal to twice the damage you took.

Crush Weapon: You deal damage equal to a melee attack using the focus sword to a single creature within 15 feet. Deal the same amount of damage to one weapon in wielded by the target creature. If the creature isn't holding a weapon the creature take extra damage equal to three times your Charisma modifier.

Judgment Blade: You deal damage equal to a melee attack using the focus sword to each creature in a 5 foot radius burst within 10 feet. A creature hit by Judgment Blade has all their modes of movement reduced to 0 ft. and standard actions require a full-round action to use for 1 round.

Mindsap: You deal damage equal to a melee attack using the focus sword + twice your Charisma modifier to a single creature within 20 feet. That creature takes your choice of 1d6 points of Intelligence damage, 1d6 points of Wisdom damage, or 1d6 points of Charisma damage if it failed the save.

Northswain's Strike: You deal damage equal to a melee attack using the focus sword + three times your Charisma modifier to a single creature within 15 feet. The creature is staggered for 1 round (this is regardless of the target's current HP relative to his nonlethal damage). If the creature rolled a 1 on their save the damage is multiplied by the focus sword's critical multiplier.

Phantom Edge: You deal force damage equal to three times your Charisma modifier to a single creature within 30 feet. A creature hit by this technique takes force damage equal to your Charisma modifier for a number of rounds equal to 1/2 your class level.

Speedsap: You deal damage equal to a melee attack using the focus sword + twice your Charisma modifier to a single creature within 20 feet. That creature under the effect of *slow* for a number of rounds equal to your Charisma modifier.

Master Forms

Crushing Blow: You deal damage equal to a melee attack using the focus sword + four times your Charisma modifier to a single creature within 15 feet. That creature is stunned for 1 round.

Divine Ruination: You deal damage equal to a melee attack using the focus sword + twice your Charisma modifier to each creature in a 5 foot wide 25 foot line. A creature hit by this technique is under the effect of *confusion* for 1 round.

Hallowed Bolt: You deal damage equal to a melee attack using the focus sword + three times your Charisma modifier to each creature in a 5 foot radius burst within 15 feet. A creature hit by this technique is unable to speak for a number of rounds equal to your Charisma modifier and cannot cast any spells or spell-like abilities for 1 round.

Unholy Sacrifice: You take 1d6 damage per sword saint level you have and deal that much damage + damage equal to a melee attack using the focus sword + twice your Charisma modifier to each creature within 15 feet. A creature hit by this technique is under the effect of *slow* for a number of rounds equal to your Charisma modifier.

Class Archetypes

Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. Characters may take more than one archetype as long as they meet the requirements.

Using Class Archetypes

Each core and base class draws upon a central idea, a basic concept representing the commonly held understanding of what a character of a certain class should be, and is designed to be useful as a foundation to the widest possible array of characters. Beyond that basic concept, however, exists the potential for innumerable interpretations and refinements. A member of the bard class, for example, might be an incorrigible archaeologist, a dashing swashbuckler, or a dangerously graceful dervish dancer, each refined by a player's choice of background details, class options, and specific rules such as feats to better simulate the character she imagines and make that character more effective at pursuing her specific goals.

Some character concepts are too close to existing classes to warrant unique classes of their own, yet prove pervasive and exciting enough that they come up in play time and again. For these situations, the Pathfinder Roleplaying Game has created archetypes—prepackaged modifications to abilities that can be easily swapped out of a given class to help customize its focus. To help players interested in creating iconic fantasy characters, the following pages explore new rules, options, and alternate class features for many different classes.

While the types of options presented for each class differ, each subsystem and archetype is customized to best serve that class, emulate the abilities and talents of classic fantasy tropes, and expand players' freedom to design exactly the characters they desire.

Alternate Class Features

The primary way in which archetypes modify their corresponding base classes is via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source—the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class. For example, the flowing monk archetype's redirection class feature replaces the Stunning Fist feature of the standard monk class.

When an archetype includes multiple alternate class features, a character must take them all—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

If an archetype replaces a class feature that is part of a series of improvements or additions to a base ability, the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For

example, if an archetype replaces a thief's +2d6 sneak attack bonus at 3rd level, when she reaches 5th level and gains a sneak attack bonus, her sneak attack doesn't jump from +1d6 to +3d6—it improves to +2d6, just as if she had finally gained the increase at 3rd level. This adjustment continues for every level at which her sneak attack would improve, until at 19th level she has +9d6 instead of the +10d6 of a standard thief.

Class Archetypes

The class archetypes that follow are included in this chapter. Characters may take more than one archetype if they meet the requirements.

Archer: Ranger and Sniper.

Bard: Dragon Herald and Prankster.

Beastmaster: Berserker, Feral Gnasher Marauder, Pack-Bonded Hunter, Tamer, Tree Guardian, and Wild Shadow.

Black Mage: Arcane Bomber, Arcanist, and Sorcerer.

Chemist: Apothecary, Grenadier, and Plague Bringer.

Chocobo Knight: Fell Rider, Mog Knight, and Order of the Bird.

Dark Knight: Death Knight and Fell Knight.

Dragoon: Dragon Knight and Lancer.

Fighter: Airborne Ambusher, Defender, Dirty Fighter, Foehammer, Soldier and Viking.

Geomancer: Feral Child and Skyseer.

Holy Knight: Redeemer, Rune Knight, Stonelord, Temple Knight, and Tranquil Guardian.

Illusionist: Shadowcaster.

Knight: Sentinel and Tactician.

Monk: Diminutive Adept, Ironskin Monk, Nimble Guardian, Pugilist, Student of the Stone, Treetop Monk, Wanderer, and White Monk.

Necromancer: Necrotic Healer.

Red Mage: Elemental Knight, Generalist, Red Warrior, Sage, Spellblade, and Spell Dancer.

Summoner: Caller and Evoker.

Thief: Assassin, Cat Burglar, Deadly Courtesan, Eldritch Raider, Filcher, Saboteur, Skulking Slayer, Street Magician, Swordmaster, and Trickster.

White Mage: Forgemaster, Netherseer and Templar.

ARCHER ARCHETYPES

Ranger

For those who relish the thrill of the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: unique mastery of specialized weapons, skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarries. Knowledgeable, patient, and skilled hunters, these rangers hound man, beast, and monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game—even fugitives among their own people.

The ranger is an archetype of the archer class.

Favored Enemy (Ex): At 1st level, a ranger selects a creature subtype from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

This ability replaces aim.

Type (Subtype)
Aberration
Animal
Construct
Dragon
Fey
Humanoid (aegyl)
Humanoid (aquatic)
Humanoid (bangaa)
Humanoid (dwarf)
Humanoid (elvaan)
Humanoid (galka)
Humanoid (goblinoid)
Humanoid (gnoll)
Humanoid (gria)
Humanoid (hume)
Humanoid (mithra)
Humanoid (moogle)
Humanoid (nu mou)
Humanoid (orc)
Humanoid (qu)
Humanoid (reptilian)

Table 3-35: Ranger Favored Enemies

Type (Subtype)
Humanoid (ronso)
Humanoid (seeq)
Humanoid (tarutaru)
Humanoid (viera)
Humanoid (other subtype)
Magical beast
Monstrous humanoid
Ooze
Outsider (air)
Outsider (chaotic)
Outsider (earth)
Outsider (evil)
Outsider (fire)
Outsider (good)
Outsider (lawful)
Outsider (native)
Outsider (water)
Plant
Undead
Vermin

Track (Ex): A ranger adds half his level (minimum 1) to Survival skill checks made to follow tracks.

This ability replaces hawkeye.

Wild Empathy (Ex): A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The ranger rolls 1d20 and adds his ranger level and his Charisma bonus 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 within 30 feet 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.

This ability replaces deadshot.

Favored Terrain (Ex): At 3rd level, a ranger may select a type of terrain from Table: Ranger Favored Terrains. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

This ability replaces evasion and improved evasion.

Table 3-36: Ranger Favored Terrains

Favored Terrains

Cold (ice, glaciers, snow, and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Planes (pick one, other than Material Plane)
Swamp
Underground (caves and dungeons)
Urban (buildings, streets, and sewers)
Water (above and below the surface)

Hunter's Bond (Ex): At 4th level, a ranger forms a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose from the following list: ape, bear (black), hawk, snake (medium), or wolf. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy and favored terrain bonuses.

This ability functions like the beastmaster animal companion ability, except that the archer's effective beastmaster level is equal to his archer level -3 and does not gain Shared Bestial Rage.

This ability replaces all hunter tricks.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of geomancer spells, which are drawn from the geomancer spell list. Like most spellcasters, a ranger can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a spell, the ranger must have a Wisdom score equal to at least $10 + \text{the spell level}$ (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a ranger's spell is $10 + \text{the spell level} + \text{the ranger's Wisdom modifier}$. In addition, a ranger gains additional MP for having a high attribute (Wisdom).

Level	MP	Spell Level
4 th	0	1 st
5 th	1	1 st
6 th	1	1 st
7 th	1	2 nd
8 th	3	2 nd
9 th	4	2 nd
10 th	4	3 rd
11 th	7	3 rd
12 th	9	3 rd
13 th	10	4 th
14 th	14	4 th
15 th	17	4 th
16 th	19	4 th
17 th	20	4 th
18 th	24	4 th
19 th	27	4 th
20 th	33	4 th

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is equal to his archer level – 3.

This ability replaces expert archer.

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

This ability replaces improved deadshot

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

This ability replaces uncanny dodge.

Quarry (Ex): At 11th level, a ranger can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a ranger can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A ranger can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the ranger sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

This ability replaces ranged cleave.

Camouflage (Ex): A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

This ability replaces fast movement.

Hide in Plain Sight (Ex): While in any of his favored terrains, a ranger of 17th level or higher can use the Stealth skill even while being observed.

This ability replaces improved uncanny dodge.

Improved Quarry (Ex): At 19th level, the ranger's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

This ability replaces ranged defense.

Master Hunter (Ex): A ranger of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to $10 + 1/2$ the ranger's level + the ranger's Wisdom modifier. A ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ranger can use this ability once per day against each favored enemy type he possesses, but not against the same creature more than once in a 24-hour period.

This ability replaces master archer.

Sniper

Some say that the sniper is the worst kind of assassin: a killer who waits silently in the shadows and then strikes from a distance without remorse. Snipers, of course, understand that such protestations about "cowardice" and "honor" regarding their profession are in fact merely the bleatings of sheep fearing the slaughter and pay them no heed. Most snipers take pride in their formidable abilities, which allow them to take life quickly, quietly, and efficiently, then disappear into their surroundings without a trace.

The sniper is an archetype of the archer class.

Accuracy (Ex): At 3rd level, a sniper halves all range increment penalties when making ranged attacks with a bow or crossbow.

This ability replaces the Evasion ability.

Deadly Range (Ex): At 5th level, a sniper increases the range at which she can apply her precision shot damage by 5 feet. This range increases by 5 feet for every 2 levels after 5th.

This ability replaces the Hunter Tricks abilities.

Quick Sniper (Ex): At 11th level, a sniper gains a bonus equal to 1/2 his archer level on Stealth checks when sniping. When he is hit with a ranged attack, he can shoot his bow or crossbow at his attacker as an immediate action if it is loaded.

This ability replaces the Improved Evasion ability.

BARD ARCHETYPES

Dragon Herald

Dragon heralds are messengers and evangelists of true dragonkind. They carry the word of their dragon patrons far and wide, whether that's a message of peace or a declaration of war.

The dragon herald is an archetype of the bard class available only to gria bards.

Dragon Patron (Ex): A dragon herald must choose a particular true dragon species whose glory to extol. In most cases, this is a dragon with whom the herald is familiar, but it could be a dragon deity, a long-dead dragon hero, or even an entire dragon lineage. The energy type associated with her dragon patron determines the energy type used by several of her abilities. She must also designate a sacred space relevant to her dragon choice—usually the lair of a patron dragon or a shrine or holy place associated with a dragon type.

Coat of Arms (Ex): A dragon herald gains energy resistance equal to her dragon herald level against the energy type associated with her dragon patron. This resistance does not stack with any magical or temporary resistances.

Dragon Voice (Ex): A dragon herald gains a bonus equal to half her level on Intimidate and Diplomacy checks. She gains Draconic as a bonus language.

This ability replaces well-versed.

Bardic Performance: A dragon herald gains the following types of bardic performance

Diplomatic Immunity (Su): A dragon herald can use bardic performance to generate a sanctuary effect upon herself. Most use this to deliver the word of their patron or to safely complete Diplomacy or Intimidate checks in the presence of hostile foes. The effect persists for as long as the dragon herald performs and for 1 round after.

This performance replaces countersong and fascinate.

Diplomatic Protection (Su): At 3rd level, the dragon herald can use bardic performance to wrap a single ally in the colors and scales of her patron. The dragon herald must be able to see her ally, and that ally must be able to

perceive her performance. While the herald performs, the target gains resistance equal to twice the dragon herald's level to the energy type associated with the dragon herald's patron, and an enhancement bonus to natural armor equal to 1/2 the dragon herald's level.

This performance replaces inspire competence.

Rebuke Foes (Su): At 12th level, the dragon herald gains the ability to rain down her patron's wrath on her enemies, dealing energy damage of the appropriate type equal to twice her dragon herald level (Reflex save for half). She can target one enemy within 50 feet for every 4 dragon herald levels she has. This effect occurs once per round for as long as she continues her performance.

This performance replaces soothing performance.

Retreat to Lair (Sp): At 15th level, the dragon herald can spend 5 daily uses of performance as a full-round action to teleport herself, or a willing target touched, to her sacred place.

This performance replaces inspire heroics.

Master of Persuasion (Ex): At 5th level, the dragon herald becomes so sure in her craft that she can take 10 on any Diplomacy or Intimidate check, even when rushed or threatened. Once per day, she may attempt either a Diplomacy or Intimidate check as a full-round action, instead of spending a full minute. She can use this ability one additional time per day at 11th and 17th level.

This ability replaces all grant move action abilities.

Extol Glory (Su): At 11th level, the dragon herald gains the ability to spread her patron's glory to all intelligent creatures. When she speaks Draconic, any intelligent creature that hears her and knows any language can understand her words. This ability does not allow the dragon herald to understand languages with which she is not familiar.

This ability replaces encore.

Prankster

The prankster sees humor as the highest form of art, and pranks as the highest form of humor. In addition to setting friends up for light-hearted pranks, the prankster can use his quick wit and cruel sense of humor to enrage foes before incapacitating them with a clever turn of phrase.

The prankster is an archetype of the bard class, available only to moogle bards.

Bardic Performance: A prankster's bardic performance functions like a bard's, but some of its performances are exchanged for those listed below.

Mock (Su): At 1st level, the prankster can use his performance to cause one or more creatures to become furious with him. Each creature to be mocked must be within 90 feet, able to see, hear, and understand the prankster, and capable of paying attention to him. The prankster must also be able to see the creatures affected. For every three levels the prankster has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the prankster's level + the prankster's Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the prankster cannot successfully mock that

creature for 24 hours. If its saving throw fails, the creature is angered by the performance and seeks to harm the prankster. While the prankster maintains the mocking, the target takes a -2 penalty on all attack rolls and skill checks until it has successfully attacked the prankster with a melee or ranged attack, or has harmed the creature with a spell that deals damage.

Mock is an enchantment (compulsion) mind-affecting ability. Mock relies on audible and visual components in order to function.

This ability replaces fascinate.

Punchline (Sp): At 3rd level, the prankster can use his performance to tell a punchline to amuse a creature he has already mocked (see above), goading it into hideous laughter. The target collapses into gales of manic laughter, falling prone. The target can take no actions while laughing, but is not considered helpless. After the effect ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. Using this ability does not disrupt the mock effect, but it does require a standard action to activate (in addition to the free action to continue the mock effect). A prankster can use this ability more than once against an individual creature during an individual performance.

Telling a punchline does not count against a prankster's daily use of bardic performance. A Will saving throw (DC $10 + 1/2$ the bard's level + the bard's Charisma modifier) negates the effect. This ability affects only a single creature. Punchline is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

This ability replaces inspire courage.

Mass Punchline (Sp): This ability functions just like punchline, but allows a prankster of 18th level or higher to use punchline simultaneously against any number of creatures that he has mocked.

This ability replaces funeral ballad.

Swap (Ex): At 5th level, a prankster can steal an object from a creature and replace it with another object of the same size or smaller that the prankster has in his hand. This functions as the steal combat maneuver, but the prankster does not provoke an attack of opportunity, and may use his Sleight of Hand check in place of his combat maneuver check. If the prankster's check exceeds the target's CMD by 10 or more, the target is unaware the swap has been made until it tries to use the swapped object or the end of its next turn (whichever happens first).

This ability replaces grant move action.

BEASTMASTER ARCHETYPES

Berserker

Berserk rests within the heart of all people, but for some, it's like some barely contained beast ready to tear its way out. For many, this frenzy allows them to face even the most dangerous foes and survive. Their innate ability to hold on to this energy and ride it through the waves of battle has made them a feared and respected force. Yet some descend even deeper in this berserk state, harnessing it as often as they can, fighting on without care for themselves and showing no mercy to those in their paths. These are the berserkers.

The berserker is an archetype of the beastmaster class.

Weapon and Armor Proficiency: Berserkers are proficient with all simple and martial weapons, light armor but no shields.

Limit Break (Su): At 1st level, the berserker receives a Limit Break (The Unstoppable Force).

The Unstoppable Force (Su): This Limit Break imbues the berserker with phenomenal strength and destructive power. For the duration of 1 round + 1 round per four berserker levels, all bonuses from rage, frenzy, and from any berserk abilities are doubled. After the frenzy ends, all penalties and temporary ability damage are also doubled as well as nonlethal damage. This limit break requires only a swift action.

This replaces the Limit Breaks: Bestial Fury and Mastery of Beasts.

Frenzy (Ex): A berserker can enter a frenzy during combat. While frenzied, he gains a +6 bonus to Strength and, if he makes a full attack action, gains a single extra attack each round at his highest bonus. (This latter effect is not cumulative with *haste* or other effects that grant additional attacks.) However, he also takes a -4 penalty to Armor Class and takes 2 points of nonlethal damage per round. Starting at 1st level, a berserker can frenzy for a number of rounds per day equal to 2 + his Constitution modifier. At each level after 1st, he can frenzy for 2 additional rounds. To end the frenzy before its duration expires, the character may attempt a DC 20 Will save once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from any berserk ability the character may have. The character can enter a frenzy as a free action. Even though this takes no time, he can do it only during her turn, not in response to another's action. In addition, if he takes damage from an attack, spell, trap, or any other source, he automatically enters a frenzy at the start of his next action, as long as he still has at least one round of usage of the ability left. To avoid entering a frenzy in response to a provoking effect, the character must make a successful Will save (DC 10 + points of damage taken since his last action) at the start of his next turn. While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. During a frenzy, the berserker must attack those he perceives as foes to the best of his ability. Should he run out of enemies before his frenzy expires, his rampage continues. He must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or his own). When a frenzy ends, the berserker is fatigued (-2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter. If the character is still under the effect of a rage ability, the fatigued condition does not apply until the rage ends—at which point the character is exhausted, not merely fatigued.

This replaces the animal companion and wild empathy abilities.

Rage (Ex): A berserker can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a berserker can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a berserker can rage per day. A berserker can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a berserker gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the

berserker 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a berserker cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A berserker can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A berserker cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a berserker falls unconscious, her rage immediately ends, placing her in peril of death.

This replaces the bestial rage ability.

Berserk (Ex): Berserkers learn to harness their frenzy to be become unstoppable killing machines. At 2nd level and every two levels thereafter, the berserker may choose to learn one of the following special abilities below or a rage power taken from the beastmaster's rage power list.

Burst of Speed (Ex): When charging, the berserker can move an additional +5 feet (1 square) for every level of berserker. For each additional 5 feet a berserker moves while charging, he adds an additional +2 on the damage roll of his first attack if it is successful. Each time a berserker uses burst of speed, he suffers 1d4 points of Dexterity damage. The damage only takes effect once frenzy has ended.

Fury (Ex): Now the embodiment of unfettered frenzy, the berserker can lay to waste anything around. While frenzied, and only while frenzied, the berserker can attack anything close to him. This ability functions the same as the Whirlwind Attack feat, but with the following exceptions. Each time a berserker uses fury, he suffers 1d4 points of Constitution damage. This damage only takes effect once the frenzy has ended.

Rancor (Ex): A berserker is in a constant state of readiness, able to burst into a bloody frenzy at a moment's notice. The rancor ability further extends the power of the normal frenzy ability. A berserker with rancor who frenzies gains one additional attack per round and an additional +2 bonus to Strength. The additional attack is at the berserker's base attack bonus -5. The berserker also suffers an additional -4 penalty to AC on top of that already in place due to the normal use of frenzy. A berserker has no choice in using rancor. If the berserker frenzies, this special ability automatically comes into effect.

Ronso's Grip (Ex): The berserker has learned how to wield larger weapons in a single hand. He can wield two-handed melee weapons as if they were one-handed melee weapons, and wield one-handed melee weapons as if they were light weapons.

Surge (Ex): The berserker's ability to wade headfirst into combat reaches new levels of destruction and mayhem. As a full attack action, the berserker must move in a straight line at his full movement, attacking anything within reach (friend or foe) along that path. During a surge, he must attack up to a number of targets equal to his berserker level. He may not attack a target more than once during a surge. Each time a berserker uses surge, he suffers 1d4 points of Strength damage. This damage only takes effect once the frenzy has ended.

Ferocity (Ex): At 6th level and above, a berserker is such a tenacious combatant that he continues to fight without penalty even while disabled or dying.

This replaces empathic link, nature sense, woodland stride, speak with animals, and trackless step abilities.

Deathless Frenzy (Ex): At 10th level and higher, a berserker can scorn death and unconsciousness while in a frenzy. As long as his frenzy continues, even if reduced to -10 hit points or less, he continues to fight normally

until his frenzy ends. At that point, the effects of his wounds apply normally if they have not been healed. This ability does not prevent death from massive damage or from spell effects.

This replaces the beast shape ability.

Greater Frenzy (Ex): Starting at 11th level, when a berserker enters frenzy, the bonus to his Strength increases to +8. The AC penalty decreases to -3.

This replaces the greater bestial rage ability.

Tireless Frenzy: An 18th-level berserker no longer becomes fatigued after a frenzy, though he still takes the nonlethal damage for each round it lasts.

This replaces the tireless bestial rage ability.

Mighty Frenzy (Ex): At 20th level, when a berserker enters frenzy, the bonus to his Strength increases to +10. The AC penalty decreases to -2.

This replaces the animal majesty and mighty bestial rage abilities.

Feral Gnasher

Feral gnashers grow up in the wild, either raised by animals or scraping by on their own, and soon learn to fend for themselves. These beastmasters often utilize pieced-together armor and fight with their sharp teeth and whatever improvised weapons are within reach.

The feral gnasher is an archetype of the beastmaster class, available to ronso beastmasters.

Savage Bite (Ex): At 1st level, a feral gnasher gains a savage bite attack. This is a primary natural attack that deals 1d4 points of damage. At 10th level, the damage from a feral gnasher's bite increases to 1d6 and deals ×3 damage on a critical hit.

This ability replaces wild empathy.

Impromptu Armament (Ex): At 2nd level, a feral gnasher gains Throw Anything as a bonus feat and can pick up an unattended object that can be wielded in one hand as a free action. Additionally, the feral gnasher can take Catch Off-Guard in place of a rage power.

This ability replaces the rage power gained at second level.

Lockjaw (Ex): At 3rd level, a feral gnasher gains the grab ability with her bite attack. A feral gnasher can use this ability on a creature up to one size category larger than she is.

This ability replaces woodland stride.

Improvised Weapon Mastery (Ex): At 6th level, a feral gnasher gains Improvised Weapon Mastery as a bonus feat.

This ability replaces trackless step.

Improved Lockjaw (Ex): At 8th level, as long as a feral gnasher is controlling the grapple with her lockjaw attack, she does not gain the grappled condition, but is unable to move or use her mouth for anything other than grappling.

This ability replaces scent.

Greater Lockjaw (Ex): At 9th level and again at 15th level, the size of a creature a feral gnasher is able to use her lockjaw's grab ability on increases by one size increment.

This ability replaces quarry and improved quarry.

Wicked Improvisation (Ex): At 12th level, a feral gnasher becomes more capable with improvised weapons and natural attacks. The feral gnasher gains a +1 competence bonus on damage rolls when using natural attacks or improvised weapons while raging. At 14th level and every two levels thereafter, the damage bonus increases by +1. This increase is not precision damage and is thus multiplied on a critical hit.

This ability replaces the rage power gained at 12th-level.

Rage Powers: The following rage powers complement the feral gnasher archetype: beast totem, beast totem, greater, beast totem, lesser; terrifying howl, rousted anger.

Marauder

The marauder is a combat specialist whose weapon of choice is any two-handed weapon - a fearsome arm emblematic of Eorzea's pirates. Their approach to battle is one of brute force, relying on strength and steel to crush enemies and sunder weapons. They are highly sought after for their ferocity and intimidating presence, and are often employed to hunt down monsters plaguing the land, or turning the tide of battle between warring nations.

The marauder is an archetype of the beastmaster class.

Weapon and Armor Proficiency: Berserkers are proficient with all two-handed simple and martial weapons.

Lesser Animal Companion: A marauder's class level is halved (minimum 1) for the purposes of determining his animal companion's abilities, Hit Dice, and so on. The animal companion otherwise functions as normal.

This ability replaces the beastmaster's animal companion.

Shattering Strike (Ex): At 2nd level, a marauder gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. These bonuses increase by +1 for every four levels beyond 2nd.

This ability replaces feral combat style and wild empathy.

Overhand Chop (Ex): At 3rd level, when a marauder makes a single attack (with the attack action or a charge) with a two-handed weapon, he adds double his Strength bonus on damage rolls.

This ability replaces nature sense and woodland stride.

Weapon Training (Ex): At 5th level, the marauder gains a +1 bonus on attack and damage rolls when wielding two-handed melee weapons. This bonus increases by +1 for every four levels beyond 5th.

This ability replaces natural savagery.

Backswing (Ex): At 7th level, when a marauder makes a full-attack with a two-handed weapon, he adds double his Strength bonus on damage rolls for all attacks after the first.

This ability replaces savage charge.

Piledriver (Ex): At 10th level, as a standard action, a marauder can make a single melee attack with a two-handed weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity.

This ability replaces beast shape.

Greater Power Attack (Ex): At 13th level, when using Power Attack with a two-handed melee weapon, the bonus damage from Power Attack is doubled (+100%) instead of increased by half (+50%).

This ability replaces greater savage charge.

Devastating Blow (Ex): At 20th level, as a standard action, a marauder may make a single melee attack with a two-handed weapon at a -5 penalty. If the attack hits, it is treated as a critical threat. Special weapon abilities that activate only on a critical hit do not activate if this critical hit is confirmed.

This ability replaces animal majesty.

Pack-Bonded Hunter

Vargs works best with a pack, and a beastmaster with a hunter's bond with his companions comes closest to duplicating this pack mentality. Some varg beastmasters strengthen this bond with their adventuring comrades, granting the ability to work well as a team when these varg beastmasters direct their activities.

The pack-bonded hunter is an archetype of the beastmaster class, available only to varg beastmasters.

Limit Breaks (Su): At 1st level, the pack-bonded hunter receives the Limit Breaks (Pack Fury and Pack Defense).

Pack Fury (Su): This Limit Break causes the pack-bonded hunter and his allies within 30 feet to go into a pack fury. For the duration of 1 round + 1 round per four beastmaster levels, the pack-bonded hunter and his allies are granted a +2 enhancement bonus to Strength and Constitution per four beastmaster levels as well as an extra attack at their highest base attack bonus if they make a full attack. This limit break requires only a swift action.

Pack Defense (Su): This Limit Break causes the pack-bonded hunter and his allies within 30 feet to be more agile. For the duration of 1 round + 1 round per four beastmaster levels, the pack-bonded hunter and his allies are granted a +2 dodge bonus to AC per four beastmaster levels as well as concealment (20% miss chance). This limit break requires only a swift action.

These limit breaks replace the beastmaster's limit breaks (Bestial Fury and Mastery of Beasts).

Pack Foundation (Ex): At 1st level, a pack-bonded hunter receives a teamwork feat as a bonus feat for which he must meet the prerequisites. Once per day as a standard action, he may grant this teamwork feat to a single

ally within 30 feet who can see and hear him. This ally benefits from the feat for 2 rounds plus 1 round for every three levels the pack-bonded hunter possesses.

This ability replaces the wild empathy class feature.

Favored Enemy (Ex): At 1st level, a pack-bonded hunter selects a creature subtype from the pack-bonded hunter favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A pack-bonded hunter may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the pack-bonded hunter may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the pack-bonded hunter chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the pack-bonded hunter's bonuses do not stack; he simply uses whichever bonus is higher.

This ability replaces feral combat style.

Table 3-37: Pack-Bonded Hunter Favored Enemies

Type (Subtype)
Aberration
Animal
Construct
Dragon
Fey
Humanoid (aegyl)
Humanoid (aquatic)
Humanoid (bangaa)
Humanoid (dwarf)
Humanoid (elvaan)
Humanoid (galka)
Humanoid (goblinoid)
Humanoid (gnoll)
Humanoid (gria)

Table 3-37: Pack-Bonded Hunter Favored Enemies

Type (Subtype)
Humanoid (hume)
Humanoid (mithra)
Humanoid (moogle)
Humanoid (nu mou)
Humanoid (orc)
Humanoid (qu)
Humanoid (reptilian)
Humanoid (ronso)
Humanoid (seeq)
Humanoid (tarutaru)
Humanoid (varg)
Humanoid (viera)
Humanoid (other subtype)
Magical beast
Monstrous humanoid
Ooze
Outsider (air)
Outsider (chaotic)
Outsider (earth)
Outsider (evil)
Outsider (fire)
Outsider (good)
Outsider (lawful)
Outsider (native)
Outsider (water)
Plant
Undead
Vermin

Hunter's Bond (Ex): Also at 1st level, a pack-bonded hunter forms a bond with his hunting companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the pack-bonded hunter's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

This ability replaces animal companion.

Heart of the Pack (Ex): At 6th level, a pack-bonded hunter receives an additional teamwork feat as a bonus feat. He must meet this feat's prerequisites. Twice per day as a standard action, he may grant one of his bonus teamwork feats to all allies within 30 feet who can see and hear him; his allies otherwise benefit from this bonus feat per pack foundation. At 12th and 18th level, he gains an additional use of this ability.

This ability replaces speak with animals.

Pack Tactics (Ex): At 10th level, once per day as a move action, a pack-bonded hunter grants half his insight bonus for his quarry ability to all allies within 30 feet who can see and hear him when he designates his quarry. Additionally, his allies gain a +4 insight bonus to confirm a critical threat. At 19th level, he can use this ability twice per day.

This ability replaces beast shape.

Superior Tactics (Ex): At 20th level, three times per day, after a pack-bonded hunter and his allies roll initiative, the pack-bonded hunter can arrange his and his allies' initiative rolls any way he wishes. Using this ability is not an action.

This ability replaces animal majesty.

Tamer

The tamer befriends - or enslaves - monsters, calling on them to assist him in battle.

The tamer is an archetype of the beastmaster class.

Tools of the Trade (Su): At 1st level, the tamer may choose an implement to wield - a bell or a whip. When the tamer holds the item of his choice while using his Call ability, he gains a specific benefit. Once chosen, this choice is permanent.

- Bell: The tamer may dismiss any creature summoned with a bell as a free action - fast enough to save it even if it would normally be killed.
- Whip: The tamer may order any creature summoned with a whip to take suicidal actions.

This ability replaces feral combat style.

Capture (Su): Also at 1st level, as a standard action, the tamer may make a Wild Empathy check on a creature that has 25% of its HP remaining, or lower. The DC of this check is equal to the creature's HD. If the check succeeds, the creature is treated as friendly and retreats from the battle for you to call on later. Where the creature goes is unknown, however there doesn't seem to be any dangers there, and the creature can recover

from even mortal wounds in less than a day, causing mages to suspect magic to be involved. The creatures are restored to full HP whenever the tamer rests for at least 8 hours. The tamer may capture any number of creatures, however the total HD of the captured creatures can't exceed twice his beastmaster level; any captured creatures whose HD would put him over that limit are immune to his ability until he releases creatures.

This ability replaces bestial rage.

Call (Su): At 2nd level, the tamer may summon creatures he has captured. As a standard action, the tamer summons any number of creatures whose collective HD is no more than 1/2 his tamer level. The creatures will follow your orders to the best of their abilities, however they don't normally follow suicidal orders. The tamer can use this ability once at 2nd level plus an additional time per day at 5th level and every 3 levels thereafter. The monsters last the entire combat or until they die. If they survive the battle, they are automatically returned to the tamer's extra-dimensional space, or the tamer can recall them as a swift action at any time.

This ability replaces all of the tamer's rage powers.

Blood Bond (Ex): At 10th level, each of the tamer's captured creatures gains a +2 bonus on all attack rolls, checks, and saves after witnessing any threat or harm to the tamer. This bonus lasts as long as the threat is immediate and apparent.

This ability replaces beast shape.

Strident Call (Su): Once per day, beginning at 11th level, the tamer may call any number of creatures whose collective HD is no more than his tamer level. This otherwise functions exactly like the tamer's Call ability. The tamer gains extra uses of this ability at 15th and 19th level.

This ability replaces greater bestial rage.

Inspire Greatness (Su): At 18th level, the tamer can grant extra fighting ability to all his captured creatures within 30 feet. An inspired captured creature gains +2 Hit Dice (d10s that grant temporary hit points), a +2 competence bonus on attacks, and a +1 competence bonus on Fortitude saves. Apply the captured creature's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining the effects of spells such as sleep. The tamer can inspire his captured creatures once per day, and the effects last for 5 rounds. This is a supernatural, mind-affecting, enchantment ability.

This ability replaces tireless rage.

Clarion Call (Su): Once per day, at 20th level, the tamer may call any number of creatures he has captured, limited only by what creatures he has available. This otherwise functions exactly like the tamer's Call ability.

This ability replaces mighty bestial rage.

Tree Guardian

Some beastmasters turn to the timeless growth of nature for solace, finding allies among the great trees themselves, and even leading the forest's plants into combat.

The tree guardian is an archetype of the beastmaster class, available to mandragora beastmasters.

Limit Break (Su): At 1st level, the tree guardian receives the Limit Break (Mastery of Plants).

Mastery of Plants (Su): This Limit Break functions like the beastmaster's mastery of animals limit break except it only summons plant creatures instead.

This ability modifies and replace the mastery of animals limit break.

Plant Companion (Ex): At 1st level, a tree guardian may begin play with any of the plants listed below. This plant is a loyal companion that accompanies the tree guardian on her adventures. Except for the companion being a creature of the plant type, drawn from the list below, this ability otherwise works like the standard beastmaster's animal companion ability.

This ability modifies and replaces animal companion.

Carnivorous Flower

Starting Statistics

Size: Small; **Speed**: 30 ft., climb 10 ft.; **AC**: +2 natural armor; **Attack**: bite (1d6); **Ability Scores**: Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 10; **Special Qualities**: low-light vision, scent.

4th-Level Advancement

Size: Medium; **Attack**: bite (2d6); **Ability Scores**: Str +4, Dex -2, Con +2; **Special Attacks**: bestial rage (1/day, as the beastmaster class feature for 6 rounds).

Crawling Vine

Starting Statistics

Size: Medium; **Speed**: 20 ft., climb 20 ft.; **AC**: +2 natural armor; **Attack**: slam (1d4); **Ability Scores**: Str 13, Dex 17, Con 13, Int 1, Wis 12, Cha 2; **Special Attacks**: grab; Special Qualities low-light vision, scent.

4th-Level Advancement

Size: Large; **AC**: +1 natural armor; **Attack**: slam (1d6); **Ability Scores**: Str +8, Dex -2, Con +4; **Special Attacks**: constrict 1d6.

Puffball (Floating Fungus)

Starting Statistics

Size: Small; **Speed**: 20 ft., fly 60 ft. (average); **AC**: +1 natural armor; **Attack**: thorn (1d4 plus poison); **Ability Scores**: Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6; **Special Attacks**: poison (Frequency 1 round [6], Effect 1 Con damage, Cure 1 save, Con-based DC); **Special Qualities**: low-light vision.

4th-Level Advancement

Ability Scores: Str +2, Con +2.

Sapling Treant

Starting Statistics

Size: Medium; **Speed**: 30 ft., climb 30 ft.; **AC**: +1 natural armor; **Attack**: 2 slams (1d6); **Ability Scores**: Str 15, Dex 10, Con 12, Int 2, Wis 12, Cha 7; **Special Qualities**: double damage against objects, low-light vision.

4th-Level Advancement

Size: Large; **AC:** +2 natural armor; **Attack:** 2 slams (1d8); **Ability Scores:** Str +8, Dex -2, Con +4.

Green Empathy (Ex): At 1st level, a tree guardian can improve the attitude of a plant creature. This ability functions just like a Diplomacy check made to improve the attitude of a person. The tree guardian rolls 1d20 and adds her beastmaster level and her Charisma modifier to determine the wild empathy check result. The typical wild plant creature has a starting attitude of indifferent.

To use green empathy, the tree guardian and the plant creature must be within 30 feet of one another under normal conditions. Generally, influencing a plant creature in this way takes 1 minute but, as with influencing people, it might take more or less time. A tree guardian can also use this ability to influence an animal, but she takes a -4 penalty on the check.

This ability modifies and replaces wild empathy.

Speak with Plants (Su): At 6th level, a tree guardian may comprehend and communicate at will with all plant creatures.

This ability modifies and replaces speak with animals.

Plant Shape (Su): At 10th level, the tree guardian gains the ability to turn herself into the same form as her plant companion at will. A tree guardian loses her ability to speak while in plant form because she is limited to the sounds that a normal plant can make. Changing form (to plant or back) is a standard action and doesn't provoke an attack of opportunity.

- Small plant: If the form you take is that of a Small plant, you gain a +2 size bonus to your Constitution and a +2 natural armor bonus.
- Medium plant: If the form you take is that of a Medium plant, you gain a +2 size bonus to your Strength, a +2 enhancement bonus to your Constitution, and a +2 natural armor bonus.
- Large plant: If the form you take is that of a Large plant, you gain a +4 size bonus to your Strength, a +2 size bonus to your Constitution, and a +4 natural armor bonus.

This ability modifies and replaces beast shape.

Plant Majesty (Ex): At 20th level, the tree guardian gains this ability that functions the same as the beastmaster's animal majesty but works only on plant creatures.

This ability modifies and replaces animal majesty.

Wild Shadow

The isolation that some vieras feel leads them to live a life of isolation amid the wild places of the world. Such beastmasters stalk the wild like shadows, creating close bonds with the wild itself instead of seeking the solace and aid of companions. While ill at ease within cities and other urban areas, they are adept at using the terrain to tactical advantage; they dart through brambles and rough terrain with uncommon grace and use the land itself to lock down enemies.

The wild shadow is an archetype of the beastmaster class, available only to viera beastmasters.

Wild at Heart (Ex): At 1st level, a wild shadow adds only 1/2 her class level when making wild empathy checks while in urban areas, and adds only 1/4 her class level to follow or identify tracks in such areas. In non-urban settings, she is considered two levels higher when determining the bonuses for such checks.

This ability alters the track and wild empathy class features.

Favored Terrain (Ex): At 3rd level, a wild shadow may select a type of terrain from Table 3-31: Wild Shadow Favored Terrains. The wild shadow gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when she is in this terrain. A wild shadow traveling through her favored terrain normally leaves no trail and cannot be tracked (though she may leave a trail if she so chooses).

At 8th level and every five levels thereafter, the wild shadow may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the wild shadow's bonuses do not stack; she simply uses whichever bonus is higher.

This ability replaces alertness and woodland stride.

Table 3-38: Wild Shadow Favored Terrains	
Favored Terrains	
Cold (ice, glaciers, snow, and tundra)	
Desert (sand and wastelands)	
Forest (coniferous and deciduous)	
Jungle	
Mountain (including hills)	
Plains	
Planes (pick one, other than Material Plane)	
Swamp	
Underground (caves and dungeons)	
Water (above and below the surface)	

Woodland Stride (Ex): This ability functions as the 3rd-level beastmaster class feature of the same name, but the wild shadow gains it at 7th level instead.

This ability replaces savage charge.

Unfettered Step (Ex): At 9th level, a wild shadow's woodland stride class feature functions in any difficult terrain within any of her favored terrains, even in areas that are enchanted or magically manipulated to impede motion.

This ability replaces quarry.

Harrying Attack (Ex): At 10th level, a wild shadow can use her knowledge of terrain to make shrewd attacks in combat. Such attacks can make foes fumble or cause them to become entangled within areas of the wild shadow's favored terrain. As a standard action, the wild shadow designates one target within line of sight and within one of her favored terrains as her harried prey. Once the foe is so designated, every time the wild shadow

hits this harried prey with a melee or ranged weapon attack (either manufactured or natural), that creature is entangled for 1 round. A wild shadow can have no more than one harried prey at a time and that creature must correspond to one of her favored enemy types. She can dismiss this effect at any time as a free action, but she cannot select a new harried prey for 24 hours. If the wild shadow sees proof that her harried prey is dead, she can select a new harried prey after waiting 1 hour.

This ability replaces beast shape.

Wild Stalker (Ex): At 13th level, a wild shadow learns to better use natural surroundings to obscure her position in combat. Whenever a wild shadow is within one of her favored terrains and a feature of that terrain grants her cover, the bonuses to AC and Reflex saves for that cover improve by 1. Additionally, while she is within one of her favored terrains, if she gains concealment or total concealment, the miss chance of either type of concealment improves by 10%. Furthermore, at 16th level and 19th level, the bonuses granted by cover increase by 1 and the miss chance increases by another 10% (maximum +3 and +30% respectively at 20th level).

This ability replaces greater savage charge

Master of Terrain (Ex): At 15th level, a wild shadow can use her harrying attack against creatures other than her favored enemy or she can spend a standard action to designate up to two of her favored enemies as her harried prey instead.

This ability replaces improved quarry.

BLACK MAGE ARCHETYPES

Arcane Bomber

To many mages, the experimentation of the chemist seems quaint, if not dangerous or frightening. A few mages take up the secrets of the bomb, however, fusing alchemy with their already considerable magical power.

The arcane bomber is an archetype of the black mage class.

Bomb (Su): At 1st level, the arcane bomber gains an ability nearly identical to the chemist's bomb ability. Unlike the chemist, at 1st level, the arcane bomber chooses one type of element from the following list: dark, earth, fire, ice, lightning, water, and wind. He can throw bombs of that type, but cannot modify them with discoveries. This ability stacks with the chemist bomb ability to determine the level of bomb damage, but an arcane bomber that becomes a chemist does not gain that class's bomb ability, nor does a chemist that becomes an arcane bomber gain this bomb ability.

This ability replaces all black magery abilities.

Spellblast Bombs (Su): At 1st level, as a swift action, an arcane bomber can spend MP (to a maximum of half his caster level divided in half, rounded up) to empower the next bomb he throws during his turn. When he does, he gains a bonus to hit with the next bomb he throws before the end of his turn equal to the MP spent, and a bonus to damage equal to twice the MP spent.

This ability replaces cantrips, but the arcana bomber gains the detect magic and read magic cantrips and places them in his spellbook. He can cast either of these as 1st-level spells.

Arcanist

An arcanist is a black mage who has spent a considerable amount of time studying the chaos that is primal magic—she seeks order in chaos, and hopes to master the raw power of primal magic to bolster her own abilities.

The arcanist is an archetype of the black mage class.

Primal Magic (Su): At 1st level, an arcanist may attempt to channel primal magic as a swift action to cast a spell without spending MP. Essentially, an arcanist is forcing primal magic into the world and attempting to shape it into a specific spell effect. To use this ability, she casts the spell as she would normally, but as the spell's effects take place, she makes a concentration check (DC 20 + double the spell's level). If she fails this check, she expends the MP normally as if she had cast it, but its actual effects are replaced by a primal magic event (see rules for primal magic at: <http://www.d20pfsrd.com/magic/variant-magic-rules/primal-magic>) with a CR equal to her caster level and she is staggered for 1 round per level of the spell she was attempting to cast. If she makes this check, she casts the spell normally and the MP is not spent. The arcanist may use primal magic in this manner once per day. At 5th, 9th, 13th, and 17th level, she can use it an additional time per day.

This ability replaces all black magery abilities.

Enhance Primal Magic Event (Su): At 5th level, when an arcanist triggers a primal magic event, as a swift action she can increase or decrease its CR by 1. If she makes a concentration check (DC = 15 + the primal magic event's CR), she can instead increase or decrease the CR by 2. If she reduces a primal magic event's CR to less than 1, the event is negated. She can choose to use this ability after she determines what primal magic event she triggers, but before she resolves the effects of that event.

This ability replaces the black mage bonus feat acquired at 5th level.

Primal Surge (Su): At 10th level, whenever an arcanist triggers a primal magic event, she rolls the percentile dice twice to determine the event that occurs and chooses which one of the two possible events occurs. She becomes resistant to the effects of primal magic events. Anytime an event would affect her, the GM rolls 1d20 + the event's CR against a DC of 11 + her black mage level. If this roll fails, the event does not affect her, similar to a creature with spell resistance ignoring magical effects with an SR check. If the primal magic event is duplicating the effects of a spell that does not allow spell resistance, this resistance does not apply.

This ability replaces the black mage bonus feat acquired at 10th level.

Sorcerer

The sorcerer's family has always been skilled in the eldritch art of magic. While many of his relatives were accomplished black mages, his powers developed without the need for study and practice.

The sorcerer is an archetype of the black mage class.

Bloodline Powers: Magic comes naturally to the sorcerer, but as he gains levels he must take care to prevent the power from overwhelming him.

These abilities replaces all the black magery abilities.

Arcane Bond (Su): At 1st level, sorcerers form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that enhances the sorcerer's skills and senses and can aid him in magic, while a bonded object is an item a sorcerer can use to cast additional spells or to serve as a magical item. Once a sorcerer makes this choice, it is permanent and cannot be changed.

Rules for bonded items are given below, while rules for familiars are located here:

<http://www.d20pfsrd.com/classes/core-classes/wizard/familiar>

Sorcerers who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a sorcerer attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the sorcerer has in his spellbook and is capable of casting, without spending MP. This spell is treated like any other spell cast by the sorcerer, including casting time, duration, and other effects dependent on the sorcerer's level. This spell cannot be modified by metamagic feats or other abilities.

A sorcerer can add additional magic abilities to his bonded object as if he has the required Item Creation Feats and if he meets the level prerequisites of the feat. For example, a sorcerer with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see Craft Magic Arms and Armor feat). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the sorcerer who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the sorcerer rests for 8 hours. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gil per black mage level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A sorcerer can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Metamagic Adept (Ex): At 5th level, the sorcerer can apply any one metamagic feat he knows to a spell that he is about to cast without increasing the MP cost. He can use this ability once per day at 5th level and one additional time per day for every four black mage levels he possesses beyond 5th, up to four times per day at 17th level. At 18th level, this ability is replaced by arcane apotheosis.

New Arcana (Ex): At 9th level, the sorcerer can add any one spell from any spell list to his list of spells known. This spell must be of a level that he is capable of casting. He can also add one additional spell at 13th level and 17th level.

Element Power (Ex): At 13th level, the sorcerer picks one element. The DC for any spells he casts from that element increases by +2. This bonus stacks with the bonus granted by Elemental Focus.

Arcane Apotheosis (Ex): At 18th level, the sorcerer's body surges with arcane power. He can add any metamagic feats that he knows to his spells without increasing the MP cost. Whenever the sorcerer uses magic items that require charges, he can instead expend MP to power the item. For every three MP that he expends, he consumes one less charge when using a magic item that expends charges.

Bloodline Arcana: At 5th level, whenever the sorcerer applies a metamagic feat to a spell that increases MP, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

This ability replaces the black mage bonus feat acquired at 5th level.

CHEMIST ARCHETYPES

Apothecary

For various reasons - prejudice, lack of magical talent, or sheer contrariness - the apothecary eschews traditional magical methods of healing. Whenever a patient makes a miraculous recovery without its aid, the apothecary proves his worth, proves that magic is nothing but a convenient shortcut.

The apothecary is an archetype of the chemist class.

Field Medicine (Ex): At 1st level, an apothecary can treat wounds (his own or those of others) by touch. Each day he can use this ability a number of times equal to half his chemist level plus his Wisdom modifier. With one use of this ability, an apothecary can heal 1d6 hit points of damage for every two chemist levels he possesses. Using this ability is a standard action, unless the apothecary targets himself, in which case it is a swift action. An apothecary needs one hand free hand to use this ability. In place of a discovery, the apothecary can select one blessing from the holy knight's list, using his chemist level to determine which are available. This blessing applies to both Field Medicine and Spontaneous Healing, if the apothecary has both.

This ability replaces bomb.

Mad Doctor: In a land of magic, the apothecary is determined to heal others through science instead. All discoveries and grand discoveries the apothecary takes are considered (Ex) even when they would normally be (Su). This applies to alchemical items the apothecary crafts as well. Any discovery or alchemical item that allows a save takes a -2 penalty to the save DC.

This ability replaces Throw Anything.

Soldier's Draught (Ex): At 6th level, the apothecary can whip up a special concoction to help a soldier ignore his weariness. Drinking this potion grants the drinker temporary hit points equal to the apothecary's chemist level and a +4 bonus to Fortitude saves. It also allows him to temporarily ignore the negative effects of ability drain, ability damage, negative levels and the status effects disease, exhaustion, fatigue, poison and sleep. While suppressed, any duration these effects have are paused and resume after the potion wears off.

The effects of this potion last until the end of battle; if there are any temporary hit points remaining they disappear. In addition to the status effects gained before or during the potion's duration, the imbiber is fatigued until he rests. If the character is already fatigued, he is instead exhausted until he rests. If the character is already exhausted, he must make a Fortitude save each round or take 1 point of non-lethal damage until he rests.

for 8 hours or falls unconscious. If the character falls unconscious, when he wakes up he remains exhausted. If the character rests for 8 hours, when he wakes up he remains fatigued.

This ability replaces the discovery gained at 6th level.

Grenadier

Grenadiers train to exercise their talents in the thick of battle. They learn methods of combining weapon attacks with their alchemical magic in order to become more adept at using alchemical bombs or using alchemical items in conjunction with their martial skills.

The grenadier is an archetype of the chemist class.

Martial Weapon Proficiency: At 1st level, a grenadier picks one martial weapon to become proficient in the use of.

This ability replaces Craft Alchemical Item.

Precise Bombs (Ex): At 3rd level, a grenadier gains the precise bombs alchemist discovery as a bonus discovery.

This ability replaces Swift Alchemy.

Alchemical Weapon (Su): At 4th level, a grenadier can infuse a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as alchemist's fire or sneezing powder, as a move action. This action consumes the alchemical item, but transfers its effect to the weapon in question.

The alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, or otherwise affect additional targets. Any extra damage added is treated like bonus dice of damage, and is not doubled on a critical hit. The alchemical treatment causes no harm to the weapon treated, and wears off 1 minute after application if no blow is struck. At 11th level, a grenadier can use her alchemical weapon ability as a swift action. At 18th level, this ability becomes a free action.

This ability replaces Alchemical Mixture (Tier 1, Tier 2, and Tier 3).

Directed Blast (Su): At 5th level, a grenadier can detonate a bomb so that it splashes in a 20-foot cone rather than affecting a radius. The cone starts at the alchemist and extends away from her in the direction she chooses. The alchemist designates one creature in the squares affected by the cone to be the target of the bomb and makes her attack roll against that creature; all other squares in the cone take splash damage. If the alchemist has the explosive bomb discovery and throws an explosive directed blast, the cone of splash damage is 30 feet long instead of 20 feet.

This ability replaces Anesthetic.

Staggering Blast (Su): At 9th level, a grenadier's bombs become particularly overwhelming when they explode. Whenever a grenadier scores a successful critical hit with a bomb, the creature directly struck by that bomb is staggered for $1d4+1$ rounds. A successful Fortitude save (DC equals the bomb's Reflex save DC to avoid splash damage) reduces the duration to 1 round. The effects of this ability stack with a frost bomb's staggering effect, but not with the effects of the Staggering Critical feat. Additional hits from a staggering blast add to the effect's overall duration.

This ability replaces the Mix ability.

Plague Bringer

The plague bringer sees disease as the ultimate weapon, and has worked tirelessly to master new diseases and disease-delivery systems. A plague bringer feels no more remorse at unleashing his armaments on his enemies than an archer does when firing an arrow in the heat of battle. Disease is a tool, and the plague bringer is its master.

The plague bringer is an archetype of the chemist class, available only to burmecian chemists.

Plague Vial (Su): At 4th level, a plague bringer can create a plague vial, an alchemically grown and concentrated disease sample. It takes 1 hour to prepare a plague vial, and once prepared, the vial remains potent until used. A plague bringer can only maintain 1 plague vial at a time—if he prepares a second vial, any existing plague vial becomes inert. A plague vial that is not in a plague bringer's possession becomes inert until a plague bringer picks it up again.

It's a standard action to drink a plague vial. Upon being imbibed, the plague vial infects the plague bringer's blood, sweat, tears, and other bodily fluids for 10 minutes per chemist level. Any creature that harms him with melee attacks (except with reach weapons) must make a Fortitude save (DC $10 + 1/2$ the chemist's level + his Intelligence modifier) or become sickened for 1 round per plague bringer level. The plague bringer is immune to the effect of his own plague vial, but not that of another's plague vial. The effects of multiple plague vials do not stack.

As a standard action, the plague bringer can infect a weapon with this sickness (typically by licking it or wiping his blood or pus on it). The disease on the weapon works like a poisoned weapon, except the source is a disease instead of a poison (so a dwarf's resistance to poison does not apply).

Anyone other than a plague bringer (including another chemist) who drinks a plague vial must make a saving throw against the vial's DC or become nauseated for 1 hour.

This ability replaces alchemist mixture gained at 4th, 11th, and 18th.

Discoveries: The following discoveries complement the plague bringer archetype: explosive bomb, precise bombs, smoke bomb; breath weapon bomb, fast bombs, nauseating bomb; plague bomb; greater plague bomb; lingering plague.

CHOCOBO KNIGHT ARCHETYPES

Fell Rider

The fell rider rides a bestial steed, a mount mastered by him alone. He tramples his enemies down, leaving twisted bodies in his wake, and fear rides with him.

The fell rider is an archetype of the chocobo knight class, available only to galka chocobo knight.

Brute Steed (Ex): A fell rider's chocobo mount is unusually large and fierce. It gains a +2 bonus to Strength, but takes a -2 penalty to Dexterity.

This ability otherwise works like the chocobo knight's chocobo mount ability and alters that ability.

Rampage (Ex): At 3rd level, a fell rider gains Trample as a bonus feat. The fell rider receives a +2 bonus on overrun attempts made while mounted. In addition, his mount gains a +2 bonus on damage rolls when making hoof attacks or using the trample monster ability, even when not overrunning.

This ability replaces knight's charge.

Dread Rider (Ex): At 4th level, a fell rider gains a bonus equal to 1/2 his level on Intimidate checks made while mounted. Once per round as a free action, he can make an Intimidate check to demoralize a foe he has trampled or charged while mounted.

This ability replaces expert trainer.

Fell Presence (Ex): At 6th level, a fell rider inspires dread while mounted. As long as the fell rider is mounted, all enemies within 60 feet receive a -2 penalty on savings throws against fear. At 10th level and every 5 levels thereafter, this penalty increases by -1.

This ability replaces battlefield agility.

Deadly Rampage (Ex): At 11th level, a mounted fell rider no longer provokes attacks of opportunity when he attempts to overrun a creature. He can make a single melee attack against the creature as a free action if the overrun attempt succeeds.

This ability replaces greater charge.

Terror (Ex): At 15th level, a fell rider can rear up his mount as a standard action, spreading terror among his enemies. Enemies within 60 feet who can see the fell rider must succeed at a Will save (DC 10 + 1/2 the fell rider's level + the fell rider's Charisma modifier) or be shaken for 1 round per level the fell rider possesses. Creatures with half or fewer Hit Dice than the fell rider become frightened instead. An opponent that succeeds at the saving throw is immune to that fell rider's terror ability for 24 hours.

This ability is a mind-affecting fear effect, and replaces protect the meek.

Unstoppable Rampage (Ex): At 20th level, a mounted fell rider can overrun up to four creatures as part of a single overrun combat maneuver. Each attempt made against a creature after the first receives a cumulative -5 penalty (for example, the fourth overrun attempt would be at a -15 penalty). If any overrun attempt fails, the fell rider cannot make further overrun attempts that round. Attacks made by the fell rider or his mount as part of the overrun, such as those provided by the Trample feat or the deadly rampage ability, receive a +4 bonus to hit, and any critical threats from these attacks automatically confirm.

This ability replaces supreme charge.

Mog Knight

Some moogles prefer to be magicians, thieves, and even masters of geomancy or practitioners of the dark arts, but even then there are those that can't fight on their own and rely on a wild companion, a mystical chocobo companion, one that can change colors as they accrue power.

The mog knight is an archetype of the chocobo knight, only available to members of the moogle race.

Limit Breaks (Su): At 1st level, a mog knight receives the Limit Break (Deathblow!!)

Deathblow!! (Su): This limit break allows the mog knight and his mount to charge an opponent, and deal an additional 2d6 points of damage + 2d6 per four chocobo knight levels, and inflicts the Disable status effect upon a failed Fortitude save (DC 10 + 1/2 chocobo knight level + strength modifier) for 1 round + 1 round per four chocobo knight levels.

This ability replaces the Supreme Overrun Limit Break.

Charge Combo (Ex): At 1st level, once per day, a mog knight when mounted can make a charge as normal, but may act as if they had the pounce special ability, allowing them to make a full attack when charging, and gains a +1 circumstance bonus on all attack rolls, damage rolls, and CMB rolls made to bull rush while using this ability. This ability gains an additional use per day for every three levels above first, as well the circumstance bonus increases by 1 for every fifth level.

This ability replaces the Challenge ability.

Mog Rush (Su): At 10th level, once per day, a mog knight can use his Charge Combo ability, all attacks made through this ability are considered confirmed critical hits, provided that they hit (critical threats cannot automatically hit with this), they miss otherwise, and the critical multiplier is always considered to be (x2). This ability can be used once more per day at 20th level.

This ability replaces the Burst of Speed ability.

Ultima Charge (Su): At 20th level, once per day, a mog knight can use his Mog Rush ability. All attacks made through this ability are considered to hit automatically, and act as critical threats with a damage multiplier of (x3). When this ability is resolved, the mog knight is fatigued for 2d4 rounds.

This ability replaces the Supreme Charge ability.

Order of the Bird

Chocobo knights of the Order of the Bird pledge to defend tarutarus, tarutaru settlements, and other innocent folks by patrolling the wilderness and seeking out possible threats to both individuals and whole communities. These chocobo knights hunt down potential danger with a ruthless efficiency and determination that non-tarutaru find surprising and even somewhat alarming.

The order of the bird is an archetype of the chocobo knight class, available only to tarutaru chocobo knights.

Danger Ward (Ex): At 2nd level, the chocobo knight can ready his allies for impending danger. As a standard action, he can ready all allies within 30 feet of the danger ahead, granting a bonus on a single type of saving throw (Fortitude, Reflex or Will) that he chooses when he grants this boon. At any point in the next minute, when these allies fail a saving throw of that type, they can choose to reroll the saving throw with a +4 competence bonus as an immediate action, but must take the results of the reroll even if it is worse. He can use this ability up to three times per day, once for each type of saving throw.

This ability replaces steadfast mount.

Fowl Ferocity (Ex): At 8th level, when the chocobo knight uses his chocobo mount to perform a bull rush or overrun maneuver, the mount is considered to be one size category larger for the purposes of determining the size of creature it is maneuvering against and the mount's CMB. He also receives a bonus feat, chosen from the following list: Mounted Combat, Ride-by Attack, Skill Focus (Ride), Spirited Charge, Trample, or Unseat. He must qualify for the feat selected.

This ability replaces relentless steed.

Giant Slayer (Ex): At 15th level, when the chocobo knight hits the target of his challenge with a melee attack, and that target is at least two size categories larger than the chocobo knight, he gains a bonus on damage rolls equal to 1/2 his chocobo knight level. This damage is multiplied on a critical hit.

This ability replaces protect the meek.

DARK KNIGHT ARCHETYPES

Death Knight

The dark knight uses necromantic magic instead of black magic, preferring the company of the undead over the living. Being one with the undead has its advantages, the dark knight is able to inflict a plague upon others as well as command the undead to obey him.

The death knight is an archetype of the dark knight class.

Infection (Su): Once per day, a death knight can call upon the darkest magic to spawn an evil plague within himself. Creating this plague is a swift action, and while the death knight is a carrier, the disease does not harm him and he shows no symptoms. The death knight can spread the plague; his Harm Touch ability inflicts the zombie status effect on the target, as well as dealing damage. At 4th level, and at every three levels thereafter, the death knight infect himself one additional time per day, to a maximum of seven times per day at 19th level.

This ability replaces the Smite Good ability.

Malignance (Su): While the death knight is under the effects of Infection, as a move action, he can attempt to exert his will over a single undead. He gives the subject a single command, which it obeys to the best of its ability at its earliest opportunity. Intelligent undead (including living creatures with the zombie status) get a Will save (DC 10 + 1/2 the death knight's class level + the death knight's Charisma modifier) each time you give a command. You may select from the following options.

- *Approach:* On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
- *Attack:* The subject attacks a creature you choose, moving if it needs to. If the subject can charge the target, it does so. Moving and charging provoke attacks of opportunity as normal.
- *Drop:* On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.
- *Fall:* On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.
- *Flee:* On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

- *Halt*: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, this ability automatically fails.

At 3rd level, intelligent undead (including living creatures with the zombie status) must make a Will save in order to attack you. Mindless undead will not willingly attack the death knight, though they may be commanded to do so by another death knight or necromancer.

At 6th level, the death knight can channel a use of his Nimbus of Darkness through a single undead. This consumes two uses of his Nimbus of Darkness ability, and functions exactly as normal except that it emanates from an undead creature of your choice.

At 9th level, the death knight gains the Special Command.

- *Special*: The death knight must select a spell, song, limit break, or special ability that the subject possesses. The subject uses the special attack against a creature the death knight chooses. If the subject does not have the special attack, the Command fails.

At 12th level, the death knight can channel a use of his Harm Touch or Dark Sword Tech through a single undead. This consumes two uses of the ability used, and functions exactly as normal except that an undead creature of your choice must make the attack roll.

At 15th level, while the death knight is under the effect of Infection, he and his zombie minions spread the infection through simple contact. When they make an unarmed strike or natural attack, or when an enemy makes an unarmed strike or natural attack against them, the enemy is afflicted with the zombie status effect.

At 18th level, while the death knight is under the effect of Infection, he can command a single living creature with the Zombie status effect to Die.

- *Die*: The subject gains the Doom status. 2d4 rounds after being commanded to die, the subject dies and rises as an actual zombie under the control of the death knight. The death knight can use a full-round action to Command every actual zombie under his control to take the same action. The death knight can have a total of 20 zombies under his control at the same time, and they remain in his control until he releases them or they are destroyed.

These abilities replace the Defile abilities.

Dead Magic: The death knight draws his spells from the necromancer spell list rather than the dark knight spell list, but is otherwise unchanged.

This ability modifies and replaces the dark knight's spellcasting ability.

Fell Knight

Some dark knights feel the call of black magic more closely than others, focusing on reaching greater heights.

The fell knight is an archetype of the dark knight class.

Spells: Fell knights gain the ability to cast black magic spells at 1st level, instead of at 4th level with dark knight spells, as seen below.

Level	MP	Spell Level
1 st	1	1 st
2 nd	2	1 st
3 rd	3	1 st
4 th	5	2 nd
5 th	8	2 nd
6 th	10	2 nd
7 th	13	3 rd
8 th	18	3 rd
9 th	22	3 rd
10 th	26	4 th
11 th	33	4 th
12 th	39	4 th
13 th	44	5 th
14 th	53	5 th
15 th	61	5 th
16 th	67	6 th
17 th	78	6 th
18 th	88	6 th
19 th	99	6 th
20 th	105	6 th

This ability modifies and replaces the dark knight's spellcasting ability.

Unholy Steed (Su): Upon reaching 5th level, the fell knight gains the ability to gain the service of a yellow chocobo to serve her in her crusade against good. This mount functions as a chocobo knight's animal companion, using the fell knight's level as her effective chocobo knight level.

Once per day, as a full-round action, a fell knight may magically call her mount to her side. This ability is the equivalent of a spell of a level equal to one-third the fell knight's level. The mount immediately appears adjacent to the fell knight. A fell knight can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

At 10th level, a fell knight's mount becomes a black chocobo.

At 15th level, a fell knight's mount gains spell resistance equal to the fell knight's level + 11.

Should the fell knight's mount die, the fell knight may not summon another mount for 30 days or until she gains a fell knight level, whichever comes first. During this 30-day period, the fell knight takes a -1 penalty on attack and weapon damage rolls.

This ability replaces the Dark Sword Tech abilities.

DRAGOON ARCHETYPES

Dragon Knight

Where most dragoons developed their skills to counter the awesome powers of the great beasts. But some see them not as beasts, and instead fight with them, side by side. The dragons they fight beside are not pets, or even servants, but their companions, and in return for fighting by their side the dragoon teaches them how to be strong. Not relying on hundreds of years of growth and experience, but the brashness and ingenuity of youth.

The dragon knight is an archetype of the dragoon class, available only to burmecian dragoons.

Dragon Companion (Ex): Beginning of 1st level, a dragon knight gains the friendship of an intelligent young wyrmling to assist him in battle. This dragon functions as a beastmaster's animal companion, using the dragoon's level as his effective beastmaster level. A dragon knight's companion does not gain the shared rage special ability.

Wyrmling

Starting Statistics

Size: Small; **Speed:** 40 ft., Fly 40 ft. (Good); **AC:** +4 natural armor; **Attack:** bite (1d6), claw (1d4); **Ability Scores:** Str 12, Dex 14, Con 13, Int 10, Wis 6, Cha 12; **Special Qualities:** Immunity to Sleep and Disable Status effects, Elemental Affinity.

At 4th level, the wyrmling advances into a drake.

Drake

4th-Level Advancement

Size: Small; **Speed:** 40 ft., Fly 40 ft. (Good); **AC:** +4 natural armor; **Attack:** bite (1d6), claw (1d4); **Ability Scores:** Str 14, Dex 14, Con 15, Int 10, Wis 6, Cha 12; **Special Attacks:** Breath Weapon (1d6/HD); **Special Qualities:** Immunity to Sleep and Disable Status effects, Elemental Affinity.

At 8th level, the drake advances into a wyvern

Wyvern

8th-Level Advancement

Size: Medium; **Speed:** 50 ft., Fly 50 ft. (Average); **AC:** +6 natural armor; **Attack:** bite (1d8), claw (1d6); **Ability Scores:** Str 18, Dex 12, Con 17, Int 10, Wis 6, Cha 12; **Special Attacks:** Breath Weapon (1d8/HD); **Special Qualities:** Immunity to Sleep and Disable Status effects, Elemental Affinity, DR 4/-.

At 12th level, the wyvern advances into a dragon.

Dragon

12th-Level Advancement

Size: Large; **Speed:** 60 ft., Fly 60 ft. (Poor); **AC:** +8 natural armor; **Attack:** bite (1d10), claw (1d8); **Ability Scores:** Str 22, Dex 10, Con 20, Int 12, Wis 8, Cha 14; **Special Attacks:** Breath Weapon (1d10/HD), Power Dive; **Special Qualities:** Immunity to Sleep and Disable Status effects, Elemental Affinity, DR 6/-.

At 16th level, the dragon advances into a wyrm.

Wyrm

16th-Level Advancement

Size: Large; **Speed:** 60 ft., Fly 60 ft. (average); **AC:** +8 natural armor; **Attack:** bite (1d10), claw (1d8); **Ability Scores:** Str 24, Dex 10, Con 22, Int 12, Wis 8, Cha 16; **Special Attacks:** Breath Weapon (1d10/HD); **Special Qualities:** Immunity to Sleep and Disable Status effects, Elemental Affinity, DR 8/-, Frightful Presence.

A dragon knight does not take an armor check penalty on Ride checks while riding his companion. The companion is always considered combat trained, and begins play with Endurance as a bonus feat.

A dragon knight's bond with his companion is strong, with the pair learning to anticipate each other's moods and moves. Should a dragon knight's companion die, the dragon knight may find another dragon to serve him after 1 week of mourning. This new companion does not gain the link, evasion, devotion, improved evasion, or blood bond special abilities until the next time the dragon knight gains a level.

Dragon Companion Special Attacks

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon companion breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection adjacent to the dragon companion and extends in a direction of the dragon's choice. Creatures caught in the area can attempt Reflex saves to take half damage; The save DC against a breath weapon is $10 + \frac{1}{2}$ dragon companion's HD + dragon's Con modifier. The breath weapon can be either a line or a cone, and the dragon knight can change which whenever his dragon would advance a stage. The line is 5 ft. for every HD the companion has, and the cone is 5 ft. for every 2 HD the companion has (rounded down).

Power Dive (Ex): When a dragon companion with this ability charges from at least 50 ft. above the target, the dragon's attack deals double damage.

Dragon Companion Special Qualities

Elemental Affinity (Su): Each dragon companion has an elemental affinity (Earth, Fire, Ice, Lightning, Water, or Wind), which determines what kind of damage its breath weapon deals, and giving it the ability to absorb one element, resist another, but also increases the damage it takes from yet another. The dragon knight can change his dragon companion's elemental affinity whenever his dragon would advance a stage.

Frightful Presence (Ex): A wyrm can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon companion attacks, charges, or flies overhead. Creatures within a radius of 10 feet per 3 HD are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC $10 + \frac{1}{2}$ dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Damage Reduction: Wyverns and stronger dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): All dragons have immunity to sleep and disable status effects.

This ability replaces deadly lancer, flexible flanker, shellbreaker, and step aside.

Draconic Resistance (Ex): At 2nd level, a dragon knight gets a +2 bonus to Reflex saves against attacks that inflict damage of the same energy type of the dragoon's dragon companion. This bonus increases by +1 for every four levels beyond 2nd, to a maximum of +5 at 14th level. Every four levels beyond 14th, the dragon knight gains 5 points of resistance to the appropriate energy type (maximum 10 points of resistance).

This ability replaces pole fighting.

Detect Dragons (Su): At the beginning of 3rd level, the dragon knight is aware of any dragons within a radius of 1 mile per class level. This ability is always active and informs the paladin only of the presence or absence of dragons. By spending one or more full rounds concentrating on these presences, the dragon knight can gleam additional information about the dragons in the area. By spending one full round concentrating on these presences, the dragon knight can determine the number of dragons in the area. By spending an additional round, he can learn the locations of those creatures. A dragon knight may then spend an additional round of concentration to focus on a single dragon within the area, alerting him to the creature's alignment, color and age category if it is a true dragon.

This ability replaces steadfast pike.

Draconic Prowess (Ex): At 3rd, 7th, 11th, and 15th levels, a dragon knight rolls 1d12 for his Hit Die instead of 1d10 to determine hit points. The dragon knight also gains other abilities, as explained below:

- At 3rd and 15th levels, the dragon knight gains a +1 increase to natural armor bonus.
- At 7th level, he gains a bonus feat from the following list: Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, or Toughness.
- At 11th level, the dragon knight's bite attack deals an additional 1d6 points of damage of his energy type on a successful hit.

These abilities replaces armor training, tail sweep, mighty charge, and swoop of the dragon.

Dragon Breath (Su): At 5th level, a dragon knight may use a breath weapon once per day as a standard action. When he gains this ability, choose earth, fire, ice, lightning, water, or wind—this determines what kind of damage his breath weapon deals. Once the dragon knight makes this choice, he cannot change it later. The dragon knight's breath weapon fills a 15-foot cone, and deals 3d6 points of damage—this damage increases by 1d6 points at every odd-numbered level he gains beyond 5th level. A creature hit by the dragon knight's dragon breath attack can attempt a Reflex save ($DC\ 10 + 1/2\ dragoon's\ level +\ his\ Strength\ modifier$) to take half damage. At 10th level, the dragon knight can use this ability two times per day, at 15th level, he can use it three times per day, and at 20th level, he can use it four times per day.

This ability replaces all dragoon training.

Dragon Knight (Ex): At 20th level, the dragoon has reached the pinnacle of being a dragon knight. The dragoon chooses a dragon subtype as the same as his dragon companion (earth, fire, ice, lightning, water, or wind) and he gains the half-dragon template.

This ability replaces leaping charge.

Lancer

These gallant lancers serve in the vanguard of many armies or as knights-errant. They are born leaders and masters of the mounted charge.

The lancer is an archetype of the dragoon class.

Limit Break (Su): At 1st level, the lancer receives a Limit Break (Fight as One).

Fight as One (Su): This Limit Break allows the lancer and his mount to fight as if they were one mind and one body. They both receive a +2 morale bonus on Attack rolls, Saving Throws, and Skill checks + an additional +2 bonus per four lancer levels. The mount can full-attack after a charge. This lasts for a duration of 1 round + 1 round per four lancer levels. This limit break requires only a swift action.

This ability replaces the Falling Meteor Limit Break.

Skilled Rider (Ex): At 1st level, a lancer gains both the Mounted Combat and Skill Focus (Ride) feats as bonus feats.

This ability replaces the jump ability.

Mounted Lancer (Ex): At 1st level, the lancer has learned to use his mount to his advantage to inflict more damage. Whenever the lancer charges while on a mount at least twenty feet from his opponent and strikes his foe using a spear, lance, or polearm, the lancer deals an additional +1d6 points of damage. This extra damage is 1d6 when first gained, and it increases by 1d6 with each improvement. If the attack is also a critical hit, the extra damage is not also multiplied. For every 10 feet the lancer charges while on a mount beyond the first 20 feet, the lancer deals an extra 1d6 points of damage.

This ability modifies and replaces deadly lancer.

Lancer's Charge (Ex): At 3rd level, a lancer learns to make more accurate charge attacks while mounted. The lancer receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the lancer does not suffer any penalty to his AC after making a charge attack while mounted.

This ability replaces armor training.

Battlefield Agility (Ex): At 4th level, a lancer learns to be more aware of the threats that surround him in combat, and shares this awareness with his loyal steed. Both the lancer and his mount gain Mobility as a bonus feat.

This ability replaces hardy landing.

Spinning Lance (Ex): At 7th level, a lancer may alternate attacks with the piercing head of his lance with reach, or with the butt end (treat as a club) against adjacent targets. Unlike a double weapon, the masterwork quality and magical special abilities apply to both ends of the lance, except for those weapon special abilities that apply only to edged weapons.

This ability replaces tail sweep.

Mounted Expertise (Ex): A lancer of 10th level or higher is highly skilled at fighting while riding his mount. Before making any rolls when using the attack action or the full attack action while mounted on his mount in melee, a lancer may shift points between his attack rolls and his Armor Class. A penalty subtracted from an attack roll applies as a dodge bonus to his AC; a penalty subtracted from Armor Class applies as a bonus on all attack rolls for that round. The points adjusted with the mounted expertise ability may not exceed the lancer's base attack bonus. All changes to attack rolls and AC persist until the lancer's next action.

This ability replaces springing charge.

Piercing Lance (Ex): At 11th level, as a standard action or as part of a charge, a lancer attacking a mounted opponent can make two attacks, one against the mount and the other against the rider, using his highest base attack bonus. Furthermore, if the mount is hit and its rider attempts to negate the hit with the Mounted Combat feat, the lancer's attack roll is considered 4 higher when calculating the DC of the Ride check to negate the hit.

This ability replaces mighty charge.

Superior Mounted Combat (Ex): At 13th level, a lancer may attempt a Ride check (as a reaction) twice per round to negate a successful hit on his mount. At 19th level, the lancer may make these attempts three times per round.

This ability replaces shellbreaker.

Leaping Lance (Ex): At 15th level, a lancer and his mount suffer no armor check penalty on Acrobatics checks while mounted. When charging, a lancer may jump from his mount toward his target. If he jumps 10 feet, his charge modifiers on attack rolls and to AC are doubled and he is still considered mounted for lance damage, Mounted Combat feats, and so on.

This ability replaces swoop of a dragon.

Supreme Charge (Ex): At 20th level, whenever the lancer makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance). In addition, if the lancer confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to dazed for 1d4 rounds. The DC is equal to 10 + the lancer's base attack bonus.

This ability replaces leaping charge.

FIGHTER ARCHETYPES

Airborne Ambusher

Driven by suspicion and hatred, aegyl doggedly guard their territories, making deadly use of their flight. Using swift strikes from above, aegyl plummet onto their foes with lethal force.

The airborne ambusher is an archetype of the fighter class, available only to aegyl fighters.

Class Skills: An airborne ambusher adds Fly to his list of class skills and removes Climb from his list of class skills.

Weapon and Armor Proficiency: An airborne ambusher is not proficient with heavy armor.

Combat Flyer (Ex): At 2nd level, an airborne ambusher may choose to select Flyby Attack and Hover feats instead of a fighter talent.

Aerobatics (Ex): At 5th level, an airborne ambusher may make a Fly check instead of an Acrobatics check to move through a threatened area or an enemy's space.

This ability replaces reliable strike.

Flying Dodger (Ex): At 9th level, when an airborne ambusher flies at least half its fly speed on its turn, it gains a +1 dodge bonus to AC for 1 round. This bonus increases to +2 at 11th level and +4 at 17th level.

This ability replaces rapid attack.

Plummeting Charge (Ex): At 13th level, if an airborne ambusher flies at least half its fly speed as part of a charge, it gains a +2 racial bonus on the attack roll (in addition to the normal charge bonus) and a +4 bonus on its critical confirmation roll. These bonuses improve to +4 and +6 at 17th level.

This ability replaces piledriver and devastating strike.

Defender

A defender focuses on both offense and defense, blending weapon and shield in perfect balance to impede his enemies while delivering deadly blows, and even turning the shield itself into a formidable weapon. These fighting school benefits apply when wielding a weapon and a shield simultaneously.

The defender is an archetype of the fighter class.

Armor Proficiency: A defender is proficient with tower shields.

Deflective Shield (Ex): At 2nd level, a defender specializes in using his shield to deflect attacks. He gains a +1 bonus to his touch AC, and this bonus increases for every four levels beyond 2nd (to a maximum of +6 at 20th level); however, this bonus cannot exceed the sum of the armor and enhancement bonus to AC provided by the shield that the defender is currently carrying.

This ability replaces a fighter talent.

Active Defense (Ex): At 3rd level, a defender gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. This bonus increases by +1 for every four levels beyond 3rd. As a swift action, he may share this bonus with one adjacent ally, or half of the bonus (minimum +0) with all adjacent allies, until the beginning of his next turn.

This ability replaces overhand chop.

Shield Fighter (Ex): At 5th level, a defender gains a +1 bonus on attack and damage rolls when making a shield bash. These bonuses increase by +1 every four levels beyond 5th. With a full-attack action, a defender may alternate between using his weapon or his shield for each attack. This action does not grant additional attacks or incur penalties as two-weapon fighting does.

This ability replaces reliable strike.

Armored Defense (Ex): At 7th level, a defender gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. At 19th level, this damage reduction increases to DR 4/— when wearing light armor, DR 8/— when wearing medium armor, and DR 12/— when wearing heavy armor. This damage reduction stacks with that provided by adamantine armor, but not with other forms of damage reduction. This damage reduction does not apply if the defender is stunned, unconscious, or helpless.

This ability replaces backswing and doublestrike.

Shield Buffet (Ex): At 9th level, as a move action, a defender may make a combat maneuver check to use his shield to impede an adjacent enemy. If successful, the target suffers a -2 penalty on its attack rolls against the defender and a -2 penalty to AC on attacks made by the defender until the beginning of his next turn. At 13th level, a defender may use this ability as a swift action.

This ability replaces rapid attack.

Fortification (Ex): At 11th level, a defender can use his armor to shield critical areas from injury. He treats any armor he wears as if it had the light fortification special ability. At 15th level, his armor gains the moderate fortification special ability. This fortification does not stack in any way with armor that has these special abilities. In these cases the defender takes the better of the two fortifications.

This ability replaces retaliation and unstoppable strike.

Shield Guard (Ex): At 17th level, as a swift action, a defender may designate one square adjacent to him. He may designate two squares if using a heavy shield or three squares if using a tower shield, but these squares must be contiguous. Enemies in these squares cannot flank the defender and do not count for flanking with other creatures. This effect lasts until he moves from his position or uses another swift action to change the affected squares.

This ability replaces devastating strike.

Indestructible (Ex): At 20th level, a defender gains complete immunity to critical hits and sneak attacks while he is wearing armor. In addition, unless his armor has the fragile armor quality, it cannot be sundered while he is wearing it.

This ability replaces weapon mastery.

Dirty Fighter

The dirty fighter laughs at concepts like honor and fair play. He cares only for victory, no matter how he achieves it, and spends as much time mastering sneaky combat maneuvers as he does drilling with weapons or learning how to wear armor.

The dirty fighter is an archetype of the fighter class, available only to seeq fighters.

Sidestep (Ex): At 2nd level, a dirty fighter learns how to evade his enemies when they react to his combat maneuvers. He gains a +1 dodge bonus to his AC against attacks of opportunity provoked by him while attempting a combat maneuver. This bonus increases by +1 for every four levels beyond 2nd level.

This ability replaces a fighter talent.

Maneuver Training (Ex): At 5th level, a dirty fighter becomes a master of dirty tricks. He gains a +2 bonus on dirty trick combat maneuver checks and +2 to his CMD when he is the target of a dirty trick combat maneuver.

This ability replaces reliable strike.

Speedy Tricks (Ex): At 9th level, a dirty fighter has perfected how to quickly perform dirty tricks. He can make a dirty trick combat maneuver as an attack instead of a standard action.

This ability replaces rapid attack.

Double Tricks (Ex): At 13th level, when a dirty fighter performs a combat maneuver, he may apply two different conditions to his target instead of one. Each penalty condition requires a separate action to remove. At 17th level, he may apply three different conditions.

This ability replaces piledriver and devastating strike.

Foehammer

While the axe is the most famous dwarven weapon, the hammer is at the heart of dwarves' heritage as forgemasters and warriors alike.

The foehammer is an archetype of the fighter class, available only to dwarf fighters.

Chosen Weapon (Ex): At 1st level, a foehammer must choose a hammer weapon of the following: aklys, battle aspergillum, club, greatclub, heavy mace, light hammer, light mace, mere club, taiaha, tetsubo, wahaika, and warhammer.

This ability modifies chosen weapon.

Sledgehammer (Ex): At 3rd level, a foehammer wielding a hammer gains a +2 circumstance bonus on combat maneuver checks made to bull rush, overrun, sunder, or trip.

This ability replaces overhand chop.

Hammer to the Ground (Ex): At 7th level, when a foehammer succeeds at a bull rush combat maneuver, he can make a trip combat maneuver at the end of the bull rush. If he does not move with the target, the force of his blow may still trip his foe, but he takes a -5 penalty on the combat maneuver check to trip.

At 15th level, any creature a foehammer successfully bull rushes is automatically knocked prone at the end of the bull rush.

This ability replaces backswing and unstoppable strike.

Rhythmic Blows (Ex): At 9th level, each time that a foehammer hits a target, he gains a +1 bonus on attack rolls against that target. This bonus stacks with each hit against that target, but lasts only until the end of the foehammer's turn.

This ability replaces rapid attack.

Ground Breaker (Ex): At 11th level, as a full-round action, a foehammer may strike the ground with his hammer. If the attack deals more damage than the floor's hardness, the space he occupies and all adjacent squares become difficult terrain. Creatures in those squares, except for the foehammer, are knocked prone (DC 15 Reflex negates).

This ability replaces retaliation.

Soldier

SOLDIERS are experimented warriors developed by the Shinra Corporation. They are infused with Mako energy to become stronger and tougher, but are slightly weakened in other aspects by the Mako poisoning.

The soldier is an archetype of the fighter class.

Weapon and Armor Proficiency: A soldier is proficient with all simple weapons and a weapon used with his chosen weapon class feature. Soldiers are also proficient with all armor except heavy and shields.

Limit Break (Su): At 1st level, the soldier receives a Limit Break (Blade Beam).

Blade Beam (Su): This Limit Break allows the soldier to make waves of powerful energy fly out of his sword and collide with an enemy up to 60 feet away that deals 2d6 points of non-elemental damage + an additional 2d6 per four fighter levels which then explodes out in a cone for an additional 30 feet for half damage. A Reflex save (DC 10 + half of the fighter's level + his Constitution modifier) halves this damage.

This limit break replaces one of the fighter's limit breaks (the soldier chooses which).

Monkey Grip (Ex): The soldier can use melee weapons one size category larger than he is with a -2 penalty on the attack roll, but the amount of effort it takes for him to use the weapon does not change. He can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. The soldier cannot wield a larger weapon in his off hand, and he cannot use this ability with a double weapon.

Mako Infusion: Beginning at 2nd level and every other level thereafter, the soldier receives an infusion of mako energy. The soldier receives a +2 inherent bonus permanently to either Strength, Dexterity, or Constitution but receives a -1 penalty in either Intelligence, Wisdom, or Charisma due to Mako poisoning. A soldier cannot decrease a stat below a 3.

This ability may replace a fighter talent, if chosen by the soldier.

Massive Weapons (Ex): At 5th level, a soldier becomes skilled in the use of massive weapons. The attack roll penalty for using weapons too large for her size is reduced by 1, and this reduction increases by 1 for every three levels beyond 5th (to a minimum of 0).

This ability replaces reliable strike.

Mako Perfection (Su): At 10th level, a soldier can use the mako energy inside him to great effect. The soldier is affected by spells of *Haste*, *Protect III*, and *Shell III* for 1 round per two fighter levels. He can use this ability a number of times per day equal to 3 + his Constitution modifier as a swift action. When the effects end, the soldier becomes *fatigued* (or *exhausted* if the soldier is already fatigued).

This ability replaces war cry.

Soldier Techs: The soldier employs abilities using their mako power, often dealing high damage and weakening enemies. Starting at 11th level and every other level thereafter, the soldier gains a new soldier tech ability at the indicated level. The soldier may use any of the currently available soldier techs up to 3 + Constitution modifier times per day.

Braver (Su): At 11th level, the soldier can make a running leap and slam his weapon down on the opponent. The soldier charges at an opponent and makes a single attack at his highest base attack bonus. If it hits, this attack deals an additional 1d6 points of damage per two fighter levels. In addition, the target must make a Reflex save (DC 10 + half of the fighter's level + his Constitution modifier), or is knocked prone.

This ability replaces retaliation.

Cross Slash (Su): At 13th level, the soldier uses this powerful skill to utilize two mako-infused sword slashes, and adds incredible force to immobilize and crush the target from both sides. The soldier makes two attacks at +2 to attack rolls, each adding +2d6 points of damage. If both attacks connect, the target must make a Fortitude save (DC 10 + half of the fighter's level + his Constitution modifier), or be immobilized for 1 round per fighter level.

This ability replaces piledriver.

Climhazzard (Su): At 15th level, the soldier infuses his weapon with energy, and then swings it towards the enemy, creating a large explosion of power in a 20-foot radius. Creatures in the area of effect takes 1d6 points of non-elemental damage plus an additional 1d6 per two fighter levels unless they make a Reflex save (DC 10 + half of the fighter's level + his Constitution modifier) for half damage. This ability has a range of 100 feet.

This ability replaces unstoppable strike.

Finishing Touch (Su): At 17th level, the soldier spins in a circle, slashing with a held weapon, and creates a cutting whirlwind all around their body in a 30-ft.-radius burst. Creatures in the area of effect take 1d10 points of wind damage plus an additional 1d10 per two fighter levels unless they make a Reflex save (DC 10 + half of the fighter's level + his Constitution modifier) for half damage.

This ability replaces devastating blow.

Meteorain (Su): At 19th level, the soldier calls on deep reserves of inner Mako energy, conjuring up four 10-ft.-radius flaming spheres and launches them down towards the ground, resembling a meteor shower. The soldier directs each of the spheres within 30 feet of each other. Those within the area of effect take 5d6 points of damage (half in fire damage, the other half in earth damage), a Reflex save (DC 10 + half of the fighter's level + his Constitution modifier) for half damage. Creatures hit with multiple meteors must make multiple Reflex saves. This ability has a range of 100 feet.

This ability replaces doublestrike.

Viking

The sagas of the northern people are filled with stories of mighty warriors sailing south to raid the peoples of warmer climes and returning with longships filled with plunder. The northerners call these warriors vikings, and their deeds are sung in the longhouses during the long winter nights. A viking strikes fear into the heart of her foes, and in battle can fly into a terrible rage. Many vikings wear the pelts of bears or wolves, drawing on the strength and ferocity of these beasts in battle. Vikings do not wear heavy armor, but are skilled at fighting with an ax or spear in conjunction with a shield.

The viking is an archetype of the fighter class.

Weapon Proficiency: A viking is not proficient with heavy armor or tower shields.

Fearsome (Ex): At 2nd level, a viking can make an Intimidate check to demoralize an opponent as a move action. At 10th level, she can do so as a swift action. At 18th level, she can demoralize a foe as a free action once per round.

This ability replaces a fighter talent.

Shield Defense (Ex): Starting at 3rd level, a viking learns the art of fighting with a shield. Whenever she is wearing medium, light, or no armor and wielding a shield, the viking's shield bonus to AC increases by 1. Every 4 levels thereafter (7th, 11th, and 15th), this bonus increases by 1.

This ability replaces overhand chop.

Berserker (Ex): At 4th level, a viking gains the bestial rage ability as the beastmaster class feature, but her beastmaster level is considered to be her fighter level –3.

This ability replaces reliable strike.

Rage Powers (Ex): Starting at 6th level, whenever a viking gains a fighter talent or advanced talent, she can instead choose to gain a single rage power, as the beastmaster class feature, in place of the bonus feat. Once selected, these rage powers cannot be changed.

GEOMANCER ARCHETYPES

Feral Child

Some youths, abandoned in the wilderness and then raised by animals, are so connected with their adoptive home and family that they become feral. Suspicious of civilized society, these foundlings often choose allegiance to the wild over their human forebears.

The feral child is an archetype of the geomancer class, available only to hume geomancers.

Class Skills: A feral child adds Acrobatics to her list of class skills and removes Fly and Profession from her list of class skills.

Weapon and Armor Proficiencies: A feral child loses proficiency with the scimitar, scythe, and sickle and with shields.

Illiteracy: At 1st level, a feral child is unable to read and write, though she may learn by taking 1 rank of Linguistics.

Improved Unarmed Strike: At 1st level, a feral child gains Improved Unarmed Strike as a bonus feat.

Beast Family (Ex): At 1st level, a feral child may choose one specific type of animal as the type that raised her. She gains a +2 circumstance bonus on Handle Animal checks with animals of that type, and she can communicate with them.

Animal Companion (Ex): At 1st level, a feral child gains an animal companion like a beastmaster, using the geomancer's level as her effective beastmaster level. The animal companion does not gain the shared rage special ability.

This ability replaces geomancy.

Native Cunning (Ex): At 5th level, a feral child gains trap sense as a thief of equal level, and in her favored terrain, she immediately receives a Perception check to notice traps within 10 feet, as the trap spotter thief talent.

In addition, at 5th level and every three levels thereafter, she may choose one combat maneuver, and gains a bonus equal to her trap sense bonus to her CMD against that maneuver.

This ability replaces endure elements.

Native Fortitude (Ex): At 7th level, a feral child gains a +1 bonus on saving throws against disease, exhaustion, fatigue, fear, and poison. When she is in her favored terrain, she instead applies her favored terrain bonus on such saving throws. She also recovers from ability damage, exhaustion, and fatigue at twice the normal rate.

This ability replaces the geomancer's 2nd favored terrain gained at 7th level.

Native Call (Su): At 9th level, when in her favored terrain, for any summon nature's ally spells a feral child uses to summon animals that are native to that terrain, she treats the duration of the spell as if she were 2 levels higher.

At 17th level, when the feral child uses summon nature's ally spells to summon such animals, those animals gain a +2 bonus to both their Strength and Constitution ability scores. This stacks with the effects of the Augment Summoning feat.

This ability replaces the earth speaks and the echoes dance.

Skyseer

Some geomancers develop ties not to a particular landscape, but instead to the endless blue expanse of the skies. Such are the skyseers, who are more at home soaring through air than standing on the ground.

The skyseer is an archetype of the geomancer class, available only to aegyl geomancers.

Bird Companion (Ex): At 1st level, a skyseer gains a hawk animal companion or similar flying creature like a beastmaster, using the geomancer's level as her effective beastmaster level. The animal companion does not gain the shared rage special ability.

This ability replaces geomancy.

Resist Storm (Ex): At 4th level, a skyseer gains a +4 bonus on saving throws against spells with the wind or lightning descriptors and against effects that control or modify the weather (such as *sleet storm*).

This ability replaces movement powers.

Soaring Form (Ex): At 9th level, a skyseer is no longer affected by altitude sickness or natural or magical wind.

This ability replaces the earth speaks.

Mastery of the Skies (Ex): At 19th level, a skyseer's Fly Speed increases by double and her maneuverability increases by one category, as long as she does not carry more than a Medium load, is not wearing heavy armor, and is not fatigued or exhausted. If a skyseer carries a heavy load or wear heavy armor, her flight speed drops by half and her maneuverability drops by one category.

This ability replaces geostep.

HOLY KNIGHT ARCHETYPES

Redeemer

As most quas are outcasts, a qu holy knight recognizes that often those who are monstrous are not necessarily evil and that sometimes even those who are evil became that way because of circumstances and misfortune. Some qu holy knights take up these misunderstood creatures as their cause, standing up for the monstrous creatures and, when possible, leading them to the light. These holy knights are called redeemers.

The redeemer is an archetype of the holy knight class, available only to qu holy knights.

Merciful Smite (Su): At 1st level, when a redeemer chooses to smite a creature, he can have all of his attacks against the target deal nonlethal damage. He does not take the normal -4 attack roll penalty for using a lethal weapon to deal nonlethal damage. He cannot use this ability to deal nonlethal damage to outsiders with the evil subtype, evil-aligned dragons, or undead creatures (these creatures take lethal damage from her smite).

This ability otherwise works like and replaces the standard holy knight's smite evil.

Monstrous Rapport (Ex): At 1st level, redeemers gain a +2 bonus on Diplomacy checks to influence creatures who are commonly considered monstrous. This includes but is not limited to "monstrous" races such as goblins and orcs, monstrous humanoids, and other intelligent non-humanoid monsters.

This ability replaces sense evil.

Pact of Peace (Sp): At 8th level, a redeemer can force a defeated creature to accept a binding pact of peace as a condition of its surrender. The pact of peace places a magical command on a creature to carry out a simple set of prohibitions to protect others. Examples include "Leave this city and do not return" or "Do not attack caravans." The prohibition must be against an area no larger than 300 square miles or one specific group of people (such as a tribe or citizens of a particular city). This ability lasts 1 month per holy knight level. His caster level for this ability is equal to his holy knight level. The creature must have 7 or fewer HD and be able to understand him. The creature under the pact of peace must follow the given instructions until it is completed, no matter how long it takes.

If the subject is prevented from obeying the pact of peace for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the pact of peace.

This ability replaces nimbus of light (health).

Aura of Mercy (Su): At 11th level, a redeemer can expend two uses of her merciful smite ability to grant the merciful smite ability to all allies within 10 feet, using her bonuses. Allies must use this merciful smite ability by the start of the holy knight's next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

This ability replaces aura of healing.

Code of Conduct: A redeemer may ally with an evil creature as long as she feels the creature is capable of redemption. A redeemer may accept henchmen, followers, or cohorts who are not good provided they demonstrate they are willing to follow her and seek betterment under her tutelage.

Rune Knight

The holy knights trade in white magic and smiting evil for the ability to inscribe magical runes of ancient and mysterious power upon their weapons and armor and to perform bard songs.

The rune knight is an archetype of the holy knight class.

Skills: The rune knight gains Perform (Sing) as a class skill.

Scribe Rune: Beginning at 4th level, a rune knight can inscribe magical runes to bless his weapon or armor. The rune knight may apply a 1st-level Bard Song to his armor or weapon. The rune knight may apply any defensive songs upon his armor or any offensive songs upon his weapons. Any song that affects more than one target only affects you. The level of the song the rune knight can scribe onto his weapon and armor increases at 8th level, and every four levels thereafter (to maximum of 4th level songs).

The rune knight can only have one rune per song level active at a time.

Only a rune knight has the power to draw upon runes, so his weapons and armor are treated as non-magical equipment in the hands of others. Scribing runes requires a full-round action. The runes last for 24 hours or until the rune knight uses Scribe Rune again.

This ability replaces the Smite Evil and Blessing abilities.

Song Magic: The rune knight learns bard songs rather than holy knight spells.

This ability modifies and replaces the holy knight's spellcasting ability.

Rune Eruption: At 14th level, as a standard action, a rune knight can have his runes affect allies within a 20-ft.-radius burst for a duration of rounds equal to $3 + \text{the rune knight's Charisma modifier}$. A rune knight can use this ability once per day at 14th level plus one additional time per day at 17th and 20th level.

This ability replaces the Shining Light ability.

Stonelord

A stonelord is a devoted sentinel of dwarven enclaves, drawing the power of the earth and ancient stone to protect her people.

The stonelord is an archetype of the holy knight class, available only to dwarf holy knights.

Stonestrike (Su): Once per day per holy knight level, a stonelord can draw upon the power of the living rock. As a swift action, she treats her melee attacks until the beginning of her next turn (whether armed or unarmed) as magical and adamantine, including ignoring hardness up to twice her holy knight level, with a +1 bonus on attack and damage rolls, as well as on combat maneuver checks. This bonus also applies to her CMD if she or her target is touching the ground or a stone structure. This bonus increases by +1 at 5th level and every 5 levels thereafter.

This ability replaces smite evil.

Heartstone (Ex): At 2nd level, a stonelord's flesh becomes progressively rockier. She gains a +1 natural armor bonus to AC and DR/adamantine equal to 1/2 her holy knight level. The natural armor bonus increases by +1 at 6th level, and every four levels thereafter, to a maximum of +5 at 18th level. These benefits are halved when not touching the ground or a stone structure.

This ability replaces holy grace.

Stoneblood (Ex): At 3rd level, a stonelord's vitals begin to calcify and her blood transforms into liquid stone. She adds her holy knight level on checks to stabilize at negative hit points and gains a 25% chance to ignore a critical hit or precision damage. This does not stack with fortification armor or similar effects.

At 9th level, this chance increases to 50% and she becomes immune to petrification.

At 15th level, this chance increases to 75% and she becomes immune to bleed and blood drain effects.

This ability replaces divine health and her blessings gained at 3rd, 9th, and 15th level.

Defensive Stance (Ex): At 4th level, a stonelord gains the defensive stance ability, as a knight, and may select one knight talent at 8th level and every four levels thereafter. Levels of knight stack with her holy knight levels when determining the total number of rounds that she can maintain her defensive stance per day. A stonelord does not gain any spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items.

Earth Channel (Su): At 5th level, a stonelord gains Elemental Channel (earth) as a bonus feat, which she may activate by spending two uses of her lay on hands ability, using her holy knight level as her effective white mage level.

This ability replaces holy burst.

Stone Servant (Su): At 5th level, a stonelord may call a Small earth elemental to her side, as a holy knight calls her mount. This earth elemental is Lawful Good in alignment and possesses the celestial template, and it increases in size as the stonelord gains levels, becoming Medium at 8th level, Large at 11th level, Huge at 14th level, Greater at 17th level, and Elder at 20th level.

This ability replaces all of the holy sword tech abilities.

Stonebane (Su): At 11th level, when using stonestrike, a stonelord's attack gains the bane weapon special ability against creatures with the earth subtype and constructs or objects made of earth or stone.

This ability replaces aura of healing.

Phase Strike (Su): At 12th level, a stonelord's stonestrike may pass through stone and metal as if they weren't there. By spending 2 uses of her stonestrike ability, she may ignore any cover less than total cover provided by stone or metal, and she ignores any AC bonus from stone or metal armor or shields as if wielding a brilliant energy weapon. A phase strike cannot damage constructs, objects, or creatures with the earth subtype, but unlike a brilliant energy weapon, it can harm undead.

This ability replaces her 12th-level blessing.

Mobile Defense (Ex): At 18th level, a stonelord can make one 5-foot step per round while maintaining her defensive stance.

This ability replaces her 18th-level blessing.

Stone Body (Ex): At 20th level, a stonelord's body transforms into living stone. She no longer needs to eat, drink, breathe, or sleep, and she becomes immune to earth damage, paralysis, poison, and stunning. She is also no longer subject to critical hits or precision-based damage.

This ability replaces holy champion.

Temple Knight

Some holy knights feel the call of white magic more closely than others, focusing on reaching greater heights.

The temple knight is an archetype of the holy knight class.

Spells: Temple knights gain the ability to cast white magic spells at 1st level, instead of at 4th level of holy knight spells, as seen below.

Level	MP	Spell Level
1 st	1	1 st
2 nd	2	1 st
3 rd	3	1 st
4 th	5	2 nd
5 th	8	2 nd
6 th	10	2 nd
7 th	13	3 rd
8 th	18	3 rd
9 th	22	3 rd
10 th	26	4 th
11 th	33	4 th
12 th	39	4 th
13 th	44	5 th

14 th	53	5 th
15 th	61	5 th
16 th	67	6 th
17 th	78	6 th
18 th	88	6 th
19 th	99	6 th
20 th	105	6 th

This ability modifies and replaces the holy knight's spellcasting ability.

Faithful Steed (Sp): Upon reaching 5th level, the temple knight gains the ability to gain the service of a yellow chocobo to serve her in her crusade against evil. This mount functions as a chocobo knight's animal companion, using the temple knight's level as her effective chocobo knight level.

Once per day, as a full-round action, a temple knight may magically call her mount to her side. This ability is the equivalent of a spell of a level equal to one-third the temple knight's level. The mount immediately appears adjacent to the temple knight. A temple knight can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

At 10th level, a temple knight's mount becomes a white chocobo.

At 15th level, a temple knight's mount gains spell resistance equal to the temple knight's level + 11.

Should the temple knight's mount die, the temple knight may not summon another mount for 30 days or until she gains a temple knight level, whichever comes first. During this 30-day period, the temple knight takes a -1 penalty on attack and weapon damage rolls.

This ability replaces the Holy Sword Tech abilities.

Tranquil Guardian

A tranquil guardian is a missionary of peace and tranquility, a soothing voice of succor in a violent and dangerous world.

The tranquil guardian is an archetype of the holy knight class, available only to ronso holy knights.

Touch of Serenity (Su): At 1st level, a tranquil guardian gains Touch of Serenity as a bonus feat, even if she does not meet the prerequisites.

At 6th level, and every six levels thereafter, the duration of a tranquil guardian's Touch of Serenity increases by 1 round. Each round on its turn, the target may attempt a new Will save to end the effect. The duration does not stack; only the longest remaining duration applies.

This ability replaces smite evil.

Serene Strike (Su): At 3rd level, when a tranquil guardian confirms a critical hit, she may convert all damage from her attack to nonlethal damage, and when she does, she can activate Touch of Serenity through her weapon or unarmed strike. Using serene strike is a free action.

This ability replaces shared defense.

Aura of Calm (Su): At 9th level, a tranquil guardian is immune to all spells and spell-like abilities with the emotion descriptor, as well as all fear effects. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against these effects. This ability functions only while the tranquil guardian is conscious, not if she is unconscious or dead.

This ability replaces holy shield.

Waves of Peace (Su): At 11th level, a tranquil guardian may expend 2 uses of her Touch of Serenity to affect each opponent within 5 feet of her with that effect. She does not need to touch the creature for the effect to take hold.

This ability replaces aura of healing.

Apostle of Peace (Su): At 20th level, a tranquil guardian's DR increases to 10/evil, and whenever she uses holy burst or uses lay on hands to heal, she heals the maximum possible amount. In addition, any creature struck by her Touch of Serenity, even if it saves, must make an additional Will save ($DC\ 10 + 1/2\ her\ tranquil\ guardian\ level + her\ Charisma\ modifier$) the next time it tries to attack. If it fails this save, the attack (including spells or special abilities) automatically fails.

This ability replaces holy champion.

ILLUSIONIST ARCHETYPES

Shadowcaster

Shadowcasters are trained in dark mysteries, their training allows them to harness the power of shadows to bolster their spellcasting.

The shadowcaster is an archetype of the illusionist class.

Class Skills: A shadowcaster gains Stealth as a class skill.

Shadow Spells (Su): At 1st level, a shadowcaster uses his shadow to store additional MP. He must spend his entire period of spell preparation in dim illumination to use this ability. He may store MP equal to the level of the highest-level illusionist spell he can cast. For example, if he can cast 6th-level illusionist spells, he could store 6 MP. These MP are stored in his shadow. He can only cast these spells when he is in an area of normal light or dim light. He gains Shadowtongue as a bonus language.

This ability replaces cantrips, but the shadowcaster gains the detect magic and read magic cantrips and places them in his spellbook. He can cast either of these as 1st-level spells.

Wall of Darkness (Su): At 1st level, a shadowcaster can summon a thin wall of shadow anywhere within 30'. The wall is 1 foot thick and no bigger than 10 feet in any other dimension. This wall lasts for 1 round and obscures vision giving 20% concealment in both directions. Creatures passing through the wall must make a Will save to avoid becoming disoriented (dazed) for the remainder of their turn. The concealment effect of the

wall always works but a creature can only be affected by the disorienting effect once per day. The shadowcaster can use this ability a number of times per day equal to $3 + \text{his Charisma modifier}$.

This ability replaces blinding ray.

Shadow Mask (Sp): At 3rd level, a shadowcaster can alter the shadows around him to conceal his presence. The shadow mask lasts up to one minute per level, the duration need not be continuous but must be used in one minute increments. Shadow mask gives a +3 enhancement bonus to Stealth checks while it is active. At 9th level the bonus to Stealth increases to +6 and for the duration of the effect the shadowcaster has 20% concealment. At 15th level the bonus to Stealth increases to +9 and he can summon the shadow mask as a swift action.

This ability replaces all instances of haze.

Stealthy Illusions (Ex): At 4th level, a shadowcaster can make a Stealth check with a penalty of -5 to cast any spell in the illusion school without being detected. If the shadowcaster is using Stealth at the time he remains hidden. If the shadowcaster is in plain sight he is still visible but the spellcasting is not noticed.

This ability replaces social cloaking.

Shadowsight (Ex): At 5th level, a shadowcaster gains darkvision 60 feet. If the shadowcaster already has darkvision 60 feet, then he gains darkvision 120 feet.

This ability replaces the shadowcaster's 5th-level illusionist bonus feat.

Shadow Step (Su): At 9th level, as long as the shadowcaster is in any area of shadowy illumination he can step into and move through the Plane of Shadow as a standard action. Every round spent moving though the Plane of Shadow, the shadowcaster moves up to 50' in the Material Plane. A shadowcaster can spend up to 1 round per level in the Plane of Shadow and the duration does not need to be consecutive. When returning to the Material Plane the shadowcaster appears in a random unoccupied location within a 10' square. This ability is otherwise similar to the *shadow walk* spell.

This ability replaces extended illusions.

Shadowy Specialization (Ex): At 10th level, when a shadowcaster casts *shades*, *shadow summoning*, *shadow elemental*, and similar illusion spells that have a listed fraction of the strength of real effects, he increases the percentage of damage caused by the spell's effect or summoned creatures by one-fifth (+20%) against creatures that make their saving throw against the effect, up to a maximum of 100% of the strength. For example, *shadow elemental* and *shadow summoning* deal 40% normal damage on a successful save instead of 20%.

This ability replaces the shadowcaster's 10th-level illusionist bonus feat.

Deeper Shadows (Su): At 15th level, any spell cast with the Shadow descriptor that is partially real is 10% more real than normal. For example, *shadow summoning* cast by a shadowcaster with this ability is 30% real. This ability stacks with shadowy specialization.

This ability replaces doublecast.

Cloak of Shadow (Su): At 20th level, the barrier between the Plane of Shadow and a shadowcaster blurs forming a cloak of shadows around the shadowcaster. The cloak of shadows is a 10' radius effect anywhere except full natural daylight where it's reduced to 5'. The shadowcaster has full concealment against anyone outside the cloak of shadow but his vision is unimpaired. Illusions whose area effect is within the cloak of shadow are partially real and much more difficult to disbelieve. The DC to disbelieve illusions within the cloak increases by 2 and any quasi real effects are 20% more real than normal (this supersedes but does not stack with *Deeper Shadows* or any other similar ability) as long as they remain within the cloak. The cloak of shadows lowers the ambient light level by one level and is equivalent to a 9th level effect for the purposes of raising the light level. A shadowcaster can suppress this effect at will.

This ability replaces bend reality.

KNIGHT ARCHETYPES

Sentinel

Many knights believe the tower shield is a tool suitable only for troops on the battlefield, claiming it is too large and bulky to use in skirmishes or within dungeon corridors. Sentinels defy those notions, using their massive shields with startling skill and incredible effect. They use these seemingly clumsy shields to perform deft maneuvers that confound their enemies.

The sentinel is an archetype of the knight class.

Burst Barrier (Ex): At 2nd level, a sentinel can use his shield to screen himself from burst spells and effects, gaining a +1 bonus on Reflex saves against them while employing a tower shield. This bonus increases by +1 for every four levels after 2nd (to a maximum of +5 at 18th level).

This ability replaces stand firm.

Tower Shield Training (Ex): At 4th level, a sentinel gains armor training as normal, but while he employs a tower shield, the armor penalty is reduced by 3 and the maximum Dexterity bonus allowed by his armor increases by 2. The benefit increases every four levels thereafter as per standard armor training; if the sentinel is not employing a tower shield, the benefits to armor training revert to the normal bonuses.

Tower Shield Defense (Ex): At 7th level, while using a tower shield, a sentinel gains his shield bonus against touch attacks.

This ability replaces fortress of defense.

Immediate Repositioning (Ex): At 13th level, as an immediate action, a sentinel can reposition his tower shield to another facing, but he cannot use this ability to interrupt an attack.

This ability replaces counterattack.

Tactician

While many knights focus on the fundamentals of melee and ranged combat, there are those who are trained to view the bigger picture on the battlefield. These knights use their training and tactical acumen to overcome challenges that would overwhelm mere brute strength and skill at arms.

The tactician is an archetype of the knight class.

Weapon and Armor Proficiency: A tactician is not proficient with heavy armor or tower shields.

Strategic Training (Ex): A tactician gains 4 skill ranks + a number of skill ranks equal to his Intelligence modifier at each level, instead of the normal 2 skill ranks + Intelligence modifier at each level. Furthermore, Knowledge (geography) (Int) and Linguistics (Int) are all class skills for the tactician.

This ability replaces defend ally.

Tactical Awareness (Ex): At 2nd level, a tactician gains a +1 bonus on initiative checks. This bonus increases by +1 for every four levels after 2nd level (to a maximum of +5 at 18th level).

This ability replaces stand firm.

Tactician (Ex): At 5th level, a tactician receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the tactician can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the tactician possesses. Allies do not need to meet the prerequisites of these bonus feats. The tactician can use this ability once per day at 5th level, plus one additional time per day at 10th level and for every 5 levels thereafter (to a maximum of four times at 20th level).

This ability replaces deft shield.

Cooperative Combatant (Ex): At 8th level, when a tactician uses the aid another special attack, he may affect one additional ally per point of Intelligence bonus. For each ally that a tactician aids, he can pick whether to grant that ally the +2 bonus on its next attack against the opponent or the +2 bonus to AC against the opponent's next attack on that ally, and can grant different allies different bonuses.

This ability replaces shield buffet.

Battle Insight (Ex): At 15th level, as a swift action, a tactician can grant his Intelligence modifier as an insight bonus on the attack rolls made by a single ally within line of sight that can both see and hear the tactician. That ally gains the bonus until the end of the tactician's next turn. The tactician can use this ability a number of times per day equal to 3 + his Intelligence modifier.

This ability replaces shield guard.

MONK ARCHETYPES

Diminutive Adept

A diminutive adept turns his diminutive stature and unorthodox footwork into a powerful weapon. Effortlessly moving across the battlefield, he ducks under the legs of larger creatures and then topples them with surprising attacks.

The diminutive adept is an archetype of the monk class, available only to tarutaru monks.

Diminutive Trip (Ex): At 1st level, a diminutive adept learns a number of maneuvers and grabs that can cause even the largest opponents to stumble and fall. He gains Improved Trip as a bonus feat, even if he does not meet the requirements. At 4th level, and every four levels thereafter, he acts as if he is one size larger for the purposes of determining the maximum size of creatures he can trip and when determining his CMB and CMD for purposes of a trip combat maneuver.

This ability replaces stunning fist.

Diminutive Grace (Ex): At 3rd level, a diminutive adept uses his size and grace to avoid the attacks of those he passes. When using the Acrobatics skill to avoid attacks of opportunity by moving through a threatened area or an enemy's space, he only takes a -5 penalty when doing so at full speed, instead of the normal -10 penalty.

This ability replaces maneuver training.

Improved Diminutive Grace (Ex): At 5th level, a diminutive adept's ability to avoid attacks of opportunity against those he passes improves. When using the Acrobatics skill to avoid attacks of opportunity, while moving through a threatened area or through an enemy's space, he takes no penalty when doing so at full speed.

This ability replaces leap from the heavens.

Ironskin Monk

Through discipline and training, an ironskin monk hardens his body to withstand punishing blows. Though slow on his feet, his calloused hands and feet can shatter stone and stagger foes.

The ironskin monk is an archetype of the monk class, available only to galka monks.

Iron Skin (Ex): At 1st level, an ironskin monk gains a +1 bonus to his natural armor. This bonus stacks with any existing natural armor the ironskin monk already has. At 4th level, and every 4 levels thereafter, this bonus increases by +1.

This ability replaces the monk's AC bonus ability and the ability to add his Wisdom bonus to his AC.

Resilience (Ex): At 2nd level, an ironskin monk can shake off the physical effects of certain attacks. If he makes a Fortitude saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can be used only if the monk is wearing light armor or no armor. A helpless monk does not gain the benefits of resilience.

This ability replaces evasion.

Ki Pool (Su): At 4th level, an ironskin monk can spend 1 point from his ki pool to gain a damage bonus equal to 1/2 his level against objects and constructs for 1 round.

This ability replaces the ability to increase speed with ki.

Staggering Blow (Ex): At 5th level, an ironskin monk attacking with an unarmed strike can spend 1 point from his ki pool as a free action after a successful critical hit to stagger the creature struck for 1 round (Fort DC 10 + 1/2 the ironskin monk's level + the ironskin monk's Wisdom modifier negates).

This ability replaces leap from the heavens.

Tough as Nails (Ex): At 6th level, an ironskin monk gains DR 1/—. Subtract 1 point from the damage the ironskin monk takes each time he is dealt damage from a weapon or a natural attack. This damage reduction increases by 1 point at 9th level and every 3 levels thereafter. Damage Reduction can reduce damage to 0 but not below 0.

This ability replaces fast movement and slow fall.

Evasion (Ex): At 9th level, an ironskin monk gains evasion.

This ability replaces improved evasion.

Surefooted (Ex): At 17th level, an ironskin monk's speed is not reduced by difficult terrain.

This ability replaces timeless body.

Unbreakable (Ex): At 20th level, an ironskin monk sets aside many of the frailties of mortal flesh. He becomes immune to death effects and stunning. He is not subject to ability damage or ability drain, and has a 75% chance of ignoring the extra damage dealt by critical hits and sneak attacks.

This ability replaces pure power.

Nimble Guardian

Some mithra monks dedicate their graceful prowess to the defense of others, especially those dedicated to a similar ethos or who prove themselves as stalwart allies of the monk's cause.

The nimble guardian is an archetype of the monk class, available to mithra monks.

Defensive Aid (Ex): At 2nd level, a number of times per day equal to her Wisdom bonus, a nimble guardian can interpose herself between one adjacent ally and an attack or damage dealt in an area of effect. If an adjacent ally is the target of the attack or is required to make a Reflex saving throw against a damaging effect, as an immediate action the nimble guardian can grant that ally a +4 circumstance bonus to AC or on the saving throw against the effect. The nimble guardian must use this ability before the attack roll or saving throw is made. The nimble guardian can only use this ability if she is wearing no armor.

This ability replaces evasion.

Nimble Reflexes (Ex): At 6th level, a nimble guardian gains a +2 bonus on all Reflex saving throws. A nimble guardian increases this bonus by 1 every four levels thereafter.

This ability replaces the Aurablast ability.

Guardian Feline (Su): At 7th level, a nimble guardian can transform himself into a feline creature by spending 2 ki points. The effect lasts for 1 hour or until the nimble guardian changes back. Changing form (to animal or back) is a standard action and does not provoke an attack of opportunity. The chosen form must be some form of feline (cheetah, lion, etc.).

This ability replaces the Chakra ability.

Defensive Mastery (Ex): At 8th level, a nimble guardian gains 3 additional uses of her defensive aid ability per day. Furthermore, if an ally that gained the benefit of a use of defensive aid succeeds her Reflex saving throw, and the effect still deals damage on a successful saving throw, the nimble guardian can spend 1 ki point to negate that damage. Doing so is not an action.

This ability replaces the Boost ability.

Evasion (Ex): At 9th level, a nimble guardian gains evasion.

This ability replaces improved evasion.

Pugilist

Not all people of the fist walk the way of enlightenment. Some of the best bare-knuckled fighters are found in your local inn. A pugilist is nothing more than a skilled hand to hand specialist. There are many kinds of pugilists in the world. Some study like monks, others were born in a world that forced them to acquire the skills they needed to protect what they have. Some others might just be out there testing their own limits. Stubborn by nature, a pugilist is a person who refuses to believe he is outmatched by armed foes. Fighting is their life and pushing past the ability of others of their race is what drives them to become what they are.

The pugilist is an archetype of the monk class, available only to bangaa monks.

Prerequisite: The pugilist must have the thick-skinned racial trait for bangaas.

Exploit Weakness (Ex): At 1st level, as a swift action, a pugilist can observe a creature or object to find its weak point by making a Wisdom check and adding his monk level against a DC of $10 +$ the object's hardness or the target's CR. If the check succeeds, the pugilist gains a +2 bonus on attack rolls until the end of his turn, and any attacks he makes until the end of his turn ignore the creature or object's DR or hardness. A pugilist may instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saves and a dodge bonus to AC against that opponent equal to $1/2$ his monk level until the start of his next turn.

This ability replaces flurry of blows.

Improved Thick Skinned (Ex): At 2nd level, the physical abuse a pugilist endures in training gives him a improved resistance to attacks from others. A pugilist adds half his Constitution modifier (rounded down) to his natural armor class.

This ability replaces fists of wind.

Pugilist Style Mastery (Ex): Training is key to the pugilist, they do what they can to push the natural ability barriers to achieve effects that seem supernatural. Speed and agility are key to the pugilist abilities. Training all the time even when doing mundane tasks, a pugilist has a one track mind. The pugilist doesn't often push to make friends, but gets into the habit of helping people over and over again, mainly to test their own abilities. Cold and calculating a pugilist looks past emotions and accounts for the facts.

This ability replaces all martial arts style masteries.

Insight (Ex): Starting at 3rd level, a pugilist shows that hitting the right spot counts for more than random bashing. A pugilist may use his Wisdom bonus in lieu of his Strength or Dexterity on attack rolls and combat maneuver checks with unarmed strikes or monk weapons.

Foresight (Ex): Starting at 6th level, a pugilist can always act in a surprise round even if he does not notice his enemies, though he remains flat-footed until he acts. In addition, a pugilist gains a bonus on initiative rolls equal to 1/2 his monk level. At 20th level, a pugilist's initiative roll is automatically a natural 20.

Chain Punches (Ex): Starting at 9th level, the speed training a pugilist undergoes shows in the speed of his attacks. On a full attack action, a pugilist can choose to double the attacks he gets but when doing so he cannot add any Strength bonuses to the damage.

Footwork (Ex): Starting at 12th level, the speed of a pugilist is unmatched. The pugilist can take an extra 5-ft.-step as a free action.

Quivering Palm (Su): Starting at 15th level, a pugilist can set up vibrations within the body of another creature that can thereafter be fatal if the pugilist so desires. He can use this quivering palm attack once per day, and he must announce his intent before making his attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the pugilist strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the pugilist can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the pugilist merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw ($DC\ 10 + 1/2\ the\ monk's\ level +\ the\ monk's\ Wis\ modifier$), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. A pugilist can have no more than 1 quivering palm in effect at one time. If a pugilist uses quivering palm while another is still in effect, the previous effect is negated.

Battle Calculus (Ex): Starting at 18th level, a pugilist has seen virtually every martial application, and knows how to counter each and every foe effortlessly. As a free action once per round, a pugilist may force one opponent to reroll any one roll and take the lower result. A pugilist can use this ability a number of times per day equal to his Wisdom modifier.

Roll with it (Ex): At 4th level, the aggression placed upon the pugilist forces him to learn to roll with the punches or be killed by his armed foes. The pugilist gains damage reduction 1/— and it increases by +1 every four levels (2/— at 8th level, 3/— at 12th level, 4/— at 16th level, and 5/— at 20th level.) A pugilist loses this ability if he wears medium or heavy armor or is carrying a medium or heavy load.

These abilities replaces all slow fall abilities.

Tempered (Ex): At 13th level, a pugilist can use physical resilience to avoid certain attacks. If the pugilist makes a Fortitude saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. Tempered can be used only if a pugilist is not wearing medium or heavy armor or carrying a medium or heavy load.

This ability replaces diamond soul.

Student of the Stone

By following the path of the stone, students of stone give up much of monks' mobility in favor of sheer resilience.

The student of the stone is an archetype of the monk class, available only to dwarf monks.

Hard as Stone (Ex): At 2nd level, whenever an opponent rolls to confirm a critical hit against a student of stone, treat the student of stone's AC as +4 higher than normal.

This ability replaces evasion.

Strength of Stone (Ex): At 3rd level, a student of stone learns to draw strength from the earth. So long as both he and his opponent are touching the ground, the student of stone gains a +1 bonus on attack rolls, damage rolls, bull rush and trip combat maneuver rolls, and to his CMD when resisting a bull rush or trip attempt.

This ability replaces fast movement.

Bones of Stone (Su): At 7th level, as a swift action, a student of stone can spend 1 ki point to gain DR 2/magic until the beginning of his next turn.

At 10th level, he can spend 1 ki point to gain DR 2/chaotic until his next turn.

At 15th level, he can spend 1 ki point to gain DR 5/chaotic until his next turn.

This ability replaces leap from the heavens.

Body of Stone (Ex): At 9th level, a student of stone gains the benefits of the light fortification armor property.

This ability replaces improved evasion.

Soul of Stone (Su): At 13th level, as a swift action, a student of stone can spend 1 ki point to gain tremorsense 15 feet until his next turn.

At 17th level, the range of this tremorsense increases to 30 feet.

This ability replaces diamond soul.

Entomb (Su): At 15th level, a student of stone can phase a foe into solid rock, killing it instantly. To use this ability, he expends 1 ki point as part of a bull rush or reposition combat maneuver against a creature adjacent to unworked earth or stone. If the attempt succeeds, the student of stone pushes his foe inside the rock using his earth glide ability. If the creature succeeds at a Reflex save (DC 10 + 1/2 the student of stone's monk level + the student of stone's Wisdom modifier), it is ejected in the nearest open space and takes 5d6 points of earth damage. If it fails, it dies instantly as its body merges with the surrounding stone. Entomb is usable once per day, but a failed bull rush or reposition attempt does not count as a use of the ability. Entomb has no effect on creatures that can earth glide, are incorporeal, or can otherwise survive merging with a solid object.

This ability replaces defensive roll.

Stone Self (Ex): At 20th level, a student of stone becomes an outsider with the earth subtype. He gains DR 5/chaotic, burrow speed 20 feet, and tremorsense 20 feet.

This ability replaces pure power.

Treetop Monk

While many viera follow traditional monastic training and traditions, others learn to blend exotic combat and the mysterious forces of ki with the natural world, allowing them to move through trees and overgrowth to deliver devastating attacks.

The treetop monk is an archetype of the monk class, available only to viera monks.

Branch Runner (Ex): At 3rd level, a treetop monk adds half the base speed bonus from his fast movement ability to his racial climb speed.

This ability replaces maneuver training.

Wood Affinity (Su): At 6th level, a treetop monk may expend 1 point from his ki pool as a free action to treat a wooden object as if it were not broken for 1 minute (this includes a weapon with a wooden haft such as an axe or spear).

At 8th level, as a free action, a treetop monk can expend 1 point from his ki pool to use the Lunge feat with any wooden or wood-hafted melee weapon.

This ability replaces aurablast.

Freedom of Movement (Su): At 13th level, a treetop monk may expend 1 point from his ki pool as a swift action to gain the effects of *freedom of movement* for 1 round.

This ability replaces diamond soul.

Wanderer

Some monks wander the world in humility to learn and to share wisdom and philosophy from their teachers with those they meet, often aiding those who are in need.

The wanderer is an archetype of the monk class, available only to hume monks.

Class Skills: The wanderer adds Diplomacy, Knowledge (geography), Knowledge (local), Linguistics, and Survival to his list of class skills.

Far Traveler (Ex): At 1st level, the wanderer gains either one additional language known or proficiency in one exotic or martial weapon. At 4th level and every four levels thereafter, the wanderer may gain an additional language known or may retrain her weapon proficiency from this ability to a different exotic or martial weapon.

This ability replaces stunning fist.

Long Walk (Ex): At 3rd level, the wanderer gains Endurance as a bonus feat, and the feat bonus doubles when he makes Constitution checks because of a forced march. In addition, a wanderer gains a +2 bonus on saving throws against spells and effects that cause exhaustion and fatigue.

This ability replaces maneuver training.

Light Step (Su): At 4th level, a wanderer leaves no trail and cannot be tracked, though he can leave a trail if desired. By spending 1 point from his ki pool, he can use chocobo haul, choco feather, pass without trace, quick step, or wind runner as a spell-like ability (with a caster level equal to his monk level).

This ability replaces slow fall.

Inscrutable (Su): At 5th level, the wanderer gains a supernatural air of mystery. The DC to gain information or insight into the wanderer with Diplomacy, Knowledge skills, or Sense Motive increases by 5.

This ability replaces leap from the heavens.

Wanderer's Wisdom (Ex): At 7th level, the wanderer can dispense excellent advice in the form of philosophical proverbs and parables. As a swift action, the wanderer can inspire courage or inspire competence as a bard of his monk level by spending 2 points from his ki pool. This affects one creature within 30 feet and lasts a number of rounds equal to the wanderer's Wisdom modifier (minimum 1 round). This ability is language-dependent.

This ability replaces chakra.

Disappear Unnoticed (Ex): At 8th level, the wanderer may use Stealth to hide even while being directly observed or when no cover or concealment is available, as long as he is adjacent to at least one creature of his size or larger, by spending 1 point from his ki pool. This effect lasts until the beginning of the wanderer's next turn and may be continued in consecutive rounds by spending 1 ki point each round.

This ability replaces boost.

Free Step (Su): At 13th level, the wanderer gains continuous freedom of movement as a continuous spell-like ability.

This ability replaces diamond soul.

White Monk

Monks that heed the call of tranquility in white magic are often called White Monks. They focus upon the healing and holy aspect of magic than the animalistic nature of their martial arts.

The white monk is an archetype of the monk class.

Skills: A white monk adds the Heal skill to her class skill list.

Spells: Beginning at 1st level, a white monk gains the ability to cast white magic spells, which are drawn from the white mage spell list. Like most spellcasters, a white monk can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a spell, the white monk must have a Wisdom score equal to at least $10 + \text{the spell level}$ ($\text{Wis } 11$ for 1st-level spells, $\text{Wis } 12$ for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a white monk's spell is $10 + \text{the spell level} + \text{the white monk's Wisdom modifier}$. In addition, a white monk gains additional MP for having a high attribute (Wisdom).

Level	MP	Spell Level
1 st	1	1 st
2 nd	2	1 st
3 rd	3	1 st
4 th	5	2 nd
5 th	8	2 nd
6 th	10	2 nd
7 th	13	3 rd
8 th	18	3 rd
9 th	22	3 rd
10 th	26	4 th
11 th	33	4 th
12 th	39	4 th
13 th	44	5 th
14 th	53	5 th
15 th	61	5 th
16 th	67	6 th
17 th	78	6 th
18 th	88	6 th
19 th	99	6 th
20 th	105	6 th

This ability replaces the Flurry of Blows and Martial Arts Style Masteries abilities.

Holy Sign (Su): At 6th level, as a standard action, a white monk can spend 1 point of her ki pool to dispel hostile magic or cure status effects. This ability functions exactly like *dispel* and *esuna* except the range for this ability is 30 feet + 5 feet per level after 6th.

This ability replaces the Aurablast and Boost abilities.

NECROMANCER ARCHETYPES

Necrotic Healer

As their name suggests, necrotic healers focus much of their energy on healing. Although necrotic healers can still create undead like other necrotic healers, few choose to do so. Many of their healing abilities center on taking others' pain into themselves in order to negate it. Necrotic healers tend to be caring, compassionate, and self-sacrificing individuals.

The necrotic healer is an archetype of the necromancer class.

Alignment: Any, although most necrotic healers are good.

Healing Magic: A necrotic healer can draw healing spells from the white mage spell list in addition to his normal spell list.

This ability replaces all the bone minions.

Rebuke Death (Sp): As a standard action, a necrotic healer can touch a living creature to heal it for 1d4 hp plus 1 for every two necrotic healer levels he possesses. He can use this ability only on a creature below 0 hp. He can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces grave touch.

Soothing Touch (Su): By touching a creature, a necrotic healer of 3rd level or higher can relieve the creature of one minor condition. A necrotic healer's touch can remove the fatigued, shaken, sickened, or staggered conditions by transferring the condition to himself.

At 9th level, a necrotic healer can also remove the blinded, exhausted, nauseated, or deafened conditions in addition to the conditions listed above.

The necrotic healer must suffer the full effects of the condition transferred for 1d3 rounds or for the condition's original duration, whichever is shorter. These effects cannot be reduced or negated in any way. If multiple conditions affect a targeted creature, the necrotic healer chooses which condition to remove. A necrotic healer can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces channel dark energy.

White Necromancy (Su): Beginning at 4th level, any necromancy spell that creates undead loses the evil descriptor when cast by a necrotic healer.

Mindless undead resulting from white necromancy are of neutral alignment. The alignment of intelligent undead exactly matches the necrotic healer's alignment.

The necrotic healer gains no specific control over undead created using white necromancy, although he may ask the undead to provide some service or to otherwise assist him. To make such a request, the necrotic healer must make a special Diplomacy check, rolling 1d20 + the necrotic healer's level + his Charisma modifier.

Mindless undead created through white necromancy initially are indifferent toward the necrotic healer, and a flat DC 15 Diplomacy check is required when requesting their assistance. Intelligent undead initially are friendly toward the necrotic healer, and a flat DC 15 + the creature's Charisma modifier is required when requesting their assistance.

A necrotic healer must treat any undead created through white necromancy with honor and respect at all times. In most cases, a necrotic healer should agree to release the undead once the requested service or task has been completed. Intelligent undead created through white necromancy might agree to follow the necrotic healer for a prolonged period of time. In such cases, the undead would certainly expect to be treated as an honored and respected companion, and might even occasionally make requests of its own.

A necrotic healer who fails to properly respect any undead he creates suffers a -10 to Diplomacy and similar skill checks when making new requests of that undead, subject to the GM's discretion.

This ability replaces unholy fortitude.

Enhanced Healing (Su): At 7th level, all of the necrotic healer's cure spells (spells with the word "cure" in the name) are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This

does not apply to damage dealt to undead with a cure spell, and it does not stack with the Empower Spell metamagic feat.

This ability replaces cheat death.

Necromancer's Sacrifice (Su): Beginning at 9th level, when an ally within 60 ft. is hit by an attack or fails a saving throw, a necrotic healer can, as an immediate action, magically transfer the resulting wounds and/or effects to himself instead of the target. The necrotic healer is affected as if he was hit by the attack or failed the saving throw and takes all the damage and suffers all of the adverse effects of doing so. Any resistances or immunities the necrotic healer has are applied normally, but he cannot otherwise reduce or negate the damage or effects in any way. If this ability is used against an effect that also targets the necrotic healer or includes him in its area, the necrotic healer suffers the effects for both himself and the target he spared, potentially taking damage or suffering other consequences twice.

A necrotic healer may use this ability once per day at 9th level and one additional time per day for three every additional necrotic healer level (twice per day at 12th level, three times per day at 15th level, and so on).

This ability replaces miasma.

Protective Aura (Su): At 17th level, the necrotic healer can, as an immediate action, emit a 30-ft. aura that protects against death effects for a number of rounds per day equal to his necromancer level. Living creatures within this area are immune to all death spells, death effects, energy drain, and effects that cause negative levels. This protective aura does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the protected area. These rounds need not be consecutive.

This ability replaces deathly abeyance.

RED MAGE ARCHETYPES

Elemental Knight

Elemental knights are born with elemental energies surging through their blood and discover the secret of reconciling and focusing this primal power into the arcane.

The elemental knight is an archetype of the red mage class, available to nu mou red mages.

Elemental Arcana (Su): At 3rd level, elemental knights may select the following ruby arcana available only to them.

Assault Synergy (Su): As a swift action, the elemental knight can expend 1 round of duration from elemental assault to add +1d6 points of energy damage to an offensive spell he casts that round. The spell must have the earth, fire, ice, lightning, water, or wind descriptor. This extra energy damage matches the energy damage of the spell. At 10th level, he may expend 2 rounds instead of 1 to add +2d6 points of energy damage to the spell.

Energy Reflection (Su): This functions like the reflection ruby arcana, except it only works on spells that deal earth, fire, ice, lightning, water, or wind damage. As long as the elemental knight spends at least 1 point from her arcane pool to activate this arcana, he may expend rounds of elemental assault as if they were arcane pool points. For example, the elemental knight could spend 1 arcane pool point and 3 rounds of elemental assault to reflect a spell of 4th-level or lower. The elemental knight must be at least 12th level before selecting this arcana.

Energy Resistance Boost (Su): As a swift action, the elemental knight can expend 1 point from his arcane pool or 1 round of elemental assault to increase all of his racial energy resistances by +5 for 1 round.

Elemental Assault (Su): At 5th level, once per day as a swift action, an elemental knight can shroud her arms in earth, fire, ice, lightning, water, or wind energy. This lasts for one round per level, and can be dismissed as a free action. These rounds do not have to be consecutive. Unarmed strikes with her arms or hands (or attacks with weapons held in those hands) deal +1d6 points of damage of the appropriate energy type. In addition, also at 5th level, as a swift action, an elemental knight may expend rounds of duration from this ability. For every 4 rounds expended, she gains 1 arcane pool point.

This ability replaces quick cast.

Ruby Arcana: The following ruby arcana complement the elemental knight archetype: empowered magic, pool strike, spell shield.

Generalist

Some red mages specialize in a certain area of their abilities, generalists don't. They focused on adapting to the situation at hand.

The generalist is an archetype of the red mage class, available only to hume red mages.

Power or Speed (Ex): At 1st level, a generalist begins learning how to control herself and by extension, the flow of combat. The generalist can take a -1 penalty on attack, damage or AC and get an equal bonus to one of the others. At 4th level and every 4 levels thereafter this penalty and bonus increases by +1 to a max of -6/+6 at level 20.

This ability replaces spell combat.

Multitalented (Ex): At 2nd level, a generalist picks up on a little bit of everything, and can use sheer luck or force of will to appear competent at just about anything. The generalist can make skill checks untrained and may spend an arcane point to reroll a failed skill check with a bonus equal to her Charisma modifier once per round.

This ability replaces spellstrike.

Magic Mastery (Ex): At 4th level, the generalist continues their mastery on controlling every aspect of their being, learning how to better utilize their magic. As a swift action that lasts a number of rounds equal to the generalist's Charisma modifier (minimum 1) and costs an arcane point, the generalist can choose to take a penalty on healing or damaging spells equal to half their level and apply an equal bonus to the other.

This ability replaces quick cast gained at 4th, 8th, 12th, 16th level.

Spellblade (Ex): At 8th level, the generalist learns to blend both styles of combat into one. When casting a damaging or enfeebling spell they can make a single weapon attack on the same target as a swift action. When casting a healing or enhancing spell on an ally they can make a single weapon attack on the foe closest to them if within range. At 16th level, this ability gains an insight bonus on attack and damage equal to the level of the spell cast prior to it.

This ability replaces improved spell combat and counterstrike.

Aspect of the Ruby (Su): At 10th level, the generalist hits a new milestone when it comes to full coverage. At the cost of an arcane point, a swift action, and MP equal to the highest spell level they know, the generalist can emulate one of three aspects perfectly for a number of rounds equal to their Charisma modifier.

- *Shield (Su)*: The generalist gains a bonus to AC equal to the MP expended when using this ability, and half that bonus (rounded down) to all saving throws.
- *Staff (Su)*: The generalist gains a bonus to their ruby knowledge bonus equal to the MP expended when using this ability, and half this bonus is added to spell resistance checks and red mage spell save DCs.
- *Sword (Su)*: The generalist gets a bonus to attack and damage rolls with a held weapon equal to the MP expended when using this ability. Their held weapons' critical threat range is increased by half this bonus (rounded down). This does not stack with other abilities that increase a weapon's critical threat range.

This ability replaces jack-of-all-trades.

Renaissance Man (Ex): At 14th level, the generalist makes 'Jack-of-all-Trades' look like a dunce and laughs in his face about it. When making an untrained skill check or using the multitalented ability, the generalist can act as if she had a number of ranks in the skill equal to half her class level, and benefits from a +3 bonus as if it were a class skill.

This ability replaces greater spell combat.

Generalist Mastery (Ex): At 20th level, the generalist doesn't care about any one aspect of their character to exemplify it above the rest. When using power or speed, magic mastery, or spellblade, the bonuses gained are all increased by +3.

This ability replaces red wizard.

Red Warrior

Red warriors trade in spellcasting for mastery of their arcane pool and protecting others.

The red warrior is an archetype of the red mage class.

Limit Breaks (Su): At 1st level, the red warrior receives the Limit Breaks (Aegis Shield and Arcane Savant).

Aegis Shield (Su): This Limit Break allows the red warrior to create a glowing, floating red shield that helps deflects attacks. For a duration of 1 round + 1 round per four red mage levels, this limit break grants the red warrior and any adjacent allies a +2 shield bonus to AC as well as a damage reduction of 2/-. These bonuses increases by 2 for every four red mage levels attained. This limit break requires only a swift action.

Arcane Savant (Su): This Limit Break allows the red warrior to spend points from his arcane pool without expending them for a duration of 1 round + 1 round per four red mage levels.

These limit breaks replaces the red mage's standard limit breaks.

Arcane Pool (Su): At 1st level, the red warrior gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon and shield. This arcane pool has a number of points equal to his red mage level + his Charisma modifier. The pool refreshes once per day when the red warrior rests for a full 8 hours.

At 1st level, a red warrior can expend 1 point from his arcane pool as a swift action to grant any weapon and shield he is holding a +1 enhancement bonus for 1 minute, paying the arcane pool cost separately for each. For every four levels beyond 1st, the weapon and shield gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon and shield stacking with existing weapon and shield enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal.

Also at 5th level and above, he can also add the following shield special abilities: animated, arrow catching, arrow deflection, bashing, blinding, fortification (any), reflecting, spell resistance (any).

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon and shield already has, but duplicates do not stack. If the weapon and shield is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the red warrior uses this ability. These bonuses do not function if the weapon and shield are wielded by anyone other than the red warrior.

A red warrior can only enhance one weapon and one shield in this way at one time. If he uses this ability again, the first use immediately ends.

This ability replaces the Red Mage's spells class feature. Red warriors do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

Arcane Deflection (Ex): Beginning of 1st level, the red warrior learns how to use his arcane pool to fight in melee combat. As long as the red warrior has at least one point in his arcane pool remaining, he gains a +1 deflection bonus to AC. At 5th level and every five levels thereafter, this bonus increases by 1.

This ability replaces ruby knowledge.

Resilience (Su): Also at 1st level, as an immediate action, the red warrior may reduce the damage he is about to take by 5 hit points for every 1 point from his arcane pool he expends. The red warrior may not spend more points from his arcane pool than his red mage level per effect being reduced.

This ability replaces spell combat.

Extra Arcane Pool: At 1st level, a red warrior gains the Extra Arcane Pool feat.

This ability replaces spell proficiency.

Chain of Personal Superiority (Ex): At 1st level, a red warrior learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge and dedication, a red warrior can provide himself with a +2 insight bonus to Strength and Constitution for up to

1 minute. A red warrior can use this ability three times per day. Activating this ability is a free action. At 5th, 9th, 13th, and 17th level, the insight bonus to Strength and Constitution improves by +2.

This ability replaces red imagery gained at 1st, 5th, 9th, 13th, and 17th level.

Chain of Defensive Posture (Ex): At 2nd level, a red warrior learns the second principle of warfare for the individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed. Calling upon inner reserves of knowledge and dedication, a red warrior can provide himself with a +2 insight bonus to Armor Class for up to 1 minute. A red warrior can use this ability three times per day. Activating this ability is a free action. At 6th level, the insight bonus to Armor Class improves to +4.

This ability replaces quick learner (minor) gained at 2nd and 6th level.

Swap Places (Su): At 2nd level, as an immediate action and by expending 1 point from his arcane pool, a red warrior can swap places with an adjacent ally who is about to get attacked. Neither activating this ability nor the movement of the red warrior or his ally from this ability provoke attacks of opportunity. This occurs before the attack and the attacker must resolve the attack against the red warrior instead of the original target. At 6th level and every 4 levels thereafter, the red warrior gains a +1 dodge bonus to his AC against this attack.

This ability replaces Red Mage's arcane pool gained at 2nd level.

Enduring Body (Ex): At 3rd level, a red warrior learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body. The spirit of the ideal body transforms a red warrior, granting him damage reduction 1/-. At 7th level, his damage reduction improves to 2/-. At 10th level, his damage reduction improves to 3/-.

This ability replaces armored mage gained at 3rd, 7th, and 10th level.

Ruby Arcana: At 3rd level, a red warrior loses access to the following ruby arcana:

Broad Study, Concentrate, Empowered Magic, Familiar, Maximized Magic, Pool Strike, Pool Strike (Arcing), Pool Strike (Clinging), Quickened Magic, Reflection, Rod Mastery, Rod Wielder, Scroll Mastery, Silent Magic, Spell Blending, Spell Trickery, Still Magic, Wand Mastery, and Wand Wielder.

Sweeping Strike (Ex): At 4th level, a red warrior gains the ability to make great, sweeping swings with a melee weapon. On each melee attack a red warrior makes, he can choose squares he threatens that are adjacent to each other, and his attacks apply to creatures in those two squares equally. A red warrior can use this ability on any attack, even an attack of opportunity or a cleave attempt.

A red warrior cannot use this ability if he has moved more than 10 feet since the end of his last turn. If a red warrior hits one or both of his foes with a sweeping strike, he can attempt a cleave normally; however, he makes only one cleave attempt per sweeping strike, even if he successfully hits more than one foe.

This ability replaces all quick cast abilities.

Convert (Ex): Beginning of 5th level, a red warrior can convert hit points into arcane points as a free action. For every 5 hit points converted, the red warrior receives 1 arcane point. The red warrior cannot convert below 1 hit point and can only convert arcane points equal to his red mage level. The red warrior can use this ability a number of times per day equal to his Charisma modifier.

This ability modifies and replaces the Red Mage's convert ability.

Dual Effect (Ex): At 8th level, the red warrior's resilience ability has become almost second nature. Any time the red warrior uses Swap Places or In Harm's Way (see below), he can also use Resilience in the same immediate action.

This ability replaces improved spell combat.

Clear Mind (Ex): At 10th level, a red warrior can regain his arcane pool quicker. The red warrior must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The red warrior regains 1 arcane point per hour.

This ability modifies and replaces the Red Mage's clear mind ability.

Well of Power (Ex): At 10th level, a red warrior can tap his arcane pool to use chain of personal superiority or chain of defensive posture more than would normally be possible. If he has already expended all of his daily uses of either chain of personal superiority or chain of defense posture, he may spend 1 point from his arcane pool to gain an additional use of either ability. He can do this as many times as he wants in a day, provided he has points in his arcane pool left. At 14th level, he can expend 2 points from his arcane pool to gain an additional daily use of chain of overwhelming force if he has already expended his daily use.

This ability replaces quick learner (moderate) gained at 10th and 14th level.

Chain of Overwhelming Force (Su): At 14th level, a red warrior learns the fourth principle of warfare for the individual combatant: to discover the underlying violence of the world and deliver it in a perfectly executed attack.

The red warrior taps into this underlying energy and apply it to a single melee attack, dealing an extra 10d6 points of damage. A red warrior can use this ability once per day. Activating this ability is part of the attack action. If the attack misses, the ability is wasted.

This ability replaces greater spell combat.

In Harm's Way (Su): At 15th level, a red warrior can absorb effects that would affect an ally within his reach. The red warrior may expend 1 point from his arcane pool as an immediate action to take the effect of an area effect that would have hit his ally, although he is affected as normal if he is also in the area of effect.

This ability replaces doublecast.

Counterattack (Ex): At 16th level, a red warrior can expend 1 point from his arcane pool to make an attack of opportunity against an opponent who hits an ally adjacent to the red warrior with a melee attack, so long as the attacking creature is within the red warrior's reach.

This ability replaces counterstrike.

Retributive Attack (Ex): At 18th level, if an adjacent ally of a red warrior is rendered helpless or unconscious, the red warrior can make a retributive attack against the creature that felled his ally. When making a retributive attack, the red warrior adds his Charisma bonus (if any) to his attack roll and deals an extra 1 point of damage

per red mage level on a successful hit. A red warrior can make a number of retributive attacks per day equal to his Charisma bonus (minimum of one), but never more than once per round. He may make more than one retributive attack against the same foe.

This ability replaces 1 MP.

Mighty Resilience (Ex): At 19th level, the red warrior automatically negates the additional damage of one successful critical hit or sneak attack, as well as other abilities or effects that rely on a successful critical hit or sneak attack (such as blinding from Blinding Critical or bleed from sneak attack) if the red warrior has 1 point in his arcane pool remaining. The red warrior takes only normal damage from the attack.

This ability replaces quick learner (major).

Red Knight (Su): At 20th level, once per day as a free action, the red warrior can enter into a very powerful Trance. As long as he has 1 point in his arcane pool remaining, for up to 5 minutes the red warrior adds his Charisma modifier to his attack rolls, damage rolls, AC, skill checks, ability checks, saves, and initiative, and he increases his speed by +5 feet for every point of his Charisma modifier.

This ability replaces red wizard.

Sage

The red mage trades in his martial talent for the art of mastering black and white magic. The red mage uses his brains over his brawn to defeat his enemies.

The sage is an archetype of the red mage class.

Weapon and Armor Proficiency: A sage is proficient with simple weapons only. He can cast red mage spells while wearing light armor without incurring the normal spell failure chance. Like any other spellcaster, a sage wearing medium or heavy armor or using a shield incurs a chance of spell failure. A multiclass sage still incurs the normal spell failure chance for spells received from other classes.

This replaces the normal red mage weapon and armor proficiency feature.

Ruby Scholar I (Sp): A sage of 3rd level may select two 2nd level spells, one each from the black mage and white mage spell lists. The sage can cast these spells as a spell-like ability by expending two points of his Arcane Pool. The sage uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces the red mage's Ruby Arcana ability at 3rd level.

Ruby Scholar II (Sp): A sage of 6th level may select two 3rd level spells, one each from the black mage and white mage spell lists. The sage can cast these spells as a spell-like ability by expending three points of his Arcane Pool. The sage uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces the red mage's Ruby Arcana ability at 6th level.

Master Scholar (Ex): At 7th level, a sage adds 1/2 his class level (minimum 1) as a bonus on all Knowledge (arcana), Spellcraft, and Use Magic Device checks. He can always take 10 on Knowledge (arcana) and Spellcraft checks, even if distracted or endangered.

This ability replaces the red mage's Armored Mage (Medium) and Armored Mage (shield) abilities.

Ruby Scholar III (Sp): A sage of 9th level may select two 4th level spells, one each from the black mage and white mage spell lists. The sage can cast these spells as a spell-like ability by expending four points of his Arcane Pool. The sage uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces the red mage's Ruby Arcana ability at 9th level.

Ruby Scholar IV (Sp): A sage of 12th level may select two 5th level spells, one each from the black mage and white mage spell lists. The sage can cast these spells as a spell-like ability by expending five points of his Arcane Pool. The sage uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces the red mage's Ruby Arcana ability at 12th level.

Ruby Scholar V (Sp): A sage of 15th level may select two 6th level spells, one each from the black mage and white mage spell lists. The sage can cast these spells as a spell-like ability by expending six points of his Arcane Pool. The sage uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces the red mage's Ruby Arcana ability at 15th level.

Ruby Scholar VI (Sp): A sage of 18th level may select two 7th level spells, one each from the black mage and white mage spell lists. The sage can cast these spells as a spell-like ability by expending seven points of his Arcane Pool. The sage uses his red mage caster level and Intelligence modifier to determine its effects.

This ability replaces the red mage's Ruby Arcana ability at 18th level.

Spellblade

A spellblade can manifest a ghostly blade of force that can be used as an off-hand weapon.

The spellblade is an archetype of the red mage class.

Force Blade (Su): At 2nd level, a spellblade can spend MP up to the spell level that he can cast as a swift action to create a dagger of force in his off hand. The force blade lasts for 1 minute or until dismissed, has an enhancement bonus on attack and damage rolls equal to the MP spent (maximum +5), and is considered a weapon the spellblade is holding for purposes of his arcane pool feature (using the pool to add abilities to a held weapon applies to the red mage's physical weapon and to the force blade for no additional cost). The force blade acts as a dagger, but the hand holding it is still considered free for the purpose of casting spells and delivering touch attacks. The red mage can use the force blade as if he were fighting with two weapons, or can use that hand to cast spells as part of the spell combat class ability (but not both in the same round). Attacks with the force blade are force attacks and deal force damage.

This ability replaces the spellstrike class feature.

Spellblade Arcana

A spellblade gains access to the following ruby arcana. He cannot select any arcana more than once.

Pool-Sourced Blade (Su): Instead of spending MP to create the force blade, the spellblade can spend points from his arcane pool to do so. A force blade created this way has an enhancement bonus equal to the number of arcane pool points spent (maximum +5).

Spellblade Parry (Su): When an enemy makes a melee attack roll against the red mage, as an immediate action the red mage can end the force blade's duration to gain a deflection bonus to his Armor Class until the end of his next turn. This bonus is equal to the MP spent to create the force blade (maximum +5).

Throw Blade (Su): As a standard action, a spellblade can throw his force blade up to 60 feet as a ranged attack (no range penalty). If the force blade misses, it returns automatically to the spellblade's hand just before his next turn. If the force blade hits, it deals damage and its duration ends; the spellblade can choose to spend up to 2 points from his arcane pool to increase the thrown force blade's damage by +1d6 for each point spent.

Ruby Arcana: The following ruby arcana complement the spellblade archetype: hasted assault, pool strike, and spell shield.

Spell Dancer

The strong emphasis on mages within elvaan culture influences how even non-mage elvaans see themselves. Many elvaan mages do not consider themselves masters of a blend of martial and magical talents, but rather a sub-category of mages who study the effect of physical movement and techniques upon spellcasting ability. They believe their ability to cast spells while fighting is an outgrowth of the concept of the “spell dance,” which itself is just another kind of magery.

The spell dancer is an archetype of the red mage class, available only to elvaan red mages.

Class Skills: A spell dancer adds Acrobatics and Perform (dance) to his list of class skills and removes Intimidate and Ride from his list of class skills.

Spell Dance (Su): At 1st level, a spell dancer gains the ability to expend 1 point from his arcane pool as a swift action to gain a +10 enhancement bonus to his movement rate and a +2 dodge bonus to Armor Class against attacks of opportunity provoked by moving through threatened spaces for 1 minute. For every four levels beyond 1st, the spell dancer gains another +10 enhancement bonus to movement and +2 to AC against attacks of opportunity provoked from movement. At 5th level, once per spell dance as a swift action, the spell dancer may use one of the following on himself as a swift action: *blur*, *fly*, or *haste*. These abilities last for 1 round. At 9th level, the spell dancer may instead take a swift action to use *hop* as a spell-like ability once during a spelldance. At 13th level, the spell dancer may instead choose to take a swift action to gain *freedom of movement* for 1d4 rounds.

This ability replaces the red mage's ability to expend points from his arcane pool as a swift action to grant any weapon he is holding magic bonuses for 1 minute.

Arcane Movement (Su): At 5th level, whenever a spell dancer casts a red mage spell, he gains a competence bonus on Acrobatics, Climb, Escape Artist, and Stealth checks equal to the spell's level until the beginning of his next turn.

This ability replaces the red magery a red mage receives at 5th level.

Dance of Avoidance (Su): At 7th level, while wearing light armor or no armor, a spell dancer gains a +2 insight bonus to Armor Class.

This ability replaces the armored mage (medium) class feature.

Greater Dance of Avoidance (Su): At 10th level, while wearing light armor or no armor, a spell dancer's insight bonus to Armor Class increases to +4.

This ability replaces the armored mage (shield) class feature.

Red Mage Arcana: The following red mage arcana complement the spell dancer archetype: arcane cloak, prescient defense, close range, concentrate, hasted assault, spell shield.

SUMMONER ARCHETYPES

Caller

Most summoners forge a bond with a single, powerful avatar, but some summoners seek to control a variety of creatures. The caller sacrifices the power of his avatar in favor of summoning a plethora of otherworldly creatures to aid him.

The caller is an archetype of the summoner class.

Lesser Avatar: A caller's class level is halved (minimum 1) for the purposes of determining his avatar's abilities, Hit Dice, and so on. The avatar otherwise functions as normal.

This ability replaces the summoner's normal avatar ability.

Summoning Mastery (Sp): Starting at 2nd level, a caller can cast summon monster I as a spell-like ability a number of times per day equal to $5 + \text{his Charisma modifier}$. The summoner can use this ability when his avatar is summoned. Only one summon monster spell may be in effect while the avatar is summoned. If the summoner's avatar is not summoned, the number of creatures that can be summoned with this ability is only limited by its uses per day. This ability otherwise functions as the summoner's normal summon monster I ability. Other than these restrictions, there is no limit to how many summon monster spells the summoner can have active at one time.

This ability replaces the summoner's normal summon monster I ability and shield ally.

Augment Summoning: At 3rd level, a caller gains Augment Summoning as a bonus feat. He does not have to meet any requirements for this feat.

This ability replaces bond senses.

Evoker

Some evokers choose to summon a planar creature rather than an aspect of a primal or deity.

The evoker is an archetype of the summoner class.

Esper (Su): At 1st level, an evoker has the ability to summon to his side a powerful outsider called an esper. The esper forms a link with the evoker, who, forever after, summons an aspect of the same creature. An esper has the same alignment as the evoker that calls it and can speak all of his languages. Espers are treated as

summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. In addition, due to its tie to its evoker, an esper can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures.

An evoker can summon his esper in a ritual that takes 1 minute to perform. When summoned in this way, the esper hit points are unchanged from the last time it was summoned. The esper remains until dismissed by the evoker (a standard action). If the evoker is unconscious, asleep, or killed, his esper is immediately banished. The esper takes a form shaped by the evoker's desires. The esper's Hit Dice, saving throws, skills, feats, and abilities are tied to the evoker's class level and increase as the evoker gains levels. In addition, each esper receives a pool of evolution points, based on the evoker's level, which can be used to give the esper different abilities and powers. Whenever the evoker gains a level, he must decide how these points are spent, and they are set until he gains another level of evoker.

The esper's physical appearance is up to the evoker, but it always appears as some sort of fantastical creature. This control is not fine enough to make the esper appear like a specific creature. The esper also bears a glowing rune that is identical to a rune that appears on the evoker's forehead as long as the esper is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance.

This ability modifies and replaces *avatar*.

Mutate Esper (Su): At 9th level, an evoker can change his esper's evolutions as if he had gained a level. To mutate his esper, the evoker must perform an arcane ritual that requires 8 hours of uninterrupted concentration and costs 200 gil per summoner level in material components.

This ability replaces *transposition*.

Evolve Base Form (Su): Starting at 15th level, whenever the evoker gains a level, he can change his esper's base form to a new base form. Once chosen, this base form is set until the evoker gains another summoner level.

This ability replaces *paragon summons*.

Twin Esper (Su): At 20th level, an evoker and his esper share a true connection. As a standard action, the evoker can assume the shape of his esper, copying all of its evolutions, form, and abilities. His Strength, Dexterity, and Constitution scores change to match the base scores of his esper. He can choose to have any gear that he carries become absorbed by his new form. Items with continuous effects continue to function while absorbed in this way. The evoker loses his natural attacks and all racial traits (except bonus feats, skills, and languages) in favor of the abilities granted by his esper's evolutions. The evoker retains all of his class features. The evoker can keep this form for a number of minutes per day equal to his evoker level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The evoker can end this effect as a free action.

This ability modifies and replaces *twin avatar*.

Espers

An esper's abilities are determined by the summoner's level and by the choices made using its evolution pool.

Table 3-17: Esper Base Statistics determines many of the base statistics of the esper. Each esper possesses a

base form that modifies these base statistics. Espers are outsiders for the purpose of determining which spells affect them.

Table 3-39: Esper Base Statistics

Class Level	HD	BAB	Good Saves	Bad Saves	Skills	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Max Attacks	Special
1 st	1	+1	+2	+0	4	1	+0	+0	3	3	Darkvision, link
2 nd	2	+2	+3	+0	8	1	+2	+1	4	3	Evasion
3 rd	3	+3	+3	+1	12	2	+2	+1	5	3	—
4 th	3	+3	+3	+1	12	2	+2	+1	7	4	—
5 th	4	+4	+4	+1	16	2	+4	+2	8	4	Ability score increase
6 th	5	+5	+4	+1	20	3	+4	+2	9	4	Devotion
7 th	6	+6	+5	+2	24	3	+6	+3	10	4	—
8 th	6	+6	+5	+2	24	3	+6	+3	11	4	—
9 th	7	+7	+5	+2	28	4	+6	+3	13	5	Multiattack
10 th	8	+8	+6	+2	32	4	+8	+4	14	5	Ability score increase
11 th	9	+9	+6	+3	36	5	+8	+4	15	5	—
12 th	9	+9	+6	+3	36	5	+10	+5	16	5	—
13 th	10	+10	+7	+3	40	5	+10	+5	17	5	—
14 th	11	+11	+7	+3	44	6	+10	+5	19	6	Improved evasion
15 th	12	+12	+8	+4	48	6	+12	+6	20	6	Ability score increase
16 th	12	+12	+8	+4	48	6	+12	+6	21	6	—
17 th	13	+13	+8	+4	52	7	+14	+7	22	6	—
18 th	14	+14	+9	+4	56	7	+14	+7	23	6	—
19 th	15	+15	+9	+5	60	8	+14	+7	25	7	—
20 th	15	+15	+9	+5	60	8	+16	+8	26	7	—

Class Level: This is the character's summoner level.

HD: This is the total number of 10-sided (d10) Hit Dice the esper possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the esper's base attack bonus. An esper's base attack bonus is equal to its Hit Dice. Espers do not gain additional attacks using their natural weapons for a high base attack bonus.

Good/Bad Saves: These are the esper's base saving throw bonuses. An esper possesses two good saving throws and one bad saving throw, determined by the creature's base form.

Skills: This lists the esper's total skill ranks. An esper can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Espers with Intelligence scores above the base value modify these totals as normal (an esper receives a number of skill ranks equal to $6 + \text{Intelligence modifier per HD}$). An esper cannot have more ranks in a skill than it has Hit Dice. Esper skill ranks are set once chosen, even if the creature changes when the summoner gains a new level.

Esper Skills: The following skills are class skills for espers: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the summoner can choose 4 additional skills to be class skills for his esper. Note that espers with a fly speed receive Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

Feats: This is the total number of feats possessed by an esper. Espers can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Esper feats are set once chosen, even if the creature changes when the summoner gains a new level. If, due to changes, the esper no longer qualifies for a feat, the feat has no effect until the esper once again qualifies for the feat.

Armor Bonus: The number noted here is the esper's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the summoner. This number is modified by the esper's base form and some options available through its evolution pool. An esper cannot wear armor of any kind, as the armor interferes with the evoker's connection to the esper.

Str/Dex Bonus: Add this modifier to the esper's Strength and Dexterity scores, as determined by its base form. Some options available through the esper's evolution pool might modify these scores.

Evolution Pool: The value given in this column is the total number of points in the esper's evolution pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the esper. Whenever the summoner gains a level, the number in this pool increases and the evoker can spend these points to change the abilities of the esper. These choices are not set. The summoner can change them whenever he gains a level.

Max Attacks: This indicates the maximum number of natural attacks that the esper is allowed to possess at the given level. If the esper is at its maximum, it cannot take evolutions that grant additional natural attacks. This does not include attacks made with weapons.

Special: This includes a number of abilities gained by all espers as they increase in power. Each of these bonuses is described below.

- **Darkvision (Ex):** The esper has darkvision out to a range of 60 feet.
- **Link (Ex):** An evoker and his esper share a mental link allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the evoker to give orders to his esper at any time. In addition, magic items interfere with the evoker's connection to his esper. As a result, the evoker and his esper share magic item slots. For example, if the evoker is wearing a ring, his esper can wear no more than one ring. In case of a conflict, the items worn by the evoker remain active, and those used by the esper become dormant. The esper must possess the appropriate appendages to utilize a magic item.
- **Evasion (Ex):** If an esper is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.
- **Ability Score Increase (Ex):** The esper adds +1 to one of its ability scores.
- **Devotion (Ex):** An esper gains a +4 morale bonus on Will saves against enchantment spells and effects.
- **Multiattack:** An esper gains Multiattack as a bonus feat if it has 3 or more natural attacks and does not already have that feat. If it does not have the requisite 3 or more natural attacks (or it is reduced to less than 3 attacks), the esper instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. If the esper later gains 3 or more natural attacks, it loses this additional attack and instead gains Multiattack.
- **Improved Evasion (Ex):** When subjected to an attack that allows a Reflex saving throw for half damage, an esper takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Esper Base Forms

Each esper has one of four base forms that determines its starting size, speed, AC, attacks, and ability scores. All natural attacks are made using the esper's full base attack bonus unless otherwise noted (such as in the case of secondary attacks). Esper attacks add the esper's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 times its Strength modifier. These base forms also note any free evolutions that base form possesses. The bonuses from these free evolutions are already factored into the starting statistics. Alternatively, any one of these base forms can be used to make a Small esper. If the esper is Small, it gains a +2 bonus to its Dexterity score. It also takes a -4 penalty to its Strength and a -2 penalty to its Constitution. It also gains a +1 size bonus to its AC and attack rolls, and a +4 bonus on its Stealth skill checks. Reduce the damage of all of its attacks by one step (1d6 becomes 1d4, 1d4 becomes 1d3). If this choice is made, the esper can be made Medium whenever the evoker can change the esper's evolution pool (which causes it to lose these modifiers for being Small).

Aquatic

Starting Statistics

Size: Medium; **Speed:** 20 ft., swim 40 ft.; **AC:** +4 natural armor; **Saves:** Fort (good), Ref (good), Will (bad); **Attack:** bite (1d6); **Ability Scores:** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions:** bite, improved natural armor, gills, swim (2), and can select the mount evolution.

Biped

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +2 natural armor; **Saves:** Fort (good), Ref (bad), Will (good); **Attack:** 2 claws (1d4); **Ability Scores:** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions:** claws, limbs (arms), limbs (legs).

Quadruped

Starting Statistics

Size: Medium; **Speed:** 40 ft.; **AC:** +2 natural armor; **Saves:** Fort (good), Ref (good), Will (bad); **Attack:** bite (1d6); **Ability Scores:** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions:** bite, limbs (legs) (2).

Serpentine

Starting Statistics

Size: Medium; **Speed:** 20 ft., climb 20 ft.; **AC:** +2 natural armor; **Saves:** Fort (bad), Ref (good), Will (good); **Attack:** bite (1d6), tail slap (1d6); **Ability Scores:** Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions:** bite, climb, reach (bite), tail, tail slap.

Evolutions

Each esper receives a number of evolution points that can be spent to give the esper new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the summoner gains a new level, but they are otherwise set. Some evolutions require that the esper have a specific base form or the evoker be of a specific level before they can be chosen. A number of evolutions grant the esper additional natural attacks. Natural attacks listed as primary are made using the esper's full base attack bonus and add the esper's Strength modifier on damage rolls. Natural attacks listed as secondary are made using the esper's base attack bonus - 5 and add 1/2 the esper's Strength modifier on damage rolls (if positive). If the esper only has a single natural attack, the attack is made using its full base attack bonus and it adds 1-1/2 times its Strength modifier on

damage rolls made with that attack, regardless of the attack's type. Evolutions are grouped by their cost in evolution points. Evolution points cannot be saved. All of the points must be spent whenever the evoker gains a level. Unless otherwise noted, each evolution can only be selected once.

1-Point Evolutions: The following evolutions cost 1 point from the esper's evolution pool.

Bite (Ex): An esper's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). If the esper already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

Claws (Ex): An esper has a pair of vicious claws at the end of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The esper must have the limbs evolution to take this evolution. This evolution can only be applied to the limbs (legs) evolution once. This evolution can be selected more than once, but the esper must possess an equal number of the limbs evolution.

Climb (Ex): An esper becomes a skilled climber, gaining a climb speed equal to its base speed. This evolution can be selected more than once. Each additional time it is selected, increase the esper's climb speed by 20 feet.

Improved Damage (Ex): One of the esper's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This evolution can be selected more than once. Its effects do not stack. Each time an esper selects this evolution, it applies to a different natural attack.

Improved Natural Armor (Ex): An esper's natural armor increases, giving it a +2 bonus to its natural armor. This evolution can be taken once for every five levels the evoker possesses.

Pincers (Ex): An esper grows a large pincers at the end of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large, 2d6 if Huge). Espers with the grab evolution linked to pincers gain a +2 bonus on grapple checks. The esper must have the limbs (arms) evolution to take this evolution. Alternatively, the esper can replace the claws from its base form with pincers (this still costs 1 evolution point). This evolution can be selected more than once, but the esper must possess an equal number of the limbs evolution.

Pounce (Ex): An esper gains quick reflexes, allowing it to make a full attack after a charge. This evolution is only available to espers of the quadruped base form.

Reach (Ex): One of an esper's attacks is capable of striking at foes at a distance. Pick one attack. The esper's reach with that attack increases by 5 feet.

Resistance (Ex): An esper's form takes on a resiliency to one particular elemental type, which is usually reflected in its physical body (ashen hide for fire, icy breath for ice, and so on). Pick one elemental type (dark, earth, fire, ice, light, lightning, water, or wind). The esper gains elemental resistance 5 against that elemental type. This resistance increases by 5 for every 5 levels the summoner possesses, to a maximum of 15 at 10th level. This evolution can be selected more than once. Its effects do not stack. Each time an esper selects this evolution, it applies to a different outsider type.

Scent (Ex): An esper's sense of smell becomes quite acute. The esper gains the scent special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the

esper to precisely locate the creature, only to detect its presence. It can detect the direction with a move action. The esper can pinpoint the creature's location if it is within 5 feet. The esper can use scent to track creatures.

Skilled (Ex): An esper becomes especially adept at a specific skill, gaining a +8 racial bonus on that skill. This evolution can be selected more than once. Its effects do not stack. Each time an esper selects this evolution, it applies to a different skill.

Slam (Ex): An esper can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 2d8 if Huge). The esper must have the limbs (arms) evolution to take this evolution. Alternatively, the esper can replace the claws from its base form with this slam attack (this still costs 1 evolution point). This evolution can be selected more than once, but the esper must possess an equal number of the limbs evolution.

Sting (Ex): An esper possesses a long, barbed stinger at the end of its tail, granting it a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). The esper must possess the tail evolution to take this evolution. This evolution can be selected more than once, but the esper must possess an equal number of the tail evolution.

Swim (Ex): An esper gains webbed hands, feet, or powerful flippers, giving it a swim speed equal to its base speed. This evolution can be selected more than once. Each additional time it is selected, increase the esper's swim speed by 20 feet.

Tail (Ex): An esper grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks made to balance on a surface. This evolution can be selected more than once.

Tail Slap (Ex): An esper can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). The esper must possess the tail evolution to take this evolution. This evolution can be selected more than once, but the esper must possess an equal number of the tail evolution.

Tentacle (Ex): An esper possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once.

Wing Buffet (Ex): An esper learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The esper must possess the flight evolution, with wings, to select this evolution.

2-Point Evolutions: The following evolutions cost 2 points from the esper's evolution pool.

Ability Increase (Ex): An esper grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the esper's ability scores by +2. This evolution can be selected more than once. It can only be applied once to an individual ability score, plus 1 additional time for every 6 levels the summoner possesses.

Constrict (Ex): An esper gains powerful muscles that allow it to crush those it grapples. Whenever the esper successfully grapples a foe using the grab evolution, it deals additional damage equal to the amount of damage dealt by the attack used by the grab evolution. This evolution is only available to espers of the serpentine base form.

Elemental Attacks (Su): An esper's attacks become charged with elemental energy. Pick one elemental type: dark, earth, fire, ice, light, lightning, water, or wind. All of the esper's natural attacks deal 1d6 points of elemental damage of the chosen type on a successful hit. The summoner must be at least 5th level before selecting this evolution.

Flight (Su): An esper gains the ability to fly. The esper gains a fly speed equal to its base speed. The esper has perfect maneuverability. The esper's fly speed can be increased by spending additional evolution points, gaining a 20-foot increase to fly speed for each additional point spent. The summoner must be at least 5th level before selecting this evolution.

Gore (Ex): An esper grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d8 if Large, 2d6 if Huge).

Grab (Ex): An esper becomes adept at grappling foes, gaining the grab ability. Pick bite, claw, pincers, slam, tail slap, or tentacle attacks. Whenever the esper makes a successful attack of the selected type, it can attempt a free grapple check. If successful, the esper grapples the target. This ability only works on creatures of a size one category smaller than the esper or smaller. Espers with this evolution receive a +4 bonus on grapple checks.

Immunity (Su): An esper's body becomes extremely resilient to one elemental type, gaining immunity to that type. Pick one elemental type: dark, earth, fire, ice, light, lightning, water, or wind. The esper gains immunity to that elemental type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different elemental type. The summoner must be at least 7th level before selecting this evolution.

Limbs (Ex): An esper grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the esper's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The esper does not gain any additional natural attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or a slam). Arms that have hands can be used to wield weapons, if the esper is proficient. This evolution can be selected more than once.

Minor Magic (Sp): An esper learns to cast a minor spell as a spell-like ability. Select one spell from the following list: *air bubble, cure, disappear (self only), dread, flame breath, frostbite, or silent image*. This spell can be cast once per day as a spell-like ability. At 7th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the esper's Hit Dice – 2. The save DC for this spell is $10 + 1/2 \text{ the esper's HD} + \text{the esper's Charisma modifier}$. The esper must have a Charisma score of at least 11 and must possess the basic magic evolution to take this evolution. The summoner must be at least 4th level before selecting this evolution. This evolution can be selected more than once. Each time an esper selects this evolution, it applies to a new spell from the above list.

Poison (Ex): An esper secretes toxic venom, gaining a poison attack. Pick one bite or sting attack. Whenever the selected attack hits, the target is poisoned.

Esper poison—type: poison (injury); **save:** Fort negates; **frequency:** 1/round for 4 rounds; **effect:** 1d4 Str damage; **cure:** 1 save.

The save DC is equal to $10 + 1/2 \text{ the esper's HD} + \text{the esper's Constitution modifier}$. For 2 additional evolution points, this poison deals Constitution damage instead. This poison can be used no more than once per round. The summoner must be at least 7th level before selecting this evolution.

Rake (Ex): An esper grows dangerous claws on its feet, allowing it to make 2 rake attacks on foes it is grappling. These attacks are primary attacks. The esper receives these additional attacks each time it succeeds on a grapple check against the target. These rake attacks deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution is only available to espers of the quadruped base form. This evolution counts as one natural attack toward the esper's maximum. The summoner must be at least 4th level before selecting this evolution.

Rend (Ex): An esper learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the esper makes two successful claw attacks against the same target in 1 round, its claws latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the esper's Strength modifier. The esper must possess the claws evolution to select this evolution. The summoner must be at least 6th level before selecting this evolution.

Shadow Blend (Su): In any condition of illumination other than bright light, the esper disappears into the shadows, giving it concealment (20% miss chance). If it has the shadow form evolution, it instead gains total concealment (50% miss chance). The esper can suspend or resume this ability as a free action.

Shadow Form (Su): The esper's body becomes shadowy and more indistinct. This shadow form grants the esper constant concealment (20% miss chance), and its melee attacks affect incorporeal creatures as if it had the ghost touch weapon property. The esper's melee attacks deal only half damage to corporeal creatures.

Trample (Ex): An esper gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the esper can overrun any creature that is at least one size smaller than itself. This works like overrun, but the esper does not need to make a check, it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the esper's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage. The DC of this save is $10 + 1/2 \text{ the esper's HD} + \text{the esper's Strength modifier}$. A trampling esper can only deal trampling damage to a creature once per round. This evolution is only available to espers of the biped or quadruped base forms.

Tremorsense (Ex): An esper becomes attuned to vibrations in the ground, gaining tremorsense out to a range of 30 feet. This works like the blindsense evolution, but only if both the esper and the creature to be pinpointed are in contact with the ground. The summoner must be at least 7th level before selecting this evolution.

Trip (Ex): An esper becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the esper makes a successful bite attack of the selected type, it can attempt a free trip check. If successful, the target is knocked prone. If the check fails, the esper is not tripped in return. This ability only works on creatures of a size equal to or smaller than the esper. The esper must possess the bite evolution to select this evolution.

Undead Appearance (Ex): An esper appears as an undead creature, and mimics some of an undead creature's abilities and weaknesses. Negative energy heals the esper, and positive energy (including a cleric's channel energy ability) harms it. Spells and effects that target undead or have specific effects against undead (such as Command Undead, hold (halt?) undead, and searing light) affect the esper as if it were undead. The esper gains a +2 bonus on saves against disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning. At 7th level, this bonus on saves can be increased to +4 by spending 2 additional evolution points. At 12th level, this protection can be increased to immunity against these attacks by spending 2 additional evolution points (the summoner must pay for the 7th-level upgrade before paying for this 12th-level upgrade). Although the esper appears undead, it is still an outsider.

Weapon Training (Ex): An esper learns to use a weapon, gaining Simple Weapon Proficiency as a bonus feat. If 2 additional evolution points are spent, it gains proficiency with all martial weapons as well.

3-Point Evolutions: The following evolutions cost 3 points from the esper's evolution pool.

Blindsight (Ex): An esper's senses become incredibly acute, giving it blindsight out to a range of 30 feet. This ability allows the esper to pinpoint the location of creatures that it cannot see without having to make a Perception check, but such creatures still have total concealment from the esper. Visibility still affects the esper's movement and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. The summoner must be at least 9th level before selecting this evolution.

Burrow (Ex): An esper grows thick and gnarled claws, allowing it to move through the earth. The esper gains a burrow speed equal to 1/2 its base speed. It can use this speed to move through dirt, clay, sand, and earth. It does not leave a hole behind, nor is its passage marked on the surface. The summoner must be at least 9th level before selecting this evolution.

Damage Reduction (Su): An esper's body becomes resistant to harm, granting it damage reduction. The esper gains DR 5/. At 12th level, this protection can be increased to DR 10/ by spending 2 additional evolution points. The summoner must be at least 9th level before selecting this evolution.

Frightful Presence (Ex): An esper becomes unsettling to its foes, gaining the frightful presence ability. The esper can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the esper must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to $10 + 1/2$ the esper's HD + the esper's Charisma modifier. If the esper has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the esper are immune to this effect. The summoner must be at least 11th level before selecting this evolution.

Major Magic (Sp): An esper learns to cast a major spell as a spell-like ability. Select one spell from the following list: *burning arc, cure II, darkness, defensive shock, restore, levitate, minor image, see invisibility, vanish (self only), or wall climb*. This spell can be cast once per day as a spell-like ability. At 10th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the esper's Hit Dice – 2. The save DC for this spell is $10 + 1/2$ the esper's HD + the esper's Charisma modifier. The esper must have a Charisma score of at least 12 and must possess the minor magic evolution to take this evolution. The summoner must be at least 7th level before selecting this evolution. This evolution can be selected more than once. Each time an esper selects this evolution, it applies to a new spell from the above list.

Sacrifice (Su): An esper can sacrifice its own health to heal another creature. As a standard action, the esper can sacrifice up to 2 hit points per Hit Die and then touch the target creature, thereby healing the creature for half the amount sacrificed.

See in Darkness (Su): An esper can see perfectly in darkness of any kind, including that created by deeper darkness. The summoner must be at least 9th level before selecting this evolution.

Swallow Whole (Ex): An esper gains the swallow whole ability, giving it the ability to consume its foes. If the esper begins its turn with a creature grappled using its bite attack (see the grab evolution), it can attempt a grapple check to swallow the creature. The creature can be up to one size category smaller than the esper. Swallowed creatures take damage equal to the esper's bite damage each round plus 1d6 points of bludgeoning

damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light slashing or piercing weapon. The amount of damage needed to cut free is equal to 1/10 the esper's total hit points. The esper's AC against these attacks is equal to $10 + 1/2$ its natural armor bonus. If a swallowed creature cuts its way out, the esper loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the esper's mouth, where it can attempt to escape or be swallowed again. The esper must possess the grab evolution, tied to a bite attack, to take this evolution. The summoner must be at least 9th level before selecting this evolution.

Web (Ex): An esper gains a pair of spinnerets, giving it the ability to spin webs. The esper can use these webs to support itself plus up to one creature of the same size. It can throw webbing as a ranged touch attack up to 8 times per day, entangling a creature up to one size larger than the esper. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with an Escape Artist check or a Strength check (at a -4 penalty). The DC of these checks is equal to $10 + 1/2$ the esper's HD + the esper's Con modifier. The webs have a Hardness of 0 and a number of hits points equal to the esper's total Hit Dice. The esper can climb its own webs at its climb speed and can pinpoint any creature touching its webs. The esper must possess the climb evolution to take this evolution. The summoner must be at least 7th level before selecting this evolution.

4-Point Evolutions: The following evolutions cost 4 points from the esper's evolution pool.

Blindsight (Ex): An esper's senses sharpen even further, granting it blindsight out to a range of 30 feet. The esper can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. The esper must possess the blindsense evolution to take this evolution. The summoner must be at least 11th level before selecting this evolution.

Breath Weapon (Su): An esper learns to exhale a cone or line of magical energy, gaining a breath weapon. Select either dark, earth, fire, ice, light, lightning, water, or wind. The esper can breathe a 30-foot cone (or 60-foot line) that deals $1d6$ points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to $10 + 1/2$ the esper's HD + the esper's Constitution modifier. The esper can use this ability once per day. The esper can use this ability 1 additional time per day by spending an additional 1 evolution point (maximum 3/day). The summoner must be at least 9th level before selecting this evolution.

Fast Healing (Su): An esper's body gains the ability to heal wounds very quickly, giving it fast healing 1. The esper heals 1 point of damage each round, just like natural healing. Fast healing does not allow the esper to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the esper is alive. This fast healing does not function when the esper is not on the same plane as its evoker. This healing can be increased by 1 per round for every 2 additional evolution points spent (maximum 5). The summoner must be at least 11th level before selecting this evolution.

Incorporeal Form (Sp): Once per day, an esper can become incorporeal for 1 round per summoner level. While in this form, the esper gains the incorporeal subtype and incorporeal quality. It only takes half damage from corporeal sources as long as they are magic (it takes no damage from nonmagical weapons and objects). Likewise, its spells or spell-like abilities deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. The summoner must be at least 15th level before selecting this evolution.

Large (Ex): An esper grows in size, becoming Large. The esper gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus to its natural armor. It takes a -2 penalty to its Dexterity. This size change also gives the creature a -1 size penalty to its AC and on attack rolls, and a -4 penalty on Stealth skill checks. If the esper has the biped base form, it also gains 10-foot reach. Any reach evolutions the esper possesses are added to this total. The esper must be Medium to take this evolution. The summoner must be at least 8th level before selecting this evolution.

If 6 additional evolution points are spent, the esper instead becomes Huge. The esper gains a +16 bonus to Strength, a +8 bonus to Constitution, and a +5 bonus to its natural armor. It takes a -4 penalty to its Dexterity. This size change also give the creature a -2 size penalty to its AC and attack rolls, 10-foot reach, and a -8 penalty on Stealth skill checks. If the esper has the biped base form, its reach increases to 15 feet (10 feet for all other base forms). Any reach evolutions the esper possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large. The summoner must be at least 15th level before selecting this option.

The ability increase evolution costs twice as much (4 evolution points) when adding to the Strength or Constitution scores of a Large or Huge esper.

Lifesense (Su): An esper can pinpoint living creatures with ease. The esper notices and locates living creatures within 60 feet, just as if it possessed the blindsight evolution. The esper must possess the undead appearance evolution to take this evolution. The summoner must be at least 11th level before selecting this evolution.

Limit Break (Su): The esper gains a Limit Break. Pick an area of effect: 30-ft.-cone, 60-ft.-line, or 30-ft.-burst. Select either dark, earth, fire, ice, light, lightning, water, or wind. The esper deals 1d6 points of elemental damage per hit dice it possesses of the chosen elemental type to the area of effect chosen, a Reflex save (DC 10 + 1/2 the esper's HD + the esper's Constitution modifier) for half damage. Like normal Limit Breaks, this ability can only be used once per day as a swift action while under half maximum health. The summoner must be at least 9th level before selecting this evolution.

No Breath (Ex): An esper no longer needs to breathe. The esper does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. The summoner must be at least 11th level before selecting this evolution.

Spell Resistance (Ex): An esper is protected against magic, gaining spell resistance. The esper's spell resistance is equal to 11 + the summoner's level. This spell resistance does not apply to spells cast by the evoker. The summoner must be at least 9th level before selecting this evolution.

Ultimate Magic (Sp): An esper learns to cast a powerful spell as a spell-like ability. Select one spell from the following list: bio, cure III, daylight, fira, fly, haste, ice spears, lightning bolt, major image, tongues, or water breathing. This spell can be cast once per day as a spell-like ability. The caster level for this evolution is equal to the esper's Hit Dice - 2. The save DC for this spell is $10 + 1/2 \text{ the esper's HD} + \text{the esper's Charisma modifier}$. The esper must have a Charisma score of at least 13 and must possess the major magic evolution to take this evolution. The summoner must be at least 11th level before selecting this evolution. This evolution can be selected more than once. Each time an esper selects this evolution, it applies to a new spell from the above list.

THIEF ARCHETYPES

Assassin

A thief undertaking his task with cold, professional detachment, the assassin is equally adept at espionage, bounty hunting, and terrorism. At his core, an assassin is an artisan, and his medium is death. Trained in a variety of killing techniques, assassins are among the most feared killers.

The assassin is an archetype of the thief class.

Poison Use: Beginning of 1st level, assassins are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade (see Poison).

This ability replaces mark and trapfinding.

Save Bonus against Poison: At 2nd level, the assassin gains a +1 saving throw bonus against poisons. This bonus increase by +1 every two levels.

This ability replaces trap sense.

Hidden Weapons (Ex): At 3rd level, an assassin becomes a master at hiding weapons on his body. He adds his assassin level to all Sleight of Hand skill checks made to prevent others from noticing them.

This ability replaces measure the mark.

Death Attack (Ex): At 5th level, if an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save ($DC\ 10 + \text{the assassin's class level} + \text{the assassin's Int modifier}$) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for $1d6$ rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

This ability replaces improved theft.

True Death (Su): Starting at 7th level, anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise or similar magic must make a caster level check with a DC equal to $15 + \text{the assassin's level}$ or the spell fails. Casting dispel the round before attempting to bring the creature back from the dead negates this chance. The DC of the dispel is $10 + \text{the assassin's level}$.

This ability replaces skilled liar.

Quiet Death (Ex): At 10th level, whenever an assassin kills a creature using his death attack during a surprise round, he can also make a Stealth check, opposed by Perception checks of those in the vicinity to prevent them from identifying him as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the assassin to avoid detection.

This ability replaces mug.

Swift Death (Ex): At 15th level, once per day, an assassin can make a death attack against a foe without studying the foe beforehand. He must still sneak attack his foe using a melee weapon that deals damage.

This ability replaces theft mastery.

Angel of Death (Su): At 20th level, the assassin becomes a master of death. Once per day, when the assassin makes a successful death attack, he can cause the target's body to crumble to dust. This prevents raise dead and resurrection (although true resurrection works as normal). The assassin must declare the use of this ability before the attack is made. If the attack misses or the target successfully saves against the death attack, this ability is wasted with no effect.

This ability replaces master strike.

Cat Burglar

Gifted with finesse and stealth, mithra make excellent burglars. Cat burglars are masters of breaking and entering, using their feline grace to make it seem as though no crime was ever committed in the first place. Few locks can withstand skilled cat burglars, and such nimble thieves are capable of bypassing traps without activating them and enabling associates to do the same.

The cat burglar is an archetype of the thief class, available only to mithra thieves.

Phantom Presence (Ex): At 4th level, a cat burglar masters stealthy movement and leaves no trace of her passing in dungeons and cities. While in dungeon and urban environments, she leaves no trail and cannot be tracked, though she can choose to leave behind a trail if she so desires. Furthermore, she can always choose to take 10 when making a Stealth check.

This ability replaces uncanny dodge.

Trap Saboteur (Su): At 8th level, a cat burglar becomes a master of avoiding and manipulating traps and locks. She can attempt to open a lock as a standard action and takes 1/2 the normal amount of time to disable traps (minimum 1 round). When she has bypassed a trap without disarming it, she can also choose to suppress its trigger for up to 1 minute. If she does, she can also choose to end this suppression prematurely as a free action.

This ability replaces improved uncanny dodge.

Thief Talents: The following thief talents complement the cat burglar archetype: fast stealth, quick disable; convincing fakes, dodge trap; fast picks; terrain mastery.

Advanced Talents: The following advanced thief talents complement the cat burglar archetype: another day, fast tumble; hide in plain sight.

Deadly Courtesan

Skilled at manipulation and diversion, the deadly courtesan builds up those around her and periodically takes them down. She can be a spy, entertainer, assassin, bodyguard, or just an intimate to someone who needs it most.

The deadly courtesan is an archetype of the thief class, available only to viera thieves.

Class Skills: A deadly courtesan adds Knowledge (history) and Knowledge (nobility) to her list of class skills and removes Knowledge (dungeoneering) from her list of class skills.

Bardic Performance (Su): At 2nd level, a deadly courtesan gains the bardic performance ability and the fascinate bardic performance. Her fascinate DC is $10 + 1/2$ her thief level + her Charisma modifier. She can use this bardic performance for a number of rounds per day equal to $1 +$ her Charisma modifier. At each level after 2nd, she can use bardic performance for 1 additional round per day. If the courtesan also has bard levels, she may use these rounds for either class's fascinate bardic performance, and her bard and thief levels stack for determining her fascinate DC.

This ability replaces the thief talent gained at 2nd level.

Inspire Competence (Su): At 3rd level, a deadly courtesan can use her bardic performance to inspire competence. The bonus begins at +2 and increases by +1 for every six levels the courtesan has attained beyond 3rd (+3 at 9th and +4 at 15th).

This ability replaces all levels of trap sense.

Performance Strike (Sp): At 8th level, as a swift action, a deadly courtesan may expend rounds of bardic performance to gain a morale bonus on one attack roll. The amount of the bonus is equal to the number of bardic performance rounds expended (maximum bonus equal to $1/2$ her deadly courtesan level).

This ability replaces improved uncanny dodge.

Thief Talents: The following thief talents complement the deadly courtesan archetype: finesse thief, stand up; charmer, coax information, fast fingers, honeyed words; convincing lie, deft palm.

Advanced Talents: The following advanced thief talents complement the deadly courtesan archetype: hard minded; master of disguise; rumormonger, unwitting ally.

Eldritch Raider

An eldritch raider is a thief who seeks to unravel the mysteries of the destruction of the other races' homelands. They explore old ruins that date back to the days of the old hume empire and track down relics and lore from its glory days.

The eldritch raider is an archetype of the thief class, available to nu mou thieves.

Class Skills: An eldritch raider adds Knowledge (arcana), Knowledge (history), and Spellcraft to her list of class skills and removes Disguise, Perform, and Sleight of Hand from her list of class skills.

Skill Ranks Per Level: An eldritch raider gains skill ranks each level equal to $6 + \text{Int modifier}$.

Detect Magic (Sp): At 2nd level, an eldritch raider gains the ability to use detect magic at will. The eldritch raider treats her thief level as her caster level for this ability. This ability counts as the minor magic thief talent for purposes of qualifying for other thief talents.

This ability replaces the thief talent thieves gained at 2nd level.

Eldritch Intuition (Ex): Also at 2nd level, an eldritch raider gains an intuitive sense that allows her to more easily activate sorcerer and wizard spell completion and spell trigger items. She gains a +1 bonus on Use Magic Device checks for this purpose. This bonus increases to +2 at 6th level, +3 at 9th level, +4 at 12th level, +5 at 15th level, and +6 at 18th level.

This ability replaces the trap sense class feature.

New Talents: An eldritch raider has access to the following new advanced talents when selecting thief advanced talents.

Major Eldritch Magic (Sp): The eldritch raider gains the ability to cast a 3rd-level spell from the black mage spell list two times per day as a spell-like ability. The caster level for this ability is equal to her thief level. The save DC for this spell is $13 + \text{her Intelligence modifier}$. The eldritch raider must have an Intelligence of at least 13 to select this talent. The eldritch raider must have the major magic, minor eldritch magic, and minor magic thief talents before choosing this talent.

Minor Eldritch Magic (Sp): The eldritch raider gains the ability to cast a 2nd-level spell from the black mage spell list two times per day as a spell-like ability. The caster level for this ability is equal to her thief level. The save DC for this spell is $12 + \text{her Intelligence modifier}$. The eldritch raider must have an Intelligence of at least 12 to select this talent. The eldritch raider must have the major magic and minor magic thief talents before choosing this talent.

Thief Talents: The following thief talents complement the eldritch raider archetype: major magic, minor magic, quick disable, trap spotter; fast picks; black market connections, esoteric scholar.

Advanced Talents: The following advanced thief talents complement the eldritch raider archetype: dispelling attack, improved evasion, hard minded; major eldritch magic, minor eldritch magic; thoughtful reexamination.

Filcher

A filcher steals valuables without their owners even realizing it. Whether cutting purses in the midst of combat or replacing prized items with fakes under the noses of their owners, the filcher is the master of the quick and quiet steal.

The filcher is an archetype of the thief class, available only to tarutaru thieves.

Quicker than the Eye (Ex): At 2nd level, a filcher develops an amazingly swift and delicate touch. When she uses Sleight of Hand, creatures take a penalty on their Perception checks to notice the attempt equal to half the filcher's class level. The filcher also subtracts her class level from the normal -20 penalty when attempting to make a Sleight of Hand check as a move action instead of as a standard action. Lastly, the filcher can withdraw an object hidden on her person, including a weapon, as a move action instead of the usual standard action.

This ability replaces evasion.

Rummage (Ex): At 3rd level, a filcher learns how to assess the value of items at the quickest glance. She can even make startlingly accurate guesses about particular items merely by observing the bulges they make in pouches, backpacks, or similar containers. She gains a +1 bonus on Appraise checks and an additional +1 bonus every three levels thereafter.

As a swift action, a filcher can make an Appraise check in order to determine the relative value of each object carried by her target (DC = 10 + 1 for every object the filcher is trying to ascertain the relative value of). Though she never learns the actual prices of items when using rummage, she does gain enough information to list these items in order, from the most valuable to the least valuable. She can, by taking a -20 penalty on the check, add to this assessment any items carried by her target that she cannot see.

This ability replaces trap sense.

Filch (Ex): At 4th level, a filcher learns how pluck items off her opponents even in combat. She gains Improved Steal as a bonus feat and can use her Sleight of Hand bonus instead of her CMB when performing a steal combat maneuver. If the filcher gains bonuses on combat maneuver checks from any feats, spells, magic items, or similar effects, they are added to the Sleight of Hand bonus when using the steal maneuver.

This ability replaces uncanny dodge.

Superior Filching (Ex): At 8th level, a filcher becomes a master at separating owners from their property. She gains Greater Steal as a bonus feat, and opponents do not gain a +5 bonus to their CMD when she tries to remove items fastened to them.

This ability replaces improved uncanny dodge.

Thief Talents: The following thief talents complement the filcher archetype: fast stealth, slow reactions; fast fingers, fast getaway; black market connections, deft palm.

Advanced Talents: The following advanced thief talents complement the filcher archetype: skill mastery; fast tumble; weapon snatcher.

Saboteur

Some thieves are not content with just disabling traps—they love to build them, finding a captivating beauty in the turning of gears and the slither of ropes over pulleys. The saboteur may have started out putting together traps in order to better understand how to disable them, but for most, it's long since gone beyond that—they now relish the challenge of creating the perfect combat machine.

The saboteur is an archetype of the thief class.

Careful Disarm (Ex): At 4th level, whenever a saboteur attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. If she does set off a trap she was attempting to disarm, she adds double her trap sense bonus to avoid the trap.

This ability replaces the Uncanny Dodge ability.

Trap Master (Ex): At 8th level, whenever a saboteur disarms a trap using Disable Device, she can bypass it even if her check did not exceed the DC by 10 or more. If it is a magic trap that allows specific creatures to pass it without danger, she can modify which creatures it allows to pass, adding her allies and restricting enemies if she desires.

This ability replaces the Improved Uncanny Dodge ability.

Thief Talents: The following thief talents complement the saboteur archetype: befuddling strike, cunning trigger, quick disable, and quick saboteur.

Advanced Talents: The following advanced thief talents complement the saboteur archetype: another day, frugal saboteur, and skill mastery.

Skulking Slayer

Pushed into a life of crime by the society around them, galkas gravitate toward criminal activities that suit them best. Galka thieves leave subtle tactics and finesse to moogles and mithras, and rely on brute strength and thuggery when they go about making mischief. Skulking slayers have turned the use of raw strength and surprise into an art form.

The skulking slayer is an archetype of the thief class, available only to galka thieves.

Class Skills: A skulking slayer does not gain Disable Device, Linguistics, and Sleight of Hand as class skills.

Skill Ranks per Level: A skulking slayer gains skill ranks per level equal to $6 + \text{Int modifier}$.

Weapon and Armor Proficiency: The skulking slayer gains proficiency with greatclubs and whips, but loses proficiency with rapiers and hand crossbows.

Underhanded Maneuvers (Ex): At 1st level, when he could normally make a sneak attack, a slayer may instead make a dirty trick or steal combat maneuver with a bonus on his roll. This bonus is equal to his number of sneak attack dice for a dirty trick combat maneuver, or $1\text{-}1/2 \times$ his number of sneak attack dice for a steal combat maneuver.

This ability replaces trapfinding.

Bonus Feats: At 2nd level, a skulking slayer can select the Surprise Follow-Through feat in place of a thief talent.

At 12th level, he can select the Improved Surprise Follow-Through feat in place of an advanced thief talent.

Bold Strike (Ex): At 3rd level, when a skulking slayer charges and makes a sneak attack with a two-handed weapon, he rolls d8s instead of d6s for his sneak attack damage.

This ability replaces trap sense +1 and +4.

Shifty (Ex): At 6th level, a skulking slayer gains a bonus on Bluff checks to feint equal to half his level.

This ability replaces trap sense +2.

Unexpected Charge (Ex): At 9th level, a skulking slayer can make a Bluff check to feint as a swift action before a charge.

This ability replaces trap sense +3.

Thief Talents: The following thief talents complement the skulking slayer archetype: combat trick, surprise attack; combat swipe, powerful sneak; terrain mastery.

Advanced Talents: The following advanced thief talents complement the skulking slayer archetype: crippling strike; deadly sneak; unwitting ally.

Street Magician

Not all who study magic do so in academies and universities. Some master the elusive art by sharing secrets on the street, learning as much from grit and determination as others would from scrolls and spellbooks.

Street performers, runaways from magic academies, or simply orphans with the knack, these street magicians study their simple tricks relentlessly. ‘Trained’ mages may scoff at these simple magic-users and their street-trained magic, but a street magician knows better. By focusing their practice, these magic-users learn tricks and shortcuts that their more “trained” contemporaries could never master. They may not have the technical knowledge of the full spellcaster, but woe be to those who cross a street magician and her magic.

The street magician is an archetype of the thief class.

Class Skills: A street magician adds Spellcraft and Knowledge (arcana) to her list of class skills. This replaces Escape Artist and Knowledge (dungeoneering) as class skills.

Skill Points per Level: A street magician gains 2 fewer skill points per level.

Magic Pool: A street magician gains a magic point pool equal to half her thief level plus her Intelligence modifier, which may be spent when using a street magician ability or a street magician-specific thief talent.

Minor Magician (Sp): A street magician gains the use of *read magic* as an at-will spell-like ability, using her thief level as her caster level. This ability counts as possessing the minor magic thief talent for purpose of qualifying for other thief talents. The DC is Intelligence-based.

This ability replaces mark.

Thief Magic (Sp): As a street magician levels, she gains spell-like abilities chosen from the black mage spell list. She gains the use of one spell at 1st level, plus another at 2nd, 4th, and every 2 levels thereafter. Each of these spell-like abilities is usable twice per day, and is Intelligence-based. The street magician must possess an Intelligence score of $10 + \text{the spell's spell level}$ to select it as a spell-like ability. In all cases, the street magician’s caster level is equal to her thief level.

At 1st level, the street magician may choose her spell-like abilities from the 0-level spell list. She may choose spells of 1st level or below at 4th level, spells of 2nd level or below at 8th level, spells of 3rd level or below at 12th level, spells of 4th level or below at 16th level, and spells of 5th level or below at 20th level.

Starting at 4th level, she counts as having the major magic thief talent for the purpose of qualifying for other thief talents.

This ability replaces measure the mark, improved theft, and mug.

Thief Magic Talents: A street magician may gain the following thief talents. She may not select any thief talent more than once unless otherwise specified.

Additional Magic: Select a spell from the black mage spell list that is of a spell level equal to or lower than the highest spell-like ability you possess through your thief magic class feature. You may use this spell twice per day as a spell-like ability, in all ways similar to the other spell-like abilities gained through your thief magic class feature. This talent may be selected multiple times. The effects do not stack. Each time this talent is selected, choose another spell.

Extra Magic: Choose one spell-like ability gained through thief talents or your thief magic class feature. You may use this ability an additional 2 times per day. This talent may be selected multiple times. Whenever you gain this thief talent, you may select the same or a different spell-like ability.

Familiar (Ex): You form a powerful bond with a familiar. A familiar is a magical pet that enhances the street magician's skills and senses and can aid her in magic. See this link for more information on familiars:

<http://www.d20pfsrd.com/classes/core-classes/wizard/familiar>

Improved Magic: Choose a metamagic feat when you select this talent. You may alter a spell-like ability you possess with the effects of that feat by spending a number of MP equal to the level increase of that feat. You may alter a spell-like ability with the effects of multiple metamagic feats by spending MP for each metamagic feat applied. Altering a metamagic feat in this way increases the casting time to a full-round action, with the exception of Quicken Spell. This talent may be selected multiple times. Its effects do not stack. Each time it is selected, choose another metamagic feat.

Impromptu Sneak Attack (Ex): Beginning at 9th level, once per day a street magician can declare one melee or ranged attack she 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). Every three levels after 9th level, the street magician can use this ability an additional time per day (max of 4/day at 18th level).

This ability replaces distraction.

Advanced Thief Magic Talents: Starting at 12th level, a street magician may select this advanced thief talent.

Ambush Spell: You may add your sneak attack damage to any one flat-footed target when using a spell-like ability that deals damage. If the spell-like ability deals damage to multiple flat-footed targets, only one is dealt this sneak attack damage. The additional damage is of the same type as the spell. If the spell allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage.

Invisible Thief (Su): At 15th level, a street magician can become invisible, as if under the effects of *greater vanish*, as a free action. She can remain invisible for a number of rounds per day equal to her street magician level. Her caster level for this effect is equal to her caster level. These rounds need not be consecutive.

This ability replaces theft mastery.

Surprise Spells (Ex): At 17th level, a street magician can add her sneak attack damage to any spell-like ability that deals damage, if the targets are flat-footed. This additional damage only applies to spell-like abilities that deal hit point damage, and the additional damage is of the same type as the spell-like ability. If the spell-like ability allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage.

This ability replaces hide in plain sight.

Swordmaster

A swordmaster meditates to strengthen her spiritual connection to her blade. She strives to perfect her skills by mastering six deadly trances.

The swordmaster is an archetype of the thief class, available only to elvaan thieves.

Class Skills: The swordmaster adds Knowledge (nature) and Survival to her list of class skills and removes Disguise and Knowledge (dungeoneering) from her list of class skills.

Trance (Ex): At 3rd level, a swordmaster learns to focus her martial prowess using an intense meditative trance. Under the influence of a trance, the swordmaster can perform fantastic martial feats. Entering a trance is a full-round action that provokes attacks of opportunity. The swordmaster can maintain the trance for a number of rounds per day equal to $4 + \text{her Wisdom modifier}$. At each level beyond 3rd, she can remain in the trance for 1 additional round. She can end her trance as a free action. Following a trance, the swordmaster is fatigued for a number of rounds equal to $2 \times \text{the number of rounds she spent in the trance}$. A swordmaster cannot enter a new trance while fatigued but can otherwise enter a trance multiple times during a single encounter or combat. If a swordmaster falls unconscious, her trance immediately ends.

At 3rd level, the swordmaster chooses one trance from the list below. She chooses another trance at 6th, 9th, 12th, 15th, and 18th level. She can only use one type of trance at a time.

Crane Trance (Ex): The swordmaster's blade rises and falls with the graceful sweeping arcs of the mountain crane. When in this trance, a swordmaster gains the benefits of the Crane Style feat.

Dragon Trance (Ex): Like the dragon, the swordmaster has honed the steadiness of her mind and body. When in this trance, a swordmaster gains the benefits of the Dragon Style feat.

Leopard Trance (Ex): Using the swiftness of the leopard, a swordmaster's evasive footwork confuses her opponents. When in this trance, a swordmaster gains the benefits of the Mobility feat.

Monkey Trance (Ex): As the monkey springs, the swordmaster leaps from the reach of her enemies. While in this trance, a swordmaster can make an Acrobatics check opposed by an opponent's CMD. If she succeeds, she may move 5 feet as a swift action within the opponent's threatened area; this movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Serpent Trance (Ex): Like the serpent, the swordmaster's quick movements allow her to catch her opponent unawares. While in this trance, a swordmaster receives a +4 bonus on Bluff checks made to feint during combat.

Tiger Trance (Ex): The swordmaster pounces upon her opponents, striking with the ferocity and brute force of a wild tiger. While in this trance, a swordmaster can make a combat maneuver check against an opponent within charge range. If she succeeds, she may charge that opponent and make a full attack against that opponent.

This ability replaces all increments of trap sense.

Thief Talents: The following thief talents complement the swordmaster archetype: combat trick, stand up, surprise attack, weapon training; befuddling strike, positioning strike.

Advanced Talents: The following advanced thief talents complement the swordmaster archetype: crippling strike, defensive roll; hunter's surprise, redirect attack; confounding blade.

Trickster

The trickster combines her sharpened wit with minor arcane powers of charm and persuasion. She uses her talents to spin convincing lies, riddles, and stories.

The trickster is an archetype of the thief class, available only to gria thieves.

Guile (Ex): At 1st level, a trickster relies on her intellect as much as her personality. She adds her Intelligence modifier on Bluff, Diplomacy, Disguise, and Sense Motive checks.

This ability replaces trapfinding.

Charm (Sp): At 3rd level, a trickster can use *charm* once per day as a spell-like ability (caster level equal to her thief level – 2). At 6th level, and every three levels thereafter, the trickster gains an additional daily use of this ability.

This ability replaces trap sense.

Thief Talents: The following thief talents complement the trickster archetype: major magic, minor magic; false friend, obfuscate story, steal the story; charmer, coax information, honeyed words; convincing lie.

Advanced Talents: The following advanced thief talents complement the trickster archetype: skill mastery, hard minded; master of disguise; rumormonger.

WHITE MAGE ARCHETYPES

Forgemaster

Forgemasters are dwarven white mages who are ritual casters and expert enchanters, able to produce their rune-graven armaments with astonishing speed.

The forgemaster is an archetype of the white mage class, available only to dwarf white mages.

Artificer's Touch (Sp): At 1st level, a forgemaster can cast *mending* at will, using his white mage level as the caster level to repair damaged objects. In addition, he can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every two white mage levels he possesses. This attack bypasses an amount of damage reduction and hardness equal to his

white mage level. The forgemaster can use this ability a number of times per day equal to $3 + \text{his Wisdom modifier}$.

This ability replaces spell proficiency.

Runeforger (Su): At 2nd level, a forgemaster may inscribe mystical runes upon a suit of armor, shield, or weapon as full-round action, using this ability a number of times per day equal to $3 + \text{her Wisdom modifier}$. These runes last 1 round per white mage level, but inscribing the same rune twice on an item increases this duration to 1 minute per level, three times to 10 minutes per level, and four times to 1 hour per level. A forgemaster learns forgemaster's blessing at 2nd level and may learn one additional rune every 2 levels thereafter. Only one type of rune marked with an asterisk (*) may be placed on an item at any given time.

This ability replaces holy burst.

Ancient Splendor: The inscribed weapon, armor, or shield grants a +2 circumstance bonus on Diplomacy and Intimidate checks (+4 when interacting with dwarves).

**Bloodthirst:* The inscribed piercing or slashing weapon functions as if it had the wounding special ability, even if non-magical. The forgemaster must be at least 4th level before learning this rune.

Deathstrike: The inscribed weapon stores a death knell spell that triggers immediately if a blow from the weapon reduces a target to negative hit points. This expends all deathstrike runes on the weapon. The forgemaster must be at least 4th level before learning this rune.

Durability: The inscribed item's hardness increases by an amount equal to the forgemaster's Wisdom modifier, and its hit points increase by an amount equal to twice her level.

Featherlight: The inscribed item's weight is halved; a metal item's weight is reduced to 1/4 normal. If inscribed on a suit of armor, its armor check penalty for Acrobatics and Climb checks is halved.

Forgemaster's Blessing: The inscribed non-magical item functions as a masterwork item.

**Ghostglyph:* The inscribed weapon, shield, or armor gains the ghost touch special ability. The forgemaster must be at least 4th level before learning this rune.

Glowglyph: The inscribed item sheds light as a torch. As a standard action, the bearer can command the rune to erupt in a burst of light as a shield with the blinding special ability with a burst radius of 5 feet per glowglyph rune inscribed on the item. This expends all glowglyph runes on the item.

**Invulnerability:* The inscribed armor grants its wearer DR/magic equal to 1/2 her white mage level. The forgemaster must be at least 8th level before learning this rune.

**Powerstrike:* The inscribed weapon's critical threat range doubles. This does not stack with keen edge, Improved Critical, or similar effects. The forgemaster must be at least 6th level before learning this rune.

**Return:* The inscribed weapon gains the returning weapon special ability. The forgemaster must be at least 4th level before learning this rune.

Spellguard: The inscribed item gains spell resistance equal to 11 + her white mage level. This applies only to effects targeting the item itself.

**Spellglyph:* The inscribed weapon gains the spell storing special ability. The forgemaster must be at least 4th level before learning this rune.

Thief-Curse: The forgemaster designates one creature as the rightful owner of an item. Any other creature that intentionally grasps the item gains the cursed status for the duration of the rune. The forgemaster must be at least 6th level before learning this rune.

Craft Magic Arms and Armor: The forgemaster gains the Craft Magic Arms and Armor item creation feat as a bonus feat at 3rd level.

This ability replaces divine caress.

Master Smith (Ex): At 5th level, a forgemaster can craft mundane metal items quickly, using half their guk value to determine progress, and can craft magical metal items in half the normal amount of time.

This ability replaces the bonus feat gained at 5th level.

Dancing Weapons (Su): At 8th level, the forgemaster can give a weapon touched the dancing special weapon quality for 4 rounds. He can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

This ability replaces his 8th-level mage talent.

Netherseer

This white mage uses the power of darkness over the power of light. Choosing to wield the power of life and death is sometimes a hard choice to make.

The netherseer is an archetype of the white mage class.

Dark Magic: Netherseers gain access to all dark spells from the black mage spell list and lose access to all light spells from the white mage spell list, but is otherwise unchanged.

This ability modifies the white mage's spellcasting ability.

Unholy Burst (Su): At 2nd level, a netherseer can release a wave of dark energy that causes shadow damage to living creatures. Unholy burst affects all living creatures in a 15-foot radius centered on the netherseer. The amount of shadow damage dealt is equal to 1d6 points of damage plus 1d6 points of damage for every two netheseer levels beyond 2nd (2d6 at 4th, 3d6 at 6th, and so on). Living creatures that take damage from unholy burst receive a Will save to halve the damage. The DC of this save is equal to $10 + 1/2 \text{ the netherseer's level} + \text{the netherseer's Wisdom modifier}$. A netherseer may use unholy burst a number of times per day equal to $3 + \text{her Wisdom modifier}$ (minimum of 1). This is a standard action that does not provoke an attack of opportunity. A netherseer can choose whether or not to include herself in this effect.

This ability replaces the Holy Burst ability.

Bolster Undead (Ex): Whenever the netherseer uses her Unholy Burst ability, any undead in the area of effect receives a +1 bonus to attack rolls, saving throws, skill checks, and damage rolls and an additional +1 per four netherseer levels for a duration of 1 round per level.

This mage talent replaces the Ward Undead mage talent ability.

Living Sacrifice (Su): At 20th level, the netherseer learns the rite of living sacrifice. With this powerful rite, the netherseer sacrifices a living creature — possibly even a sentient humanoid — and gains power through an energy transfer.

The netherseer must first cast her circle, then she and the creature to be sacrificed must be within the circle.

The creature to be sacrificed must be alive and in good health, but need not be awake and conscious (though many netherseers prefer the victim to be awake and conscious because of their evil natures). For 2 full hours, the netherseer must chant the required words to the rite, then using her boline (a sacred knife used for actual cutting) the netherseer slits the sacrificial victim's throat. As the creature dies, its life energy is transferred to the netherseer.

The netherseer gains bonus temporary hit points equal to the number of hit points of the sacrifice (maximum of 30 hit points). These bonus hit points fade at a rate of 1 hit point per day. The netherseer also receives a +2 bonus to her Wisdom and Charisma for 1 month.

The living sacrifice rite can only be performed once per month, and must be performed under a new moon.

If it is performed at any other time of the month, the rite does not work.

This ability replaces the White Wizard ability.

Templar

Templars serve the militant arm of a church, ready to stand guard over the religion's holy places and to be its swift, avenging arm against those who resist its truth.

The templar is an archetype of the white mage class.

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

Diminished Spellcasting: A templar gains fewer MP than normal equal to the spell level she gains. For example, a white mage of 5th level would only have 4 MP excluding extra MP from Wisdom bonus.

Martial Prowess: A templar's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB).

This replaces all of the White Magery abilities.

Bonus Feat: A templar gains a bonus feat at 1st level, then again at 5th level and every five levels thereafter (to a maximum of six at 20th level). These bonus feats must be chosen from the following list: Heavy Armor Proficiency, Improved Shield Bash, Martial Weapon Proficiency, Saving Shield, Shield Focus, Tower Shield Proficiency, and Weapon Focus.

At 10th level, a templar may also choose from the following feats: Exotic Weapon Proficiency, Greater Shield Focus, Greater Weapon Focus, Improved Critical, Shield Slam, Shield Specialization, and Weapon Specialization.

At 20th level, a templar may also choose from the following feats: Greater Shield Specialization and Greater Weapon Specialization. A templar need not meet the normal class- or level-based prerequisites for these bonus feats.

This replaces Mage Talents and Advanced Mage Talents.

Legion's Blessing (Su): At 10th level, a templar gains the ability to confer beneficial spells quickly to a large group of allies. As a full-round action, the templar may confer the effects of a single harmless spell with a range of touch to a number of creatures equal to half her white mage level. The spell's range remains touch, so all intended recipients must be within the templar's reach when the spell is cast. Using the legion's blessing expends the MP of the spell, but it also requires the templar to spend 3 additional MP.

This replaces the Doublecast ability.

CHAPTER 4: SKILLS

SKILLS SUMMARY

Skills represent some of the most basic and yet most fundamental abilities your character possesses. As your character advances in level, he can gain new skills and improve his existing skills dramatically. This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here, at the GM's discretion.

Class	Skill Ranks per Level ¹
Archer	4 + Int modifier
Bard	6 + Int modifier
Beastmaster	4 + Int modifier
Black Belt	4 + Int modifier
Black Mage	2 + Int modifier
Blue Mage	6 + Int modifier
Chemist	4 + Int modifier
Chocobo Knight	4 + Int modifier
Dancer	4 + Int modifier
Dark Knight	2 + Int modifier
Dragoon	2 + Int modifier
Fighter	2 + Int modifier
Geomancer	4 + Int modifier
Holy Knight	2 + Int modifier
Illusionist	4 + Int modifier
Knight	2 + Int modifier
Monk	4 + Int modifier
Necromancer	2 + Int modifier
Red Mage	4 + Int modifier
Scholar	2 + Int modifier
Summoner	2 + Int modifier
Sword Saint	2 + Int modifier
Thief	8 + Int modifier
Time Mage	2 + Int modifier
White Mage	2 + Int modifier

¹ Humes add +1 each level.

Acquiring Skills

Each level, your character gains a number of skill ranks dependent upon your class plus your Intelligence modifier. Investing a rank in a skill represents a measure of training in that skill. You can never have more ranks in a skill than your total number of Hit Dice.

Class Skills

In addition, each class has a number of favored skills, called class skills. It is easier for your character to become more proficient in these skills, as they represent part of his professional training and constant practice. You gain a +3 bonus on all class skills that you put ranks into. If you have more than one class and both grant you a class skill bonus, these bonuses do not stack.

The number of skill ranks you gain when taking a level in one of the base classes is shown on Table: Skill Ranks. Humans gain 1 additional skill rank per class level. Characters who take a level in a favored class have the option of gaining 1 additional skill rank or an additional hit point . If you select a level in a new class, all of its class skills are automatically added to your list of class skills, and you gain a +3 bonus on these skills if you have ranks in them.

Skill Checks

When your character uses a skill, he isn't guaranteed success. In order to determine success, whenever you attempt to use a skill, you must make a skill check.

Each skill rank grants a +1 bonus on checks made using that skill. When you make a skill check, you roll 1d20 and then add your ranks and the appropriate ability score modifier to the result of this check. If the skill you're using is a class skill (and you have invested ranks into that skill), you gain a +3 bonus on the check. If you are not trained in the skill (and if the skill may be used untrained), you may still attempt the skill, but you use only the bonus (or penalty) provided by the associated ability score modifier to modify the check. Skills can be further modified by a wide variety of sources—by your race, by a class ability, by equipment, by spell effects or magic items, and so on. See Table: Skill Check Bonuses for a summary of skill check bonuses.

If the result of your skill check is equal to or greater than the difficulty class (or DC) of the task you are attempting to accomplish, you succeed. If it is less than the DC, you fail. Some tasks have varying levels of success and failure depending on how much your check is above or below the required DC. Some skill checks are opposed by the target's skill check. When making an opposed skill check, the attempt is successful if your check result exceeds the result of the target.

Taking 10 and Taking 20

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions, increasing the odds of success.

Taking 10

When your character is not in immediate danger or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20

When you have plenty of time, you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, if you roll enough times, eventually you will get a 20. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes 20 times as long as making a single check would take (usually 2 minutes for a skill that takes 1 round or less to perform).

Since taking 20 assumes that your character will fail many times before succeeding, your character would automatically incur any penalties for failure before he or she could complete the task (hence why it is generally not allowed with skills that carry such penalties). Common “take 20” skills include Disable Device (when used to open locks), Escape Artist, and Perception (when attempting to find traps).

Ability Checks and Caster Level Checks

The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to concentration checks or caster level checks.

Aid Another

You can help someone achieve success on a skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you're helping gets a +2 bonus on his or her check. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results, such as trying to open a lock using Disable Device, you can't aid another to grant a bonus to a task that your character couldn't achieve alone. The GM might impose further restrictions to aiding another on a case-by-case basis as well.

Skill Description Format

Skill descriptions adhere to the following guidelines.

Skill Name: The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If this notation is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation (ACP) is included in the skill name line, an armor check penalty applies to checks using this skill. If this entry is absent, an armor check penalty does not apply. Note: Armor check penalties apply to all Strength- and Dexterity-based Skills.

Description: The skill name line is followed by a general description of what using the skill represents.

Check: What a character (“you” in the skill description) can do with a successful skill check and the check's Difficulty Class (DC).

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Restriction: The full utility of certain skills is restricted to characters of certain classes. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated “Trained Only”).

SKILL DESCRIPTIONS

This section is only for new skills, revised skills, or alternate use of skills. Please refer to the Pathfinder Core Rulebook for the base skill list and descriptions.

Intimidate (Cha)

You can use this skill to taunt enemies into attacking you instead.

Check: Activating the Intimidate skill requires you to roll an Intimidate check against all Monsters within a 30-ft.-radius of you. There is a -4 penalty per size category by which the Monster is larger than you. (Which becomes a bonus of +4 if the Monster is smaller.) If your check beats a DC specific to that creature (DC 10 + creature's HD + creature's Wisdom modifier.), the creature is intimidated. For the next round, all creatures affected will attack only you. Creatures unable to understand speech (such as Oozes, Animals, mindless Undead, and many Constructs) are immune to Intimidate.

Try Again: No. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: A character immune to fear can't be intimidated, nor can nonintelligent creatures. If you have the Persuasive feat, you get a +2 bonus on Intimidate checks.

Use Magic Device (Cha; Trained Only)

Use this skill to activate materia to cast spells.

Check: You can use this skill to activate a spell or support materia to cast spells. Your Caster Level (CL) is equal to the number of ranks in Use Magic Device skill. To use the materia, you need to attune yourself to a materia first; this requires a standard action and a Use Magic Device skill check DC 20 (DC 25 in combat). Once attuned, you need not attune again unless you attune to a new materia. In order to cast a spell from materia, you must have a caster level equal to twice the spell level (1st level spells at 2nd level, 2nd level spells at 4th level, and so on). You can cast spells from materia up to three times per day. Once a materia has been used three times, it no longer has power to cast spells or provide bonuses to an attached item. It must recharge, requiring 24 hours to regain energy. Materia slotted in an equipment may also be used to cast spells from.

Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the materia.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate a materia and you fail, then you can't try to activate that materia again for 24 hours.

Special: You cannot take 10 with this skill. You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

CHAPTER 5: FEATS

A feat is a special feature that either gives your character a new capability or improves one he or she already has. Unlike a skill, a feat has no ranks. A character either has a feat or does not.

ACQUIRING FEATS

Unlike skills, feats are not bought with points. A player simply chooses them for his or her character. Each character gets one feat upon creation. At 3rd level and every other level thereafter (5th, 7th, 9th, 12th, 13th, 15th, 17th, and 19th), he or she gains another feat. Feats are gained according to character level, regardless of individual class levels.

Additionally, members of some classes get bonus feats as class features. These feats may be chosen from special lists. A hume character also gets a bonus feat at 1st level, chosen by the player. This feat can be of any feat for which the character qualifies.

PREREQUISITES

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. A character can't use a feat if he or she has lost a prerequisite.

TYPES OF FEATS

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items of all sorts. A metamagic feat lets a spellcaster cast a spell with greater effect, albeit with a higher MP cost.

ITEM CREATION FEATS

An item creation feat lets a character create a magic item of a certain type. Regardless of the type of item each involves, the various item creation feats all have certain features in common.

Raw Materials Cost: The cost of creating a magic item equals half the base price of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he needs unless unusual circumstances apply.

Time: The time to create a magic item depends on the feat and the cost of the item.

Item Cost: Craft Staff, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level—that is, a spell from such an item has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the cost of the raw materials) also depends on the caster level. The caster level must be low enough that the spellcaster creating the item can cast

the spell at that level. To find the final price in each case, multiply the caster level by the spell level, then multiply the result by a constant, as shown below:

Scrolls: Base price = spell level × caster level × 25 gil.

Wands: Base price = spell level × caster level × 750 gil.

Staves: The price for staves is calculated using more complex formulas (see Magic Items).

A 0-level spell is considered to have a spell level of 1/2 for the purpose of this calculation.

Extra Costs: Any potion, scroll, or wand that stores a spell with a costly material component also carries a commensurate cost. For potions and scrolls, the creator must expend the material component cost when creating the item. For a wand, the creator must expend 50 units of the material component. Some magic items similarly incur extra costs in material components, as noted in their descriptions.

Skill Check: Successfully creating a magic item requires a Spellcraft check with a DC equal to 5 + the item's caster level. Alternatively, you can use an associated Craft or Profession skill to attempt this check instead, depending upon the item being crafted. See Magic Item Creation for more details on which Craft and Profession checks may be substituted in this manner. The DC of this check can increase if the crafter is rushed or does not meet all of the prerequisites. A failed check ruins the materials used, while a check that fails by 5 or more results in a cursed item.

METAMAGIC FEATS

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by a metamagic feat costs MP higher than normal. A bard can't modify his songs with Metamagic feats.

Metamagic feats are applied spontaneously and do not increase the casting time of the spell, however, it will increase the MP cost. In order to apply a metamagic feat to a spell, the caster must be able to spend MP at the increased cost of the spell. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity. Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

Multiple Metamagic Feats on a Spell: A spellcaster can apply multiple metamagic feats to a single spell. You can't apply the same metamagic feat more than once to a single spell.

FEAT DESCRIPTIONS

Here is the list of feats that are either new feats or revised feats. Please refer to the Pathfinder Player's Handbook for the basic feat list and descriptions.

Agile Tongue [Qu]

Your long pink tongue is capable of manipulating small items and even stealing objects.

Prerequisites: Qu.

Benefit: You have a prehensile tongue with a range of 10 feet. You can pick up items weighing no more than 5 pounds, make Sleight of Hand checks, perform the steal or disarm combat maneuvers, or make melee touch attacks with your tongue.

Airy Step [Aegyl]

The air responds to your mastery of the skies, protecting you from harm and cushioning your falls.

Prerequisites: Aegyl.

Benefit: You gain a +2 bonus on saving throws against effects with the wind or lightning descriptors and effects that deal wind or lightning damage. You may ignore the first 30 feet of any fall when determining falling damage.

Alignment Burst [Burst]

Choose chaos, evil, good, or law. You can use holy burst to affect outsiders that possess this subtype.

Prerequisites: Ability to holy burst.

Benefit: Instead of its normal effect, you can choose to have your ability to holy burst heal or harm outsiders of the chosen alignment subtype. You must make this choice each time you use holy burst. If you choose to heal or harm creatures of the chosen alignment subtype, your holy burst has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new alignment subtype. Whenever you use holy burst, you must choose which type to effect.

Arcane Aptitude [Tarutaru]

A magic item that casts spells is more powerful in your hands.

Prerequisite: Tarutaru.

Benefit: Add one to the DC of a spell or spell-like effect that originates from a magic item that you have activated.

Arcane Blast [General]

You can convert any spell into an attack.

Prerequisites: Spellcaster, caster level 10th.

Benefit: As a standard action, you can sacrifice MP and transform it into a ray, targeting any foe within 30 feet as a ranged touch attack. This attack deals 2d6 points of damage plus an additional 1d6 points of damage for every MP you sacrificed. This is a supernatural ability.

Arcane Shield [General]

You can convert any spell into a defense.

Prerequisites: Spellcaster, caster level 10th.

Benefit: As an immediate action, you can MP and gain a deflection bonus to AC equal to the MP you sacrificed for 1 round.

Arcane Talent [Nu Mou or Tarutaru]

Magic is in your blood, and at your fingertips.

Prerequisites: Cha 10; nu mou or tarutaru.

Benefit: Choose a 0-level spell from the black mage or white mage spell list. You can cast this spell three times per day as a spell-like ability. The caster level is equal to your character level. The save DC is $10 + \text{your Charisma modifier}$.

Armored Mage (Light) [General]

Your specialized training in light armor allows you to avoid spell failure.

Prerequisite: Armor Proficiency (Light).

Benefit: While wearing light armor, you avoid the chance for spell failure.

Normal: Armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component.

Armored Mage (Medium) [General]

Your specialized training in medium armor allows you to avoid spell failure.

Prerequisite: Armor Proficiency (Medium), Armored Mage (Light).

Benefit: While wearing medium armor, you avoid the chance for spell failure.

Normal: Armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component.

Armored Mage (Heavy) [General]

Your specialized training in heavy armor allows you to avoid spell failure.

Prerequisite: Armor Proficiency (Heavy), Armored Mage (Medium), Armored Mage (Light).

Benefit: While wearing heavy armor, you avoid the chance for spell failure.

Normal: Armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component.

Armored Thief (Light) [General]

Your specialized training in light armor allows you to reduce skill penalties and improves maximum Dexterity bonus.

Prerequisite: Armor Proficiency (Light).

Benefit: While wearing light armor, you reduce skill penalties by 1 and improve the maximum Dexterity bonus by 3.

Normal: Armor incur skill penalties and usually have a maximum Dexterity bonus.

Armored Thief (Medium) [General]

Your specialized training in medium armor allows you to reduce skill penalties and improves maximum Dexterity bonus.

Prerequisite: Armor Proficiency (Medium), Armored Thief (Light).

Benefit: While wearing medium armor, you reduce skill penalties by 2 and improve the maximum Dexterity bonus by 2.

Normal: Armor incur skill penalties and usually have a maximum Dexterity bonus.

Armored Thief (Heavy) [General]

Your specialized training in heavy armor allows you to reduce skill penalties and improves maximum Dexterity bonus.

Prerequisite: Armor Proficiency (Heavy), Armored Thief (Medium), Armored Thief (Light).

Benefit: While wearing heavy armor, you reduce skill penalties by 3 and improve the maximum Dexterity bonus by 1.

Normal: Armor incur skill penalties and usually have a maximum Dexterity bonus.

Attuned to the Wild [Viera]

You share a strong mystic connection with one type of wilderness terrain.

Prerequisite: Viera.

Benefit: Select one type of terrain from the geomancer class's favored terrain class feature (except urban). While you are in your selected terrain type, your natural healing rate (the amount of hit points and ability damage you heal from a full night's rest) doubles.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take it, it applies to a different terrain type.

Azure Knowledge [General]

Prerequisites: Blue Mage level 5th.

Benefit: Add to your spells known one additional blue magic spell of any level up to one level lower than the highest-level spell you can cast. For example, an 8th-level blue mage gains either a new 1st, 2nd, or 3rd-level blue magic spell.

Special: You can gain this feat multiple times. Each time, you learn one new blue magic spell at any level up to one less than the highest-level spell you can cast.

Bargain [Moogle]

You have an instinctual knack for dealing with money.

Prerequisite: Moogle, Wis 13

Benefit: You may add your Wisdom modifier as a competence bonus to Appraise and Diplomacy skill checks.

Beast Rider [Galka]

You gain the service of a monstrous companion or mount.

Prerequisites: Animal companion or mount class feature, character level 7th, galka.

Benefit: Select one of the following creature types: elephant, pteranodon, rhinoceros, stegosaurus, or triceratops. Add this creature type to your list of possible animal companions or mounts. When summoning a creature of the selected type to serve as a mount or companion, treat your effective beastmaster level as if it were two levels higher (to a maximum of your character level). If the creature is large enough for you to ride, it gains the combat training general purpose (see Handle Animal) at no cost.

Black Cat [Mithra]

Bad luck befalls those who dare to cross you.

Prerequisite: Mithra.

Benefit: Once per day as an immediate action, when you are hit by a melee attack, you can force the opponent who made the attack to reroll it with a -4 penalty. The opponent must take the result of the second attack roll. This is a supernatural ability.

Special: If you take this feat and don't already have all black fur, your fur turns completely black when you takes this feat.

Blundering Defense [Combat, Moogle]

Your feverish and sometimes comical defensive techniques offer enough distraction to aid allies.

Prerequisites: Cautious Fighter, moogle.

Benefit: Whenever you fight defensively or use the total defense action, allies gain a luck bonus to AC and CMD equal to 1/2 the dodge bonus you gain from the action you are taking. Allies only gain this bonus while they are adjacent to you.

Body Fuel [General]

You can expand your MP at the expense of your health.

Benefit: You can recover 2 MP by taking 1 point of ability damage to each of your three ability scores: Strength, Dexterity, and Constitution. You can recover additional MP for a proportional cost; for example, you could choose to recover 6 MP by taking 3 points of ability damage to Strength, Dexterity, and Constitution.

Bone-Crushing Jaws [Varg]

Your jaws have strengthened so much that your bite is deadly.

Prerequisites: Str 11, varg.

Benefit: Your bite damage improves to 1d6. You are considered proficient with this attack and can apply feats or effects that modify natural attacks to your bite.

Bouncing Spell [Metamagic]

You can direct a failed spell against a different target.

Benefit: Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner.

MP Increase: +1 (a bouncing spell costs 1 additional MP more than the actual MP cost of the spell.)

Breadth of Experience [Nu Mou]

The years have granted you experience and knowledge.

Prerequisite: Nu Mou, 100+ years old.

Benefit: You get a +2 bonus on all Knowledge and Profession skill checks, and can make checks with those skills untrained.

Builder [General]

The character can create useful items and structures with the right tools.

Benefit: You gain a +2 bonus on all Craft skill checks and can make checks with those skills untrained.

Bullying Blow [Combat, Galka]

With a simple hit, you more easily intimidate an opponent.

Prerequisites: Intimidate 1 rank, galka.

Benefit: As a standard action, you may make a melee attack with a -2 penalty on the attack roll. If the attack damages your opponent, you may make an Intimidate check to demoralize that opponent as a free action.

Normal: Intimidating an opponent is a standard action.

Burning Spell [Metamagic]

You cause creatures to take extra damage when you affect them with a spell that has the fire descriptor.

Benefit: The fire effects of the affected spell adhere to the creature, causing more damage the next round. When a creature takes fire damage from the affected spell, that creature takes fire damage equal to 2x the spell's actual level at the start of its next turn.

MP Increase: +2 (a burning spell costs 2 additional MP more than the actual MP cost of the spell.)

Burrowing Teeth [Burmecian]

You have teeth and claws that suit you well to digging.

Prerequisites: Sharpclaw, burmecian.

Benefit: You gain a burrow speed equal to 1/2 your base speed. You can burrow through sand, dirt, clay, gravel, or similar materials, but not solid stone. You do not leave a hole behind, nor is your passage marked on the surface.

Burst Endurance [Burst]

Calling upon the winds and the waves, you prepare your allies for the dangers of the natural world.

Prerequisites: Holy burst 3d6.

Benefit: Once per day when you use holy burst to heal living creatures, you can choose to grant each healed creature the benefit of *endure elements* (caster level equal to your effective white mage level). This effect lasts 24 hours.

Burst Smite [Burst]

You can channel your holy or shadow energy through a melee weapon you wield.

Prerequisite: Holy burst or Shadow burst class feature.

Benefit: Before you make a melee attack roll, you can choose to spend one use of your holy burst ability as a swift action. If you use holy burst and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your holy burst ability. If you use shadow burst and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your shadow burst ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the holy or shadow burst ability is still expended with no effect.

Burst Viciousness [Burst]

You can channel brutality into the weapons of your allies.

Prerequisites: Shadow burst 4d6.

Benefit: As a standard action, you can expend one of your uses of shadow burst to charge the melee weapons of all allies within 30 feet of you with shadow energy. Affected melee weapons gain the vicious magic weapon special ability for 1 minute × your Charisma bonus (minimum 1 minute).

Cactuar Affinity [Mandragora]

Your ancestors have cactuar sap coursing through you, granting you another spell-like ability.

Prerequisites: Able to use mandragora spell-like abilities, character level 9, paragon mandragoran, cactuar kin racial trait, mandragora.

Benefit: You may use *Thousand Needles* as a spell-like ability up to 3 times per day. In addition, you gain another use of *Dream Pollen* and *Photosynthesis* per day. Your caster level is equal to your character level.

Cautious Fighter [Combat, Moogle]

You care more about survival than victory.

Prerequisites: Moogle.

Benefit: When fighting defensively or using total defense, your dodge bonus to AC increases by 2.

Chain Spell [Metamagic]

You can cast spells that arc to hit other targets in addition to the primary target.

Benefit: You can chain any spell that affects a single target and that deals either earth, fire, lightning, ice, water, or wind damage. After the primary target is struck, the spell can arc to a number of secondary targets equal to your character level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down). Each target gets to make a saving throw, if one is allowed by the spell. You can choose secondary targets as you like, but they must all be within 30 feet of the primary target,

and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example.)

MP Increase: +3 (a chained spell costs 3 additional MP more than the actual MP cost of the spell.)

Chocobo Time [Bardic Performance]

Your lively cadence puts a spring in the step of weary marchers.

Prerequisite: Perform (percussion) 3 ranks, Perform (string) 3 ranks, or Perform (wind) 3 ranks.

Effect: This bright and spritely tune mimics the sound of chocobo feet, slowly building to a steady, ground-eating pace. When you complete this performance, you affect one ally in hearing range per bard level. This feat increases the affected target's base land speed by 10 feet for 1 hour. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see Athletics).

Use: 1 bardic performance round.

Action: 1 minute.

Clarifying Burst [Burst]

Your holy burst heals the body and opens the mind to the possibility of true love.

Prerequisites: Holy burst class feature.

Benefit: Once per day when you use holy burst to heal living creatures, if any of the creatures you healed are currently affected by one or more charms or compulsions that allowed a saving throw, you grant each of those creatures an immediate save to prematurely end one of those effects. Creatures healed gain a sacred bonus on this save equal to your Charisma bonus (minimum +1).

Claw Pounce [Combat, Mithra]

You can charge and make an attack with your paws.

Prerequisites: Str 13, Dex 15, Nimble Striker, base attack bonus +10, mithra, cat's claws racial trait.

Benefit: When you make a charge, you can make a full attack with your claws.

Normal: Charging is a special full-round action that limits you to a single attack.

Cloud Gazer [Aegyl]

Your insight into your knowledge of the skies gives you a clarity of sight few humes possess.

Prerequisites: Aegyl.

Benefit: You can see through fog, mist, and clouds, without penalty, ignoring any cover or concealment bonuses from such effects. If the effect is created by magic, this feat instead triples the distance you can see without penalty.

Command Undead [Burst]

Using foul powers of necromancy, you can command undead creatures, making them into your servants.

Prerequisites: Shadow burst class feature.

Benefit: As a standard action, you can use one of your uses of shadow burst to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to $10 + 1/2$ your white mage level + your Charisma modifier. Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of *control undead*. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, so long as their total Hit Dice do not exceed your white mage level. If you use shadow burst in this way, it has no other effect (it does not heal or harm nearby creatures). If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

Craft Alchemical Item [Item Creation]

You can create alchemical items, which can heal, cure status effects, etc. See the Alchemical Item section for more details on what you can make for alchemical items.

Prerequisite: Caster level 3rd.

Benefit: You can create Tier 1 alchemical items. Crafting an alchemical item takes one hour per tier and requires the Craft (Alchemy) skill. When you create an alchemical item, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base prices of the alchemical items are in the Alchemical Item section. To craft an alchemical item, you must use up raw materials costing one half this base price.

Special: To create Tier 2 alchemical items, you must be at least 7th level. To create Tier 3 alchemical items, you must be at least 11th level. To create Tier 4 alchemical items, you must be at least 15th level.

Craft Materia [Item Creation]

You can create materia, which are special little crystal orbs that contain magicite that provide a magical effect when affixed to a weapon, shield, or suit of armor.

Prerequisite: Caster level 5th.

Benefit: You can create a materia of one of the five types: Spell, Support, Independent, Ability, or Summon (See the Materia section for more details on what you can make for materia). Creating a materia takes 1 day for every 1,000 gil in the materia's price. When you create a Spell, Support, or Summon materia, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To craft materia, you must use up raw materials costing one-half of its base price. All crafted materia begin at level 0 with 0 MXP.

Dazing Spell [Metamagic]

You can daze creatures with the power of your spells.

Benefit: You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell. Spells that do not inflict damage do not benefit from this feat.

MP Increase: +3 (a dazing spell costs 3 additional MP more than the actual MP cost of the spell.)

Deep Roots [Combat, Mandragora]

You can root yourself into place to avoid being tripped or pushed.

Prerequisite: Mandragora.

Benefit: As a move-equivalent action that does not provoke an attack of opportunity, you can root yourself in place. While rooted, you receive a +5 circumstance bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt. If you move or are moved from the square in which you initiated this ability, the bonus ends.

Desert Runner [Varg]

In your native desert and savannah environments, you are unmatched in speed.

Prerequisites: Con 13, varg.

Benefit: You gain a +5-foot racial bonus to your base speed when you travel through desert or plains terrain. Additionally, you gain the benefits of the Run feat while in those terrains.

Special: You may take this feat an additional time, which adds +5 feet to your base speed. This also increases your run multiplier by 1, and grants you an additional +4 bonus to your Acrobatics checks for jumping after a running start.

Desperate Swing [Combat, Moogle]

You land your most telling blows in desperate situations.

Prerequisites: Cautious Fighter, base attack bonus +1, moogle.

Benefit: Once per day, you can make a single melee attack while taking the total defense action. You take a -4 penalty on attack rolls when making this attack. You also gain a +4 bonus on critical confirmation rolls made while fighting defensively or making an attack of opportunity using this feat.

Discerning Eye [Elvaan]

You are not easily fooled by illusions and forgeries.

Prerequisites: Elvaan, keen senses racial trait.

Benefit: You receive a +2 racial bonus on saving throws against illusion spells and effects and a +2 bonus on Linguistics checks to detect forgeries. You can use the Linguistics skill to detect forgeries untrained.

Disruptive Spell [Metamagic]

Your magical energies cling to enemies, interfering with their spellcasting.

Benefit: Targets affected by a disruptive spell must make concentration checks when using spells or spell-like abilities (DC equals the save DC of the disruptive spell plus the level of the spell being cast) for 1 round. Targets that avoid the spell's effects avoid this feat's effect as well.

MP Increase: +1 (a disruptive spell costs 1 additional MP more than the actual MP cost of the spell.)

Ectoplasmic Spell [Metamagic]

Your spells breach the gulf between dimensions, sending ghostly emanations into the ether.

Benefit: An ectoplasmic spell has full effect against incorporeal or ethereal creatures.

MP Increase: +1 (an ectoplasmic spell costs 1 additional MP more than the actual MP cost of the spell.)

Elemental Burst [Burst]

Choose one elemental subtype, such as dark, earth, fire, ice, light, lightning, water, or wind. You can channel your holy energy to harm or heal outsiders that possess your chosen elemental subtype.

Prerequisites: Holy burst class feature.

Benefit: Instead of its normal effect, you can choose to have your ability to holy burst heal or harm outsiders of your chosen elemental subtype. You must make this choice each time you use holy burst. If you choose to heal or harm creatures of your elemental subtype, your holy burst has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new elemental subtype.

Elemental Focus [General]

Choose an element, such as dark, earth, fire, ice, light, lightning, water, or wind. Your spells of that element are more potent than normal.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the element you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new element.

Elemental Penetration [General]

Choose an element, such as dark, earth, fire, ice, light, lightning, water, or wind. Your spells of that element are especially potent, breaking through element resistance more readily than normal.

Benefit: Spells of the element you select are harder to resist. Any elemental resistance on a creature is considered 2 less when determining damage from a spell of the element you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new element.

Elemental Spell [Metamagic]

You can manipulate the elemental nature of your spells.

Benefit: Choose one energy type: earth, fire, ice, lightning, water, or wind. You may replace a spell's normal damage with that energy type or split the spell's damage, so that half is of that energy type and half is of its normal type.

MP Increase: +1 (an elemental spell costs 1 additional MP more than the actual MP cost of the spell.)

Special: You can gain this feat multiple times. Each time you must choose a different energy type.

Elvaan Battle Training [Combat, Elvaan]

You have been specially trained to wield a weapon you have a Weapon Focus with.

Prerequisites: Base attack bonus +1, martial background racial trait, elvaan.

Benefit: You have received special training with the weapon that you have a Weapon Focus feat with. You receive a +2 bonus to your CMD against disarm and sunder maneuvers directed at one of these weapons you are wielding. In addition, if you are wielding one of these melee weapons, you may make an additional attack of opportunity each round (this bonus stacks with Combat Reflexes).

Empower Spell [Metamagic]

You can increase the power of your spells, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables.

MP Increase: +2 (an empowered spell costs 2 additional MP more than the actual MP cost of the spell.)

Enlarge Spell [Metamagic]

You can increase the range of your spells.

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not benefit from this feat.

MP Increase: +1 (an enlarged spell costs 1 additional MP more than the actual MP cost of the spell.)

Extend Song [Meta-Song]

You are able to perform your Bard songs longer than most.

Prerequisites: Able to perform 1st-level bard songs.

Benefit: Your Bard songs last an additional three rounds beyond its normal duration.

Special: You can take this feat multiple times. The effects stack.

Extend Spell [Metamagic]

You can make your spells last twice as long.

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat.

MP Increase: +1 (an extended spell costs 1 additional MP more than the actual MP cost of the spell.)

Extra Analysis [General]

You can analyze creatures more times per day.

Prerequisite: Analysis class feature.

Benefit: You can analyze two additional times per day.

Special: You can gain Extra Analysis multiple times. Its effects stack.

Extra Arcana [General]

You have unlocked the secret of a new ruby arcana.

Prerequisites: Ruby arcana class feature.

Benefit: You gain one additional ruby arcana. You must meet all the prerequisites for this ruby arcana.

Special: You can gain this feat multiple times. Its effects stack, granting a new arcana each time you gain this feat.

Extra Arcane Pool [General]

You have learned how to draw more power from your arcane pool.

Prerequisites: Arcane pool class feature.

Benefit: Your arcane pool increases by 2.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your arcane pool each time you take this feat.

Extra Arcane Reservoir [General]

You have learned how to draw more power from your arcane reservoir.

Prerequisites: Arcane reservoir class feature.

Benefit: Your arcane reservoir increases by 2.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your arcane reservoir each time you take this feat.

Extra Battle Dance [General]

You can use your battle dance ability more often than normal.

Prerequisite: Battle dance class feature.

Benefit: You can use battle dance for 6 additional rounds per day.

Special: You can gain Extra Battle Dance multiple times. Its effects stack.

Extra Blessing [General]

Your lay on hands ability adds an additional blessing.

Prerequisites: Lay on hands class feature, blessing class feature.

Benefit: Select one additional blessing for which you qualify. When you use lay on hands to heal damage to one target, it also receives the additional effects of this blessing.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new blessing.

Extra Bombs [General]

You can throw more bombs per day.

Prerequisite: Bomb class feature.

Benefit: You can throw two additional bombs per day.

Special: You can gain Extra Bombs multiple times. Its effects stack.

Extra Burst [Burst]

You can use holy or shadow burst more often.

Prerequisite: Holy or shadow burst class feature.

Benefit: You can use holy or shadow burst two additional times per day.

Special: If a holy knight or dark knight with the ability to use holy or shadow burst takes this feat, she can use lay on hands or harm touch four additional times a day, but only to use holy or shadow burst.

Extra Cantrips or Jingles [General]

You are a master of minor spells or songs.

Prerequisites: Ability to cast cantrips or jingles.

Benefit: Add two cantrips to your cantrips known or two jingles to your jingles known.

Special: You can take this feat multiple times. Each time you do, add two cantrips to your spells known or two jingles to your jingles known.

Extra Convert [General]

You can use your convert ability more often.

Prerequisite: Convert class feature.

Benefit: You can use your convert ability two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Defile [General]

Your harm touch ability adds an additional defile.

Prerequisites: Harm touch class feature, defile class feature.

Benefit: Select one additional defile for which you qualify. When you use harm touch to deal damage to one target, it also receives the additional effects of this defile.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new defile.

Extra Discovery [General]

You have made a new alchemical discovery.

Prerequisite: Discovery class feature.

Benefit: You gain one additional discovery. You must meet all of the prerequisites for this discovery.

Special: You can gain Extra Discovery multiple times.

Extra Fighter Talent [General]

You have unlocked a new fighter talent.

Prerequisite: Fighter talent class feature.

Benefit: You gain one additional fighter talent. You must meet all of the prerequisites for this fighter talent.

Special: You can gain Extra Fighter Talent multiple times.

Extra Harm Touch [General]

You can use your lay on hands ability more often.

Prerequisite: Harm touch class feature.

Benefit: You can use your harm touch ability two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Hunter Trick [General]

You have unlocked a new hunter trick.

Prerequisite: Hunter's tricks class feature.

Benefit: You gain one additional hunter trick. You must meet all of the prerequisites for this hunter trick.

Special: You can gain Extra Hunter Trick multiple times.

Extra Ki [General]

You can use your ki pool more times per day than most.

Prerequisite: Ki pool class feature.

Benefit: Your ki pool increases by 2.

Special: You can gain Extra Ki multiple times. Its effects stack.

Extra Knight Talent [General]

You have unlocked a new knight talent.

Prerequisite: Knight talent class feature.

Benefit: You gain one additional knight talent. You must meet all of the prerequisites for this knight talent.

Special: You can gain Extra Knight Talent multiple times.

Extra Lay on Hands [General]

You can use your lay on hands ability more often.

Prerequisite: Lay on hands class feature.

Benefit: You can use your lay on hands ability two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Limit Break [General]

You can use your limit breaks more often.

Benefit: You can activate a limit break one additional time.

Special: You can gain Extra Limit Break multiple times. Its effects stack.

Extra Mage Talent [General]

You have unlocked a new mage talent.

Prerequisite: Mage talent class feature.

Benefit: You gain one additional mage talent. You must meet all of the prerequisites for this mage talent.

Special: You can gain Extra Mage Talent multiple times.

Extra Motes [General]

You can use your pool of motes more times per day than most.

Prerequisite: Motes of time class feature.

Benefit: Your pool of motes increases by 2.

Special: You can gain Extra Motes multiple times. Its effects stack.

Extra MP [General]

You gain additional MP to supplement those you already had.

Prerequisite: Having a MP pool.

Benefit: You gain bonus MP as if your casting attribute were four points higher for the purposes of determining bonus maximum MP.

Special: This feat can be taken only once.

Extra Performance [General]

You can use your bardic performance ability more often than normal.

Prerequisite: Bardic performance class feature.

Benefit: You can use bardic performance for 6 additional rounds per day.

Special: You can gain Extra Performance multiple times. Its effects stack.

Extra Rage [General]

You are able to maintain your rage longer than most.

Prerequisites: Bestial Rage class feature.

Benefit: You can rage for 6 additional rounds per day.

Special: You can take this feat multiple times. The effects stack.

Extra Rage Power [General]

You have unlocked a new ability to use while raging.

Prerequisite: Bestial Rage power class feature.

Benefit: You gain one additional rage power. You must meet all of the prerequisites for this rage power.

Special: You can gain Extra Rage Power multiple times.

Extra Scholar Exploit [General]

You have unlocked a new scholar exploit

Prerequisite: Scholar exploit class feature.

Benefit: You gain one additional scholar exploit. You must meet all of the prerequisites for this scholar exploit.

Special: You can gain Extra Scholar Exploit multiple times.

Extra Summons [General]

You can summon monsters more often each day.

Prerequisites: Ability to cast summon monster as a spell-like ability, summoner 1st.

Benefit: You gain 1 additional use of your summon monster spell-like ability per day.

Special: You can take this feat multiple times, but it can only be taken once for every five summoner levels you possess.

Extra Thief Talent [General]

Through constant practice, you have learned how to perform a special trick.

Prerequisite: Thief talent class feature.

Benefit: You gain one additional thief talent. You must meet all of the prerequisites for this thief talent.

Special: You can gain Extra Thief Talent multiple times.

Extra Veil Pool [General]

You can use your veil pool more times per day than most.

Prerequisite: Veil pool class feature.

Benefit: Your veil pool increases by 2.

Special: You can gain Extra Veil Pool multiple times. Its effects stack.

Fantastic Tongue [Combat, Qu]

Your tongue is very long and good at grappling.

Prerequisite: Agile Tongue, Grasping Tongue, qu.

Benefit: When using your grasping tongue, your range improves by 10 feet, and you gain a +2 bonus on checks made to grapple a foe in this way.

Fateful Burst [Burst]

Your holy burst not only heals the body, it tugs the strands of fate.

Prerequisites: Holy burst 3d6.

Benefit: When you use holy burst to heal living creatures, you grant each creature you heal the ability to roll twice and take the better result on a single attack roll, skill check, or saving throw of their choice within a number of rounds equal to your Charisma bonus (minimum 1). Multiple uses of this ability do not stack, but they do reset the effect's duration. A creature can only benefit from one instance of this burst effect at a time.

Feline Grace [Mithra]

Your innate grace allows you to get out of the stickiest situations.

Prerequisites: Dexterity 13, mithra.

Benefit: You gain a +2 bonus to your CMD against bull rush, grapple, overrun, repositioning, and trip combat maneuvers.

Ferocious Action [Galka]

Your ferocity is quick but shorter lived.

Prerequisites: Ferocity racial trait, galka.

Benefit: When you fall to 0 hit points or fewer, you lose 2 hit points each round, but you are not staggered. If you are in a rage (such as that caused by the beastmaster bestial rage class feature), you instead only lose 1 hit point per round.

Ferocious Resolve [Galka]

Your heritage allows you to fight on.

Prerequisites: Con 13, galka, ferocity racial trait.

Benefit: You gain the ferocity universal monster ability, allowing you to continue fighting at negative hit points. When using this ability, you gain a +2 bonus on Intimidate checks.

Normal: A galka with the ferocity racial trait can fight for 1 more round after he is brought below 0 hit points.

Ferocious Tenacity [Combat, Galka]

You spit in the face of death.

Prerequisites: Ferocity racial trait, galka, bestial rage class feature.

Benefit: Once per day when raging, if you are hit by an attack that would deal enough hit points of damage to kill you (negative hit points equal to your Constitution score), as an immediate action you may expend 1 or more rounds of rage to negate some of this damage and keep yourself alive. Each round of rage you spend reduces the attack's damage by 1 point, but cannot reduce the damage taken below 1 hit point.

Note: If this damage still makes you fall unconscious, your rage ends just like it normally would, lowering your Constitution to its normal value and reducing your hit point total as normal. Therefore, it is possible to use this feat to prevent yourself from instantly dying, yet you still die because your negative hit points exceed your

normal Constitution score—take your normal Constitution into account when deciding how many rounds of rage to spend with this feat.

Flaring Spell [Metamagic]

You dazzle creatures when you affect them with a spell that has the fire, light, or lightning descriptor.

Benefit: The lightning, fire, or light effects of the affected spell create a flaring that dazzles creatures that take damage from the spell. A flare spell causes a creature that takes fire, light or lightning damage from the affected spell to become dazzled for a number of rounds equal to the actual level of the spell. A flaring spell only affects spells with a fire, light, or lightning descriptor.

MP Increase: +1 (a flaring spell costs 1 additional MP more than the actual MP cost of the spell.)

Focused Spell [Metamagic]

When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist.

Benefit: When casting a spell that affects or targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

MP Increase: +1 (a focused spell costs 1 additional MP more than the actual MP cost of the spell.)

Focusing Blow [Teamwork, Ronso]

You and your allies work together to shake off mental effects.

Prerequisites: Ronso Discipline, ronso.

Benefit: An ally who also has this feat can deal damage to you in order to break an ongoing mind-affecting effect that allows a saving throw. The ally must cause at least 5 points of damage to you with an attack, spell, or other ability. You then reroll your saving throw, with a +1 bonus for every 5 additional points of damage the attack caused. If your save is successful, the mind-affecting effect ends. Only damage actually dealt counts for purposes of this feat; nonlethal damage and damage reduced or eliminated by damage reduction, resistances, and so on does not qualify.

Forceful Burst [Burst]

Calling on the destructive aspect of magic, you channel pure force.

Prerequisites: Shadow burst 7d6.

Benefit: Once per day when you use shadow burst to deal damage to living creatures, you can cause affected creatures to make Fortitude saves instead of Will saves. Affected creatures take the amount of damage in force damage (a successful save halves). Creatures that fail their saves are also knocked prone.

Galka Weapon Expertise [Combat, Galka]

You can do more with the weapons galkas favor the most.

Prerequisites: Base attack bonus +1, galka.

Benefit: When you take this feat, choose one of the benefits below. Whenever you wield a galkan war pick, you gain the benefit you chose.

- **Bully:** Gain a +1 bonus on damage rolls against creatures at least one size smaller than you.
- **Defender:** Gain a +2 shield bonus to your AC.
- **Disrupter:** Add +3 to opponents' concentration checks to cast a spell within your threatened area. This only applies if you are aware of the enemy's location and are capable of taking an attack of opportunity. If you have already used all of your available attacks of opportunity for the round, this increase does not apply.
- **Killer:** Gain a +2 competence bonus on attack rolls made to confirm critical hits.

- Thug: Deal +1 point of nonlethal damage with the weapon.
- Trickster: Gain a +2 bonus on a single type of combat maneuver check that you can perform with that weapon.

Special: You can gain this feat multiple times. Each time you take this feat, you must choose a different benefit. You may only apply one of these benefits per round (chosen as a free action at the start of your turn).

Grasping Tongue [Combat, Qu]

A qu's tongue can grapple opponents.

Prerequisites: Agile Tongue, qu.

Benefits: The qu can choose to make a grapple maneuver with its tongue on targets up to 10 feet away. You do not provoke an attack of opportunity or incur penalties for not having both hands free when starting a grapple in this manner. Normal rules for grappling apply afterwards.

Great Swimmer [Bangaa]

You move in the water as easily as you do on dry land.

Prerequisite: Character level 1st, bangaa.

Benefit: Your swim speed equals your base speed.

Greater Elemental Focus [General]

Choose an element to which you already have applied the Elemental Focus feat. Your spells of that element are now even more potent than before.

Prerequisite: Elemental Focus.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the element you select. This bonus stacks with the bonus from Elemental Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new element to which you already have applied the Elemental Focus feat.

Greater Elemental Penetration [General]

Choose an element to which you already have applied the Elemental Focus feat. Your spells are remarkably potent, breaking through elemental resistance more readily than normal.

Prerequisite: Elemental Penetration.

Benefit: Spells of the element you select are harder to resist. Any elemental resistance on a creature is considered 2 less when determining damage from a spell of the element you select. This penalty stacks with the one from Elemental Penetration.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new element to which you already have applied the Elemental Penetration feat.

Grudge Fighter [Combat, Seeq]

You feel great anger at anyone who dares to attack you, and this fury makes your own attacks that much stronger.

Prerequisites: Seeq.

Benefit: You gain a +1 morale bonus on attack and damage rolls made against any creature that attacked you in the current combat.

Guardian of the Wild [Viera]

Your mystic connection with the wilderness enhances your ability to react to threats.

Prerequisites: Attuned to the Wild, viera.

Benefit: When you are in a terrain type you have selected the Attuned to the Wild feat for, you gain a +2 dodge bonus to Armor Class. If you are in an area that qualifies as more than one kind of terrain, these bonuses do not stack; you receive the bonus for only one of the terrain types.

Heighten Spell [Metamagic]

You can cast spells as if they were a higher level.

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs) are calculated according to the heightened level.

MP Increase: The heightened spell costs MP equal to a spell of its effective level.

Horde Charge [Teamwork, Galka]

When you charge with an ally, you are more deadly.

Prerequisites: Base attack bonus +1, galka.

Benefit: When charging during the same round as an ally with this feat, you gain a +2 bonus on attack and damage rolls in addition to the normal bonus for charging. If you can make multiple attacks on a charge, this bonus only applies to the first attack.

Improved Aura [General]

You have a larger radius for your auras.

Prerequisites: Must have an Aura class feature.

Benefit: The radius of your auras are increased by double.

Improved Burst [Burst]

Your holy or shadow burst is harder to resist.

Prerequisite: Holy or shadow burst class feature.

Benefit: Add 2 to the DC of saving throws made to resist the effects of your holy or shadow burst ability.

Improved Stability [Qu]

Your heavy frame and firm footing make you difficult to move or knock over.

Prerequisite: Qu, Con 13, BAB +1.

Benefit: You gain a +4 CMD against bull rush, trip, and overrun attacks.

Improved Surprise Follow-Through [Combat, Galka]

You follow up an attack with a surprising series of sweeping blows.

Prerequisites: Str 13, Cleave, Great Cleave, Power Attack, Surprise Follow Through, base attack bonus +8, galka.

Benefit: When using Great Cleave, each opponent you attack on your turn (other than the first) is denied his Dexterity bonus against you.

Intensified Spell [Metamagic]

Your spells can go beyond several normal limitations.

Benefit: An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat.

MP Increase: +1 (an intensified spell costs 1 additional MP more than the actual MP cost of the spell.)

Ironhide [Bangaa, Dwarf or Galka]

Your skin is thicker and more resilient than that of most of your people.

Prerequisites: Con 13; bangaa, dwarf or galka.

Benefit: You gain a +1 natural armor bonus due to your unusually tough hide.

Keen Scent [Seeq]

Your animal-like sense of smell allows you to detect with your nose.

Prerequisite: Seeq, Wis 13.

Benefit: You gain the Scent special ability.

Ki Burst [Burst]

When you use holy burst, you can also bestow ki.

Prerequisites: Holy burst class feature.

Benefit: When you use holy burst to heal living creatures, any creature that could be healed by the holy burst can choose to regain ki from it instead. Affected creatures regain a number of ki points equal to the number of dice healed by the burst. A creature regaining ki in such a way must either regain ki or be healed by the burst (it cannot gain both).

Leaf Singer [Viera]

Your songs recount the ways and mysteries of your people.

Prerequisites: Cha 13, bardic performance class feature, viera.

Benefit: When you use bardic performance with audible components in a forest, the range or area of your chosen performance is doubled. In addition, the DC for saving throws against your bardic performance is increased by +2 for creatures of the fey type, regardless of where the performance occurs.

Liberation Burst [Burst]

Your holy burst is truly liberating.

Prerequisites: Holy burst 7d6.

Benefit: When you use holy burst, any creature healed by the burst also gains the effect of *freedom of movement* for a number of rounds equal to your Charisma modifier (minimum 1 round). This effect has a caster level equal to your effective white mage level.

Light Step [Viera]

You pick your way nimbly through even the most dangerous and uneven terrain.

Prerequisites: Acrobatic Steps, Nimble Moves, viera.

Benefit: You can ignore the effects of difficult terrain in natural environments, as if it were normal terrain.

Lingering Performance [General]

The effects of your bardic performance carry on, even after you have stopped performing.

Prerequisite: Bardic performance class feature.

Benefit: The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Lingering Spell [Metamagic]

You spell clings to existence, slowly fading from the world.

Benefit: You may cause an instantaneous spell that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering spell with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet.

MP Increase: +1 (a lingering spell costs 1 additional MP more than the actual MP cost of the spell.)

Lucky Moogle [Moogle]

You are one lucky moogle's foot.

Prerequisite: Moogle.

Benefit: Once per day, when one of your allies within 30 feet makes a saving throw, you may roll the same saving throw as if you were the one subject to the effect requiring it. You may use this ability after your ally has rolled, but before the GM declares if the roll was a success or failure. Your ally may choose to use your saving throw in place of his own.

Mage of the Wild [Viera]

Your mystic connection with the wilderness enhances your spellcasting.

Prerequisites: Attuned to the Wild, viera.

Benefit: When you are in a terrain type you have selected the Attuned to the Wild feat for, you gain a +2 bonus on caster level checks, concentration checks, and, Knowledge (arcana) and Spellcraft checks. If you are in an area that qualifies as more than one kind of terrain, these bonuses do not stack; you receive the bonus for only one of the terrain types.

Maximize Spell [Metamagic]

Your spells have the maximum possible effect.

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

MP Increase: +3 (a maximized spell costs 3 additional MP more than the actual MP cost of the spell.)

Merciful Spell [Metamagic]

Your damaging spells subdue rather than kill.

Benefit: You can alter spells that inflict damage to inflict nonlethal damage instead. Spells that inflict damage of a particular type (such as fire) inflict nonlethal damage of that same type.

MP Increase: None (a merciful spell does not cost any additional MP to cast.)

Minuet of the Malboro [Bardic Performance]

Your winding, twisting dance is helpful in dodging obstacles and climbing.

Prerequisite: Perform (dance) 4 ranks.

Effect: As ivy climbs walls and spills across even the rockiest and most uneven of terrain, so too does your dance propel you across broken stone and up walls. As long as you maintain the performance, whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain; this allows you to take a 5-foot step into difficult terrain. As long as you move laterally at least 10 feet, you may climb as if you had a climb speed equal to your base speed. You may spend the first round of this performance demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this feat as long as you maintain the performance.

Use: 1 bardic performance round per round.

Action: 1 full round.

Mithra Exemplar [Mithra]

Your feline traits are more defined and prominent than those of other members of your race.

Prerequisite: Mithra.

Benefit: Your catlike nature manifests in one of the following ways. You choose the manifestation when you take this feat, and cannot change it later.

- *Enhanced Senses (Ex)*: If you have low-light vision, you gain the scent mithra racial trait. If you have the scent racial trait, you gain low-light vision.
- *Fast Sprinter (Ex)*: You gain a 10-foot racial bonus to your speed when using the charge, run, or withdraw actions. If you have the sprinter racial trait, your racial bonus to speed when using the charge, run, or withdraw action increases to a 20-foot bonus.
- *Sharp Claws (Ex)*: If you do not have the cat's claws racial trait, you gain the cat's claws racial trait. If you have either the cat's claws racial trait, your claw damage increases to 1d6.

Special: You can take this feat multiple times. Its effects do not stack. Each time you select it, you must choose a different manifestation.

Natural Instinct [Viera]

You can access your natural instincts of nature and survival.

Prerequisite: Viera.

Benefit: You get a +2 racial bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Nimble Striker [Combat, Mithra]

You were born to charge your enemies and nobody does it better.

Prerequisites: Dex 13, base attack bonus +1, mithra, sprinter racial trait.

Benefit: You do not take a -2 penalty to AC when you use the Cleave feat, Lunge feat, or when you charge.

One with Wood [Mandragora or Viera]

You can get more damage out of wooden weapons.

Prerequisite: Mandragora or viera.

Benefit: You gain a +2 competence bonus to damage rolls when using a weapon that is made of mostly wood (club, quarterstaff, greatclub, greatbow, longbow, shortbow, or weapon made of special materials, such as darkwood.)

Overchannel [Metamagic]

You burn your life force to strengthen your spells.

Benefit: While casting a spell, you can increase your effective spell-caster level by one, but in so doing you take 1d8 points of non-elemental damage. At 8th level, you can choose to increase your effective spell-caster level by two, but you take 3d8 points of non-elemental damage. At 15th level, you can increase your effective spell-caster level by three, but you take 5d8 points of non-elemental damage. The effective increase in spell-caster level increases the number of MP you can expend, as well as increasing all spell-caster level-dependent effects, such as range, duration, and overcoming spell resistance.

Pack Tactician [Varg]

Your pack mentality allows you to apply tactical benefits to others in your party.

Prerequisites: Any teamwork feat, varg.

Benefit: As a standard action you grant one of your teamwork feats to an ally within 30 feet who can hear and see you. This effect lasts for a number of rounds equal to 3 + your Intelligence bonus (if any).

Special: This feat may be taken more than once. For every time you take this feat, you can designate an additional ally to gain a teamwork feat, which must be the same feat for each ally. You still grant the feat as a standard action.

Paragon Mandragoran [Mandragora]

Your sap courses with power, granting you another spell-like ability.

Prerequisites: Able to use mandragora spell-like abilities, character level 5, mandragora.

Benefit: You may use *Dream Pollen* as a spell-like ability up to 3 times per day. In addition, you gain another use of *Photosynthesis* per day. Your caster level is equal to your character level.

Persistent Spell [Metamagic]

You can modify a spell to become more tenacious when its targets resist its effect.

Benefit: Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

MP Increase: +2 (a persistent spell costs 2 additional MP more than the actual MP cost of the spell.)

Piercing Spell [Metamagic]

Your studies have helped you develop methods to overcome spell resistance.

Benefit: When you cast a piercing spell against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR.

MP Increase: +1 (a piercing spell costs 1 additional MP more than the actual MP cost of the spell.)

Poisoner's Burst [Burst]

You cause anyone damaged by your shadow burst to become susceptible to poison.

Prerequisites: Shadow burst 3d6.

Benefit: Once per day when you use shadow burst to damage living creatures, you can cause any creatures that failed their save against your burst to take a -4 penalty on saving throws against poison effects. This penalty lasts for 1 minute.

Prolong Spell [Metamagic]

You can make a spell last all day.

Prerequisite: Extend Spell.

Benefit: Spells with a fixed or personal range can have their duration increased to 24 hours. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You don't need to maintain concentration on prolonged detect spells (such as *detect magic*) for you to be aware of the mere presence or absence of the subject detected, but gaining additional information requires concentration as normal.

MP Increase: +6 (a prolonged spell costs 6 additional MP more than the actual MP cost of the spell.)

Quicken Spell [Metamagic]

You can cast spells in a fraction of the normal time.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened. Casting a quickened spell doesn't provoke an attack of opportunity.

MP Increase: +4 (a quickened spell costs 4 additional MP more than the actual MP cost of the spell.)

Reach Spell [Metamagic]

Your spells go farther than normal.

Benefit: You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. Spells modified by this feat that require melee touch attacks instead require ranged touch attacks. Spells that do not have a range of touch, close, or medium do not benefit from this feat.

MP Increase: Special. A reach spell costs 1 additional MP more than the actual MP cost of the spell for each increase in range category. For example, a spell with a range of touch increased to long costs 3 additional MP.

Rending Claws [Bangaa]

Your claws tear and rip through flesh and steel.

Prerequisite: Base attack bonus +6, claws racial trait, bangaa.

Benefit: If you hit with two claw attacks in 1 round, the attack deals additional damage equal to $1d3 + \text{your } 1\text{-}1/2 \text{ Str modifier}$.

Resilient Brute [Galka]

You absorb punishment others find deadly.

Prerequisite: Galka.

Benefit: Once per day, when a creature confirms a critical hit against you, you may treat half the damage as nonlethal damage. You cannot use this ability if you are immune to nonlethal damage. When your base attack bonus reaches +10, you may use this ability an additional time per day.

Resolute Rager [Seeq]

Fear passes quickly while you are raging.

Prerequisites: Seeq, bestial rage class feature.

Benefit: While raging, when under the effect of a fear effect that allows a saving throw, you can make a new saving throw against that fear effect at the start of each of your turns before acting. If you make the new save, the fear effect ends.

Reverse-Feint [Combat, Galka]

You can goad an opponent into attacking you in order to make your counter attack all the more powerful.

Prerequisites: Toughness, base attack bonus +1, galka.

Benefit: As a swift action, you can leave a gap in your defenses for one adjacent opponent to use. If the opponent attacks you on its next turn, it gains a +4 bonus on its attack roll. Whether or not the opponent successfully hits, you may attack it as an immediate action with a single melee attack, gaining a +2 bonus on your attack roll.

Rime Spell [Metamagic]

Creatures damaged by your spells with the ice descriptor become entangled.

Benefit: The frost of your ice spell clings to the target, impeding it for a short time. A rime spell causes creatures that takes ice damage from the spell to become entangled for a number of rounds equal to the original level of the spell. This feat only affects spells with the ice descriptor.

MP Increase: +1 (a rime spell costs 1 additional MP more than the actual MP cost of the spell.)

Risky Striker [Combat, Moogle]

You can make yourself a little more vulnerable to larger creatures in order to land a devastating blow.

Prerequisites: Base attack bonus +1, moogle.

Benefit: You can choose to take a -1 penalty to AC to gain a +2 bonus on melee damage rolls against creatures two or more size categories larger than you. When your base attack bonus reaches +4 and every four levels thereafter, the damage increases by 2. The bonus damage is multiplied in the case of a critical hit. You can only choose to use this feat when you declare that you are making an attack action or a full-attack action with a melee weapon. The effects last until your next turn.

Rondeau of Bastok [Bardic Performance]

Your carefully structured song imposes rigid order on your listeners.

Prerequisite: Perform (sing) 4 ranks.

Effect: This song follows a set repetition of verses and refrains with a pattern of syllables that remains constant from line to line. As you sing, listeners find their actions bound by your song's relentless order. One enemy per bard level within listening range must make a successful Will save or find its movements hampered. A creature that fails its save can move only in a straight line each turn. The creature can choose which direction it wishes to move each turn, but it can move only along a straight line in that direction, and cannot move around corners or otherwise deviate from this line until its next turn. This effect lasts as long as you maintain the performance. Although this song has words, it is not language-dependent.

Use: 1 bardic performance round per round.

Action: 1 round.

Ronso Discipline [Ronso]

The presence of other ronsos bolsters your resolve.

Prerequisites: Base attack bonus +1, ronso.

Benefit: While you are within 30 feet of at least two other ronsos, you gain a +1 morale bonus on saving throws.

Scavenger's Eye [Tarutaru]

Your gaze is naturally drawn to valuable glittering objects.

Prerequisites: Tarutaru.

Benefit: You gain a +2 bonus on Appraise checks. You may determine the most valuable item in a hoard as a standard action and gain an additional +2 bonus on the Appraise check to do so. In addition, if you fail an Appraise check by 5 or more, you treat the check as if you had failed by less than 5.

Normal: Determining the most valuable object in a treasure hoard takes 1 full-round action.

Selective Burst [Burst]

You can choose whom to affect when you use holy or shadow burst.

Prerequisite: Cha 13, holy or shadow burst class feature.

Benefit: When you use holy or shadow burst, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your holy or shadow burst.

Normal: All targets in a 30-foot burst are affected when you use holy or shadow burst. You can only choose whether or not you are affected.

Selective Spell [Metamagic]

Your allies need not fear friendly fire.

Prerequisite: Spellcraft 10 ranks.

Benefit: When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, dark knights, holy knights, illusionists, necromancers, red mages, and summoners; Intelligence for black mages and blue mages; Wisdom for geomancers and white mages). These targets are

excluded from the effects of your spell. Spells that do not have an area of effect or a duration of instantaneous do not benefit from this feat.

MP Increase: +1 (a selective spell costs 1 additional MP more than the actual MP cost of the spell.)

Servitor's Diplomacy [Nu Mou]

Years of servitude have made you better at dealing with people and good at either reading them or lying to them.

Prerequisite: Nu Mou.

Benefit: You get a +2 racial bonus on all Diplomacy checks. For this feat, choose either the Sense Motive skill or the Bluff skill. This choice is permanent. Gain a +2 racial bonus in the chosen skill. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Shared Insight [Elvaan]

You deftly direct others' attentions where you wish.

Prerequisites: Wis 13, elvaan.

Benefit: As a move action, you can grant all friendly creatures within 30 feet who can see or hear you a +2 bonus on Perception checks for a number of rounds equal to your Wisdom modifier (minimum 1 round).

Shared Manipulation [Elvaan]

You can subtly bolster allies' ability to misdirect and infuriate their enemies.

Prerequisites: Cha 13, elvaan.

Benefit: As a move action, you can grant all friendly creatures within 30 feet who can see or hear you a +2 bonus on Bluff or Intimidate checks (choose which skill to affect each time you use this ability) for a number of rounds equal to your Charisma modifier (minimum 1 round).

Sharpclaw [Combat, Burmecian]

Your nails are large and strong.

Prerequisites: Burmecian.

Benefit: You gain two claw attacks. These are primary natural attacks that deal 1d4 points of damage.

Shield Ward [Combat]

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Shield Focus.

Benefit: You apply your shield bonus to your touch AC.

Sickening Spell [Metamagic]

You can sicken creatures with your spells.

Benefit: You can modify a spell to sicken a creature damaged by the spell. When a creature takes damage from this spell, they become sickened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the sickening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the sickening effect. If the spell effect also causes the creature to become sickened, the duration of this metamagic effect is added on to the duration of the spell. Spells that do not inflict damage do not benefit from this feat.

MP Increase: +2 (a sickening spell costs 2 additional MP more than the actual MP cost of the spell.)

Silent Spell [Metamagic]

You can cast your spells without making any sound.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected.

MP Increase: +1 (a silent spell costs 1 additional MP more than the actual MP cost of the spell.)

Siphon Burst [Burst]

You can use shadow burst to feed off the suffering of others.

Prerequisites: Shadow burst 3d6.

Benefit: Once per day when you use shadow burst to damage living creatures, you gain a number of temporary hit points equal to half the die result of your shadow burst + 1 per creature affected by the shadow burst. For each affected creature that did not succeed at its saving throw against the shadow burst, you gain an additional temporary hit point. These temporary hit points disappear after 1 hour.

Skilled Flyer [Gria or Moogle]

Your ability to fly gracefully is better than normal.

Prerequisite: Character Level 5th, Gria or Moogle.

Benefit: Add 10 ft. to your fly speed and improve your maneuverability one stage. This feat may be taken multiple times.

Sociable [Elvaan]

You have a way of helping others to get along.

Prerequisites: Cha 13, elvaan.

Benefit: As a move action, you grant all friendly creatures within 30 feet who can see or hear you (including yourself) a +2 bonus on Diplomacy checks for a number of rounds equal to your Charisma modifier (minimum 1 round).

Spirit of the Wild [Viera]

Your mystic connection with one type of wilderness has grown even stronger.

Prerequisites: Attuned to the Wild, Guardian of the Wild, viera.

Benefit: When you are in a terrain type you have selected the Attuned to the Wild feat for, you gain a +4 bonus on Perception checks made to act in the surprise round of combat. If you act in the surprise round, you gain blindsense out to a range of 30 feet during the surprise round. If you are in an area that qualifies as more than one kind of terrain, these bonuses do not stack; you receive the bonus for only one terrain type.

Spotter [Combat, Teamwork, Varg]

Your ally helps you make subtle corrections to your targeting with distance weapons.

Prerequisites: Varg.

Benefit: When you stand adjacent to an ally with this feat, you gain a +2 circumstance bonus to your ranged attacks. You also benefit from Point-Blank Shot, Far Shot, or Precise Shot, if your ally has the applicable feat.

Stabbing Shot [Combat, Viera]

You can clear the way to continue using your bow.

Prerequisites: Rapid Shot, viera.

Benefit: When adjacent to an opponent and making a full-attack action with a great bow, longbow or shortbow (including composite bows), you may choose to make a melee attack against that opponent with a drawn arrow rather than firing it. If the attack hits—whether or not it does damage—your target is pushed back 5 feet away from you. You can then fire arrows from your bow normally, at the original target, or at another target within range. This melee attack replaces the extra attack from Rapid Shot, and all of your attack rolls for the round (the melee attack and the ranged attacks) take a -2 penalty. If your initial attack leaves you with no enemies

threatening you, you can make the subsequent ranged attack or attacks without provoking attacks of opportunity.

Steal MP [Combat]

You siphon off your opponent's MP.

Prerequisite: Sneak attack, must have a MP pool.

Benefit: If you hit an opponent with a successful sneak attack, you can choose to forgo dealing 1d6 points of sneak attack damage and instead steal 1d4 MP from your target. For each die of sneak attack damage you forgo, the more die you steal from your opponent's MP.

Steelskin Burst [Burst]

Your holy burst heals the body and hardens the skin.

Prerequisites: Holy burst 7d6.

Benefit: Once per day when you use holy burst to heal living creatures, you can grant healed creatures damage reduction. Affected creatures gain DR/— equal to the number of holy burst die for a number of minutes equal to your Charisma bonus (minimum 1 minute).

Still Spell [Metamagic]

You can cast spells without moving.

Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected.

MP Increase: +1 (a still spell costs 1 additional MP more than the actual MP cost of the spell.)

Stoic Pose [Tarutaru]

You can hold yourself as still as a statue, evading detection.

Prerequisites: Tarutaru.

Benefit: By spending 5 rounds finding a suitable location, you can hold yourself so still that you appear to be a Small object such as a pile of rocks. This allows you to make a Stealth check without cover or concealment, as long as you do not move or take any other actions.

Stretched Wings [Aegyl]

You strengthen your crippled wings.

Prerequisites: Str 13, Skill Focus (Fly), aegyl, wing-clipped racial trait.

Benefit: Your aegyl racial fly speed increases to 60 feet (average). You ignore the wing-clipped trait's Fly check requirement to fly upward.

Summon Weapon [General]

Prerequisite: MP Pool

Benefit: The character may scribe a rune on a weapon. As long as that weapon is unattended, the character can spend 1 MP to call the weapon to his hand as a swift action. The character can prepare as many weapons as he wants, but cannot use this feat if his hands are full. The weapon must be within line of sight.

Sun Loving [Mandragora]

You can use *photosynthesis* more often.

Prerequisite: Mandragora, Character level 5.

Benefit: You can use *photosynthesis* one additional time per day.

Special: You can take this feat more than once.

Surprise Follow-Through [Combat, Galka]

When striking one opponent, you catch its ally off guard.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +1, galka.

Benefit: When using Cleave or Great Cleave, the second foe you attack on your turn is denied its Dexterity bonus against you.

Surprise Strike [Combat, Moogle]

You actually seem to do more damage when frantically trying to avoid your enemies.

Prerequisites: Cautious Fighter, Desperate Swing, base attack bonus +6, moogle.

Benefit: Once per day, when fighting defensively or making an attack of opportunity while taking the total defense action with the Desperate Swing feat, you take no penalty on the attack roll.

Tail Terror [Combat, Bangaa]

You have strengthened your tail enough to make slap attacks with it.

Prerequisites: Base attack bonus +1, prehensile tail racial trait, bangaa.

Benefit: You can make a tail slap attack with your tail. This is a secondary natural attack that deals 1d4 points of bludgeoning damage.

Tangle Feet [Combat, Mandragora, Moogle or Tarutaru]

Creatures who cross your path find themselves tripping over their own feet.

Prerequisites: Dodge, Mobility, Underfoot, Mandragora, Moogle or Tarutaru, Small size or smaller.

Benefit: When you successfully make an Acrobatics check to avoid provoking an attack of opportunity from a larger opponent when you move through its threatened area or its space, you can make that opponent lose its balance until the end of its next turn as a free action. While that creature's balance is lost, if it attempts to move, it must make a successful DC 15 Acrobatics check or fall prone, wasting the move action. You can only affect one creature with this effect each round.

Taste of Blood [Combat, Varg]

The taste of blood bolsters your bite attack on the following round.

Prerequisite: Bone-Crushing Jaws, base attack bonus +6, varg.

Benefit: When you score a hit with your bite attack, you gain a +2 racial bonus to your attack roll for bite attacks during the next round.

Tenacious Survivor [Galka]

Your spirit lingers long after any other's would have passed on.

Prerequisites: Con 13, Diehard, Endurance, galka.

Benefit: When you are killed by hit point damage, your soul lingers in your body for a number of rounds equal to your Constitution bonus. You are still dead, but a creature can make a DC 10 Heal check as a standard action to realize that you can still be saved. You can be healed by magic as if you were alive. If you are healed enough hit points that you would no longer be dead, you are alive again, but you gain one permanent negative level.

The Cockatrice Gambit [Bardic Performance]

Your antics can soften even the hardest visage.

Prerequisite: Perform (comedy) or Perform (oratory) 7 ranks.

Effect: You tell an old and humorous tale about a woman who refused to smile at anything, no matter how funny. Through a series of increasingly unlikely events involving a cart of horse manure, a king, and a flying carpet, her legendary frown broke at last. When you complete the performance, the target cured of Petrify status.

Use: 2 bardic performance rounds.

Action: 1 minute.

The Dance of the Moogles [Bardic Performance]

This complex dance makes you difficult to strike.

Prerequisite: Perform (dance) 4 ranks.

Effect: The shuffling steps, bends, and leaps of this intricate dance make you a difficult target to hit, but also make it more difficult for you to perform other actions. When using this feat, you take a -2 penalty on melee attack rolls and combat maneuver checks, and you must make a concentration check to perform any song (DC 15 + the song's level), but you gain a +2 dodge bonus to your Armor Class. When you have 8 ranks in Perform (dance), and every 4 ranks thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You can combine this feat with Fighting Defensively and Combat Expertise, but not Total Defense. When you use this feat, it lasts until the start of your next turn. Abilities that extend the duration of a bardic performance (such as Lingering Performance) affect this feat; this allows you to get multiple rounds of its benefit (and its penalties) at the cost of only 1 round of bardic performance.

Use: 1 bardic performance round.

Action: 1 free action.

The Foolish Galka [Bardic Performance]

Your acting conjures hellfire and salt to destroy plants.

Prerequisite: Perform (act) or Perform (comedy) 6 ranks.

Effect: This pantomime tells the tale of a foolish galka farmer who failed to control the weeds that grew so quickly upon his land. In desperation, the farmer bargained with a devil, who blasted the earth with salt and withering heat, leaving the fertile land desolate for a century. When you complete the performance, you can create a 30-foot cone or a 60-foot line that is blasted with scorching air and hot salt. Plants and oozes in this area take 1d6 points of damage per bard level (maximum 10d6); half this damage is fire damage, half is piercing damage. A Reflex save reduces the damage by half. Creatures other than plants or oozes take half damage, or no damage on a successful save.

Use: 2 bardic performance rounds.

Action: 1 full round.

The Kefka Refrain [Bardic Performance]

Your strange melody of hacking gasps and pained wheezes draws upon the dark powers of Kefka to fill a witness with debilitating and distracting phlegm.

Prerequisite: Perform (sing) 5 ranks.

Effect: Your song emulates the sounds of a terrible illness, causing one creature you are aware of who can hear your song to develop a psychosomatic flu. If the target fails its Will save, whenever it attempts any action other than moving up to its base speed or making a single melee attack (but not both) in a single round, it must succeed at a concentration check (DC 10 + your Charisma modifier) to avoid wasting its action because of a fit of coughing and sneezing.

Use: 1 bardic performance round per round.

Action: 1 standard action.

The Mithra Cat-Step [Bardic Performance]

Your agile dancing allows you and others to fall safely and land gracefully.

Prerequisite: Perform (dance) 5 ranks.

Effect: This quick dance is a series of small steps culminating in a series of leaps. When you complete the performance, for the next 10 minutes you treat any distance fallen as if it were a number of feet shorter equal to

half your bard level × 5. You may spend the first minute of this effect demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this feat for the remainder of its duration.

Use: 4 bardic performance rounds.

Action: 4 full rounds.

The Requiem of the Fallen Mage-King [Bardic Performance]

Your performance reveals ways to cheat time itself.

Prerequisite: Perform (oratory) 10 ranks or Perform (sing) 10 ranks.

Effect: This piece tells the story of a mighty mage-king who seemed to defy time by snatching near-victory from an overwhelming number of enemies. When you complete the performance, you gain the ability to accelerate time once, which must be used in the next 10 minutes. When you perform this feat, you gain the ability to spend a swift action to perform a nonmagical action that normally requires a move action or a standard action. For example, you could make a full attack, then spend a swift action to take a normal move, load a light crossbow, or draw a weapon in the same round. You must use this extra action within 10 minutes of performing the feat; otherwise the benefit is lost.

This ability does not stack with other effects that increase your speed (such as haste). Your allies may benefit from this feat, but they must listen to it intently (to the exclusion of all other activities) for the duration of the performance, and you must expend 1 round of bardic performance for each ally other than yourself whom you want to gain the ability to accelerate time (for example, affecting yourself and five others requires expending 11 rounds of bardic performance). This is a language-dependent effect.

Use: 5 bardic performance rounds, +1 round per additional person affected.

Action: 1 minute.

Threatening Illusion [Metamagic]

You've mastered the art of making illusions that force foes to divide their attention in combat.

Prerequisites: Spell Focus (illusion).

Benefit: You can use this metamagic feat only on illusion spells. A threatening illusion spell causes one target to believe your illusion is a threat. Choose one 5-foot square within the area of your illusion; that square threatens the target as long as it is adjacent. Thus, if you or an ally is on the opposite side of the target, it is considered flanking. Normally the area must contain an illusory creature of Small or Medium size. However, you can select one square of a larger illusory creature to threaten the target. For example, an illusory Large ogre takes up four 5-foot squares; you select one square to be the source of the threat, and its other three squares do not threaten anyone. If the target has reason to believe there is an invisible creature in the vicinity, even an auditory illusion with no visual elements (such as ghost sound) is sufficient to convince the target that the selected square contains an actual threat. As long as you maintain the illusion, you can change the location of the threatening square as a swift action. When you threaten a target with this spell, the foe may make a Will save to disbelieve (DC 10 + threatening spell's level + your spellcasting ability score modifier). If the target makes this save, the threatening effect of this feat no longer applies to it.

MP Increase: +1 (a threatening illusion spell costs 1 additional MP more than the actual MP cost of the spell.)

Normal: Illusion spells do not threaten squares.

Throwdown Trip [Combat, Varg]

You have learned how to knock the breath out of an opponent that you trip.

Prerequisites: Tripping Bite, (or Int 13, Combat Expertise, Improved Trip), varg.

Benefit: If you successfully trip an opponent, you force your foe to succeed at a Fortitude save (DC equal to CMB result) or become staggered until the end of his next turn.

Thruster Blast [Combat]

By directing your vectored thrusters all around your magitek, you can kick up a cloud of dust and debris that obscures the battlefield.

Prerequisite: Pilot 10 ranks, magitek flight system (either jetpack, thruster boots, or magicite thruster boots).

Benefit: You can aim your thruster exhaust toward the ground to create a hemispherical cloud. If you are within 30 feet of the ground and there is loose debris or dust, you can create a cloud with a 50-foot radius centered directly below you. The generated winds snuff out small fires and give guided missiles attacking you a -4 penalty on their attack rolls. Creatures without eye protection caught within the debris cloud are blinded while inside it and for 1 round after emerging from it. The debris cloud grants anyone inside it one-half concealment (20% miss chance). Magitek with sensor systems ignore the concealment effects. Because some magitek have vectored thrust systems, their flight path isn't affected by the aim of the exhaust. They don't have to hover or fly upward to create the cloud.

Thundering Spell [Metamagic]

You can conjure your spells into existence with blaring thunder or fearful shrieks, deafening creatures damaged by their effects.

Benefit: You can modify a spell to deafen a creature damaged by the spell. When a creature takes damage from this spell, it becomes deafened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the deafening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the deafening effect. If the spell effect also causes the creature to become deafened, the duration of this metamagic effect is added to the duration of the spell. Spells that do not inflict damage do not benefit from this feat.

MP Increase: +2 (a thundering spell costs 2 additional MP more than the actual MP cost of the spell.)

Tonberry's Grudge [Bardic Performance]

The horror of the Tonberry shrieks through your instrument to make a listener experience the death she dreads most.

Prerequisite: Perform (string) 7 ranks.

Effect: You produce a sound that causes creatures to believe they are suffering a particularly ghastly and terrifying death, such as immolation, freezing to death, or being eaten alive by insects. When you complete this performance, all creatures within 30 feet who can hear your performance must make a successful Will saving throw or take 1d6 points of elemental damage. The elemental type can be either earth, fire, ice, lightning, water, or wind (your choice, chosen when you begin performing the feat). Affected creatures that fail their saving throws take damage on the round you begin the performance and each round you continue the performance as long as they remain in range. Abilities that extend the duration of a bardic performance affect this feat.

Use: 1 bardic performance round per round.

Tongue Lash [Combat, Qu]

You can use your tongue as a whip.

Prerequisite: Agile Tongue, Fantastic Tongue, Grasping Tongue, qu

Benefit: You may use your tongue as a whip, either as a primary or a secondary attack. You are considered proficient with this attack.

Trailblazing Burst [Burst]

Your holy burst makes trailblazers of those you heal.

Prerequisites: Holy burst 3d6.

Benefit(s): Once per day when you use holy burst, you can cause healed creatures to be unimpeded by difficult terrain for a number of minutes equal to your Charisma modifier (minimum 1 minute).

Trap Wrecker [Galka]

You can smash traps instead of disarming them.

Prerequisites: Power Attack, Disable Device 1 rank, galka.

Benefit: You can attempt to disarm a trap by striking it with a melee weapon instead of making a Disable Device check. As a full-round action, make a melee attack against an Armor Class equal to the trap's Disable Device DC. If you miss, the trap activates. If you hit, roll damage. If this damage is at least half the trap's Disable Device DC, you disable the trap. If this damage is less than half the trap's Disable Device DC, the trap activates. You can only attempt this on non-magical traps. You must be able to reach some part of the trap with your attack in order to use this feat. At the GM's discretion, some traps may not be susceptible to this feat.

Tripping Bite [Combat, Varg]

You have tapped into your wolf heritage and learned how to trip a foe that you successfully bite.

Prerequisites: Varg.

Benefit: You gain the trip special attack, which allows you to trip an opponent as a free action, without provoking an attack of opportunity, when you hit with your bite attack. Your opponent may not attempt to trip you in return. You also gain a +2 bonus to CMB roll when making a trip attempt after biting your foe.

Normal: You can only attempt a trip attempt in place of a melee attack, and it provokes an attack of opportunity from your target.

Umbral Spell [Metamagic]

Targets of your darkness spells radiate darkness.

Benefit: An umbral spell gains the darkness descriptor. As long as the spell is in effect, the creature or object affected radiates darkness in a 10-foot radius, reducing illumination similar to the effects of the darkness spell. Nonmagical sources of light, such as torches or lanterns, do not increase the light level in this area. Magical light sources only increase the light level in an area affected by an umbral spell if they are of a higher level than the umbral spell's unmodified spell level. This effect does not stack with itself or with any other effect that creates darkness. You cannot use this feat on a spell with an instantaneous duration or a spell that does not target a creature or object.

MP Increase: +2 (an umbral spell costs 2 additional MP more than the actual MP cost of the spell.)

Uncanny Defense [Combat, Moogle]

Your instinct for self-preservation gives you many advantages.

Prerequisites: Cautious Fighter, base attack bonus +3, moogle.

Benefit: While fighting defensively or taking the total defense action, you gain a bonus on your Reflex saving throws and to your CMD equal to 1/2 of the dodge bonus to AC you gained from taking that action.

Varg Exemplar [Varg]

Your lupine traits are more defined and prominent than those of other members of your race.

Prerequisites: Varg.

Benefit: Your wolflike nature manifests in one of the following ways. You choose the manifestation when you take this feat, and cannot change it later.

- *Enhanced Senses (Ex):* If you have darkvision, you gain the carrion finder Varg racial trait without losing your darkvision. If you have the carrion finder racial trait, you gain darkvision.

- *Fast Loper (Ex)*: You gain a +10-foot racial bonus to your base speed, and an additional +10-foot racial bonus when using the charge, run, or withdraw actions. If you have the loper racial trait, your racial bonus to your base speed increases to +20-feet, and your additional racial bonus when using the charge, run, or withdraw actions increases to a +20-foot bonus.
- *Sharp Fangs (Ex)*: If you do not have the bone-crushing jaws racial feat, you gain the bone-crushing jaws racial feat. If you have or when you gain the bone-crushing jaws racial feat, your bite damage increases to 1d8.

Special: You can take this feat multiple times. Its effects do not stack. Each time you select it, you must choose a different manifestation.

Vieran Accuracy [Combat, Viera]

Your sharp eyesight makes difficult shots easier.

Prerequisite: Viera.

Benefit: If you miss due to concealment when making a ranged attack with a great bow, longbow or shortbow (including composite bows), you can reroll your miss chance roll one time to see if you actually hit.

Widen Spell [Metamagic]

You can cast your spells so that they occupy a larger space.

Benefit: You can alter a burst, emanation, or spread-shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%.

MP Increase: +3 (a widened spell costs 3 additional MP more than the actual MP cost of the spell.)

Wild Fury [General]

You can quickly take a bestial form when you rage.

Prerequisites: Beast Shape, Bestial Rage

Benefit: The beastmaster may enter his beast shape as part of the same action when he enters a bestial rage.

Wild Talent [General]

You have an unrealized talent for magic.

Benefit: Your latent talent for magic flares to life, conferring upon you the designation of a spell-casting character. As a spell-casting character, you gain a MP pool of 2 and can take metamagic feats and item creation feats. You do not, however, gain the ability to learn spells simply by virtue of having this feat.

Wings of Air [Aegyl]

The winds lift you, carrying you where you want to go.

Prerequisites: Airy Step, character level 9, aegyl.

Benefit: Your bonus on saves against effects with the wind or lightning descriptors and effects that deal wind or lightning damage increases to +4. In addition, your fly speed increases to 120 feet (good maneuverability), as long as they do not carry more than a Medium load, are not wearing heavy armor, and are not fatigued or exhausted. If aegyls carry a heavy load or wear heavy armor, their flight speed drops to 60 feet with average maneuverability.

CHAPTER 6: EQUIPMENT

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

WEALTH AND MONEY

COINS

The most common coin is the gil.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table 6-1: Random Starting Gil

Class	Amount (average)	Class	Amount (average)
Archer	5d6 x 10 (175 gil)	Holy Knight	5d6 x 10 (175 gil)
Bard	3d6 x 10 (105 gil)	Illusionist	2d6 x 10 (70 gil)
Beastmaster	3d6 x 10 (105 gil)	Knight	5d6 x 10 (175 gil)
Black Belt	3d6 x 10 (105 gil)	Monk	1d6 x 10 (35 gil)
Black Mage	2d6 x 10 (70 gil)	Necromancer	2d6 x 10 (70 gil)
Blue Mage	4d6 x 10 (140 gil)	Red Mage	4d6 x 10 (140 gil)
Chemist	3d6 x 10 (105 gil)	Scholar	2d6 x 10 (70 gil)
Chocobo Knight	5d6 x 10 (175 gil)	Summoner	2d6 x 10 (70 gil)
Dancer	3d6 x 10 (105 gil)	Sword Saint	5d6 x 10 (175 gil)
Dark Knight	5d6 x 10 (175 gil)	Thief	4d6 x 10 (140 gil)
Dragoon	5d6 x 10 (175 gil)	Time Mage	2d6 x 10 (70 gil)
Fighter	5d6 x 10 (175 gil)	White Mage	2d6 x 10 (70 gil)
Geomancer	4d6 x 10 (140 gil)		

SELLING LOOT

In general, a character can sell something for half its listed price. Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

WEAPONS

WEAPON CATEGORIES

Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Simple, Martial, and Exotic Weapons: Anybody but a monk is proficient with all simple weapons. Fighters, knights, and red mages are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons. A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons: Glaives, guisarmes, lances, longspears, ranseurs, Spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons: Dire flails, quarterstaffs, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon. The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Thrown Weapons: Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for Splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table 6-2: Weapons), but a character who does so takes a -4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals maximum damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons: Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, greatbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, greatbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting mastercraft or otherwise special versions of them (see Mastercraft Weapons), and what happens to them after they are thrown.

Light, One-Handed, and Two-Handed Melee Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only. An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or 1/2 his or her Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed. A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative -2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a -4 nonproficiency penalty also applies. The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a -4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals maximum damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

WEAPON QUALITIES

Here is the format for weapon entries (given as column headings on Table 6-2: Weapons, below).

Cost: This value is the weapon's cost in gil. The cost includes miscellaneous gear that goes with the weapon. This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled "Dmg (S)" is for Small weapons. The column labeled "Dmg (M)" is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. Table 6-1: Tiny and Large Weapon Damage gives weapon damage values for weapons of those sizes.

Table 6-2: Tiny and Large Weapon Damage		
Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	—	1d3
1d3	1	1d4

1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Bonus damage over and above a weapon's normal damage, such as that dealt by a sneak attack or the special ability of a Fire materia, is not multiplied when you score a critical hit.

×2: The weapon deals double damage on a critical hit.

×3: The weapon deals triple damage on a critical hit.

×3/×4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

×4: The weapon deals quadruple damage on a critical hit.

19–20/×2: The weapon scores a threat (a possible critical hit) on a natural roll of 19 or 20 (instead of just on a 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/×2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just on a 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

19–20/×2: The weapon scores a threat (a possible critical hit) on a natural roll of 19 or 20 (instead of just on a 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/×2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just on a 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons. Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another;

all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon. In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

Table 6-3: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Unarmed Attacks							
Combat gloves	3 gil	+1	+1	x2	—	1 lb.	Bludgeoning
Unarmed Strike	—	1d2 ³	1d3 ³	x2	—	—	Bludgeoning
Light Melee Weapons							
Dagger	3 gil	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing or slashing
Dagger, Punching	3 gil	1d3	1d4	x3	—	1 lb.	Piercing
Gauntlet, Spiked	7 gil	1d3	1d4	x2	—	1 lb.	Piercing
Mace, Light	7 gil	1d4	1d6	x2	—	4 lb.	Bludgeoning
Sickle	9 gil	1d4	1d6	x2	—	2 lb.	Slashing
One-Handed Melee Weapons							
Club	—	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Mace, Heavy	18 gil	1d6	1d8	x2	—	8 lb.	Bludgeoning
Morningstar	12 gil	1d6	1d8	x2	—	6 lb.	Bludgeoning and piercing
Shortspear	2 gil	1d4	1d6	x2	20 ft.	3 lb.	Piercing
Two-Handed Melee Weapons							
Longspear ⁴	7 gil	1d6	1d8	x3	—	9 lb.	Piercing
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning
Spear	3 gil	1d6	1d8	x3	20 ft.	6 lb.	Piercing
Ranged Weapons							
Crossbow, Heavy	75 gil	1d8	1d10	19-20/x2	120 ft.	8 lb.	Piercing
Bolts, Crossbow (10)	2 gil	—	—	—	—	1 lb.	—
Crossbow, Light	53 gil	1d6	1d8	19-20/x2	80 ft.	4 lb.	Piercing
Bolts, Crossbow (10)	2 gil	—	—	—	—	1 lb.	—
Dart	7 gil	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Javelin	2 gil	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, Sling (10)	2 gil	—	—	—	—	5 lb.	—
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Light Melee Weapons							
Axe, Throwing	12 gil	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Hammer, Light	2 gil	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	9 gil	1d4	1d6	x3	—	3 lb.	Slashing
Kukri	12 gil	1d3	1d4	18-20/x2	—	2 lb.	Slashing
Pick, Light	6 gil	1d3	1d4	x4	—	3 lb.	Piercing
Sap	2 gil	1d4 ³	1d6 ³	x2	—	2 lb.	Bludgeoning

Shield, Light	special	1d2	1d3	x2	—	special	Bludgeoning
Spiked Armor	special	1d4	1d6	x2	—	special	Piercing
Spiked Shield, Light	special	1d3	1d4	x2	—	special	Piercing
Sword, Short	15 gil	1d4	1d6	19-20/x2	—	2 lb.	Piercing

One-Handed Melee Weapons

Battleaxe	15 gil	1d6	1d8	x3	—	6 lb.	Slashing
Flail	12 gil	1d6	1d8	x2	—	5 lb.	Bludgeoning
Longsword	15 gil	1d6	1d8	19-20/x2	—	4 lb.	Slashing
Pick, Heavy	12 gil	1d4	1d6	x4	—	6 lb.	Piercing
Rapier	30 gil	1d4	1d6	18-20/x2	—	2 lb.	Piercing
Scimitar	23 gil	1d4	1d6	18-20/x2	—	4 lb.	Slashing
Shield, Heavy	special	1d3	1d4	x2	—	special	Bludgeoning
Spiked Shield, Heavy	special	1d4	1d6	x2	—	special	Piercing
Trident	23 gil	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Warhammer	18 gil	1d6	1d8	x3	—	5 lb.	Bludgeoning

Two-Handed Melee Weapons

Falchion	108 gil	1d6	2d4	18-20/x2	—	8 lb.	Slashing
Glaive ⁴	12 gil	1d8	1d10	x3	—	10 lb.	Slashing
Greataxe	30 gil	1d10	1d12	x3	—	12 lb.	Slashing
Greatclub	7 gil	1d8	1d10	x2	—	8 lb.	Bludgeoning
Flail, Heavy	23 gil	1d8	1d10	19-20/x2	—	10 lb.	Bludgeoning
Greatsword	75 gil	1d10	2d6	19-20/x2	—	8 lb.	Slashing
Guisarme ⁴	13 gil	1d6	2d4	x3	—	12 lb.	Slashing
Halberd	15 gil	1d8	1d10	x3	—	12 lb.	Piercing or slashing
Lance ⁴	15 gil	1d6	1d8	x3	—	10 lb.	Piercing
Ranseur ⁴	15 gil	1d6	2d4	x3	—	12 lb.	Piercing
Scythe	27 gil	1d6	2d4	x4	—	10 lb.	Piercing or slashing

Ranged Weapons

Longbow	108 gil	1d6	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)	2 gil	—	—	—	—	3 lb.	—
Longbow, Composite	150 gil	1d6	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)	2 gil	—	—	—	—	3 lb.	—
Shortbow	45 gil	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	2 gil	—	—	—	—	3 lb.	—
Shortbow, Composite	108 gil	1d4	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)	2 gil	—	—	—	—	3 lb.	—

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
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Light Melee Weapons

Kama	3 gil	1d4	1d6	x2	—	2 lb.	Slashing
Nunchaku	3 gil	1d4	1d6	x2	—	2 lb.	Bludgeoning
Sai	2 gil	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Siangham	4 gil	1d4	1d6	x2	—	1 lb.	Piercing

One-Handed Melee Weapons

Sword, Knight	53 gil	1d8	1d10	19-20/x2	—	6 lb.	Slashing
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Whip ⁴	2 gil	1d2 ³	1d3 ³	x2		2 lb.	Slashing
Two-Handed Melee Weapons							
Chain, Spiked ⁴	37 gil	1d6	2d4	x2	—	10 lb.	Piercing
Flail, Dire ⁵	135 gil	1d6/1d6	1d8/1d8	x2	—	10 lb.	Bludgeoning
Fork, Qu Battle ⁴	125 gil	2d4	1d10	x3	—	12 lb.	Piercing
Sword, Buster	600 gil	2d6	2d8	18-20/x2	—	35 lb.	Slashing
Sword, Two-bladed ⁵	150 gil	1d6/1d6	1d8/1d8	19-20/x2	—	10 lb.	Slashing
War Pick, Galkan	75 gil	2d4	2d6	x3	—	12 lb.	Piercing
Ranged Weapons							
Bolas	7 gil	1d3 ³	1d4 ³	x2	10 ft.	2 lb.	Bludgeoning
Crossbow, Hand	150 gil	1d3	1d4	19-20/x2	30 ft.	2 lb.	Piercing
Bolts (10)	2 gil	—	—	—	—	1 lb.	—
Crossbow, Repeating Heavy	600 gil	1d8	1d10	19-20/x2	120 ft.	12 lb.	Piercing
Bolts (5)	2 gil	—	—	—	—	1 lb.	—
Crossbow, Repeating Light	375 gil	1d6	1d8	19-20/x2	80 ft.	6 lb.	Piercing
Bolts (5)	2 gil	—	—	—	—	1 lb.	—
Greatbow	250 gil	1d8	1d10	x3	130 ft.	5 lb.	Piercing
Arrows (20)	2 gil	—	—	—	—	3 lb.	—
Net	20 gil	—	—	—	10 ft.	6 lb.	—
Power Rod	50 gil	1d4*	1d4*	x2	30 ft.	3 lb.	—
Power Staff	75 gil	1d6*	1d6*	x2	30 ft.	4 lb.	—
Shuriken (5)	1 gil	1	1d2	x2	10 ft.	1/2 lb.	Piercing

* These weapons deal elemental damage based on elemental type, uses ranged touch attacks, and deal extra damage equal to the caster's casting modifier.

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

3 The weapon deals nonlethal damage rather than lethal damage.

4 Reach weapon.

5 Double weapon.

WEAPON DESCRIPTIONS

Weapons found on Table 6-3: Weapons that have special options for the wielder ("you") are described below. Splash weapons are described under Special Substances and Items.

Arrows: An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size. Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bolas: You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

Bolts: A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size. Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bullets, Sling: Sling Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Chain, Spiked: A Spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe. You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped. When using a Spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails). You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a Spiked chain sized for you, even though it isn't a light weapon for you.

Combat Gloves: A padded glove provides extra hitting power thanks to its weight and the materials used to construct it. Anyone who expects to get into a fistfight or a brawl probably wants to wear combat gloves. The Combat Glove provide a +1 bonus to damage on a successful unarmed attack. A strike with a combat glove is otherwise considered an unarmed attack. Combat gloves are two sizes smaller than their wearer (for example, a pair of combat gloves designed for a Hume are Tiny). Because of how they are worn combat gloves can't be disarmed or dropped. Note: The cost and weight given are for a single Combat Glove.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity. Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity. You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round. When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Fork, Qu Battle: A qu battle fork has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a qu battle fork against a charge, you deal double damage on a successful hit against a charging character. A qu treats a qu battle fork as a martial weapon.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of Spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a Spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Greatbow: You need at least two hands to use a bow, regardless of its size. You cannot use a greatbow while mounted. All greatbows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default greatbow requires a Strength modifier of +1 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gil to its cost.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd: If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character. You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Javelin: Since it is not designed for melee, you are treated as nonproficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.

Kama: The kama is a special monk weapon. This designation gives a monk wielding a kama special options. You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. While mounted, you can wield a lance with one hand.

Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

Longbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gil to its cost. For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you. A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options. With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Power Rod/Staff: These rods/staves are built for mages or anyone with a MP pool. Black mages, Blue mages, Necromancers, Red mages, Summoners, and White mages are proficient in these weapons and require a MP pool to use even if you have an Exotic Weapon Proficiency. Magicite powers these weapons to imbue with elemental damage. They only have a range of 30 feet. When created or bought, they only deal one elemental type of damage (Earth, Fire, Holy, Ice, Lightning, Shadow, Water, or Wind) and are named as such (Fire Rod, Fire Staff, Ice Rod, Ice Staff, etc). These weapons use ranged touch attacks rather than ranged attacks and deal extra damage equal to the caster's casting modifier. To craft a Power Rod or Staff, the crafter must have a MP pool to imbue the item with.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round. The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff, special options.

Ranseur: A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Rapier: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Sai: With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). The sai is a special monk weapon. This designation gives a monk wielding a sai, special options.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gil to its cost. For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed. It may also be thrown.

Shuriken: A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting mastercraft or otherwise special versions of them and what happens to them after they are thrown.

Siangham: The siangham is a special monk weapon. This designation gives a monk wielding a siangham, special options.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon was designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls. An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

Sword, Knight: A knight sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a knight sword two-handed as a martial weapon. The statistics for this weapon is the same for a katana. A knight treats a knight sword as a martial weapon.

Sword, Buster: A buster sword is classified as an enormous broadsword (though it has more in common with a backsword). From tip to handle, it is approximately five to six feet long, with a single-edged, enormous blade approximately one foot wide. Its original finish sports a bolted, steel base and blade, and there are two holes on the blade near the hilt. It was primarily used by mercenaries to wipe out large numbers of enemies at once, and to sweep mounted fighters from their horses. A medium-sized character wielding this sword must possess a strength of at least 20 and have the Monkey Grip feat or suffer a -4 penalty on Attack rolls. Due to the weight of this weapon, it grants a +2 bonus on Sunder attempts.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

War Pick, Galkan: A galkan war pick is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a galkan war pick two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A galka treats a galkan war pick as a martial weapon even when using it in one hand.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped. When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails). You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

ARMOR

ARMOR QUALITIES

For most, armor is the simplest way to protect oneself in a world of rampant threats and dangers. Many characters can wear only the simplest of armors, and only some can use shields. To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them.

Cost: The cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities. Even if a character's Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC. Your character's encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Armor Class.

Shields: Shields do not affect a character's maximum Dexterity bonus.

Armor Check Penalty: Any armor heavier than light, as well as any shield, hurts a character's ability to use Dex- and Str-based skills. An armor check penalty applies to all Dex- and Strength-based skill checks. A character's encumbrance may also incur an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Sleeping in Armor: A character that sleeps in medium or heavy armor is automatically fatigued the next day. He or she takes a -2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast a spell. Spellcasters face the possibility of spell failure if they're wearing armor. Bards can wear light armor without incurring any spell failure chance for their bard songs.

Casting a Spell in Armor: A character who casts a spell while wearing armor must usually make a spell failure roll. The number in the Spell Failure Chance column on Table 6-4: Armor and Shields is the chance that the spell fails and is ruined.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single spell failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character's speed while wearing the armor. Aegyl, elvaans, grias, humes, mithras, moogles, quas, ronso, seeq, and vieras have an unencumbered speed of 30 feet. They use the first column. Dwarves, galkas, nu mous, and tarutarus have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Damaging Armor: The following information is copied and slightly reworded from the broken condition. See the broken condition for the full, original text. Armor or shields that have taken damage in excess of half their total hit points gain the broken condition, meaning they are less effective at their designated task. The broken condition has the following effects, depending upon the item. The AC bonus armor or a shield grants is halved, rounded down, and its armor check penalty to skill checks is doubled.

Masterwork Armor: Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

The masterwork transformation spell transforms a non-masterwork weapon into a masterwork weapon. Without using magic, you can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item (see the Craft skill).

A masterwork suit of armor or shield costs an extra 150 gil over and above the normal cost for that type of armor or shield.

The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

All magic armors and shields are automatically considered to be of masterwork quality.

You can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. However, you can create masterwork armor

spikes and shield spikes, which do confer their enhancement bonus on attack rolls to attacks made with the spikes.

Table 6-4: Armor and Shields

						— Speed —		
Armor	Cost	Armor/ Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Spell Failure Chance	(30 ft.)	(20 ft.)	Weight ¹
Light Armor								
Padded	5 gil	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gil	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded	25 gil	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
Chain Shirt	100 gil	+4	+4	-2	20%	30 ft.	20 ft.	25 lb.
Medium Armor								
Hide	15 gil	+4	+4	-3	20%	20 ft.	15 ft.	25 lb.
Scale Mail	50 gil	+5	+3	-4	25%	20 ft.	15 ft.	30 lb.
Chainmail	150 gil	+6	+2	-5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gil	+6	+3	-4	25%	20 ft.	15 ft.	30 lb.
Heavy Armor								
Splint Mail	200 gil	+7	+0	-7	40%	20 ft. ²	15 ft. ²	45 lb.
Banded Mail	250 gil	+7	+1	-6	35%	20 ft. ²	15 ft. ²	35 lb.
Half-plate	600 gil	+8	+0	-7	40%	20 ft. ²	15 ft. ²	50 lb.
Full-Plate	1,500 gil	+9	+1	-6	35%	20 ft. ²	15 ft. ²	50 lb.
Shields								
Buckler	5 gil	+1	—	-1	5%	—	—	5 lb.
Shield, light wooden	3 gil	+1	—	-1	5%	—	—	5 lb.
Shield, light steel	9 gil	+1	—	-1	5%	—	—	6 lb.
Shield, heavy wooden	7 gil	+2	—	-2	15%	—	—	10 lb.
Shield, heavy steel	20 gil	+2	—	-2	15%	—	—	15 lb.
Shield, tower	30 gil	+4 ³	+2	-10	50%	—	—	45 lb.
Extras								
Armor spikes	+50 gil	—	—	—	—	—	—	+10 lb.
Gauntlet, locked	8 gil	—	—	Special	⁴	—	—	+5 lb.
Shield spikes	+10 gil	—	—	—	—	—	—	+5 lb.
	1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.							
	2 When running in heavy armor, you move only triple your speed, not quadruple.							
	3 A tower shield can instead grant you cover. See the description.							
	4 Hand not free to cast spells.							

GETTING INTO AND OUT OF ARMOR

The time required to don armor depends on its type; see Table 6-4: Donning Armor.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readying (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Removing a shield from the arm and dropping it is only a move action.

Table 6-5: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Light armor	1 minute	5 rounds	1 minute ¹
Medium armor	4 minutes ¹	1 minute	1 minute ¹
Heavy armor	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

2 The wearer must have help to don this armor. Without help, it can be donned only hastily.

GOODS AND SERVICES

Table 6-6: Goods and Services

Adventuring Gear		
Item	Cost	Weight
Backpack (empty)	3 gil	2 lb. ¹
Barrel (empty)	3 gil	30 lb.
Basket (empty)	1 gil	1 lb.
Bedroll	1 gil	5 lb. ¹
Bell	1 gil	—
Blanket, winter	1 gil	3 lb. ¹
Block and tackle	7 gil	5 lb.
Bottle, wine, glass	3 gil	—
Bucket (empty)	1 gil	2 lb.
Caltrops	1 gil	2 lb.
Candles (10)	1 gil	—
Canvas (sq. yd.)	1 gil	1 lb.
Case, map or scroll	1 gil	1/2 lb.
Catalyst	1 gil	1/2 lb.
Chain (10 ft.)	45 gil	2 lb.
Chalk, 10 pieces	1 gil	—
Chest (empty)	3 gil	25 lb.
Crowbar	3 gil	5 lb.
Firewood (per day)	1 gil	20 lb.
Fishhook (10)	1 gil	—
Fishing net, 25 sq. ft.	6 gil	5 lb.
Flasks (empty) (10)	1 gil	10 lb.

Flint and steel	1 gil	—
Grappling hook	1 gil	4 lb.
Hammer	1 gil	2 lb.
Ink (1 oz. vial)	12 gil	—
Inkpen (10)	1 gil	—
Jug, clay	1 gil	9 lb.
Ladder, 10-foot	1 gil	20 lb.
Lamp, common	1 gil	1 lb.
Lantern, bullseye	18 gil	3 lb.
Lantern, hooded	10 gil	2 lb.
Lock		1 lb.
Very simple	30 gil	1 lb.
Average	60 gil	1 lb.
Good	120 gil	1 lb.
Amazing	225 gil	1 lb.
Manacles	23 gil	2 lb.
Manacles, superior	75 gil	2 lb.
Mirror, small steel	15 gil	1/2 lb.
Mug/Tankard, clay (10)	1 gil	10 lb.
Oil (1-pint flask) (10)	1 gil	10 lb.
Paper (sheet)	2 gil	—
Parchment (sheet)	1 gil	—
Pick, miner's	4 gil	10 lb.
Pitcher, clay	1 gil	5 lb.
Piton (10)	1 gil	5 lb.
Pole, 10-foot	1 gil	8 lb.
Pot, iron	1 gil	10 lb.
Pouch, belt (empty)	1 gil	1/2 lb. ¹
Ram, portable	15 gil	20 lb.
Rations, trail (per day)	1 gil	1 lb. ¹
Rope, hempen (50 ft.)	1 gil	10 lb.
Rope, silk (50 ft.)	15 gil	5 lb.
Sack (empty)	1 gil	1/2 lb. ¹
Sealing wax	1 gil	1 lb.
Sewing needle	1 gil	—
Signal whistle	1 gil	—
Signet ring	7 gil	—
Sledge	1 gil	10 lb.
Soap (per lb.)	1 gil	1 lb.
Spade or shovel	3 gil	8 lb.
Spyglass	1,500 gil	1 lb.
Tent	15 gil	20 lb. ¹
Torches (10)	1 gil	10 lb.
Vial, ink or potion	1 gil	1/10 lb.
Waterskin	1 gil	4 lb. ¹
Whetstones (5)	1 gil	5 lb.
Tools and Skill Kits		

Item	Cost	Weight
Alchemist's lab	750 gil	40 lb.
Artisan's tools	7 gil	5 lb.
Artisan's tools, superior	83 gil	5 lb.
Climber's kit	120 gil	5 lb. ¹
Disguise kit	75 gil	8 lb. ¹
Healer's kit	75 gil	1 lb.
Magnifying glass	150 gil	—
Musical instrument, common	7 gil	3 lb. ¹
Musical instrument, superior	150 gil	3 lb. ¹
Scale, merchant's	3 gil	1 lb.
Thieves' tools	45 gil	1 lb.
Thieves' tools, superior	150 gil	2 lb.
Tool, superior	75 gil	1 lb.
Clothing		
Item	Cost	Weight
Artisan's outfit	1 gil	4 lb. ¹
Cold weather outfit	12 gil	7 lb. ¹
Courtier's outfit	45 gil	6 lb. ¹
Entertainer's outfit	4 gil	4 lb. ¹
Explorer's outfit	15 gil	8 lb. ¹
Monk's outfit	7 gil	2 lb. ¹
Noble's outfit	108 gil	10 lb. ¹
Peasant's outfit	1 gil	2 lb. ¹
Royal outfit	300 gil	15 lb. ¹
Scholar's outfit	7 gil	6 lb. ¹
Traveler's outfit	1 gil	5 lb. ¹
Food, Drink, and Lodging		
Item	Cost	Weight
Ale		
Gallon	5 gil	8 lb.
Mug	1 gil	1 lb.
Banquet (per person)	15 gil	—
Bread, per loaf	1 gil	1/2 lb.
Cheese, hunk of	1 gil	1/2 lb.
Inn stay (per day)		
Good	5 gil	—
Common	10 gil	—
Poor	2 gil	—
Meals (per day)		
Good	3 gil	—
Common	2 gil	—
Poor	1 gil	—
Meat, chunk of	1 gil	1/2 lb.
Wine		
Common (pitcher)	1 gil	6 lb.
Fine (bottle)	15 gil	1-1/2 lb.

Mounts and Related Gear		
Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	3 gil	1 lb.
Dog, guard	38 gil	—
Dog, riding	225 gil	—
Feed (per day)	1 gil	10 lb.
Chocobo		
Chocobo, yellow	300 gil	—
Saddle		
Military	30 gil	30 lb.
Pack	7 gil	15 lb.
Riding	15 gil	25 lb.
Saddle, Exotic		
Military	90 gil	40 lb.
Pack	22 gil	20 lb.
Riding	45 gil	30 lb.
Saddlebags	6 gil	8 lb.
Stabling (per day)	1 gil	—
Transport		
Item	Cost	Weight
Carriage	150 gil	600 lb.
Cart	22 gil	200 lb.
Galley	45,000 gil	—
Keelboat	4,500 gil	—
Longship	15,000 gil	—
Rowboat	75 gil	100 lb.
Oar	3 gil	10 lb.
Sailing ship	15,000 gil	—
Sled	30 gil	300 lb.
Wagon	52 gil	400 lb.
Warship	37,500 gil	—
Spellcasting and Services		
Service	Cost	
Coach cab	1 gil per mile	
Hireling, trained	2 gil per day	
Hireling, untrained	1 gil per day	
Messenger	1 gil per mile	
Road or gate toll	1 gil	
Ship's passage	1 gil per mile	
Spell, 1st-level	Caster level x 10 gil	
Spell, 2nd-level	Caster level x 20 gil	
Spell, 3rd-level	Caster level x 30 gil	
Spell, 4th-level	Caster level x 40 gil	
Spell, 5th-level	Caster level x 50 gil	

Spell, 6th-level	Caster level x 60 gil
Spell, 7th-level	Caster level x 70 gil
Spell, 8th-level	Caster level x 80 gil
Spell, 9th-level	Caster level x 90 gil
1 These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.	

ADVENTURING GEAR

Few of the pieces of adventuring gear found on Table 6-5: Goods and Services are described below.

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble. Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Catalyst: A concoction of chemicals used for Chemist's bombs.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Superior: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for superior manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for superior manacles). Manacles have hardness 10 and 10 hit points. Most manacles have locks; add the cost of the lock you want to the cost of the manacles. For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a Splash weapon. Use the rules for alchemist's fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable: This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hempen: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

Spyglass: Objects viewed through a Spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial: A vial holds 1 ounce of liquid. The stopper container usually is no more than 1 inch wide and 3 inches high.

TOOLS AND SKILL KITS

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy)

skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Superior: These tools serve the same purpose as artisan's tools (above), but superior artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 circumstance bonus on Athletics checks involving climbing.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Healer's Kit: It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after ten uses.

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Superior: A superior instrument grants a +2 circumstance bonus on Perform checks involving its use.

Scale, Merchant's: A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Superior: This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Superior: This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple superior items used toward the same skill check do not stack.

CLOTHING

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gil), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 150 gil).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

FOOD, DRINK, AND LODGING

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

MOUNTS AND RELATED GEAR

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a chocobo or other mounts. Bardings made of medium or heavy armor provides better protection than light bardings, but at the expense of speed. Bardings can be made of any of the armor types found on Table 6-4: Armor and Shields.

	Base Speed		
	(40 ft.)	(50 ft.)	(60 ft.)
Barding	30 ft.	35 ft.	40 ft.
Medium	30 ft. ¹	35 ft. ¹	40 ft. ¹
Heavy			

1 A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Armor for a chocobo (a Large nonhumanoid creature) costs four times as much as armor for a hume (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see Armor for Unusual Creatures). If the barding is for any other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy bardings slows a mount that wears it, as shown on the table below. Flying mounts can't fly in medium or heavy bardings. Removing and fitting bardings takes five times as long as the figures given on Table 6-5: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Feed: Chocobos can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Chocobo: A chocobo is suitable as a mount for any race.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

TRANSPORT

Carriage: This four-wheeled vehicle can Transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 12,000 gil more, it can be

fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for Transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

SPELLCASTING AND SERVICES

Coach Cab: The price given is for a ride in a coach that Transports people (and light cargo) between towns. For a ride in a cab that Transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no. In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells.

CHAPTER 7: PRESTIGE CLASSES

This chapter presents a host of prestige classes geared towards the Final Fantasy d20 setting. These prestige classes aren't simply for one class. Many of these classes incorporate aspects of other classes in their requirements and class abilities, and more than a few should appeal to characters of any class.

PICKING A PRESTIGE CLASS

If you're looking for a prestige class—either for your current player character or as an NPC for a campaign you're running—review the descriptions of each prestige class in this chapter before choosing one. Also review the prestige class's requirements.

Arithmetician

It is said that no amount of scholars can pinpoint what pushes magic to flow. Arithmeticians believe that it can be broken down to simple mathematical equations. With them, they are able to manipulate magic to the situation that it is needed. Only after years of study is it easy enough to break down and figure it out on the fly. Being this way makes a person very precise and articulate in everything they do.

Hit Die: d6.

Requirements

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

Skills: Knowledge (Math) 7 ranks.

Spells: Able to cast 2nd-level black mage spells and 2nd-level white mage spells.

Class Skills

The arithmetician's class skills (and the key ability for each skill) are Knowledge (math) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table 7-1: The Arithmetician

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+0	+1	Limit Break, Arithmetic, Magical Theorem, Mathematical Casting
2 nd	+1	+1	+1	+1	Magical Theorem, +1 level to existing black magic spell-casting class/+1 level to existing white magic spell-casting class
3 rd	+1	+1	+1	+2	Magical Theorem, +1 level to existing black magic spell-casting class/+1 level to existing white magic spell-casting class
4 th	+2	+1	+1	+2	Magical Theorem
5 th	+2	+2	+2	+3	Magical Theorem, Cup of Life, +1 level to existing black magic spell-casting class/+1 level to existing white magic spell-casting class
6 th	+3	+2	+2	+3	Magical Theorem, +1 level to existing black magic spell-casting class/+1 level to existing white magic spell-casting class
7 th	+3	+2	+2	+4	Magical Theorem

8 th	+4	+3	+3	+4	Magical Theorem, +1 level to existing black magic spell-casting class/+1 level to existing white magic spell-casting class
9 th	+4	+3	+3	+5	Magical Theorem, +1 level to existing black magic spell-casting class/+1 level to existing white magic spell-casting class
10 th	+5	+3	+3	+5	Magical Theorem, Soul Bind, +1 level to existing black magic spell-casting class/+1 level to existing white magic spell-casting class

Class Features

All of the following are class features of the arithmetician prestige class.

Weapon and Armor Proficiency: Arithmeticians gain no proficiency with any weapons or armor.

MP per Day / Spells Known: At each level except 1st, 4th and 7th, an arithmetician gains MP per day and spells known as if she had also gained a level in a black magic spell-casting class and white magic spell-casting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of this class would have gained. If she had more than one black magic spell-casting class or more than one white magic spell-casting class before becoming an arithmetician, she must decide to which class to add each level of arithmetician for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the arithmetician receives the Limit Break (Analytical Perfection).

Analytical Perfection (Su): This Limit Break allows the arithmetician to use her mathematical casting ability to perfection. She is able to ignore the caster level penalty and use any Situation/Number without including allies or herself in her casting for a duration of 1 round + 1 round per two arithmetician levels. This limit break requires only a swift action.

Mathematical Casting (Su): Mathematics is the fundament by which the arithmetician quantifies everything including magic. By accepting a -1 caster level penalty, the arithmetician can alter her spell with an Equation. This is a free action that does not provoke an attack of opportunity. MP Cost remains the same.

The arithmetician gains one "Situation" at 1st level and every other level thereafter to a maximum of 5. Situations are combat based scenarios that will make a creature vulnerable to the arithmetician's spell. A Situation can be anything that has a number that all beings in the combat have a chance of having.. Some examples are [Initiative, Strength Score, Base Attack Bonus or even Number of Limbs]. No matter what the choice, it must be something that every person in combat would potentially have a number for.

Also at 1st level and every other level thereafter, the arithmetician gains a new "Number". She must choose one of the following:

- Three
- Four
- Five
- Any Prime Number

These numbers will select the targets of the arithmetician's mathematically altered spell.

By selecting one Situation she knows and one Number she knows, the spell the arithmetician now casts affects everyone (Ally, Enemy or Herself) that has that Situation at a number divisible by the number she has chosen.

Example: Haduk the Arithmetician wants to heal everyone in his party quickly. He selects "Hit Point Total" from his Situations Known and selects 4 as his Number. He then casts Cure II. All his allies, who each have 12, 24, and 36 Hit Points remaining, are healed by the spell. Unfortunately for Haduk, the boss-level monster they had been fighting had 88 hit points left, and has also been healed. Had Haduk chosen 3 instead of 4, he would have healed all his allies, and none of the enemies.

Arithmetic (Ex): At 1st level, an arithmetician can solve any mathematical equations almost instantly. She gains the ability to solve any mathematical problem as a free action. In addition, her analytical mind quickly accesses situations, allowing her to act while others are still debating the appropriate courses of action. The Arithmetician may add her Intelligence modifier in addition to her Dexterity modifier to her initiative rolls. This stacks with the Improved Initiative feat.

Magical Theorem (Su): Each time this ability is gained, the arithmetician learns how to apply one type of mathematics to her spells. Magical theorems are divided into five disciplines (Algebra, Geometry, Calculus, Topology, and Statistics). The first magical theorem in each discipline may be learned by any arithmetician, but subsequent theorems may only be learned once the preceding theorems in the discipline have been mastered.

Algebra

Subtraction: The arithmetician simply subtracts energy from the sum total of what is required to alter her spells. When applying a metamagic feat to a spell she casts, she subtracts 1 MP the metamagic feat imposes upon the spell (which also reduces the spell level of the spell) to a minimum of 1.

Addition: The arithmetician adds additional energy to her spells, rendering them more effective. She adds one to each dice of variable numbers in the spell's description. Thus, a *Fire II* spell that deals 3d6+4 damage now deals 3d6+7 damage when cast by an arithmetician with this theorem, and a *Disable* spell that inflicts Disable status on a creature for 1d6 rounds now lasts for 1d6+1 rounds.

Equation: By mastering algebra, the arithmetician gains the ability to link two creatures together in an equation. As a standard action, she may designate two creatures, who each receive a Will save (DC 10 + the arithmetician's class level + her Intelligence modifier). If both creatures fail their saving throw, they are linked together for one round per class level the arithmetician possesses. If one of the linked creatures takes damage, loses hit points, heals damage, or suffers a status effect, the other creature is affected as well, suffering the same effects, taking the same amount of damage, or healing the same amount of hit points. If one of the linked creatures dies, the remaining creature must immediately succeed at a Fortitude save against this ability's DC or die. If one of the creatures is immune to a form of damage or a status effect, both creatures are immune.

Geometry

Euclidian Space: The arithmetician gains a better understanding of distances and spacial relations. She adds 5 feet for every two levels of the arithmetician class she possesses to the range of each of her spells.

Riemann Manifolds: The arithmetician's understanding of geometry is such that she is able to curve her spells around obstacles. When casting any spell requiring a ranged touch attack, the Arithmetician can ignore any benefit the target gains from cover, and never risks harming an ally in melee or grappling with a target.

Lobachevskian Dimensions: The arithmetician understands the curvature of the multi-verse and can warp it, allowing her to reach her target from safety. She may cast any of her “Touch” range spells as if they had a range of “Close,” though doing so requires a ranged touch attack rather than a melee touch attack.

Calculus

Integrals: The arithmetician can integrate her spells, making them more cohesive and difficult to break down. The DC to dispel an arithmetician’s spells increases by +4.

Derivatives: The arithmetician can differentiate her spells, allowing them to function in non-continuous units of time. After a spell is cast, the arithmetician can choose to differentiate her spell as a move action, causing the spell to become suspended. She may recall her spell as a move action, at which point it continues from the point at which it had been differentiated. The arithmetician may differentiate each spell only once.

Time Variance: The arithmetician understands how time functions and can break down spells cast upon her. The arithmetician can halve or increase by half the duration of any spells cast upon her as an immediate action.

Topology

Manifolds: The arithmetician can create complex figures by combining copies of similar figures. When determining the area of any shapeable spell, the arithmetician increases the area by one half (+50%).

Homomorphism: The arithmetician learns how to transform variables from one set to another set while still preserving the values of the original. She may alter any area-affecting spell she casts so that it affects an area different from its normal area, as selected from the following list: Cylinder (10-foot radius, 30 feet high), Cone (40 feet long), Cubes (four 10-foot cubes), or a sphere (20-foot radius spread). The spell works otherwise normally in all respects.

Knot Theory: The arithmetician understands mathematical knots, allowing her to twist, tangle, and shape her area effect spells. The arithmetician can alter any of her area effect spells so that they exclude any square or squares within their area of effect, as determined by her.

Statistics

Above Average: The arithmetician learns to skew the law of averages, and may take 11 on any action on which she would normally be able to take 10. In addition, she may choose to take 11 on caster level checks, including concentration checks, dispel checks and checks made to overcome spell resistance.

Eschew Dice: Whenever the arithmetician casts a spell with variable effects, she may choose to take the average on each dice instead of rolling.

Die	Average
d3	2
d4	3
d6	4
d8	5

d10	6
d12	7

Outliers: The arithmetician learns that occasional values are created which exist beyond the accepted range of results, and manipulates such values to her benefit. Once per day per arithmetician level, the arithmetician gains +20 on a single skill check or caster level check she makes.

Cup of Life (Su): At 5th level, the arithmetician can make sure that nothing in the equation goes to waste. Whenever an arithmetician casts a spell that heals damage, if it puts himself or an ally over their max, the remaining HP is given to the next closest ally, within 30 feet, that isn't at full HP. If they have extra HP, it keeps passing until there is nothing left.

Soul Bind (Su): At 10th level, the arithmetician begin to understand that even the human body can be broken down in equations and slightly altered. Whenever she takes physical damage, if it is a multiple of the 'Number', as an immediate action, she is healed for half (rounded down) of the damage while the attacker takes that much damage.

Clan Hunter

A bandit king raids caravans on the road. An ogre pillages farms to the north. A mage has kidnapped the mayor's son and hidden him somewhere in the marsh—and the soldiers of the king cannot seem to stem the tide. The terrified citizens have only one choice, and it isn't cheap. They call in a Clan Hunter. A Clan Hunter tracks down creatures and either eliminates them or brings them to whatever justice awaits them.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +4.

Skills: Diplomacy 2 ranks, Stealth 4 ranks, Survival 4 ranks.

Special: Must have joined one of the Clan Hunter guilds.

Class Skills

The clan hunter's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Heal (Wis), Knowledge (local) (Int), Intimidate (Cha), Perception (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Stealth (Dex), and Survival (Wis).

Skill Points at Each Level: 6 + Int modifier.

Table 7-2: The Clan Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+1	+0	Mark (1), Track, Limit Break
2 nd	+2	+1	+1	+1	Woodland Stride, Ready and Waiting
3 rd	+3	+2	+2	+1	Clan Discount (10%), Trackless Step, Tenacious Pursuit (Speed +10 ft.)
4 th	+4	+2	+2	+1	Heightened Perception, Hunter's Dedication, Move Like the Wind, Mark (2)
5 th	+5	+3	+3	+2	Swift Tracker, Track the Trackless

6 th	+6	+3	+3	+2	Clan Discount (20%), Low-Light Vision, Tenacious Pursuit (Speed +20 ft.)
7 th	+7	+4	+4	+2	Locate Creature, Mark (3)
8 th	+8	+4	+4	+3	Anticipation, Scent
9 th	+9	+5	+5	+3	Clan Discount (30%), Tenacious Pursuit (Speed +30 ft.)
10 th	+10	+5	+5	+3	Darkvision (60'), Find the Path, Mark (4)

Class Features

All of the following are class features of the clan hunter prestige class.

Weapon and Armor Proficiency: Clan Hunters are proficient with all simple and martial weapons, and with light armor.

Limit Break (Su): At 1st level, the clan hunter receives the Limit Break (Vital Strike).

Vital Strike (Su): This Limit Break allows the clan hunter to see the vital point in a creature's body and capitalizes on it with a powerful blow. Against an unmarked creature, the clan hunter makes a single attack, if it hits, the attack becomes a confirmed critical hit (even against creatures that are normally immune to critical hits) and deals maximum damage. Against a marked creature, the critical threat range increases by 1.

Mark (Ex): A clan hunter can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the clan hunter must focus on a foe that is present and visible, or on the depiction or description of the creature, for 10 minutes. Any interruption ruins the attempt and forces the clan hunter to start the process again. Once this study is complete, that target is called a mark. A clan hunter adds his clan hunter level as an insight bonus on all Diplomacy, Perception, Search, and Survival checks made to determine the whereabouts of a mark. As a clan hunter gains levels, he gains additional abilities against a mark. If a clan hunter chooses a new mark before finishing with an existing one, the latter becomes unmarked, and the clan hunter loses experience points equal to the amount he would have earned for defeating that creature. A clan hunter can choose a mark only once a week.

Initially, a clan hunter can have only one mark at a time. For every three clan hunter levels gained beyond the 1st, a clan hunter can have one additional mark, but only if all the marks are chosen during the same process (see above). If a clan hunter gives up on finishing any of his marks, all remaining marked creatures become unmarked as described above.

Track: At 1st level, a clan hunter adds his clan hunter level to Survival skill checks made to follow or identify tracks.

Woodland Stride (Ex): Starting at 2nd level, a clan hunter may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Ready and Waiting (Ex): Beginning at 2nd level, a clan hunter is ready for trickery at all times. He can ready an action against his mark, even outside of the initiative sequence. If the mark triggers the clan hunter's readied action at any point within the next 10 minutes, the clan hunter can carry out his readied action as if the two were engaged in combat (as long as the clan hunter is capable of carrying out that action). If the clan hunter is

incapable of carrying out the action—for instance, if he is too far away to strike the mark with a readied melee attack—the readied action is lost.

Trackless Step (Ex): Starting at 3rd level, a clan hunter leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Tenacious Pursuit (Ex): At 3rd level and above, a clan hunter tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march. In addition, a clan hunter tracking a mark can increase his own speed by 10 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases. At 6th level, the speed increase improves to 20 feet and it goes up to 30 feet at 9th level.

Clan Discount: Also at 3rd level, the clan hunter's reputation within the Clan improves. The clan hunter receives a 10% discount on any goods purchased within the Clan. He receives an additional 10% discount at 6th level, and another at 9th level. Up to the DM on what goods a clan hunter can purchase.

Heightened Perception (Ex): At 4th level, a clan hunter's senses grow sharper than even the most observant. The clan hunter adds his clan hunter level on any Perception checks. This will also stack with the bonuses provided by the Mark ability.

Hunter's Dedication (Ex): Beginning at 4th level, a clan hunter adds his Constitution bonus (if any) to Will saves made to resist the special attacks or spells of his mark.

Move Like the Wind (Ex): Starting at 4th level, a clan hunter can move stealthily even at a quick pace. He no longer takes a -5 penalty on Stealth checks when moving at any speed up to his normal speed, and he takes only a -10 penalty (instead of a -20 penalty) on Stealth checks when running. (He takes the normal -20 penalty when attacking or charging).

Swift Tracker (Ex): Beginning at 5th level, a clan hunter can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track the Trackless (Su): Also at 5th level, a clan hunter can track a creature moving under the influence of *trackless step* or a similar effect, though he takes a -20 penalty on his Survival checks when doing so.

Low-Light Vision (Ex): At 6th level, a clan hunter gains low-light vision, allowing him to see twice as far as a hume in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. He retains the ability to distinguish color and detail under these conditions.

If he already has low-light vision from another source (such as his race), his low-light vision improves, allowing him to see three times as far as a hume in conditions of shadowy illumination.

Locate Creature (Su): Once per day, a clan hunter of 7th level or higher can locate a marked creature supernaturally. At a duration of 10 minutes per clan hunter level, the clan hunter slowly turns and senses when he is facing in the direction of the marked creature to be located. He will also know in which direction the creature is moving, if any. If the duration runs out before the clan hunter can find his mark, he loses the trail.

Scent (Ex): At 8th level, a clan hunter gains the scent ability. This ability allows the clan hunter to detect approaching enemies, sniff out hidden foes, and track by sense of smell. A clan hunter can identify familiar odors just as humes do familiar sights.

The clan hunter can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above.

When the clan hunter detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The clan hunter can take a move action to note the direction of the scent. Whenever a clan hunter comes within 5 feet of the source, the clan hunter pinpoints the source's location.

Anticipation (Ex): After achieving 8th level, the clan hunter can notice the tiny movements of his mark along with other visual and auditory ones that allow him to react more quickly in combat. This grants him a +4 competence bonus on all initiative checks (stacks with Improved Initiative). In addition, the clan hunter may select one mark each round, if there are more than one mark in the same area; that marked creature may not make attacks of opportunity against or flank the clan hunter during that round.

Darkvision (Ex): At 10th level, a clan hunter's vision becomes adjusted to see without a light source, out to a range of 60 feet. If he already has darkvision from another souce (such as his race), his darkvision improves, extending out to 90 feet.

Find the Path (Su): Once per day, a clan hunter of 10th level can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors or underground. This works with respect to locations, not objects or creatures at a locale. This ability enables the clan hunter to sense the correct direction that will eventually lead him to his destination, indicating at appropriate times the exact path to follow or physical actions to take. This ability lasts for 1 hour per clan hunter level.

Diamond Magister

Masters of the healing art, Diamond Magisters are highly sought after for their knowledge of white magic.

Hit Die: d6.

Requirements

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

Feats: Any 3 metamagic feats.

Spells: Able to cast 7th-level white magic spells.

Class Skills

The diamond magister's class skills (and the key ability for each skill) are Heal (Wis), Knowledge (any) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table 7-3: The Diamond Magister

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+0	+1	Light Mastery, Limit Break

2 nd	+1	+1	+1	+1	White Wizardry, +1 level to existing spell-casting class
3 rd	+1	+1	+1	+2	Enhancing Mastery, +1 level to existing spell-casting class
4 th	+2	+1	+1	+2	White Wizardry, +1 level to existing spell-casting class
5 th	+2	+2	+2	+3	Healing Mastery, +1 level to existing spell-casting class

Class Features

All of the following are class features of the diamond magister prestige class.

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

MP per Day / Spells Known: At each level except 1st, a diamond magister gains MP per day and spells known as if he had also gained a level in a spell-casting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of this class would have gained. If he had more than one spell-casting class before becoming a diamond magister, he must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the diamond magister receives the Limit Break (Holy Light).

Holy Light (Su): This limit break brings into being a burst of holy radiance that heals all allies within 60 feet of the caster for 10d6 points of damage plus additional 2d6 per diamond magister level as well as cure all status effects. Every evil creature in the burst takes the same amount in holy damage, a Fortitude save (DC 15 + diamond magister's level + his Wisdom modifier) for half damage.

Light Mastery (Ex): At 1st level, any light spells that the diamond magister casts grants himself the ability to see normally in any conditions of illumination (shadowy illumination, darkness, and magical shadow or darkness). It also temporary removes the Blind status effect until the duration wears off. The range of this vision is 10 feet per level of the light spell cast, and the effect lasts for 1 round. As a secondary benefit, the diamond magister gains a +1 competence bonus to his caster level when casting light spells.

White Wizardry: At 2nd and 4th level, a diamond magister increases his power with his spells. At each such opportunity, he can choose from the list of the following:

Improved Spell Mastery: This increases the DC for all of the diamond magister's spells by 2.

Improved Healing: This grants the diamond magister's healing spells to heal an additional 5 points of damage.

Improved Spell Penetration: This increases the diamond magister's caster level checks by 2 made to overcome a creature's spell resistance. This stacks with the Spell Penetration feat.

Enhancing Mastery (Ex): At 3rd level, any enhancing spells that the diamond magister casts on himself or allies grants temporary hit points equal to the level of the enhancing spell cast and the effect lasts for the duration of the level of the enhancing spell in rounds. As a secondary benefit, the diamond magister gains a +1 competence bonus to his caster level when casting enhancing spells.

Healing Mastery (Ex): At 5th level, any healing spells that the diamond magister casts on himself or allies grants Fast Healing equal to the level of the healing spell cast and the effect lasts for the duration of the level of the healing spell in rounds. As a secondary benefit, the diamond magister gains a +1 competence bonus to his caster level when casting healing spells.

Dragon Disciple

Dragon Disciples are monks who have mastered one of the animal martial arts styles and seek to conquer the legendary dragon martial arts. With their terrifying leaping attacks, dragon disciples deal devastating damage with their fists. Accessing the blood of the dragons, they slowly take on the features of a dragon, growing a tail, a pair of leathery wings, and developing the horrifying dragon breath.

Hit Die: d8.

Requirements

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

Skills: Acrobatics 15 ranks.

Special: Must have at least 1 Master ability from the Martial Arts Style Masteries (Monk).

Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Perception (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table 7-4: The Dragon Disciple

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+1	+0	Dragon Martial Arts Style Mastery (Novice), Dragonblooded, Monk abilities, Limit Break
2 nd	+2	+1	+1	+1	Draconic Features
3 rd	+3	+2	+2	+1	Dragon Martial Arts Style Mastery (Expert)
4 th	+4	+2	+2	+1	Dragon Breath
5 th	+5	+3	+3	+2	Dragon Martial Arts Style Mastery (Master)

Class Features

All of the following are class features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon Disciples do not gain any proficiency with weapons or armor.

Limit Break (Su): At 1st level, the dragon disciple receives the Limit Break (Dragon Metamorphosis).

Dragon Metamorphosis (Su): This Limit Break turns the dragon disciple into a mature adult of the dragon type chosen at 1st level for a duration of 1 round + 1 round per dragon disciple level. The dragon disciple retains his intelligence, wisdom, and charisma scores and gains the strength, dexterity, and constitution score of the dragon type chosen. His hit points remain the same with the exception of Constitution score increasing hit points. He uses his own Base Attack Bonus and gains a breath weapon that supersedes his own breath weapon if he has one. The dragon disciple gains the natural armor class, movement speed, and immunity

to sleep, immobilize, and disable status effects as well as gaining the elemental affinities of the dragon chosen. He does not gain the damage reduction, spell resistance, or frightful presence.

Monk Abilities: A dragon disciple's class levels stack with his monk levels for determining his AC bonus, Slow Fall ability, and Fast Movement bonus.

Dragonblooded (Ex): The dragon disciple gains the dragonblood subtype and chooses a dragon type (earth, fire, ice, lightning, water, wind). He gains a bonus equal to his dragon disciple level to saving throws against sleep, immobilize, and disable status effects as well as an elemental resistance based on his dragon type.

Dragon Martial Arts Style Mastery (Ex): Beginning at 1st level and every other level thereafter, a dragon disciple begins learning the dragon martial arts style.

Dragon Martial Arts Style (Ex): The dragon martial arts style's main focus is the ability to make leaping attacks that causes great harm to the enemy. This style focuses on devastating punches and kicks.

Novice (Ex): As a practitioner of the dragon martial arts style, a dragon disciple is able to make Acrobatics checks for jumping as a swift action. Doing so enables the dragon disciple to move the distance determined by his check result. The dragon disciple provokes attacks of opportunity with this movement, and he must move in a straight line. As with any movement, he can attempt an Acrobatics check to tumble and avoid any attacks he provokes with this sudden leap. The dragon disciple can't move through enemies, unless he succeeds on the appropriate Acrobatics check. In addition, a dragon disciple gains a competence bonus on Acrobatics checks equal to his dragon disciple level for jumping and any jumps he makes are considered running jumps.

Expert (Ex): A dragon disciple of the dragon martial arts style is swift to unleash a flurry of attacks upon an opponent who has taken solid hits from a full-attack action. As a swift action, if the dragon disciple has made a full-attack action and hit with every attack, he can make two additional attacks made at his highest attack bonus.

Master (Ex): As a master of the dragon martial arts style, the dragon disciple can make a leap over an opponent and chop down at her, ruining her defenses and striking with a critical blow. As a full-round action, the dragon disciple attempts an Acrobatics check to leap over his target. The result of this Acrobatics check must be sufficient to allow him to move through an opponent's space and over her. If he fails the Acrobatics check needed to jump over his foe, he provokes attacks of opportunity for the distance he jumps, if applicable. If his jump was too short to clear his opponent but far enough that he would land in a space she occupies, he lands adjacent to his opponent in the square closest to his starting square. If his check is insufficient to jump over his target, he can also make a single attack against his foe with no special benefits or penalties, as long as his target is within reach. If the check succeeds, the dragon disciple does not provoke attacks of opportunity for leaving threatened squares during his jump. His foe loses her Dexterity bonus to AC against your melee attack. This attack deals an extra 10d6 points of damage, and the target must succeed on a Fortitude save (DC 15 + dragon disciple level + Wisdom modifier) or be stunned for 1 round.

Draconic Features (Ex): At 2nd level, the dragon disciple undergoes a slight transformation, growing a tail and wings. The dragon disciple grows a tail that he can use to make a secondary natural attack in combat. This attack deals bludgeoning damage according to your size (1d4 Small, 1d6 Medium, 1d8 Large). The dragon disciple also grows a set of leathery wings that allows him to fly at a speed of 30 feet (average maneuverability). He can't fly while carrying a medium or heavy load or while fatigued or exhausted. In addition, the dragon disciple can use his wings to glide, negating damage from a fall from any height and

allowing 20 feet of forward travel for every 5 feet of descent. He can glide at a speed of 30 feet with average maneuverability. He can't glide while carrying a medium or heavy load. If he becomes unconscious or helpless while in midair, his wings naturally unfurl, and powerful ligaments stiffen them. He descends in a tight corkscrew and takes only 1d6 points of falling damage, no matter what the actual distance of the fall.

Dragon Breath (Su): At 4th level, the dragon disciple gains a breath weapon of the young adult dragon type chosen at 1st level. He can use this ability once every 2d4 rounds.

Elemental Fist Discipline

The elemental fist disciple is a monk that uses magic to fuel his elemental attacks to cripple his foes with status ailments. Elemental fist disciples often use martial arts to back up their variety of elemental-based ranged attacks.

Hit Die: d8.

Requirements

To qualify to become an elemental fist disciple, a character must fulfill all the following criteria.

Base Attack Bonus: +7

Skills: Knowledge (the planes) 5 ranks.

Special: Must have the Aurablast (Monk) ability.

Class Skills

The elemental fist disciple's class skills (and the key ability for each skill are Acrobatics (Dex), Climb (Str) Diplomacy (Cha), Escape Artist (Dex), Knowledge (nature) (Int), Knowledge (the planes) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table 7-5: The Elemental Fist Discipline

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP
1 st	+0	+1	+1	+0	Earth Slash, Monk Abilities, Limit Break	4
2 nd	+1	+1	+1	+1	Wind Burst	8
3 rd	+2	+2	+2	+1	Fire Cross	12
4 th	+3	+2	+2	+1	Icy Breath	16
5 th	+3	+3	+3	+2	Watery Explosion	20
6 th	+4	+3	+3	+2	Lightning Strike	24
7 th	+5	+4	+4	+2	Magma Ball	28
8 th	+6	+4	+4	+3	Electric Hailstorm	32
9 th	+6	+5	+5	+3	Pressure Cannon	36
10 th	+7	+5	+5	+3	Elemental Maelstrom	40

Class Features

All of the following are class features of the elemental fist disciple prestige class.

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

Limit Break (Su): At 1st level, the elemental fist disciple receives the Limit Break (Elemental Fists).

Elemental Fists (Su): This Limit Break imbues the elemental fist disciple's fists with elemental energy. As a free action, the elemental fist disciple can choose an element to imbue his fists with (earth, fire, ice, lightning, water, or wind) and change it at the start of his next turn every round for a duration of 1 round + 1 round per two elemental fist disciple levels. For the duration of the limit break, the elemental fist disciple deals normal unarmed damage plus 1d6 points of elemental damage of the element he chosen + an additional 1d6 per two elemental fist disciple levels. This limit break requires only a swift action.

Monk Abilities: An elemental fist disciple's class levels stack with his monk levels for determining his AC bonus, Slow Fall ability, and Fast Movement bonus.

Earth Slash (Su): At 1st level, at a cost of 4 MP, the elemental fist disciple can use the power of the earth to slash forward in a line in front of him. The 5-ft.-wide line extends up to 60 feet. Creatures within the area of effect suffer 1d6 points of earth damage per two elemental fist disciple levels and be inflicted with Blind status for 1d6 rounds, Reflex save (DC 10 + elemental fist disciple level + Wisdom modifier) for half damage and negates the Blind status effect.

Wind Burst (Su): At 2nd level, at a cost of 4 MP, the elemental fist disciple can use the power of wind to create a powerful wind to burst all around the elemental fist disciple. This ability is centered on the elemental fist disciple and explodes out to 30-ft.-radius burst. Creatures within the area of effect suffer 1d6 points of wind damage per two elemental fist disciple level and be inflicted with Silence status for 1 round per two elemental fist disciple levels, Reflex save (DC 10 + elemental fist disciple level + Wisdom modifier) for half damage and negates the Silence status effect.

Fire Cross (Su): At 3rd level, at a cost of 4 MP, the elemental fist disciple can use the power of fire to create a cross of burning flames within 60 feet of him. The cross is two lines, 35-ft.-long and 5-ft.-wide, perpendicular to each other, intersecting at the center. Creatures within the area of effect suffer 1d6 points of fire damage per two elemental fist disciple level and be inflicted with Berserk status for 1 round per two elemental fist disciple levels, Reflex save (DC 10 + elemental fist disciple level + Wisdom modifier) for half damage and negates the Berserk status effect.

Icy Breath (Su): At 4th level, at a cost of 4 MP, the elemental fist disciple can use the power of ice to breathe out a blast of cold air. It extends out to 30 feet in a cone. Creatures within the area of effect suffer 1d6 points of ice damage per two elemental fist disciple level and be inflicted with Immobilize status for 1 round per two elemental fist disciple levels, Reflex save (DC 10 + elemental fist disciple level + Wisdom modifier) for half damage and negates the immobilize status effect.

Watery Explosion (Su): At 5th level, at a cost of 4 MP, the elemental fist disciple can use the power of water to launch a ball of water that explodes on impact. The elemental fist disciple can use this ability on anyone within 60 feet and when it hits something, it explodes in a 20-ft.-radius spread. Creatures within the area of effect suffer 1d6 points of water damage per two elemental fist disciple level and be inflicted with Slow status for 1 round per two elemental fist disciple levels, Reflex save (DC 10 + elemental fist disciple level + Wisdom modifier) for half damage and negates the Slow status effect.

Lightning Strike (Su): At 6th level, at a cost of 4 MP, the elemental fist disciple can use the power of lightning to strike an area with an electric blast. The elemental fist disciple can use this ability on anyone within 60 feet and it hits a 20-ft. square. Creatures within the area of effect suffer 1d6 points of lightning damage per two elemental fist disciple level and be inflicted with Disable status for 1 round per two elemental fist disciple

levels, Reflex save (DC 10 + elemental fist disciple level + Wisdom modifier) for half damage and negates the Disable status effect.

Magma Ball (Su): At 7th level, at a cost of 6 MP, the elemental fist disciple can harness the power of earth and fire to launch a ball of molten lava that explodes on impact. The elemental fist disciple can use this ability on anyone within 120 feet and when it hits something, it explodes in a 40-ft.-radius spread. Creatures within the area of effect suffer 1d6 points of earth damage and 1d6 points of fire damage per two elemental fist disciple level and be inflicted with Curse status for 1 round per two elemental fist disciple levels, Reflex save (DC 10 + elemental fist disciple level + Wisdom modifier) for half damage and negates the Curse status effect.

Electric Hailstorm (Su): At 8th level, at a cost of 6 MP, the elemental fist disciple can harness the power of ice and lightning to produce a small storm that rains electrified hailstones. The elemental fist disciple can center the hailstorm within 120 feet of him and it rains on a 40-ft.-square area. Creatures within the area of effect suffer 1d6 points of ice damage and 1d6 points of lightning per two elemental fist disciple level and be inflicted with Immobilize status for 1 round per two elemental fist disciple levels, Reflex save (DC 10 + elemental fist disciple level + Wisdom modifier) for half damage and negates the Immobilize status effect.

Pressure Cannon (Su): At 9th level, at a cost of 6 MP, the elemental fist disciple can harness the power of water and wind to create a blast of concentrated water and wind in a line. The 10-ft.-wide line extends up to 120 feet. Creatures within the area of effect suffer 1d6 points of water damage and 1d6 points of wind per two elemental fist disciple level and be inflicted with Slow status for 1 round per two elemental fist disciple levels, Reflex save (DC 10 + elemental fist disciple level + Wisdom modifier) for half damage and negates the Slow status effect.

Elemental Maelstrom (Su): At 10th level, at a cost of 9 MP, the elemental fist disciple can harness the power of the elements to create a large storm of confusing elements. The elemental fist disciple can center the hailstorm within 240 feet of him and it rains on a 60-ft.-square area. Creatures within the area of effect suffer 2d6 points damage of each element (earth, fire, ice, lightning, water, and wind) and be inflicted with Confuse status for 1 round per two elemental fist disciple levels, Reflex save (DC 10 + elemental fist disciple level + Wisdom modifier) for half damage and negates the Confuse status effect.

Elementalist

Elementalists study one of the basic elements of magic—earth, fire, ice, lightning, water, and wind—learning to harness its power. Eventually, they transcend their mortal forms and become elemental beings.

Hit Die: d6.

Requirements

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

Skills: Knowledge (arcane) 4 ranks, Knowledge (the planes) 4 ranks.

Feats: Elemental Focus (any), Elemental Penetration (any).

Spells: Able to cast at least three spells that have one of the following descriptors in common: earth, fire, ice, lightning, water, or wind. One of the spells must be at least 3rd level.

Class Skills

The elementalist's class skills (and the key ability for each skill) are Knowledge (arcana) (Int), Knowledge (the planes) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table 7-6: The Elementalist

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+0	+1	Elemental Specialization, Resistance to Element 5, Limit Break, +1 level to existing spell-casting class
2 nd	+1	+1	+1	+1	Immunity to Sleep, +1 level to existing spell-casting class
3 rd	+1	+1	+1	+2	Elemental Fury, +1 level to existing spell-casting class
4 th	+2	+1	+1	+2	Resistance to Element 10, +1 level to existing spell-casting class
5 th	+2	+2	+2	+3	Limitless Fury
6 th	+3	+2	+2	+3	Darkvision, +1 level to existing spell-casting class
7 th	+3	+2	+2	+4	Resistance to Element 20, +1 level existing to spell-casting class
8 th	+4	+3	+3	+4	Rage of the Elements, +1 level to existing spell-casting class
9 th	+4	+3	+3	+5	Immunity to Disable and Poison, +1 level to existing spell-casting class
10 th	+5	+3	+3	+5	Elemental Perfection, Elemental Surge, Elemental Immunity

Class Features

All of the following are class features of the elementalist prestige class.

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

MP per Day / Spells Known: At each level except 5th and 10th, an elementalist gains MP per day and spells known as if she had also gained a level in a spell-casting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of this class would have gained. If she had more than one spell-casting class before becoming an elementalist, she must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the elementalist receives the Limit Break (Unresistable Elemental Spell).

Unresistable Elemental Spell (Su): This Limit Break allows the elementalist to cast any spell of his chosen element and be unresistable. The target(s) of the spell does not get a save, nor do any elemental and spell resistance apply.

Elemental Specialization (Ex): Also at 1st level, an elementalist specializes in the element of her choosing. Doing so makes her stronger against her element but weaker against her element's weakness. The elementalist receives a +2 bonus to saving throws against spells and spell-like effects against her chosen element. She also takes half damage against her chosen element or quarter damage if she makes her save. The elementalist suffers a -2 penalty to saving throws against spells and spell-like effects against her chosen element's weakness. She also takes double damage against her chosen element's weakness or normal damage if she makes her save.

Resistance to Elements (Ex): As an elementalist gains levels in this prestige class, she becomes more resistant to her chosen element. At 1st level, she gains Elemental Resistance 5 against this chosen element. This resistance rises to 10 at 4th level and 20 at 7th level.

Immunity to Sleep (Ex): At 2nd level, as an elementalist continues to transcend her mortal form, she gains immunity to sleep effects.

Elemental Fury (Ex): At 3rd level, an elementalist may use her specialized elemental magic with greater efficiency. The elementalist adds one point of damage per die.

Limitless Fury (Ex): At 5th level, an elementalist is able to increase the range of her specialized elemental spells. She may use any spell of her element and increase its range by 1.5 times. Spells with a “Touch,” “Personal,” or “Melee” range are unaffected.

Darkvision (Ex): At 6th level, an elementalist gains darkvision out to 60 feet.

Rage of the Elements (Su): At 7th level, as a swift action, the elementalist may use this ability to increase the damage of her next elemental spell by 1.5 and her saving throw DC by 1 point per two elementalist levels. The elementalist can only use this ability once per two elementalist levels per day.

Immunity to Disable and Poison (Ex): As an elementalist approaches elemental perfection, she gains immunity to Disable and Poison status effects at 9th level.

Elemental Perfection: At 10th level, an elementalist, through extensive study of elemental secrets, completely transcends her mortal form to become an elemental creature. Her subtype changes to elemental. She no longer needs to eat, sleep, or breathe (though she must still rest to regain MP). She gains an elemental creature’s immunity to bleed, paralysis, poison, sleep effects, and stunning, and she is no longer subject to critical hits or flanking. She also does not take additional damage from precision-based attacks, such as sneak attack. An elementalist gains the speed and movement modes, natural attacks, special attacks, and special qualities of a Medium elemental of the type appropriate to her elemental specialty, as notes in the FFd20 Monster Compendium, except that the save DC against her elemental attack form, if any, is 20 + her Constitution modifier.

Upon achieving this state, an elementalist’s appearance undergoes a minor physical change, usually to the skin or eyes. An earth elementalist, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shares the elementalist’s predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance bonus on all Charisma-based skill and ability checks when interacting with creatures that share her elemental subtype (earth, fire, ice, lightning, water, or wind), and with other elementalists who have chosen her element. Unlike a normal elemental, an elementalist retains a soul separate from her body. She can be raised from the dead as normal for a creature of her previous type.

Elemental Immunity (Ex): From 10th level on, an elementalist gains immunity to her chosen element.

Elemental Surge (Su): At 10th level, up to once per day per two elementalist levels, she may quicken any spell up to 6th level as if the Quicken Spell feat was used without paying the additional MP cost.

Fencer

The fencer focuses on quick, nimble feet and a good eye at striking with a light, one handed weapon. Often referred to as "swash bucklers", fencers use their speed and coordination in a deadly blend with their wisdom to become capable fighters who prefer to avoid getting hit instead of drawing upon their resilience to take the blows and keep on standing. With their abilities, they are able to inflict status effects upon their foes.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +6.

Skills: Acrobatics 5 ranks, Perform 5 ranks.

Feats: Dodge, Weapon Finesse.

Class Skills

The fencer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), and Sense Motive (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Table 7-7: The Fencer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+1	+0	Natural Dodge, Precise Strike, Limit Break
2 nd	+1	+1	+1	+1	Lunge Technique
3 rd	+2	+1	+2	+1	Featherblow, Mobility
4 th	+3	+1	+2	+1	Lunge Technique
5 th	+3	+2	+3	+2	Piercethrough
6 th	+4	+2	+3	+2	Lunge Technique
7 th	+5	+2	+4	+2	Elaborate Defense
8 th	+6	+3	+4	+3	Lunge Technique
9 th	+6	+3	+5	+3	Deflect Arrows, No Retreat
10 th	+7	+3	+5	+3	Lunge Technique, Nighthawk

Class Features

All of the following are class features of the fencer prestige class.

Weapon and Armor Proficiency: The fencer is proficient with all simple and martial weapons. Fencers are proficient with light armor but not with shields.

Limit Break (Su): At 1st level, the fencer receives the Limit Break (Hummingstrike)

Hummingstrike (Su): This Limit Break allows the fencer to make an attack roll against all creatures within reach. Creatures that are hit by this attack take damage as normal and must make a Fortitude save (DC 10 + fencer level + her Wisdom modifier) or be inflicted with the *Blind*, *Immobilized* and *Sap* status effects for a number of rounds equal to the fencer's class level.

Natural Dodge (Ex): When wearing light armor and not using a shield, a fencer adds 1 point of Wisdom bonus (if any) per fencer class level as a dodge bonus to her Armor Class while wielding a melee weapon. If a fencer is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Precise Strike (Ex): A fencer gains the ability to strike precisely with a light or one-handed piercing weapon, adding her fencer level to her damage roll. When making a precise strike, a fencer cannot attack with a weapon in her other hand or use a shield. A fencer's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is also immune to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike.

Lunge Techniques: These techniques utilize the fast strikes of a fencer's weapon. At 2nd level and every other level thereafter, the fencer may choose to learn one of the following techniques.

Checkmate (Ex): The fencer's poison becomes more potent. If the target fails its save versus Swarmstrike, it's also inflicted with the *Doom* status effect, with a duration of 2d4 rounds. A creature can only be the target of one Doom effect from this ability at a time. **Prerequisites:** Fencer level 6th, Swarmstrike.

Keen Eye (Ex): When a fencer uses Shadowstick, it applies to every attack made during her turn.

Prerequisites: Fencer level 6th, Shadowstick.

Manastrike (Ex): The fencer strikes at the minuscule pressure points that block the flow of Mana in spellcasters. If the target fails its save versus Shadowstick, the target also takes 1d4 points of MP damage per two fencer levels. **Prerequisites:** Fencer level 8th, Shadowstick.

Parry (Ex): A fencer learns to parry the attacks of other creatures, causing them to miss. Whenever the fencer takes a full attack action with a light or one-handed piercing weapon, she can elect not to take one of her attacks. At any time before her next turn, she can attempt to parry an attack against her or an adjacent ally as an immediate action. To parry the attack, the fencer makes an attack roll, using the same bonuses as the attack she chose to forego during her previous action. If her attack roll is greater than the roll of the attacking creature, the attack automatically misses. For each size category that the attacking creature is larger than the fencer, the fencer takes a -4 penalty on her attack roll. The fencer also takes a -4 penalty when attempting to parry an attack made against an adjacent ally. The fencer must declare the use of this ability after the attack is announced, but before the roll is made.

Riposte (Ex): The fencer can make an attack of opportunity against any creature whose attack she successfully parries, so long as the creature she is attacking is within reach. **Prerequisites:** Fencer level 6th, Parry.

Shadowstick (Ex): Once per round, the fencer can aim carefully. The next strike before the end of her turn deals damage as normal and inflicts the *Slow* status effect on the target for a number of rounds equal to half the fencer's class level. The target can make a Fortitude save to negate the Slow status (DC 10 + fencer level + her Wisdom modifier). A creature can only be the target of one *Slow* status effect from this ability at a time. **Prerequisites:** Fencer level 4th.

Stinger (Ex): As a swift action, the fencer can poison her weapon. The next strike before the end of her turn deals damage as normal and inflicts the *Poison* status effect on the target for a number of rounds equal to the fencer's class level. The target can make a Fortitude save to negate the poison status (DC 10 + fencer level + her Wisdom modifier). A creature can only be the target of one *Poison* status effect from this ability at a time.

Swallowtail (Ex): As a standard action, the fencer can make an attack roll against all adjacent foes using her highest BAB. **Prerequisites:** Fencer level 8th.

Swarmstrike (Ex): When a fencer uses Stinger, it applies to every attack made during her turn. **Prerequisites:** Fencer level 4th, Stinger.

Featherblow (Ex): Because the fencer values successful hits over actual damage dealt, she can subtract damage from her chosen melee weapon's potential damage and add the same amount to her attack bonus. However, the weapon must do a minimum 1 point of damage. For example, the fencer who wields a rapier as her chosen weapon can subtract up to 5 points from the damage, since the rapier has a damage potential of 6 points, and add that to her attack bonus. If she were wielding a +3 rapier, she could subtract up to 8 points from damage, since the weapon has a damage potential of 9 points, and add that to her attack bonus. The fencer declares this power before rolling her attack, and the amount subtracted cannot exceed her base attack bonus.

Mobility (Ex): Starting at 3rd level, the fencer gains Mobility as a bonus feat when wearing light armor and not using a shield.

Piercethrough (Ex): The reach of a light or one-handed melee weapon in the hands of a 5th level or higher fencer is increased by 5 ft., but only on the fencer's turn.

Elaborate Defense (Ex): At 7th level and higher, if a fencer chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for every three levels of fencer she has attained.

Deflect Arrows: At 9th level, a fencer gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon. The fencer does not need a free hand to use this feat.

No Retreat (Ex): At 9th level, enemies adjacent to the fencer that take a withdraw action provoke an attack of opportunity from the fencer.

Nighthawk (Ex): The reach of a light or one-handed melee weapon in the hands of a 10th level or higher fencer is increased by an additional 5 ft., but only on the fencer's turn.

Green Mage

Green mages lend support on the battlefield, shielding allies and crippling foes.

Hit Die: d6.

Requirements

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

Skills: Knowledge (arcane) 4 ranks, Heal 2 ranks

Feats: Spell Focus (Enfeebling)

Spells: Able to cast a 3rd level enfeebling spell and a 3rd level enhancing spell.

Class Skills

The green mage's class skills (and the key ability for each skill) are Heal (Wis), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table 7-8: The Green Mage

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+0	+1	Green Magery, Continuous-spell, Limit Break, +1 level to existing spell-casting class
2 nd	+1	+1	+1	+1	Auto-spell, +1 level to existing spell-casting class
3 rd	+1	+1	+1	+2	Continuous-spell, +1 level to existing spell-casting class
4 th	+2	+1	+1	+2	Auto-spell, +1 level to existing spell-casting class
5 th	+2	+2	+2	+3	Continuous-spell, Superior Spell (3/day)
6 th	+3	+2	+2	+3	Auto-spell, +1 level to existing spell-casting class
7 th	+3	+2	+2	+4	Continuous-spell, +1 level existing to spell-casting class
8 th	+4	+3	+3	+4	Auto-spell, +1 level to existing spell-casting class
9 th	+4	+3	+3	+5	Continuous-spell, +1 level to existing spell-casting class
10 th	+5	+3	+3	+5	Auto-spell, Infectious Enfeeblement

Class Features

All of the following are class features of the green mage prestige class.

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

MP per Day / Spells Known: At each level except 5th and 10th, an green mage gains MP per day and spells known as if she had also gained a level in a spell-casting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of this class would have gained. If she had more than one spell-casting class before becoming a green mage, she must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the green mage receives the Limit Break (Enfeeblement Cloud).

Enfeeblement Cloud (Su): This Limit Break allows the green mage to inflict status effects upon all enemies within a 30-ft.-radius. Enemies within the area of effect are inflicted with Blind (Fortitude), Curse (Will), Disease (Fortitude), Immobilize (Fortitude), Poison (Fortitude), Sap (Fortitude), Silence (Will), Slow (Will), and Zombie (Fortitude) status unless they make a save for each status effect (DC 10 + green mage level + Intelligence or Wisdom modifier) to negate. Duration for each status lasts for a duration of 1 round + 1 round per two green mage levels.

Green Magery: Beginning of 1st level, a green mage's enfeebling and enhancing spells gain an additional duration of the appropriate type per two green mage levels. (For example, if a spell is 1/round, it would be 1/round + 1 round.)

Continuous-spell (Su): At 1st level and every other level thereafter, a green mage can take an enfeebling spell up to half of the spell levels she knows and turn it into a Continuous-spell. A Continuous-spell attempts to renew itself once the duration of the enfeebling spell runs its course. The inflicted creature must make the same saving throw to negate.

Auto-spell (Su): At 2nd level and every other level thereafter, a green mage can take an enhancing spell up to half of the spell levels she knows and turn it into an Auto-spell. An Auto-spell lasts for 1 hour per two green mage levels, and renews itself if it is dispelled.

Superior Spell (Su): At 5th level, 3 times per day, a green mage can double the bonuses, penalties, or damage of an enfeebling or enhancing spell as a swift action.

Infectious Enfeeblement (Su): At 10th level, a green mage's enfeebling spells becomes infectious. A creature with a status effect inflicted by the green mage can inflict other creatures within a 10-ft.-radius. As a free action, a green mage can choose a creature to infect with the same spell that was inflicted on a creature within 10-ft. of it.

Judge Magister

The elite guard and the chief arbiters and enforcers of Imperial law in the Lands of Ivalice. They are feared for their ability to bring in lawbreakers easily. Their unique armor, a badge of office, makes them intimidating to everyone. They excel at knocking down foes while fearlessly standing their ground.

Hit Die: d12.

Requirements

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

Alignment: Any lawful alignment.

Base Attack Bonus: +7

Skills: Diplomacy 2 ranks, Intimidate 4 ranks, Sense Motive 4 ranks.

Special: Must be appointed by one of the ruling houses.

Class Skills

The judge magister's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table 7-9: The Judge Magister

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+0	+1	Badge of Office, Judgment, Limit Break
2 nd	+2	+1	+1	+1	Judge's Might
3 rd	+3	+2	+1	+2	Judgment, Stern Gaze
4 th	+4	+2	+1	+2	Second Judgment
5 th	+5	+3	+2	+3	Judgment, Stalwart
6 th	+6	+3	+2	+3	Knockdown
7 th	+7	+4	+2	+4	Judgment, Third Judgment
8 th	+8	+4	+3	+4	Heavy Weaponry
9 th	+9	+5	+3	+5	Frightful Presence, Judgment

10 th	+10	+5	+3	+5	True Judgment
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Class Features

All of the following are class features of the judge magister prestige class.

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

Limit Break (Su): At 1st level, the judge magister receives the Limit Break (Final Judgment).

Final Judgment (Su): This Limit Break causes all enemies within range to be judged. All enemies within a 60-ft.-radius take 5d6 points of holy damage + an additional 1d6 per two judge magister levels, Reflex save (DC = 10 + judge magister level + Charisma modifier) for half damage. Those failing the Reflex save must make a Fortitude save (DC = 10 + judge magister level + Charisma modifier) or be inflicted with Disable status for 1 round per judge magister level.

Badge of Office: A judge magister's official badge of office is a suit of judgment heavy armor (see below) +1. It is tailor-fitted for the judge magister. Every two levels after 1st, the judge magister takes his badge of office to be upgraded and refitted, gaining an additional +1 added to the judgment armor. At any time the judge magister stops working for the ruling houses, he is to turn in his badge of office or be hunted down.

Judgment Armor: Type (Heavy), Armor Bonus +10, Damage Reduction 2/-, Max Dex Bonus +1, Armor Penalty -5. The judgment armor also provides the following benefits: +4 circumstance bonus to Strength, +10 feet base land speed, and +1 enhancement bonus on Attack Rolls.

Judgment (Su): Starting at 1st level, a judge magister can pronounce judgment upon his foes as a swift action. Starting when the judgment is made, the judge magister receives a bonus or special ability based on the type of judgment made.

At 1st level, a judge magister can use this ability once per day. Every other level thereafter, the judge magister can use this ability one additional time per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. The judge magister must participate in the combat to gain these bonuses. If he is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until he can participate in the combat again.

When the judge magister uses this ability, he must select one type of judgment to make. As a swift action, he can change this judgment to another type. If the judge magister is evil, he receives profane bonuses instead of sacred, as appropriate. Neutral judge magisters must select profane or sacred bonuses. Once made, this choice cannot be changed.

Destruction: The judge magister is filled with holy wrath, gaining a +1 sacred bonus on all weapon damage rolls. This bonus increases by +1 for every two judge magister levels he possesses.

Healing: The judge magister is surrounded by a healing light, gaining fast healing 1. This causes the judge magister to heal 1 point of damage each round as long as the judge magister is alive and the judgment lasts. The amount of healing increases by 1 point for every two judge magister levels he possesses.

Justice: This judgment spurs the judge magister to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 for every two judge magister levels he possesses. At 5th level, this bonus is doubled on all attack rolls made to confirm critical hits.

Protection: The judge magister is surrounded by a protective aura, granting a +1 sacred bonus to Armor Class. This bonus increases by +1 for every two judge magister levels he possesses. At 5th level, this bonus is doubled against attack rolls made to confirm critical hits against the judge magister.

Purity: The judge magister is protected from the vile taint of his foes, gaining a +1 sacred bonus on all saving throws. This bonus increases by +1 for every two judge magister levels he possesses. At 5th level, the bonus is doubled against curses, diseases, and poisons.

Resiliency: This judgment makes the judge magister resistant to harm, granting DR 1-. This DR increases by 1 for every two judge magister levels he possesses. At 5th level, this DR doubles against enemies with an alignment that is opposite the judge magister. If he is neutral, the judge magister does not receive this increase.

Resistance: The judge magister is shielded by a flickering aura, gaining 2 points of elemental resistance against one elemental type (earth, fire, ice, lightning, water, or wind) chosen when the judgment is declared. The protection increases by 2 for every two judge magister levels he possesses.

Smiting: This judgment bathes the judge magister's weapons in a holy light. The judge magister's weapons deals an additional 1d6 points of holy damage. This bonus increases by 1d6 for every two judge magister levels he possesses. At 5th level, the judge magister's weapons deals double damage against undead while under this judgment.

Judge's Might (Ex): At 2nd level, the judge magister can temporarily increase his Strength but at a penalty to Armor Class. The judge magister gains a +8 morale bonus to Strength, but takes a -2 penalty to Armor Class. Activating judge's might is a free action, and it lasts for a number of rounds equal to the judge magister's class level. At the end of the judge's might ability, the judge magister is fatigued for doubled as many rounds as he used the ability. The judge magister can use this ability a number of times per day equal to 3 + Constitution modifier.

Stern Gaze (Ex): At 3rd level, judge magisters are skilled at sensing deception and intimidating their foes. A judge magister receives a morale bonus on all Intimidate and Sense Motive checks equal to his judge magister level.

Second Judgment (Ex): At 4th level, whenever a judge magister uses his judgment ability, he selects two different judgments, instead of one. This only consumes one use of his judgment ability. As a swift action, he can change one of these judgments to another type.

Stalwart (Ex): At 5th level, a judge magister can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. A helpless judge magister does not gain the benefit of the stalwart ability.

Knockdown (Ex): At 6th level and beyond, whenever the judge magister is allowed to apply his Strength modifier to damage, he makes a trip combat maneuver against the opponent. The judge magister makes a trip combat maneuver with a +4 bonus against the opponent's CMD. If the judge magister beats the opponent's

CMD, the opponent is tripped. The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Third Judgment (Ex): At 7th level, whenever a judge magister uses his judgment ability, he selects three different judgments, instead of just two. This only consumes one use of his judgment ability. As a swift action, the judge magister can change one of these judgments to another type.

Heavy Weaponry (Ex): At 8th level, a judge magister treats all weapons as one size category smaller for purposes of determining whether or not he can wield them in one hand and if they are considered light weapons.

Frightful Presence (Ex): At 9th level, the judge magister's reputation precedes himself, bringing about him a frightful presence. Creatures within a radius of 30 feet are subject to the effect if they have fewer HD than the judge magister. A potentially effected creature that succeeds on a Will save (DC 10 + judge magister level + Charisma modifier) remains immune to that judge magister's frightful presence for 24 hours. On a failed save, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. The judge magister may freely turn this ability off or on as a free action.

True Judgment (Su): At 10th level, a judge magister can call true judgment down upon a foe during combat. Whenever a judge magister uses his judgment ability, the judge magister can invoke true judgment on a foe as a swift action. Once declared, the judge magister can make a single melee (or ranged attack, if the foe is within 30 feet) against the target. If the attack hits, it deals damage normally and the target must make a Fortitude save or die. The DC of this save is equal to 10 + the judge magister's level + Charisma modifier. Regardless of whether or not the save is made, the target creature is immune to the judge magister's true judgment ability for 24 hours. Once this ability has been used, it cannot be used again for 1d4 rounds.

Lucky Gambler

A lucky gambler lives by his luck. He doesn't worry about much of anything, including where his next meal comes from, and trusts to luck—perhaps more than he should.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +3.

Skills: Any skill 5 ranks.

Class Skills

The lucky gambler's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Linguistics (Int), Perform (Cha), Profession (Wis), Search (Int), Stealth (Dex), and Survival (Wis).

Skill Points at Each Level: 6 + Int modifier.

Table 7-10: The Lucky Gambler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+1	+0	Luck Points (1d6 per day), Limit Break
2 nd	+1	+1	+1	+1	Advantageous Avoidance
3 rd	+2	+1	+2	+1	More Luck than Skill

4 th	+3	+1	+2	+1	Fortune's Strike
5 th	+3	+2	+3	+2	Luck Points (2d6 per day)
6 th	+4	+2	+3	+2	Fortune's Favorite
7 th	+5	+2	+4	+2	Good Karma
8 th	+6	+3	+4	+3	Tempting Fate
9 th	+6	+3	+5	+3	Lucky Strike
10 th	+7	+3	+5	+3	Luck Points (3d6 per day)

Class Features

All of the following are class features of the lucky gambler prestige class.

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

Limit Break (Su): At 1st level, the lucky gambler receives a Limit Break (Wheel of Fortune).

Wheel of Fortune (Su): This Limit Break causes the lucky gambler to make 2d6 roll to determine a random effect (see table below). The lucky gambler cannot use luck points to reroll the effect.

Wheel of Fortune Limit Break	
Dice Roll	Effect
2	The lucky gambler and any allies within 50-ft.-radius suffers from the Doom spell (DC 20).
3	The lucky gambler and any allies within 50-ft.-radius are healed to full hit points.
4	All enemies within 50-ft.-radius lose 3d6 MP. No save.
5	The lucky gambler and any allies within 50-ft.-radius are healed of 10d6 points of damage.
6	All enemies within 50-ft.-radius suffer from a random status effect. Roll 1d6. 1- Confuse, 2- Blind, 3-Poison, 4-Disease, 5-Silence, 6-Immobilize. No save.
7	The lucky gambler and any allies within 50-ft.-radius are healed of 5d6 points of damage.
8	All enemies within 50-ft.-radius suffer 5d6 points of non-elemental damage. No save.
9	The lucky gambler and any allies within 50-ft.-radius are cured of all status effects.
10	All enemies within 50-ft.-radius suffer 10d6 points of non-elemental damage. No save.
11	The lucky gambler and any allies within 50-ft.-radius are restored of 3d6 MP.
12	All enemies within 50-ft.-radius suffer from the Doom spell (DC 20).

Luck Points: At 1st level, the lucky gambler gains 1d6 (+1 per two lucky gambler levels) luck points per day. With these luck points, he can spend them to reroll any single roll for himself with 1 luck point as an immediate action. These luck points are also used in other class features he receives as he levels. He can pass a luck point to an ally but at a cost of 2:1. At 5th level, the lucky gambler's luck points increase to 2d6 (+1 per two lucky gambler levels) per day. At 10th level, the lucky gambler's luck points increase to 3d6 (+1 per two lucky gambler levels) per day. Luck points not spent when rolling for new luck points are considered lost.

Advantageous Avoidance (Ex): At 2nd level, the lucky gambler has a knack for ducking at just the right moment. He can spend a luck point as an immediate action to force a foe to reroll a critical hit confirmation roll made when attacking him. He can spend 2 luck points as an immediate action to force a foe to reroll an attack roll against him as well.

More Luck than Skill (Ex): At 3rd level, the lucky gambler may have some talent in a particular area, but he still depends on his luck to see him through. As a swift action, he can spend a luck point and add his lucky gambler class level as a luck bonus on all skill checks he makes until the start of his next turn.

Fortune's Strike (Ex): At 4th level, as a move action, the lucky gambler can spend a luck point to increase his damage with his weapon for the next strike. Upon a successful hit, the lucky gambler rolls 2d6. If the rolls are double 6's, he does maximum damage (in addition to the 12 he just rolled) with the strike. If the rolls are snake-eyes (double 1's), he stabs himself accidentally with his normal damage (including the 2 he just rolled). Any rolls between are the extra damage he does to the creature. The lucky gambler can spend a luck point to reroll as well.

Fortune's Favorite (Ex): By 6th level, the lucky gambler has learned to rely on his luck to stay alive. As an immediate action, he can spend a luck point and add his lucky gambler class level as a luck bonus on all saving throws he makes until the start of his next turn.

Good Karma (Ex): At 7th level, the lucky gambler can use his luck to aid an ally—at the risk of his own neck. As an immediate action, the lucky gambler can spend a luck point to redirect an attack made against an adjacent ally so that it is made against him instead. He must be within reach of the attacker (if a melee attack) or within range of the attack (if a ranged attack) in order to use this ability.

The attack roll result remains the same, but it is against the lucky gambler's AC, rather than that of his ally. If the redirected attack hits the lucky gambler, he takes an extra 50% damage from it.

Tempting Fate (Ex): At 8th level, the lucky gambler is very hard to kill. As an immediate action, if the lucky gambler has at least 1 hit point remaining and would be dealt enough damage to kill him, he can spend a luck point to take only enough damage to reduce him to -9 hit points and he automatically stabilizes.

Lucky Strike (Ex): Even the greatest fighters, those who train and drill constantly, occasionally win through sheer luck, so why shouldn't the lucky gambler? Beginning at 9th level, as a swift action, the lucky gambler can spend a luck point and add his lucky gambler class level as a luck bonus on all attack rolls he makes until the start of his next turn.

Magicite Knight

Magicite Knights are soldiers who specialize in training with Materia. They harness the power of magicite within materia to perform feats of magical prowess to rival even real mages. They can infuse themselves, not just their items, with materia, providing a tactical advantage over their foes and they can cause other materia to erupt, causing damage to their wielder.

Hit Die: d10.

Requirements

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

Skills: Spellcraft 5 ranks, Use Magic Device 5 ranks.

Class Skills

The magicite knight's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Table 7-11: The Magicite Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+0	+1	Alternate Materia Usage, Detect Magicite (60 ft.), Limit Break
2 nd	+1	+1	+1	+1	Materia Infusion (1)
3 rd	+2	+2	+1	+2	Materia Eruption (15 ft.)
4 th	+3	+2	+1	+2	Materia Infusion (2)
5 th	+3	+3	+2	+3	Materia Eruption (30 ft.), Materia Expertise
6 th	+4	+3	+2	+3	Materia Infusion (3)
7 th	+5	+4	+2	+4	Materia Eruption (45 ft.)
8 th	+6	+4	+3	+4	Materia Infusion (4)
9 th	+6	+5	+3	+5	Materia Eruption (60 ft.)
10 th	+7	+5	+3	+5	Materia Infusion (5), Materia Mastery, Power Transfer

Class Features

All of the following are class features of the magicite knight prestige class.

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

Limit Break (Su): At 1st level, the magicite knight receives a Limit Break (Magicite Perfection).

Magicite Perfection (Su): This Limit Break allows the magicite knight to use any materia infused inside of him or his equipment as a swift action once per round for a duration of 1 round + 1 round per two magicite knight levels. During the duration of this limit break, the magicite knight does not need to make skill checks to use the materia and is allowed to use the *Alternate Materia Usage* ability.

Alternate Materia Usage (Su): At 1st level, a magicite knight may Use Magic Device that have alternate usage for weapons or armor slot without needing to equip them into an item. Using the alternate power of a materia requires a Use Magic Device skill check (DC 20 + 2 per Materia level). Duration for the alternate power is equal to 1d6 rounds + 1 round per magicite knight level.

Detect Magicite (Su): Also at 1st level, at will, a magicite knight can detect magicite auras in his surroundings in a 60-ft.-radius. The amount of information revealed depends on how long he studies a particular area or subject. The magicite knight must concentrate per round of detecting.

- **1st Round:** Presence or absence of magicite auras.
- **2nd Round:** Number of different magicite auras and the most potent aura.
- **3rd Round:** The strength and location of each aura.

Materia Infusion (Su): Starting at 2nd level and every other level thereafter, the magicite knight can begin infusing materia into his limbs. The number of materias that a magicite knight can infuse is listed in the table above. Infusing a materia requires a DC 20 Use Magic Device skill check and a full-round action. Any infused materia can be used with the Use Magic Device skill to activate the powers within them without needing to hold them.

Materia Eruption (Su): Beginning of 3rd level and every other level thereafter, a magicite knight can cause any materias that he detects with the *Detect Magicite* ability to erupt, causing it to burst and deal damage to the user. The range of this ability is listed in the table above. Using this ability requires a DC 20 Use Magic Device skill check to cause a materia to erupt, and for every 5 above the DC skill check, he can affect an additional materia. Those affected must make a Fortitude save (DC 10 + magicite knight level + Charisma modifier) to negate. Failing the save deals damage (see below) in a 5-ft.-burst explosion of the materia and causes all materia affected to cease to function for 24 hours. Damage by this ability is as follows:

- **Materia Level 1:** 1d6 points of non-elemental damage.
- **Materia Level 2:** 2d6 points of non-elemental damage.
- **Materia Level 3:** 3d6 points of non-elemental damage.
- **Materia Level Mastery:** 5d6 points of non-elemental damage

Materia Expertise (Ex): At 5th level, the magicite knight's formidable knowledge of magicite allows him to reduce the penalty to his Caster Level in regards to his Use Magic Device skill by 1 and increases materia usage by one more per day to a total of four times per day. In addition, the magicite knight gains a 10% increase in all MXP gains for his materia.

Materia Mastery (Ex): At 10th level, the magicite knight's legendary knowledge of magicite allows him to reduce the penalty to his Caster Level in regards to his Use Magic Device skill by 1 more and increases materia usage by one more per day to a total of five times per day. In addition, the magicite knight gains an additional 10% increase in all MXP gains for his materia.

Power Transfer (Su): Also at 10th level, a magicite knight can drain the power of one materia to empower another for one more usage. Using this ability requires a DC 25 Use Magic Device skill check and requires a materia at full power to be drained. Draining a materia causes it to cease to function for 24 hours and empowers another materia with one additional usage even if the materia is drained or affected by another magicite knight's *Materia Eruption* ability.

Mediator

The world is a melting pot of political and social intrigues. Governments rise and fall, but one thing remains true, mediators will always be necessary at some level. Whether taking on roles as leaders of organizations, holding positions within a government, using words to fight enemies, or using their skills as negotiators and peace keepers, the mediator can fill multiple roles. They have the ability to manipulate people into doing their bidding.

Hit Die: d6.

Requirements

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

Skills: Diplomacy 5 ranks, Intimidation 5 ranks, Perform 5 ranks.

Spells: Able to perform 2nd-level bard songs.

Class Skills

The mediator's class skills (and the key ability for each skill are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), and Sense Motive (Wis)).

Skill Points at Each Level: 4 + Int modifier.

Table 7-12: The Mediator

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+0	+1	+1 level to existing bard class, Negotiate, Limit Break
2 nd	+1	+1	+1	+1	+1 level to existing bard class, Persuade
3 rd	+1	+1	+1	+2	+1 level to existing bard class, Threaten
4 th	+2	+1	+1	+2	+1 level to existing bard class, Speech
5 th	+2	+2	+2	+3	+1 level to existing bard class, Praise
6 th	+3	+2	+2	+3	+1 level to existing bard class, Listen
7 th	+3	+2	+2	+4	+1 level to existing bard class, Stop
8 th	+4	+3	+3	+4	+1 level to existing bard class, Insult
9 th	+4	+3	+3	+5	+1 level to existing bard class, Invitation
10 th	+5	+3	+3	+5	+1 level to existing bard class, Foretold

Class Features

All of the following are class features of the mediator prestige class.

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

MP per Day / Songs Known: At each level, a mediator gains MP per day and songs known as if he had also gained a level in a bard class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of this class would have gained.

Limit Break (Su): At 1st level, the mediator receives the Limit Break (Angry Shout).

Angry Shout (Su): This Limit Break lets the mediator to give a loud, angry shout. Enemies within 30 feet of the mediator suffer 5d6 points of non-elemental damage + an additional 1d6 per two mediator levels, a Fortitude save (DC 10 + mediator level + Charisma modifier) to avoid being inflicted with Immobilize status for 1 round per mediator level.

Negotiate (Su): At 1st level, at a cost of 1 MP, the mediator can use honeyed words and soft-spoken words to ease the negotiation in his favor. The mediator gains a +4 circumstance bonus on all Diplomacy checks.

Persuade (Su): At 2nd level, at a cost of 2 MP, the mediator can persuade a person to become his friend. A target creature within 30 feet must make a Will save (DC 10 + mediator level + Charisma modifier) or be inflicted with Charm status for 1 round per mediator level. The mediator can renew the charm before the duration is over without allowing the creature to make a Will save.

Threaten (Su): At 3rd level, at a cost of 2 MP, the mediator can make vile threats and threatening gestures to cow a person into fear. The target creature within 30 feet must make a Will save (DC 10 + mediator level + Charisma modifier) or runs in fear for 1 round per mediator level. If the creature makes the saving throw, it becomes shaken for the same duration.

Speech (Su): At 4th level, at a cost of 3 MP, the mediator can talk a long, boring speech, putting all enemies listening to sleep. Enemies within 30 feet of the mediator must make a Will save (DC 10 + mediator level + Charisma modifier) or be inflicted with Sleep status, for 1 round per mediator level.

Praise (Su): At 5th level, at a cost of 3 MP, the mediator can give words of praise to a single creature, making him feel better about himself. The target creature within 30 feet receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapons damage rolls per two mediator levels that last 1 round per mediator level.

Listen (Su): At 6th level, at a cost of 3 MP, the mediator demands the attentions of a single creature to listen to him. The target creature within 30 feet must make a Will save (DC 10 + mediator level + Charisma modifier) or be inflicted with Immobilize status for 1 round per mediator level.

Stop (Su): At 7th level, at a cost of 4 MP, the mediator requests forcefully for a creature to stop and don't move. The target creature within 30 feet must make a Will save (DC 10 + mediator level + Charisma modifier) or be inflicted with Disable status for 1 round per mediator level.

Insult (Su): At 8th level, at a cost of 6 MP, the mediator makes outrageous insults and crude words that causes a creature to be enraged. The target creature within 30 feet must make a Will save (DC 10 + mediator level + Charisma modifier) or be inflicted with Berserk status for 1 round per mediator level.

Invitation (Su): At 9th level, at a cost of 7 MP, the mediator invites a single creature to become his servant. The target creature within 30 feet must make a Will save (DC 10 + mediator level + Charisma modifier) or become dominated. The creature is inflicted with Charm status effect permanently that can only be broken by a Dispel spell.

Foretold (Su): At 10th level, at a cost of 8 MP, the mediator foretells the death of a single creature in an ominous tone. The target creature within 30 feet must make a Will save (DC 10 + mediator level + Charisma modifier) or suffer the effects of the *Doom* spell.

Mime

Imagine being able to do anything... imagine raining magical death, cleaving your opponent in two, and picking the noble's pocket... all at the same time. In a world of such grand adventures there are grand adventurers, but that isn't you, you just pretend to be like them.

Hit Die: d8.

Requirements

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

Skills: Bluff 4 ranks, Sense Motive 4 ranks, Disguise 4 ranks, Spellcraft 4 ranks.

Class Skills

The mime's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Profession (Int), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Table 7-13: The Mime

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+1	+1	Mimicry, Limit Break
2 nd	+1	+1	+1	+1	Aptitude Focus (+2)

3 rd	+2	+2	+2	+2	Mimicry
4 th	+3	+2	+2	+2	Aptitude Focus (+4)
5 th	+3	+3	+3	+3	Mimicry
6 th	+4	+3	+3	+3	Aptitude Focus (+6)
7 th	+5	+4	+4	+4	Mimicry
8 th	+6	+4	+4	+4	Aptitude Focus (+8)
9 th	+6	+5	+5	+5	Mimicry
10 th	+7	+5	+5	+5	Aptitude Focus (+10), Instant Mimic (3/day)

Class Features

All of the following are class features of the mime prestige class.

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

Limit Break (Su): At 1st level, the mime receives the Limit Break (Perfect Mimicry).

Perfect Mimicry (Su): This Limit Break allows the mime to copy any humanoid up to 60 feet away perfectly. The mime can use any abilities of the person copied, even casting spells without using a MP pool if the person copied is a spell-caster. The mime uses his own stats, saving throws, hit points, and any equipment he possesses. The mime can copy another humanoid once per round as a swift action. This limit break lasts for a duration of 1 round + 1 round per two mime levels.

Mimicry (Su): Beginning at 1st level and every other level thereafter, the mime chooses one of the following Mimicry powers. Once chosen, the Mimicry power becomes permanently apart of the mime's repertoire and may not be exchanged. The mime can't use any abilities gained from his Mimicry powers to qualify for a feat, prestige class, or other options. Usable once per day per mime level + Charisma modifier, as a Swift action, all Mimicry powers have a range of 25 feet plus 5 feet per mime level.

Mimic Feat: A mime can mimic any feat he sees in use. The mime must meet all prerequisites of the feat in order to mimic it. The mime retains the feat until he uses this ability again.

Mimic Spell: A mime can even imitate spell-casting. This ability allows the mime to mimic a spell being cast. A mime can only mimic spells of spell levels equal to half of his mime class level (see the Aptitude Focuses below). This ability allows the mime to cast the spell without MP.

Mimic Song: A mime can also imitate song-performing. This ability allows the mime to mimic a bard song being performed. A mime can only mimic songs of song levels equal to half of his mime class level (see the Aptitude Focuses below). This ability allows the mime to perform a song without MP and a perform skill check.

Mimic Skill: A mime can imitate a skill being used. This ability functions like mimic spell, except it allows the mime to imitate a skill. The copied skill uses the same roll and bonuses (if any) as the original skill.

Mimic Extraordinary Ability: The miming skill of a mime is legendary. A mime can perform any extraordinary ability that he can see in use. The mime cannot mimic an ability that uses appendages he does not have; a mime could mimic a beastmaster's bestial rage, but he could not mimic a fire dragon's dragon breath.

Mimic Supernatural Ability: A mime's miming skills become supernatural in nature, allowing him to imitate supernatural abilities. This ability functions like mimic extraordinary ability, except it allows the mime to imitate a supernatural ability instead of an extraordinary ability. The mime can even imitate an ability for which he does not have the correct appendages, such as a fire dragon's breath weapon.

Mimic Spell-like Ability: A mime can imitate abilities that duplicate spells. This ability functions like mimic extraordinary ability, except it allows the mime to imitate a spell-like ability. Unlike mimic spell ability, a mime can mimic any spell-like ability regardless of spell level.

Mimic Limit Break: A mime can imitate the powerful limit breaks. This ability functions like mimic extraordinary ability, except it allows the mime to imitate a limit break.

Aptitude Focus (Ex): A mime can select one of five areas upon which he can focus his ever-shifting talents. Activating a focus, he gains the chosen abilities of his focus that remains in effect until the mime uses a swift action to dismiss it or activate another focus in its place.

Ascetic Focus: The mime gains an aptitude bonus on all Acrobatics checks. The mime also receives the unarmed damage of a monk of half his character level as well as an aptitude bonus to his armor class.

Caster Focus: The mime gains an aptitude bonus on all Spellcraft skill checks and concentration checks, and on any healing and damage spell rolls. The mime also gains an additional two spell levels when using the Mimic Spell ability.

Combat Focus: The mime gains an aptitude bonus as a competence bonus on all attack and damage rolls. This focus also grants proficiency with medium or heavy armor, martial weapons, and shields (not tower shields).

Song Focus: The mime gains an aptitude bonus on all Perform skill checks and concentration checks, and on any healing and damage song rolls. The mime also gains an additional two song levels when using the Mimic Song ability.

Stealth Focus: The mime gains an aptitude bonus on all Disable Device, Sleight of Hand, and Stealth skill checks. This focus also grants Uncanny Dodge (or Improved Uncanny Dodge if the mime possesses uncanny dodge from a previous class) and Evasion (or Improved Evasion if the mime possesses evasion from a previous class).

Instant Mimic (Su): At 10th level, a mime can use any of his mimic abilities (mimic feat, mimic spell, mimic song, mimic skill, mimic extraordinary ability, mimic supernatural ability, mimic spell-like ability and mimic limit break) as an immediate action three times per day.

Mystic Knight

The mystic knight is a knight who uses magic to imbue their weapons to destroy equipment, cripple his foes, and to cause variety of status effects from afar.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +7.

Skills: Spellcraft 5 ranks.

Feats: Improved Sunder.

Class Skills

The mystic knight's class skills (and the key ability for each skill are Acrobatics (Dex), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Profession (Wis), Ride (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table 7-14: The Mystic Knight

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP
1 st	+1	+1	+0	+1	Break Technique, Limit Break	4
2 nd	+2	+1	+1	+1	Mystic Technique	8
3 rd	+3	+2	+1	+2	Break Technique	12
4 th	+4	+2	+1	+2	Mystic Technique	16
5 th	+5	+3	+2	+3	Break Technique	20
6 th	+6	+3	+2	+3	Mystic Technique	24
7 th	+7	+4	+2	+4	Break Technique	28
8 th	+8	+4	+3	+4	Mystic Technique	32
9 th	+9	+5	+3	+5	Break Technique	36
10 th	+10	+5	+3	+5	Mystic Technique	40

Class Features

All of the following are class features of the mystic knight prestige class.

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

Limit Break (Su): At 1st level, the mystic knight receives the Limit Break (Mystic Strike).

Mystic Strike (Su): This Limit Break produces a vertical column of mystical energy roaring downward onto a single target. The target takes 1d6 points of non-elemental damage per mystic knight level. No save.

Break Technique (Su): A mystic knight uses his magic to guide his weapon unerringly to the crucial points in an item or vital points in a person. At 1st level and every other level thereafter, a mystic knight can choose a break technique to master. Any items broken by a break technique require a DC 20 Craft check and 1 day of work to be repaired. Most craftsmen charge one-tenth the item's total cost to repair such damage.

Accessory Break (Su): At a cost of 1 MP, the mystic knight can strike the crucial points in an accessory (rings, cloaks, necklaces, boots, etc.) and destroying it. The mystic knight makes a melee touch attack, and if successful, the target must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) for the item using his own Fortitude or the accessory is disabled until fixed.

Armor Break (Su): At a cost of 2 MP, the mystic knight can strike the crucial points in a suit of armor and destroying it. The mystic knight makes a melee touch attack, and if successful, the target must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) for the item using his own Fortitude

and any bonuses from the item or the armor's Armor Class and Damage Reduction is halved, rounding down. The armor check penalty doubles as well on skills.

Intuition Break (Su): At a cost of 3 MP, the mystic knight can strike the vital points in a person and crippling his ability to make wise decisions. The mystic knight makes a melee touch attack, and if successful, the target must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) or suffers 1d6 Wisdom damage.

Magic Break (Su): At a cost of 3 MP, the mystic knight can strike the vital points in a person and crippling his MP pool. The mystic knight makes a melee touch attack, and if successful, the target must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) or suffers 2d4 points of MP damage.

Mind Break (Su): At a cost of 3 MP, the mystic knight can strike the vital points in a person and crippling his ability to think. The mystic knight makes a melee touch attack, and if successful, the target must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) or suffers 1d6 Intelligence damage.

Power Break (Su): At a cost of 3 MP, the mystic knight can strike the vital points in a person and crippling his power with his attacks. The mystic knight makes a melee touch attack, and if successful, the target must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) or suffers 1d6 Strength damage.

Shield Break (Su): At a cost of 1 MP, the mystic knight can strike the crucial points in a shield and destroying it. The mystic knight makes a melee touch attack, and if successful, the target must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) for the item using his own Fortitude and any bonuses from the item or the shield's Armor Class is halved, rounding down. The armor check penalty doubles as well on skills until fixed.

Speed Break (Su): At a cost of 2 MP, the mystic knight can strike the vital points in a person and crippling his speed. The mystic knight makes a melee touch attack, and if successful, the target must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) or moves at half speed until healed by a Heal check or cured by Esuna/Remedy.

Weapon Break (Su): At a cost of 2 MP, the mystic knight can strike the crucial points in a weapon and destroying it. The mystic knight makes a melee touch attack, and if successful, the target must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) for the item using his own Fortitude and any bonuses from the item or the weapon suffers a -2 penalty on attack and damage rolls. Such weapons cannot score a critical hit until fixed.

Mystic Techniques: These techniques, powered by magic, unleash the mystical powers contained within the mystic knight's weapon. At 2nd level and every other level thereafter, the mystic knight may choose to learn one of the following techniques.

Binding Darkness (Su): This technique looses a wave of howling dark spirits to surround a single enemy. The mystic knight inflicts *Blind* and *Immobilize* status effect on a single enemy within 15 feet who must make a Fortitude save (DC 10 + mystic knight level + Intelligence modifier) for each effect or be inflicted with the status effects for 1d6 rounds. This technique costs 4 MP to use.

Cloudsea Curse (Su): This technique releases a phantom of pure mist to attack a single enemy. The mystic knight inflicts *Curse* and *Slow* status effect on a single enemy within 15 feet who must make a Fortitude save (DC 10 + mystic knight level + Intelligence modifier) for each effect or be inflicted with the status effects for 1d6 rounds. This technique costs 6 MP to use.

Doomed Aspirations (Su): This technique summons the madness of the screeching dead on a single enemy. The mystic knight inflicts *Confuse* and *Doom* status effect on a single enemy within 15 feet who must make a Fortitude save (DC 10 + mystic knight level + Intelligence modifier) for each effect or be inflicted with the status effects for 1d6 rounds. This technique costs 9 MP to use.

Ethereal Embrace (Su): This technique bestows physical healing and increased speed on the mystic knight or a single ally. The mystic knight grants himself or an ally within 30 feet the *Regen II* and *Haste* status effect. This technique costs 4 MP to use.

Eye Gouger (Su): This technique allows a mystic knight to launch a ranged touch attack against a foe up to 30 feet away, blinding him. As a standard action, a mystic knight makes a ranged touch attack on an opponent up to 30 feet away. If successful, the target suffers 1d6 points of non-elemental damage per two mystic knight levels and must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) or be inflicted with *Blind* status for 1 round per mystic knight level. This technique costs 4 MP to use.

Hellcry Stab (Su): This technique allows a mystic knight to launch a ranged touch attack against a foe up to 30 feet away, silencing him. As a standard action, a mystic knight makes a ranged touch attack on an opponent up to 30 feet away. If successful, the target suffers 1d6 points of non-elemental damage per two mystic knight levels and must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) or be inflicted with *Silence* status for 1 round per mystic knight level. This technique costs 6 MP to use.

Insanity Touch (Su): This technique allows a mystic knight to launch a ranged touch attack against a foe up to 30 feet away, confusing him. As a standard action, a mystic knight makes a ranged touch attack on an opponent up to 30 feet away. If successful, the target suffers 1d6 points of non-elemental damage per mystic knight level and must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) or be inflicted with *Confuse* status for 1 round per mystic knight level. This technique costs 8 MP to use.

Purifying Breeze (Su): This technique bestows the protection of its effervescent life force on the mystic knight or a single ally. The mystic knight grants himself or an ally within 30 feet the *Protect* and *Shell* status effect as a white mage of the same level as his mystic knight level (I.E. If a mystic knight is level 10, the spells of this technique would of the 5th level version – *Protect III* and *Shell III*). This technique costs 4 MP to use.

Raging Inferno (Su): This technique releases a spirit which pursues the living as a band of blue flame. Enemies within 30 feet of the mystic knight who uses this technique takes 1d6 points of fire damage per mystic knight level, a Reflex save (DC 10 + mystic knight level + Intelligence modifier) for half damage. This technique costs 6 MP to use.

Rain of Wisdom (Su): This technique rains tears of an enlightened soul to restore hit points on the mystic knight or a single ally. The mystic knight heals 1d6 points of damage per two mystic knight levels to a single ally within 30 feet. This technique costs 4 MP to use.

Sanguine Blossom (Su): This technique wreaks havoc with its all-consuming hatred in a 30-foot-line. The mystic knight deals 1d6 points of shadow damage per mystic knight level in a 30-foot-line, a Reflex save (DC 10 + mystic knight level + Intelligence modifier) for half damage. This technique costs 6 MP to use.

Spirit Blade (Su): This technique causes an unseen specter-sword to slash at a single enemy. As a ranged touch attack up to 15 feet away, the mystic knight can unleash this technique on a single enemy, dealing 1d6 points of non-elemental damage per two mystic knight levels. This technique costs 2 MP to use.

Stasis Sword (Su): This technique allows a mystic knight to launch a ranged touch attack against a foe up to 30 feet away, immobilizing him. As a standard action, a mystic knight makes a ranged touch attack on an opponent up to 30 feet away. If successful, the target suffers 1d6 points of non-elemental damage per mystic knight level and must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) or be inflicted with *Immobilize* status for 1 round per mystic knight level. This technique costs 6 MP to use.

Venom Fang (Su): This technique allows a mystic knight to launch a ranged touch attack against a foe up to 30 feet away, poisoning him. As a standard action, a mystic knight makes a ranged touch attack on an opponent up to 30 feet away. If successful, the target suffers 1d6 points of non-elemental damage per mystic knight level and must make a Fortitude save (DC 10 + mystic knight level + his Intelligence modifier) or be inflicted with *Poison* status for 1 round per mystic knight level. This technique costs 4 MP to use.

Ninja

Ninjas move through the shadows, striking down the unwary and vanishing again with ease. Ninjas walk where others cannot. They blend their training in stealth and assassination with a focused mind. Their rigorous preparation sharpens their minds and bodies, giving them supernatural abilities of stealth and making them phantoms in the eyes of many. They are proficient in throwing weapons with deadly accuracy.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +3.

Skills: Stealth 4 ranks, Acrobatics 4 ranks, Sleight of Hand 4 ranks.

Feats: Weapon Focus (any thrown weapon).

Special: Sneak Attack +3d6.

Class Skills

The ninja's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 6 + Int modifier.

Table 7-15: The Ninja

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+1	+0	Ki Pool, Ninjutsu, Sneak Attack (+1d6), AC Bonus, Limit Break
2 nd	+1	+1	+1	+1	Thrown Weapon Trick
3 rd	+2	+1	+2	+1	Ninjutsu, Sneak Attack (+2d6), No Trace
4 th	+3	+1	+2	+1	Thrown Weapon Trick
5 th	+3	+2	+3	+2	Ninjutsu, Sneak Attack (+3d6), Cloaked in Shadows
6 th	+4	+2	+3	+2	Thrown Weapon Trick

7 th	+5	+2	+4	+2	Ninjutsu, Sneak Attack (+4d6), Light Steps
8 th	+6	+3	+4	+3	Thrown Weapon Trick
9 th	+6	+3	+5	+3	Ninjutsu, Sneak Attack (+5d6), Hide in Plain Sight
10 th	+7	+3	+5	+3	Thrown Weapon Trick, Assassinate

Class Features

Class Features

All of the following are class features of the ninja prestige class.

Weapon and Armor Proficiency: Ninjas are proficient with all simple weapons, plus the hand crossbow, kama, kukri, nunchaku, sai, shortbow, short sword, shuriken, and siangham. Ninjas gain no proficiency with any type of armor or shield.

Limit Break (Su): At 1st level, the ninja receives a Limit Break (Missile Barrage).

Missile Barrage (Su): This Limit Break creates hundreds of thrown weapons that the ninja has the Weapon Focus feat for and throws a barrage of them in a 30-ft.-cone. Enemies within the area of effect take 5d6 points of shadow damage plus an additional 1d6 per two ninja levels, Reflex save (DC 10 + the ninja level + Wisdom modifier) for half damage.

AC Bonus (Ex): A ninja is highly trained at dodging blows, and he has a sixth sense that lets him avoid even unanticipated attacks. When unarmored and unencumbered, a ninja adds his Wisdom bonus (if any) to his Armor Class. This ability does not stack with the monk's AC bonus ability (a ninja with levels of monk does not add the bonus twice). In addition, a ninja gains a +1 bonus to AC at 1st level. This bonus increases by 1 for every other level thereafter (+2 at 3rd, +3 at 5th, +4 at 7th, and +5 at 9th level).

Ki Pool (Su): At 1st level, a ninja gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in the ninja's ki pool is equal to his ninja level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he treats any Acrobatics skill check made to jump as if he had a running start. At 10th level, he also reduces the DC of Acrobatics skill checks made to jump by 1/2 (although he still cannot move farther than his speed allows).

By spending 1 point from his ki pool, a ninja can make one additional attack at his highest attack bonus, but he can do so only when making a full attack. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Finally, a ninja can spend 1 point from his ki pool to give himself a +4 insight bonus on Stealth checks for 1 round. Each of these powers is activated as a swift action. A ninja can gain additional powers that consume points from his ki pool from his ninjutsu abilities.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the ninja possesses levels in another class that grants points to a ki pool, ninja levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The ninja can now use ki points from this pool to power the abilities of every class he possesses that grants a ki pool.

Ninjutsu (Su): Starting at 1st level and every other level thereafter, a ninja learns a new ninjutsu from the list below. Some ninjutsu have prerequisites. All ninjutsu require a swift action to use and only costs 1 ki to activate.

Acrobatic Master (Su): A ninja can focus his ki to grant him a +20 bonus on one Acrobatics check of his choice made before the start of his next turn.

Concealment (Su): A ninja can harness his ki to cause an attack against him to miss when it might otherwise hit. When a ninja activates this ability, his outline shifts and wavers, granting him concealment (20% miss chance), against all attacks for 1 round per ninja level.

Dark Soul (Su): The ninja strikes her opponent and curses them to feel the fury of darkness. For the next 5 rounds, any shadow damage affecting his opponent deals an additional 1d6 points of shadow damage.

Requirement: Shadow Strike.

Darkvision (Su): This allows the ninja to use his ki to enhance his sight, granting darkvision out to a range of 60 feet. The enhanced senses last for 1 hour.

Ghost Step (Su): A ninja can pass through walls as if he were a ghost. Until the end of his turn, he can pass through a wall or other surface that is up to 5 feet thick per ninja level as if he were incorporeal. He must exit the solid material by the end of his turn.

Faceless Shroud (Su): This allows the ninja to disappear for 1 round per ninja level. This ability functions as vanish.

Flurry of Stars (Ex): A ninja can expend ki before he makes a full-attack attack with a thrown weapon. During that attack, he can throw two additional thrown weapons at his highest attack bonus, but all of his thrown weapon attacks are made at a -2 penalty, including the two extra attacks.

Invisible Blade (Su): Whenever a ninja uses the faceless shroud ninjutsu, she is treated as if she were under the effects of vanish but does not appear when attacking. **Requirement: Faceless Shroud.**

Ki Charge (Su): A ninja can invest a portion of his ki into a single thrown weapon and throw it as a standard action. The thrown weapon explodes on impact in a 5-foot burst, dealing 1d6 points of fire damage plus 1d6 points of fire damage for every two levels of the ninja above 1st, to a maximum 5d6 at 9th level. Creatures caught in the blast receive a Reflex save to halve the damage. The DC of this save is 10 + the ninja's level + the ninja's Wisdom modifier. If the thrown weapon hits a creature, that creature takes a -2 penalty on the saving throw. If the thrown weapon misses, treat it as a thrown splash weapon.

Shadow Clone (Su): The ninja can create 1d4 shadowy duplicates of himself that conceal his true location. The duplicates act as the ninja do and lasts 1 round per ninja level or until struck by anything that causes 1 damage or more.

Shadow Step (Su): The ninja can step into the shadows and appear out of a shadow within 30 feet.
Requirement: Ghost Step.

Shadow Strike (Su): The ninja strikes an opponent, backed with the power of darkness. The attack will deal an additional 1d6 points of shadow damage.

Shadow Strike II (Su): The ninja strikes an opponent, backed with the power of darkness. The attack will deal an additional 2d6 points of shadow damage. **Requirement: Shadow Strike.**

Shadow Strike III (Su): The ninja strikes an opponent, backed with the power of darkness. The attack will deal an additional 3d6 points of shadow damage. **Requirement: Shadow Strike, Shadow Strike II.**

Shadow Strike IV (Su): The ninja strikes an opponent, backed with the power of darkness. The attack will deal an additional 4d6 points of shadow damage. **Requirement: Shadow Strike, Shadow Strike II, Shadow Strike III.**

Unbound Steps (Su): This trick allows a ninja to use her ki to walk through the air. Whenever the ninja uses the light steps class feature, she can walk on air, rising or descending as she desires. She must end her move on a solid surface.

Sneak Attack (Ex): If a ninja 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 ninja's attacks deal extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the ninja flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two ninja levels thereafter. Bonus damage from sneak attacks is precision damage. Should the ninja score a critical hit with a sneak attack, this precision damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (such as a sap, whip, or unarmed strike), a ninja can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

The ninja must be able to see the target well enough to pick out a vital spot, and must be able to reach this spot. A ninja cannot sneak attack while striking a creature that has concealment. If a ninja gets a sneak attack bonus from another source (such as levels of thief), the bonuses on damage stack.

Thrown Weapon Trick (Ex): At 2nd level and every other level thereafter, a ninja chooses one of the following thrown weapon tricks. Once chosen, the trick is a permanent part of the ninja's repertoire and may not be exchanged. A ninja cannot choose the same trick more than once. Each trick may only be used with a thrown weapon the character has taken Weapon Focus.

Deadeye Shot (Ex): The critical threat range for any specific type of thrown weapon increases by one (for example, a shuriken has a critical threat range of 19-20 instead of 20) when this ability is used. The benefit of this ability does not stack with any other effect that increases critical threat ranges.

Deadly Throwing Weapon (Ex): As a full-round action, a ninja can take careful aim and pool all of his attack potential into a single, deadly throw. When he does this, he throws a single throwing weapon at a single target, but makes as many attack rolls as he can, based on his base attack bonus. He makes the attack rolls in order from highest bonus to lowest, as if he were making a full attack. If any of the attack rolls hit the target, the attack hits. For each additional successful attack roll beyond the first, the ninja increases the damage by 1d6. Precision damage and extra damage from weapon special abilities are added with damage modifiers and are not increased by this ability. If one or more rolls are critical threats, he confirms the critical once using his highest base attack bonus -5. For each critical threat beyond the first, he reduces this penalty by 1 (to a maximum of 0).

Defensive Throw (Ex): If a ninja with this ability succeeds on an Acrobatics check (DC 10 + number of threatening foes) before attempting to attack with a thrown weapon while in a threatened square, his thrown

weapon attacks don't provoke attacks of opportunity for 1 round. If the check fails, his opponents get attacks of opportunity as normal when he makes his attacks.

Doubletoss (Ex): A ninja with this ability may, as a standard action, throw two weapons at one or two targets within 30 feet. The character may apply his full Strength bonus to each weapon (instead of one-half his Strength bonus for the off-hand weapon). The normal penalties for fighting two weapons apply.

Palm Throw (Ex): When using little thrown weapons (darts, shuriken, and daggers; the DM may allow other weapons), a ninja with this ability may throw two of each weapon with a single attack roll. Damage for each weapon is resolved separately, but the ninja does not apply his Strength bonus to either damage roll.

Sneaky Shot (Ex): Just before making a ranged attack, a ninja with this ability can use a move action to make a Sleight of Hand check opposed by his target's Perception check. If he wins the opposed check, his opponent is denied his Dexterity bonus to Armor Class against the attack.

Trip Shot (Ex): A ninja with this ability may use a thrown weapon to make a trip attempt against an opponent farther than 5 feet away. The character makes a normal attack against the opponent with a thrown weapon. If the attack succeeds, in addition to doing damage as normal, the ninja makes a trip combat maneuver with a +4 bonus against the opponent's CMD. If the ninja beats the opponent's CMD, the opponent is tripped. The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Tumbling Toss (Ex): A ninja with this ability can hurl a single thrown weapon at any point during a tumbling attempt as a standard action. If the result of his Acrobatics check is 25 or higher, the ninja does not provoke an attack of opportunity for making this attack regardless of how many opponents threaten him.

Two with One Blow (Ex): If a ninja with this ability uses a thrown weapon to attack two opponents adjacent to each other, he may take a -4 penalty on the attack roll and attempt to hit both opponents at once. The attack may hit either, both, or neither opponent depending on the roll and the Armor Class of each opponent. Damage for each opponent is resolved separately. If the attack roll results in the threat of a critical hit, roll to confirm each critical hit separately.

Weak Spot (Ex): A ninja can gain this ability only after reaching 6th level. When using a thrown weapon against a target of his size or larger, the character can make a ranged touch attack instead of a normal attack. If the attack hits, the ninja does not apply his Strength bonus to the damage.

No Trace (Ex): At 3rd level, a ninja learns to cover his tracks, remain hidden, and conceal his presence. The DC to track a ninja using the Survival skill increases by +1. In addition, his training gives him a +1 insight bonus on Disguise skill checks and on opposed Stealth checks whenever he is stationary and does not take any action for at least 1 round. Every three levels thereafter, the increase to Survival DCs and the bonuses on Disguise and opposed Stealth checks increase by 1.

Cloaked in Shadows (Ex): At 5th level, a ninja's ability to be stealthy becomes second-nature. A ninja with this ability is always considered to be taking 10 on Stealth skill checks.

Light Steps (Ex): At 7th level, a ninja learns to move while barely touching the surface underneath him. As a full-round action, he can move up to twice his speed, ignoring difficult terrain. While moving in this way, any surface will support him, no matter how much he weighs. This allows him to move across water, lava, or even the thinnest tree branches. He must end his move on a surface that can support him normally. He cannot move across air in this way, nor can he walk up walls or other vertical surfaces. When moving in this way, he does not

take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does he need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the ninja ignores any mechanical traps that use a location-based trigger.

Hide in Plain Sight (Ex): At 9th level, the ninja can use the Stealth skill even while being observed.

Assassinate (Ex): At 10th level, a ninja can kill foes that are unable to defend themselves. To attempt to assassinate a target, the ninja must first study his target for 1 round as a standard action. On the following round, if the ninja makes a sneak attack against the target and the target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the ninja as an enemy. If the sneak attack is successful and the target of this attack fails a Fortitude save, it dies. The DC of this save is equal to $10 + \text{the ninja's level} + \text{the ninja's Wisdom modifier}$. If the save is successful, the target still takes the sneak attack damage as normal, but it is immune to that ninja's assassinate ability for 1 day.

Onyx Magister

Masters of wielding death, Onyx Magisters grasps higher learning for his magical prowess with his spells. Onyx Magisters are the highest practitioners of the black magic arts, wielding magic with the highest proficiency.

Hit Die: d6.

Requirements

To qualify to become an onyx magister, a character must fulfill all the following criteria.

Feats: Any 3 metamagic feats.

Spells: Able to cast 7th-level black magic spells.

Class Skills

The onyx magister's class skills (and the key ability for each skill) are Knowledge (any) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: $2 + \text{Int modifier}$.

Table 7-16: The Onyx Magister

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+0	+1	Dark Mastery, Limit Break
2 nd	+1	+1	+1	+1	Black Wizardry, +1 level to existing spell-casting class
3 rd	+1	+1	+1	+2	Enfeebling Mastery, +1 level to existing spell-casting class
4 th	+2	+1	+1	+2	Black Wizardry, +1 level to existing spell-casting class
5 th	+2	+2	+2	+3	Elemental Mastery, +1 level to existing spell-casting class

Class Features

All of the following are class features of the onyx magister prestige class.

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

MP per Day / Spells Known: At each level except 1st, an onyx magister gains MP per day and spells known as if he had also gained a level in a spell-casting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of this class would have gained. If he had more than one spell-casting class before becoming an onyx magister, he must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the onyx magister receives the Limit Break (Metamagic Mastery).

Metamagic Mastery (Su): This limit break allows the onyx magister to be able to use any Metamagic feats he possesses without spending the extra MP or increasing the level of the spell for a duration of 1 round + 1 round per onyx magister level.

Dark Mastery (Ex): At 1st level, any dark spells that the onyx magister casts that hits an opponent can obscure its vision. If the subject fails a Will save (DC 10 + the spell's level + Intelligence modifier), it treats all other creatures and objects as though they had concealment and takes a -5 penalty on Perception checks for 1 round. As a secondary benefit, the onyx magister gains a +1 competence bonus to his caster level when casting dark spells.

Black Wizardry: At 2nd and 4th level, an onyx magister increases his power with his spells. At each such opportunity, he can choose from the list of the following:

Improved Spell Mastery: This increases the DC for all of the onyx magister's spells by 2.

Improved Elemental Penetration: This allows the onyx magister to ignore 5 points of elemental resistance.

Improved Spell Penetration: This increases the onyx magister's caster level checks by 2 made to overcome a creature's spell resistance. This stacks with the Spell Penetration feat.

Enfeebling Mastery (Ex): At 3rd level, any enfeebling spells that the onyx magister casts that hits an opponent can cause the subject to become sickened for a number of rounds equal to the level of the enfeebling spell he casts. The subject can reduce this duration to 1 round with a successful Fortitude save (DC 10 + the spell's level + Intelligence modifier). As a secondary benefit, the onyx magister gains a +1 competence bonus to his caster level when casting enfeebling spells.

Elemental Mastery (Ex): At 5th level, any elemental spells that the onyx magister casts that hits an opponent can cause additional effects (see below). As a secondary benefit, the onyx magister gains a +1 competence bonus to his caster level when casting elemental spells.

- *Elemental (Earth):* An opponent struck by an Elemental (Earth) spell can reduce the speed of any land-bound creature. The creature must make a Reflex save (DC 10 + the spell's level + Intelligence modifier). If it fails, the creature's normal land speed, as well as its burrow and climb speeds, decreases by 5 feet per level of the Elemental (Earth) spell to a minimum speed of 5 feet. This effect lasts for 1 round. Creatures currently swimming or flying are immune to this effect.
- *Elemental (Fire):* An opponent struck by an Elemental (Fire) spell causes the opponent to be dazzled for 1 round. Blind creatures or creatures immune to Blind status effects are immune to this effect.

- *Elemental (Ice)*: An opponent struck by an Elemental (Ice) spell causes the square it's in to be slick with ice. Creatures must make a successful Reflex save (DC 10 + the spell's level + Intelligence modifier) or fall. This save is repeated on each round that the creature remains within the area. A creature can walk within or through the area of ice at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls. The ice melts away in 3 rounds.
- *Elemental (Lightning)*: An opponent struck by an Elemental (Lightning) spell causes the opponent to be deafened for 1 round.
- *Elemental (Water)*: An opponent struck by an Elemental (Water) spell causes a small portion of the air in a living creature's lungs to transform into water, making it difficult for the creature to breathe. The target becomes exhausted for 1 round; if it succeeds on a Fortitude save (DC 10 + the spell's level + Intelligence modifier), it is instead fatigued for 1 round. Creatures that can breathe water (or who don't breathe) are immune to this effect.
- *Elemental (Wind)*: An opponent struck by an Elemental (Wind) spell has a chance to be knocked back 5 feet. This functions much like a bull rush; the onyx magister makes a bull rush combat maneuver + the level of the Elemental (Wind) spell against the opponent's CMD. If he succeeds, the onyx magister pushes the creature back 5 feet.

Oracle

Oracles are prophets that foretell and divine the truth in all things. They use hidden knowledge with the aid of supernatural powers to aid them.

Hit Die: d6.

Requirements

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

Skills: Knowledge (arcana) 4 ranks, Spellcraft 4 ranks.

Feats: Any metamagic feat.

Spells: Able to cast 2nd-level white mage spells.

Class Skills

The oracle's class skills (and the key ability for each skill) are Knowledge (arcana) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table 7-17: The Oracle

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+0	+1	Detect Magic, Limit Break, +1 level to existing spell-casting class
2 nd	+1	+1	+1	+1	Discern Falsehood
3 rd	+1	+1	+1	+2	Augury, +1 level to existing spell-casting class
4 th	+2	+1	+1	+2	Comprehend Languages
5 th	+2	+2	+2	+3	Locate Creature, +1 level to existing spell-casting class
6 th	+3	+2	+2	+3	Find the Path

7 th	+3	+2	+2	+4	Eyes of Truth, +1 level existing to spell-casting class
8 th	+4	+3	+3	+4	Legend of Lore
9 th	+4	+3	+3	+5	Moment of Prescience, +1 level to existing spell-casting class
10 th	+5	+3	+3	+5	Foresight

Class Features

All of the following are class features of the oracle prestige class.

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

MP per Day / Spells Known: Beginning at 1st level and every odd level thereafter, an oracle gains MP per day and spells known as if she had also gained a level in a spell-casting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of this class would have gained. If she had more than one spell-casting class before becoming an oracle, she must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the oracle receives the Limit Break (Future Knowledge).

Future Knowledge (Su): This Limit Break allows the oracle to glimpse into the brief future to know how to best react. For the duration of 1 round + 1 round per two oracle levels, the oracle receives a +1 circumstance bonus on Reflex saves and a +1 dodge bonus to Armor Class per oracle level. This limit break requires only a swift action.

Detect Magic (Su): At 1st level, at a cost of 1 MP, an oracle can detect the presence of magical auras all around her within 60 feet and discern the type of school as well as relative strength. This lasts for 1 round per oracle level.

Discern Falsehood (Su): At 2nd level, at a cost of 2 MP, an oracle knows if the target creature within 30 feet is deliberately and knowingly speaking a lie unless the creature makes a Will save (DC 10 + oracle level + Wisdom modifier). This does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. This lasts for 1 round per oracle level.

Augury (Su): At 3rd level, at a cost of 2 MP, an oracle can divine whether a particular action will bring good or bad results in the immediate future. The DM determines which of these four results the oracle gets: Weal (if the action will probably bring good results), Woe (for bad results), Weal and woe (for both), Nothing (for actions that don't have especially good or bad results).

Comprehend Languages (Su): At 4th level, at a cost of 3 MP, an oracle can speak, understand, and read any language. This lasts for 10 minutes per oracle level.

Locate Creature (Su): At 5th level, at a cost of 4 MP, an oracle can locate a known or familiar creature. The oracle slowly turns and senses when she is facing in the direction of the creature to be located, provide it is within range. The range of this ability extends out to 500 feet in all directions. The oracle will also know in which direction the creature is moving, if any. This ability lasts for 10 minutes per oracle level.

Find the Path (Su): At 6th level, at the cost of 4 MP, an oracle can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors or underground. This works with respect to locations, not objects or creatures at a locale. This ability enables the oracle to sense the correct direction that will eventually lead her to her destination, indicating at appropriate times the exact path to follow or physical actions to take. This ability lasts for 1 hour per oracle level.

Eyes of Truth (Su): At 7th level, at the cost of 5 MP, an oracle can see all things as they actually are. The oracle sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects, and sees invisible creatures or objects normally. The range of this ability extends out to 120 feet and lasts for 1 round per oracle level.

Legend Lore (Su): At 8th level, at a cost of 6 MP, the oracle can divine information about an important person, place, or thing. All known or rumored information are granted to the oracle.

Moment of Prescience (Su): At 9th level, at a cost of 8 MP, an oracle is able to perceive her surroundings in relation to herself. The oracle is granted one of the following abilities of his choosing. She receives an insight bonus of +1 per oracle level and can choose on either attack rolls, Armor Class, opposed ability or skill checks, or saving throws. This ability lasts for 1 round per oracle level.

Foresight (Su): At 10th level, at a cost of 9 MP, an oracle is granted a powerful sixth sense in relation to herself or another. The oracle is granted an insight bonus of +1 per two oracle levels to AC and Reflex saves. The oracle is also never surprised, flat-footed, nor subject to being flanked. The oracle can grant this ability to someone else within 30 feet and it lasts for 1 round per oracle level.

Paradigm Shifter

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellword, or an elite foot soldier. Sometimes the circumstances require a solid commander of soldiers and situations. Sometimes the circumstances demand a paradigm shifter. They inspire trust in those they lead. They earn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command. With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies. A paradigm shifter has a tactician's mind, a cartographer's overview of the disputed landscape (or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

Hit Die: d8.

Requirements

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

Spells: Able to cast 3rd-level red mage spells.

Class Skills

The paradigm shifter's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Disguise (Cha), Profession (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Table 7-18: The Paradigm Shifter

Base Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+1	+0	Paradigm Shift (+1), +1 level to existing spell-casting class, Limit Break
2 nd	+1	+1	+1	+1	+1 level to existing spell-casting class
3 rd	+2	+2	+2	+1	Paradigm Shift (+2), +1 level to existing spell-casting class
4 th	+3	+2	+2	+1	+1 level to existing spell-casting class
5 th	+3	+3	+3	+2	Paradigm Shift (+3)
6 th	+4	+3	+3	+2	+1 level to existing spell-casting class
7 th	+5	+4	+4	+2	Paradigm Shift (+4), +1 level to existing spell-casting class
8 th	+6	+4	+4	+3	+1 level to existing spell-casting class
9 th	+6	+5	+5	+3	Paradigm Shift (+5), +1 level to existing spell-casting class
10 th	+7	+5	+5	+3	Paradigm Elite

Class Features

All of the following are class features of the paradigm shifter prestige class.

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

MP per Day / Spells Known: At each level except 5th and 10th, a paradigm shifter gains MP per day and spells known as if she had also gained a level in a spell-casting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of this class would have gained. If she had more than one spell-casting class before becoming a paradigm shifter, she must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the paradigm shifter receives the Limit Break (Gestalt Mode).

Gestalt Mode (Su): This Limit Break allows the paradigm shifter to use all 6 Paradigm Shifts and doubling all bonuses for a duration of 1 round + 1 round per two paradigm shifter levels.

Paradigm Shift (Su): At 1st level, the paradigm shifter can shift between one of the six paradigms that grants nearby allies and herself a special benefit. Paradigm shifting is a swift action, and can only shift into one paradigm at a time until 10th level (see *Paradigm Elite* ability). A paradigm shift remains in effect until she uses a free action to dismiss it or shift into another paradigm. You can be in a paradigm continually; thus, a paradigm can be in effect at the start of an encounter even before she takes her first turn.

The paradigm's abilities affect all allies within 30 feet (including the paradigm shifter) with line of effect to her. These abilities are dismissed if she becomes unconscious or is slain, but otherwise it remains in effect even if she is incapable of acting.

The bonus granted by your paradigm begins at +1 and increases to +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level.

These are the six paradigms that a paradigm shifter can shift into:

- **Commando:** This paradigm grants you and all nearby allies a morale bonus to Attack rolls.
- **Medic:** This paradigm grants you and all nearby allies Fast Healing up to 50% health.
- **Ravager:** This paradigm grants you and all nearby allies a morale bonus to melee damage rolls.
- **Saboteur:** This paradigm grants you and all nearby allies a competence bonus to DC saving throws for any spells or abilities that deal Status effects.
- **Sentinel:** This paradigm grants you and all nearby allies a deflection bonus to Armor Class.
- **Synergist:** This paradigm grants you and all nearby allies a morale bonus to Saving Throws.

Paradigm Elite (Su): At 10th level, the paradigm shifter's shifting ability becomes legendary. She can combine two different paradigms, granting both set of bonuses to herself and nearby allies.

Phantom Blade

A phantom blade can create illusions so realistic that they border on reality. The fearsome illusion weapons that they create enable them to vanquish a large array of foes. Being master manipulators, phantom blades know the best ways to use illusions to dishearten, distract, and defeat their foes.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +2.

Skills: Spellcraft 5 ranks.

Feats: Spell Focus (Illusion).

Spellcasting: Able to cast 3rd-level illusionist spells.

Class Skills

The phantom blade's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Disguise (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Table 7-19: The Phantom Blade

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+0	+0	+1	Illusion Weapon, Illusion Weapon Bonus Damage (+1), Limit Break, +1 level to existing spell-casting class
2 nd	+2	+1	+1	+1	Bright Blade, Refine Illusion (+1), +1 level to existing spell-casting class
3 rd	+3	+1	+1	+2	Illusion Weapon Bonus Damage (+2), Hardened Casting, Sharper Image, Swirling Colors (1/day)
4 th	+4	+1	+1	+2	Refine Illusion (+2), +1 level to existing spell-casting class
5 th	+5	+2	+2	+3	Illusion Weapon Bonus Damage (+3), Dazzling Blade (3/day), Displacement, Swirling Colors (2/day), +1 level to existing spell-casting class
6 th	+6	+2	+2	+3	Refine Illusion (+3), Refine Illusion II

7 th	+7	+2	+2	+4	Illusion Weapon Bonus Damage (+4), Swirling Colors (3/day), Quick Summon, +1 level existing to spell-casting class
8 th	+8	+3	+3	+4	Improved Sharper Image, Refine Illusion (+4), +1 level to existing spell-casting class
9 th	+9	+3	+3	+5	Illusion Weapon Bonus Damage (+5), Swirling Colors (4/day), Greater Sharper Image
10 th	+10	+3	+3	+5	Refine Illusion (+5), Blinding Blade (1/day), Flicker (3/day), +1 level to existing spell-casting class

Class Features

All of the following are class features of the phantom blade prestige class.

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

MP per Day / Spells Known: At each level except 3rd, 6th and 9th, a phantom blade gains MP per day and spells known as if he had also gained a level in a spell-casting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of this class would have gained. If he had more than one spell-casting class before becoming a phantom blade, he must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the phantom blade receives the Limit Break (Bladestorm).

Bladestorm (Su): This Limit Break allows the phantom blade to summon hundreds of his illusion weapons (chosen when this limit break is activated) to rain upon his enemies. Enemies within 30 feet of the phantom blade take 2d6 points of force damage per phantom blade level, a Reflex save (DC 10 + the phantom blade's level + his Charisma modifier) for half damage.

Illusion Weapon (Su): A 1st-level phantom blade is an expert at dangerous illusions. He has trained his ability to summon illusions such that he can create semi-real illusion weapons of his choice as a move action that last for as long as he may choose. The weapons can look like any weapon and are treated as "armed" unarmed attacks, much like a touch attack spell. Usually a phantom blade's "armed" unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A phantom blade can create a set of two light weapons that deal 1d6 force damage, one simple one-handed weapon that deals 1d8 force damage, or one martial two-handed weapon that deals 1d10 force damage that he may switch between reach and non-reach as a move action, with threat ranges of 20/ $\times 2$.

All of the weapons have a bonus damage of +1 force. He uses Charisma instead of Strength for attack bonuses and bonus damage, and he is automatically proficient with his illusion weapons. For every two levels he advances past 1st level as a phantom blade, the bonus damage increases by 1 (+2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Bright Blade (Sp): At 2nd level, phantom blades gains the ability to replicate basic illusions with their illusion weapons, using it as a conduit. His illusion weapons emits light as though *torchlight* had been cast on it. He may activate or suppress this as a swift action.

Refine Illusion (Su): Also at 2nd level, a phantom blade begins refining his skill at making illusion weapons. His illusion weapons gain a +1 enhancement bonus. For every two additional levels he advances past 2nd level as a phantom blade, the bonus is increased by 1 (+1 at 2nd level, +2 at 4th level, +3 at 6th level, etc.).

Hardened Casting (Ex): At 3rd level, a phantom blade is better suited for combat. He adds his phantom blade class level to concentration checks to cast defensively and to avoid having his spells disrupted when he takes damage while casting a spell.

Sharper Image (Su): A 3rd-level phantom blade's summoned blades are even sharper. His illusion weapons gain a 19–20/ $\times 2$ critical hit modifier. However, the weapon's bonus damage isn't multiplied by critical hits.

Swirling Colors (Sp): At 3rd level, a phantom blade has improved his skill at focusing illusions through his illusion weapons. Once per day, as a standard action, he may create a *rainbow pattern* effect centered on his illusion weapon that lasts for one minute for each phantom blade level he has. The phantom blade gains one additional use of swirling colors per day for every two levels after 3rd level (2 times/day at 5th level, 3 times/day at 7th level, and 4 times/day at 9th level).

Dazzling Blade (Su): At 5th level, a phantom blade can increase the danger and intensity of his illusionary weapon's light. Three times per day, as a standard action, he may force opponents within the radius of his illusion weapon's light effect from his bright blade class feature to make a Will save (DC 10 + the phantom blade's level + his Charisma's modifier) or be dazzled for 1 round per phantom blade level.

Displacement (Su): At 5th level, phantom blades learn that it's a lot easier to defeat a foe when they think you are somewhere else as their use of illusions rub off on their souls and beings, making them less real. It becomes harder for opponents to discern a phantom blade's actual location, and he benefits from a permanent 15% chance that a foe that attacks him will instead hit an illusion of him as if he had total concealment. True seeing negates his illusionary self.

Refine Illusion II (Ex): A 6th-level phantom blade has refined his ability to craft illusions further. His illusion spell's DC is increased by a +2 inherent bonus.

Quick Summon (Su): At 7th level, phantom blades are able to materialize their illusion weapons with just a flurry of magic. He can create semi-real illusion weapons of his choice as a swift action instead of as a move action.

Improved Sharper Image (Su): As of 8th level, a phantom blade hits critically with his illusion weapon's force damage too. When he scores a critical hit with his illusion weapons he adds his bonus force damage to his critical hit multiplication.

Greater Sharper Image (Su): A 9th-level phantom blade gains very precise and detailed control over his illusion weapon's blade lines, divots, and notches that make up his blades. He may choose to either gain an 18–20/ $\times 2$ critical hit modifier with his illusionary weapons, or gain a 19–20/ $\times 3$ critical hit modifier with his illusionary weapons.

Flicker (Sp): At 10th level, a phantom blade learns to amplify their displacement with illusion magic in combat. 3 times per day, as a standard action, he is able to make his body seem to flit around in his battle grid squares and go in and out of existence suddenly and rapidly. For 1 minute, he benefits from a 50% chance that a foe that attacks him will instead hit an illusion of him as if he had total concealment. True seeing negates his illusionary movements.

Blinding Blade (Su): Also at 10th level, a phantom blade can increase the amount of light his illusion weapon blades give off excessively. Once per day, as a standard action, he may force opponents within the radius of his illusion weapon's light effect from his bright blade class feature to make a Will save (DC 10 + the phantom blade's level + his Charisma's modifier) or be blinded for 1 round per phantom blade level. If they succeed on the Will saving throw, they are instead dazzled for the same duration.

Ruby Magister

There are those who spend their lives poring over ancient tomes and texts, unlocking the power of magic, and there are those who spend their time perfecting the use of individual weapons, becoming masters without equal. The ruby magister is at once a student of both philosophies, blending magical ability and martial prowess into something entirely unique, a discipline in which both spell and steel are used to devastating effect. As he grows in power, the ruby magister at the pinnacle of his art, the ruby magister becomes a blur of steel and magic, a force that few foes would dare to stand against.

Hit Die: d8.

Requirements

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

Spells: Able to cast 3rd-level red magic spells.

Special: Must have *Weapon Bond* (Red Mage) ability.

Class Skills

The ruby magister's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Table 7-20: The Ruby Magister

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+1	+0	+1	Infuse Weapon, Fighter Training, Limit Break
2 nd	+1	+1	+1	+1	Spell Power +1, +1 level to existing spell-casting class
3 rd	+2	+2	+1	+2	Spellblade, +1 level to existing spell-casting class
4 th	+3	+2	+1	+2	Spell Power +2, Perfect Strike
5 th	+3	+3	+2	+3	Mettle, +1 level to existing spell-casting class
6 th	+4	+3	+2	+3	Spellblade, Spell Power +3, +1 level to existing spell-casting class
7 th	+5	+4	+2	+4	Critical Perfection
8 th	+6	+4	+3	+4	Spell Power +4, +1 level to existing spell-casting class
9 th	+6	+5	+3	+5	Spellblade, Weapon Mastery, +1 level to existing spell-casting class
10 th	+7	+5	+3	+5	Spell Power +5, Whirlwind Blade

Class Features

All of the following are class features of the ruby magister prestige class.

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

MP per Day / Spells Known: At each level except 1st, 4th, 7th and 10th, a ruby magister gains MP per day and spells known as if he had also gained a level in a spell-casting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of this class would have gained. If he had more than one spell-casting class before becoming a ruby magister, he must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the ruby magister receives the Limit Break (Chain Spell).

Chain Spell (Su): This limit break allows the ruby magister to unleash a flurry of spells in an instant. The ruby magister can cast up to five spells and use up to triple his maximum spell level in MP. For example, a 6 red mage/3 ruby magister can normally only use 4 MP to cast a spell, but with this limit break, he can spend up to 12 MP to be able to cast up to five spells.

Improved Fighter Training (Ex): Beginning at 1st level, a ruby magister counts his red mage levels and his ruby magister levels combined at -3 as his fighter level for the purpose of qualifying for feats (if he has levels in fighter, these levels stack). This ability replaces Fighter Training from the red mage class.

Infuse Weapon (Su): A ruby magister can channel arcane energy into his chosen weapon. At 1st level and every two levels thereafter, the ruby magister may infuse a cumulative bonus to attack and damage into his weapon. The ruby magister may infuse a previously enchanted weapon as well, provided that the total bonus does not exceed half of the ruby magister's class level (round down). For example, a 6th level ruby magister could add his +1 bonus to a longsword +2, since at 6th level any weapon he wields can have a total bonus of +3. A 6th level ruby magister could not, however, add his +1 bonus to a dagger +2, giant bane, since it is already a +3 weapon. He can perform this ability equal to 3 + his Charisma modifier times per day. The effects last for 3 rounds + Charisma modifier.

While a ruby magister often chooses a single weapon to use this ability, he may switch weapons throughout the duration of the ability (although he cannot infuse more than one weapon in a single round). Should a ruby magister let go of a weapon (e.g. throwing or dropping it) then it loses its infusion prior to the ruby magister's next turn.

Spell Power (Ex): Starting at 2nd level, a ruby magister can more easily overcome the spell resistance of any opponent he successfully injures with a melee attack. If the ruby magister has injured an opponent with a melee attack, he gains a +1 bonus on his caster level check to overcome spell resistance for the remainder of the encounter. This bonus increases to +2 at 4th level, to +3 at 6th level, to +4 at 8th level, and to +5 at 10th level.

Spellblade (Ex): At 3rd, 6th, and 9th level, a ruby magister gains a spellblade ability. Each acquired ability can be used a number of times per day equal to the ruby magister's Charisma modifier as an immediate action and only lasts for 1 round.

Arcane Endowment: This ability allows the ruby magister to expend MP up to his current spell level and gain a bonus to the attack and damage roll made with his weapon equal to the MP spent.

Critical Aim: This ability allows the ruby magister to expend MP up to his current spell level and increase the critical threat range of his weapon by +1 for every MP spent.

Magical Barrier: This ability allows the ruby magister to expend MP up to his current spell level and gain a damage reduction equal to the MP spent.

Protection Grid: This ability allows the ruby magister to expend MP up to his current spell level and gain a deflection bonus to AC equal to the MP spent.

Resistance Array: This ability allows the ruby magister to expend MP up to his current spell level and gain a bonus to all elemental resistance equal to the MP spent.

Safeguard: This ability allows the ruby magister to expend MP up to his current spell level and gain a bonus to all saving throws equal to the MP spent.

Perfect Strike (Ex): At 4th level, when a ruby magister hits with his chosen weapon, he can spend 1 point from his arcane pool in order to maximize his weapon damage. Don't roll for damage—the weapon deals maximum damage. This affects only the weapon's base damage dice, not additional damage from sneak attack, magical weapon properties, or critical hits. If the ruby magister confirms a critical hit, he can instead spend 2 points from his arcane pool to increase his weapon's critical multiplier by 1.

Mettle (Ex): At 5th level and higher, a ruby magister can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping ruby magister does not gain the benefit of mettle.

Critical Perfection (Ex): At 7th level, a ruby magister adds his Charisma bonus (minimum 0) on critical hit confirmation rolls with his favored weapon. In addition, the ruby magister may use his red mage levels in place of his base attack bonuses to qualify for Critical Focus and any feat for which it is a prerequisite; these feats apply only with a ruby magister's chosen weapon.

Weapon Mastery (Ex): At 9th level, a ruby magister gains weapon mastery with his chosen weapon, as the fighter class ability.

Whirlwind Blade (Su): At 10th level, when wielding a one-handed weapon in one hand (and nothing in the other), a ruby magister can, using a full attack action, spin around with his weapon and send replicas of the blade, composed of magical energy, toward all foes within 30 feet. The ruby magister makes a separate melee attack roll against each foe, using his highest attack bonus. Each successful attack inflicts damage as if the ruby magister struck the foe with the weapon. The ruby magister can use this ability a number of times per day, equal to his Charisma modifier (minimum 1/day).

Samurai

Known for their matchless bravery and strict code of honor, the samurai are noble soldiers that bring courage and honor to the service of a lord, general, or other leader. The reputation of samurai for tenacious in combat often precedes them in battle, and their mere presence is often enough to make dishonorable enemies slink away in the darkness.

Hit Die: d10.

Requirements

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

Alignment: Any lawful.

Base Attack Bonus: +7.

Skills: Knowledge (nobility) 5 ranks.

Feats: Exotic Weapon Proficiency (Katana).

Class Skills

The samurai's class skills are Diplomacy (Cha), Intimidate (Cha), Knowledge (history and nobility) (Int), Ride (Dex), and Sense Motive (Wis).

Skill Points at Each Additional Level: 2 + Int modifier.

Table 7-21: The Samurai

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+0	+0	One with the Sword, Iaijutsu Strike, Limit Break
2 nd	+2	+1	+1	+1	Action Without Thought, Bushido
3 rd	+3	+2	+1	+1	Brutal Slash
4 th	+4	+2	+1	+1	Bushido, Staredown
5 th	+5	+3	+2	+2	Weapon Expertise
6 th	+6	+3	+2	+2	Terrifying Iaijutsu, Bushido
7 th	+7	+4	+2	+2	Third Eye
8 th	+8	+4	+3	+3	Mass Staredown, Bushido
9 th	+9	+5	+3	+3	Roaring Iaijutsu
10 th	+10	+5	+3	+3	Frightful Presence, Bushido

Class Features

All of the following are class features of the samurai prestige class.

Weapon and Armor Proficiency: Samurais are proficient with all simple and martial weapons, with all types of armor (light, medium, and heavy), but not with shields.

Limit Break (Su): At 1st level, the samurai receives a Limit Break (Unseen Strike).

Unseen Strike (Su): This Limit Break allows the samurai to make a fast quick strike against his opponents faster than the eye can see. The samurai makes an attack roll against all opponents within 30 feet (they are considered flat-footed unless they have Uncanny Dodge), if the strike hits, they suffer damage from the samurai's attack plus +1d6 points of damage + an additional 1d6 per two samurai levels.

One with the Sword (Ex): Extensive training in both kenjutsu and iaijutsu has given the samurai great insight into the use of the sword. When wielding a katana, the samurai gains a +1 bonus to hit at 1st level. This bonus increases to +2 at 5th level, and to +3 at 10th level.

Iaijutsu Strike (Ex): A samurai can perform a lightning quick iaijutsu strike against his opponent to inflict devastating wounds while drawing his sword. In order to use this ability, the samurai's weapon must be sheathed at the start of his turn. As a full-round action, the samurai makes a melee attack roll, if he successfully hits his opponent with an iaijutsu strike, his attack deals an additional +1d6 points of damage. This bonus damage increases by an additional +1d6 at every other level thereafter to a maximum of +5d6 damage at 9th level. Any extra damage as a result of a successful iaijutsu strike is not multiplied by a critical hit.

After making an iaijutsu strike, a samurai takes a -4 penalty to his AC until his next turn, but his weapon is now drawn and he may continually fight normally. Regardless of whether he hits his opponent with the iaijutsu strike, a samurai cannot use this ability on the same foe more than once per day.

At 10th level, a samurai learns to focus faster and is able to make an iaijutsu strike as a standard action, and the penalty to his AC is reduced to -2

Action Without Thought (Ex): Having mastered the tenets of battle, the samurai is able to act instantly and without consideration of the consequences, confident his actions are correct. At 2nd level, the samurai gains a +2 competence bonus to all Initiative rolls and may not be deprived of his Dexterity bonus in any circumstance.

Bushido: These skills grant the samurai an edge in combat, using his katana. At 2nd level and every other level thereafter, the samurai may choose to learn one of the following skills.

Dragon (Su): The samurai may make a single attack, allowing him to drain hit points from an opponent with a successful attack. When using Dragon, the samurai makes a normal melee attack, if it hits, the opponent takes damage as normal and must make a Fortitude save (DC 10 + samurai level + Charisma modifier) or be drained of 1d6 hit points per two samurai levels, which is then granted to the samurai as temporary hit points. These temporary hit points last for 1 round per samurai level.

Eclipse (Su): Once per round as an immediate action, the samurai can make an attack that allows him to immobilize an opponent's movement. Whenever an opponent is adjacent to the samurai and attempts to move away from him (even when using Withdraw or 5-foot step), the samurai can make a normal melee attack, if it hits, the opponent takes damage as normal and is inflicted with the *Immobilize* status effect for 1d6 rounds, a Fortitude save (DC 10 + samurai level + Charisma modifier) to negate.

Fang (Ex): The samurai may make a single attack, allowing him to focus this attack easily through an opponent's defenses. When using Fang, the samurai can make a melee touch attack, if it hits, deals damage normally and ignores damage reduction.

Flurry (Ex): As a full attack action, the samurai can give up his regular attacks and instead make one melee attack at his full base attack bonus against each opponent within reach.

Oblivion (Ex): If the samurai deals a creature enough damage to make it drop, he gets an immediate, extra melee attack against another creature within reach. The samurai cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature.

Sky (Ex): Once per round as an immediate action, the samurai can make a counterattack against an opponent adjacent to him who attacks him.

Tempest (Ex): As a full attack action, the samurai can make an extra melee attack at his highest BAB, but all such attacks receive a -2 penalty. This does not stack with anything that grants additional attacks (such as Haste).

Tiger (Ex): The samurai may make a single attack, to cause an opponent to bleed tremendously with a successful attack. When using Tiger, the samurai makes a normal melee attack, if it hits, the opponent takes damage as normal and is inflicted with the Sap status effect for 1d6 rounds, a Fortitude save (DC 10 + samurai level + Charisma modifier) to negate.

Brutal Slash (Ex): At 3rd level, a samurai's iaijutsu strike becomes even more deadly. If a samurai threatens a critical hit with his iaijutsu strike, he adds a bonus equal to his samurai level to the attack roll to confirm a critical hit.

Staredown (Ex): At 4th level, a samurai becomes able to strike fear into his foes by his mere presence. He gains a +4 bonus on Intimidate checks and can demoralize an opponent.

Weapon Expertise (Ex): At 5th level, a samurai gains an unparalleled expertise with his katana. The samurai can draw his katana as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with his katana, he gains a +2 bonus on the confirmation roll. Finally, his samurai levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select his katana, such as Weapon Specialization.

Terrifying Iaijutsu (Ex): At 6th level, a samurai's iaijutsu strike devastates the morale of foes that witness it. When a samurai successfully hits with an iaijutsu strike, all foes within 30 feet must succeed at a Will save (DC 10 + samurai's level + his Charisma modifier) or become shaken for 1d4+1 rounds.

Third Eye (Ex): At 7th level, the samurai's senses are so keen that he is able to predict where to dodge an opponent's attacks. As an immediate action, the samurai can make a DC 20 Reflex save to evade one attack. The samurai can use this ability a number of times per day equal to 3 + his Charisma modifier.

Mass Staredown (Ex): At 8th level, a samurai has sufficient presence that he can cow multiple foes. Using an Intimidate check, the samurai can demoralize all opponents within 30 feet with a single standard action.

Roaring Iaijutsu (Ex): At 9th level, a samurai's iaijutsu strike deafens foes upon impact. When a samurai successfully hits with an iaijutsu strike, all foes within 30 feet must succeed at a Fortitude save (DC 10 + samurai's level + his Strength modifier) or be deafened for 1d4 minutes.

Frightful Presence (Ex): A 10th-level samurai's bravery, honor, and fighting prowess have become legendary. When the samurai draws his blade, opponents within 30 feet must succeed on a Will save (DC 20 + samurai's Charisma modifier) or become panicked for 4d6 rounds (if they have 4 or fewer Hit Dice) or shaken for 4d6 rounds (if they have from 5 to 19 Hit Dice). Creatures with 20 or more Hit Dice are not affected. Any foe that successfully resists the effect cannot be affected again by the same samurai's frightful presence for 24 hours.

Sapphire Magister

Superior in the knowledge of creatures, Blue Mages often find themselves fascinated with the creatures they studied. They take it a step further and begin assuming the forms of creatures they have mastered. The results are the prestigious Sapphire Magisters.

Hit Die: d8.

Requirements

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

Skills: 3 Knowledge skills with at least 5 ranks in each.

Spells: Able to cast 3rd-level blue magic spells.

Class Skills

The sapphire magister's class skills (and the key ability for each skill) are Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Table 7-22: The Sapphire Magister

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+1	+0	+0	Limit Break, Transformation
2 nd	+1	+1	+1	+1	Shifter's speech, +1 level to existing spell-casting class
3 rd	+2	+2	+1	+1	Morphic Healing, +1 level to existing spell-casting class
4 th	+3	+2	+1	+1	Fast Transformation, +1 level to existing spell-casting class
5 th	+3	+3	+2	+2	Morphic Reach
6 th	+4	+3	+2	+2	Extraordinary Transformation, +1 level to existing spell-casting class
7 th	+5	+4	+2	+2	Morphic Body, +1 level to existing spell-casting class
8 th	+6	+4	+3	+3	Flash Transformation, +1 level to existing spell-casting class
9 th	+6	+5	+3	+3	Morphic Immunities, +1 level to existing spell-casting class
10 th	+7	+5	+3	+3	Superior Transformation

Class Features

All of the following are class features of the sapphire magister prestige class.

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

MP per Day / Spells Known: At each level except 1st, 5th and 10th, a sapphire magister gains MP per day and spells known as if she had also gained a level in a spell-casting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of this class would have gained. If she had more than one spell-casting class before becoming a sapphire magister, she must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the sapphire magister receives the Limit Break (Perfect Transformation).

Perfect Transformation (Su): This Limit Break perfects the Sapphire Magister's transformation. All physical stats (Strength, Dexterity, and Constitution) and physical qualities (Armor Class, Saving Throws, Attack/Damage, and Initiative) receives a +1 bonus and an additional +1 bonus per two sapphire magister levels that lasts for a duration of 1 round + 1 round per two sapphire magister levels. Furthermore, the Sapphire Magister's hit point total is maximized for the duration of the Limit Break. This limit break requires only a swift action.

Transformation (Su): At 1st level, a sapphire magister can assume a form of a creature she has studied through use of her Knowledge skills. To transform, the sapphire magister must make a Knowledge (of the appropriate

type) skill check (DC 10 + HD of the creature) to transform into a creature she has personally seen and must spend MP depending on its size. 1 MP for Small or smaller size creatures, 3 MP for Medium-sized creatures, 5 MP for Large sized creatures, and 7 MP for Huge sized creatures. A sapphire magister cannot transform into any creature larger than Huge size. The assumed form can't have more Hit Dice than 3 times your sapphire magister level. Changing form is a standard action and doesn't provoke an attack of opportunity. The sapphire magister gains a bonus to attributes based on the size of the creature.

- *Small (or smaller)*: The sapphire magister gains a +4 size bonus to her Dexterity, and a +2 natural armor bonus.
- *Medium*: The sapphire magister gains a +4 size bonus to her Strength, and a +4 natural armor bonus.
- *Large*: The sapphire magister gains a +6 size bonus to her Strength, a -2 penalty on her Dexterity, a +2 size bonus to her Constitution, and a +6 natural armor bonus.
- *Huge*: The sapphire magister gains a +8 size bonus to her Strength, a -2 penalty on her Dexterity, a +4 size bonus to her Constitution, and a +8 natural armor bonus.

She also gains all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but does not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural or spell-like abilities.

Shifter's Speech (Ex): At 2nd level, a sapphire magister gains the ability to speak normally (including spells) regardless of the form she takes. Furthermore, she can communicate with other creatures of the same kind while in transformation, as long as such creatures are normally capable of communicating with each other using natural methods.

Morphic Healing (Ex): Beginning at 3rd level, a sapphire magister becomes able to change her form where wounds disappear, creating smooth skin where once were wounds. The sapphire magister gains fast healing 2, and if she spends a full-round action and succeeds on a concentration check (DC equal to the total damage she has sustained), she heals 10 points of damage.

Fast Transformation (Su): Starting at 4th level, a sapphire magister can use her transformation ability as a move action, rather than as a standard action.

Morphic Reach (Ex): A sapphire magister of 5th level or higher can suddenly stretch her limbs, neck, or other appendages outward, giving her 5 more feet of reach than the creature emulated. Unlike most creatures, sapphire magisters don't appear to have a longer reach until they actually use it.

Extraordinary Transformation (Su): Starting at 6th level, a sapphire magister gains the extraordinary special qualities of any form she assumes with transformation.

Morphic Body (Ex): At 7th level and higher, a sapphire magister can use her precise knowledge and control over her form to make herself stronger and heartier. She gains +4 bonus to Strength and Constitution whenever she transforms into a creature.

Flash Transformation (Su): At 8th level, a sapphire magister can use her transformation ability as a swift action, rather than as a move action.

Morphic Immunities (Ex): At 9th level, a sapphire magister is adept at distributing her form's vital organs around her body to keep them safe from harm. Sapphire magisters are immune to stunning and critical hits while assuming a form.

Superior Transformation (Su): At 10th level, the sapphire magister has reached the pinnacle of knowledge of transformation. As a move action and spending MP as if she was transforming, she may change an ability, physical stat, extraordinary/supernatural ability, elemental strength/weakness, or physical appendage with another creature form she is familiar. She may also remove any elemental weakness or negative special quality. She must make the Knowledge (of the appropriate type) skill check (DC 10 + HD of the creature) to succeed. The sapphire magister may only change one aspect of her form once per round.

Skald

The skald are a long line of warrior-poets, storytellers, and heroes. They bring the lore of past wars, ancient monsters, and forgotten kings wherever they go. They can compose poetry, and recite ancient epics to inspire their comrades, as well as allow themselves to become a conduit of pure emotion. Their study of ancient rhymes isn't focused and rigid, but fluid, and ever changing. They focus as much on the emotion that poems inspire as much as the poems themselves. Their shouts have powerful effects and provide the skald with a variety of abilities.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +2.

Skills: Perform 5 ranks.

Spells: Able to perform 2nd-level bard songs.

Class Skills

The skald's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Perception (Wis), Perform (Cha), Profession (Wis), and Stealth (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table 7-23: The Skald

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+1	+1	+0	Bardic Music, Shouts, Limit Break, +1 level to existing bard class
2 nd	+2	+1	+1	+1	Inspiring Blow, +1 level to existing bard class
3 rd	+3	+2	+2	+1	+1 level to existing bard class
4 th	+4	+2	+2	+1	Incite Rage, +1 level to existing bard class
5 th	+5	+3	+3	+2	Heroism
6 th	+6	+3	+3	+2	Battle Song, +1 level to existing bard class
7 th	+7	+4	+4	+2	+1 level to existing bard class
8 th	+8	+4	+4	+3	War Chant, +1 level to existing bard class
9 th	+9	+5	+5	+3	+1 level to existing bard class
10 th	+10	+5	+5	+3	Legacy

Class Features

All of the following are class features of the skald prestige class.

Weapon and Armor Proficiency: Skalds gain proficiencies in all martial weapons and also gain proficiency in medium armor as well as light shields.

MP per Day / Songs Known: At each level except 5th and 10th, a skald gains MP per day and songs known as if he had also gained a level in a bard class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of this class would have gained.

Limit Break (Su): At 1st level, the skald receives the Limit Break (Yol Strun Bah).

Yol Strun Bah (Su): This limit break uses the skald's tremendous shouting ability to call forth a meteor swarm upon a 30-ft.-radius area within 60 feet. For a duration of 1 round + 1 round per two skald levels, enemies within the area of effect take 5d6 points of fire and physical damage (half and half) plus an additional 1d6 points of fire and physical damage per two skald levels, Reflex save (DC 10 + the skald's level + Charisma modifier) for half damage.

Shouts (Su): Beginning of 1st level and every level thereafter, a skald learns a new shout power. Some shouts require other shout powers as prerequisites. All shouts require a swift action to use.

Aura Whisper: The skald's voice is not a shout, but a whisper, revealing the life forces of any and all.

Laas (Su): At a cost of 1 MP, this shout reveals all creatures within a 10-ft.-radius, showing an outline for those creatures who are invisible or hidden to the skald. This ability lasts for 1 round per skald level.

Yah (Su): At a cost of 2 MP, this shout reveals all creatures within a 20-ft.-radius, showing an outline for those creatures who are invisible or hidden to the skald. It also reveals their current health. This ability lasts for 1 round per skald level. **Requirement: Laas.**

Nir (Su): At a cost of 3 MP, this shout reveals all creatures within a 30-ft.-radius, showing an outline for those creatures who are invisible or hidden to the skald. It also reveals their current health, current MP or KI pool, and status effects that are affecting them. This ability lasts for 1 round per skald level. **Requirement: Laas, Yah.**

Disarm: Shout defies steel, as the skald rips the weapon from an opponent's grasp.

Zun (Su): At a cost of 1 MP, this shout attempts to disarm an adjacent opponent of his weapon. Using normal disarm rules, the skald uses his Charisma modifier for his attack roll and gains a +2 bonus on the disarm combat maneuver. The skald does not provoke an attack of opportunity for the disarm attempt nor does the defender get to attempt to disarm the skald.

Haal (Su): At a cost of 2 MP, this shout attempts to disarm opponents in a 10-ft.-cone of their weapons. Using normal disarm rules, the skald uses his Charisma modifier for his attack roll and gains a +4 bonus on the disarm combat maneuver. Each weapon disarmed flies 10 feet in the direction that the skald used this ability. The skald does not provoke an attack of opportunity for the disarm attempt nor does the defenders get to attempt to disarm the skald. **Requirement: Zun.**

Viik (Su): At a cost of 3 MP, this shout attempts to disarm opponents in a 20-ft.-cone of their weapons. Using normal disarm rules, the skald uses his Charisma modifier for his attack roll and gains a +6 bonus on the disarm combat maneuver. Each weapon disarmed flies 10 feet in the direction that the skald used this ability. The skald does not provoke an attack of opportunity for the disarm attempt nor does the defenders get to attempt to disarm the skald. **Requirement: Zun, Haal.**

Dismay: The weak shall fear the skald's voice, and flee in terror.

Faas (Su): At a cost of 1 MP, this shout causes all creatures in a 10-ft.-cone to flee from the skald, Will save (DC 10 + the skald's level + Charisma modifier) to negate. Creatures who do not make the saving throw, flee for 1d4 + 1 rounds.

Ru (Su): At a cost of 2 MP, this shout causes all creatures in a 20-ft.-cone to flee from the skald, Will save (DC 10 + the skald's level + Charisma modifier) to negate. Creatures who do not make the saving throw, flee for 1d6 + 2 rounds and are Shaken for 1d4 rounds afterwards. **Requirement: Faas.**

Maar (Su): At a cost of 3 MP, this shout causes all creatures in a 30-ft.-cone to flee from the skald, Will save (DC 10 + the skald's level + Charisma modifier) to negate. Those who do not make the saving throw, flee for 1d8 + 3 rounds and are Disabled for 1d4 rounds afterwards. **Requirement: Faas, Ru.**

Elemental Fury: The skald's voice imbues his arms with the speed of wind, allowing for faster weapon strikes.

Su (Su): At a cost of 1 MP, this shout allows the skald to make one extra attack with a full-attack action at his highest base attack bonus, but this attack and each other attack made in the round suffer a -2 penalty.

Grah (Su): At a cost of 2 MP, this shout allows the skald to make two extra attacks with a full-attack action at his highest base attack bonus, but these attacks and each other attack made in the round suffer a -4 penalty. **Requirement: Su.**

Dun (Su): At a cost of 3 MP, this shout allows the skald to make three extra attacks with a full-attack action at his highest base attack bonus, but these attacks and each other attack made in the round suffer a -6 penalty. **Requirement: Su, Grah.**

Fire Breath: Inhale air, exhale flame, and behold the skald's voice as inferno.

Yol (Su): At a cost of 1 MP, this shout deals 2d6 points of fire damage to all creatures in a 10-ft.-cone, Reflex save (DC 10 + the skald's level + Charisma modifier) for half damage. Creatures who do not make the saving throw, also catch on fire, taking 1d6 points of fire damage for 1d4 rounds. A burning creature can use a full-round action to put out the flame.

Toor (Su): At a cost of 2 MP, this shout deals 4d6 points of fire damage to all creatures in a 20-ft.-cone, Reflex save (DC 10 + the skald's level + Charisma modifier) for half damage. Creatures who do not make the saving throw, also catch on fire, taking 2d6 points of fire damage for 1d4 rounds. A burning creature can use a full-round action to put out the flame. **Requirement: Yol.**

Shul (Su): At a cost of 3 MP, this shout deals 6d6 points of fire damage to all creatures in a 30-ft.-cone, Reflex save (DC 10 + the skald's level + Charisma modifier) for half damage. Creatures who do not make the saving throw, also catch on fire, taking 3d6 points of fire damage for 1d4 rounds. A burning creature can use a full-round action to put out the flame. **Requirement: Yol, Toor.**

Frost Breath: The skald's breath is winter, his shout, a blizzard.

Fo (Su): At a cost of 1 MP, this shout deals 2d6 points of ice damage to all creatures in a 10-ft.-cone, Reflex save (DC 10 + the skald's level + Charisma modifier) for half damage. Creatures who do not make the saving throw, also move slower, losing 5 feet of movement speed (cannot go below a movement of 5) for 1d4 rounds.

Krah (Su): At a cost of 2 MP, this shout deals 4d6 points of ice damage to all creatures in a 20-ft.-cone, Reflex save (DC 10 + the skald's level + Charisma modifier) for half damage. Creatures who do not make the saving throw, also move slower, losing 10 feet of movement speed (cannot go below a movement of 5) for 1d4 rounds. **Requirement: Fo.**

Diin (Su): At a cost of 3 MP, this shout deals 6d6 points of ice damage to all creatures in a 30-ft.-cone, Reflex save (DC 10 + the skald's level + Charisma modifier) for half damage. Creatures who do not make the saving throw, also move slower, losing 15 feet of movement speed (cannot go below a movement of 5) for 1d4 rounds. **Requirement: Fo, Krah.**

Marked for Death: Speak, and let the skald's voice herald doom, as an opponent's armor and lifeforce are weakened.

Krii (Su): At a cost of 1 MP, this shout weakens the armor and lifeforce of an opponent adjacent to the skald. Creature affected must make a Fortitude save (DC 10 + the skald's level + Charisma modifier) or suffer a -2 penalty to its Constitution score (to a minimum of 1) for 1d6 rounds. Creature who did not make the saving throw, its armor (if any) receives a -1 penalty to Armor Class and damage reduction for 1d4 rounds.

Lun (Su): At a cost of 2 MP, this shout weakens the armor and lifeforce of all creatures in a 10-ft.-cone. Creatures affected must make a Fortitude save (DC 10 + the skald's level + Charisma modifier) or suffer a -4 penalty to its Constitution score (to a minimum of 1) for 1d6 rounds. Creatures who did not make the saving throw, its armor (if any) receives a -2 penalty to Armor Class and damage reduction for 1d4 rounds.

Requirement: Krii.

Aus (Su): At a cost of 3 MP, this shout weakens the armor and lifeforce of all creatures in a 20-ft.-cone. Creatures affected must make a Fortitude save (DC 10 + the skald's level + Charisma modifier) or suffer a -6 penalty to its Constitution score (to a minimum of 1) for 1d6 rounds. Creatures who did not make the saving throw, its armor (if any) receives a -3 penalty to Armor Class and damage reduction for 1d4 rounds.

Requirement: Krii, Lun.

Storm Call: A shout to the skies, a cry to the clouds, that awakens the destructive force of lightning.

Strun (Su): At a cost of 1 MP, this shout deals 2d6 points of lightning damage in a 10-ft.-radius within 30 feet of the skald. Creatures in the area of effect must make a Reflex save (DC 10 + the skald's level + Charisma modifier) for half damage. Creatures who did not make the saving throw, are dazed for 1d4 + 1 rounds.

Bah (Su): At a cost of 2 MP, this shout deals 4d6 points of lightning damage in a 20-ft.-radius within 60 feet of the skald. Creatures in the area of effect must make a Reflex save (DC 10 + the skald's level + Charisma modifier) for half damage. Creatures who did not make the saving throw, are dazed for 1d6 + 2 rounds.

Requirement: Strun.

Qo (Su): At a cost of 3 MP, this shout deals 6d6 points of lightning damage in a 30-ft.-radius within 90 feet of the skald. Creatures in the area of effect must make a Reflex save (DC 10 + the skald's level + Charisma modifier) for half damage. Creatures who did not make the saving throw, are dazed for 1d8 + 3 rounds.

Requirement: Strun, Bah.

Unrelenting Force: The skald's voice is raw power, pushing aside anything - or anyone - who stands in his path.

Fus (Su): At a cost of 1 MP, this shout pushes all creatures in a 10-ft.-cone away from the skald. The skald makes a Bull Rush attempt on all creatures in the area of effect, using his Charisma modifier instead of his Strength. He gains a +2 bonus on the Bull Rush combat maneuver. The skald does not provoke an attack of opportunity for the bull rush attempt. Creatures who are bull rushed with this ability must make a Acrobatics DC 10 skill check or fall prone.

Ro (Su): At a cost of 2 MP, this shout pushes all creatures in a 20-ft.-cone away from the skald. The skald makes a Bull Rush attempt on all creatures in the area of effect, using his Charisma modifier instead of his Strength. He gains a +4 bonus on the Bull Rush combat maneuver. The skald does not provoke an attack of opportunity for the bull rush attempt. Creatures who are bull rushed with this ability must make a Acrobatics DC 15 skill check or fall prone. **Requirement:** Fus.

Dah (Su): At a cost of 3 MP, this shout pushes all creatures in a 30-ft.-cone away from the skald. The skald makes a Bull Rush attempt on all creatures in the area of effect, using his Charisma modifier instead of his Strength. He gains a +6 bonus on the Bull Rush combat maneuver. The skald does not provoke an attack of opportunity for the bull rush attempt. Creatures who are bull rushed with this ability must make a Acrobatics DC 20 skill check or fall prone. **Requirement:** Fus, Ro.

Whirlwind Sprint: The skald's voice rushes forward, carrying him in its wake with the speed of a tempest.

Wuld (Su): At a cost of 1 MP, this shout causes the skald to charge in a straight line for 15 feet. If at the end of the charge is a creature, the skald can make a free attack. If the attack hits, the skald deals an additional 2d6 points of damage. If a creature is in the way of the skald's whirlwind sprint, the skald makes a bull rush combat maneuver (which allows for an attack of opportunity), gaining a bonus +2 for every 10 feet that the skald moves. Using this ability will provoke attacks of opportunity if moving through threatened spaces.

Nah (Su): At a cost of 2 MP, this shout causes the skald to charge in a straight line for 30 feet. If at the end of the charge is a creature, the skald can make a free attack. If the attack hits, the skald deals an additional 4d6 points of damage. If a creature is in the way of the skald's whirlwind sprint, the skald makes a bull rush combat maneuver (which allows for an attack of opportunity), gaining a bonus +2 for every 10 feet that the skald moves. Using this ability will provoke attacks of opportunity if moving through threatened spaces.

Requirement: Wuld.

Kest (Su): At a cost of 3 MP, this shout causes the skald to charge in a straight line for 45 feet. If at the end of the charge is a creature, the skald can make a free attack. If the attack hits, the skald deals an additional 6d6 points of damage. If a creature is in the way of the skald's whirlwind sprint, the skald makes a bull rush combat maneuver (which allows for an attack of opportunity), gaining a bonus +2 for every 10 feet that the skald moves. Using this ability will provoke attacks of opportunity if moving through threatened spaces.

Requirement: Wuld, Nah.

Inspiring Blow (Su): At 2nd level, the skald roars his war-cries with each telling blow. When he confirms a critical hit, he can start this performance as an immediate action (ending any other performances). He gains temporary hit points equal to his Charisma modifier (if positive), and all allies within 30 feet gain a +1 morale bonus on their next attack roll prior to the start of his next turn. These temporary hit points remain until the skald ends his performance.

Incite Rage (Su): At 4th level, the skald can induce a furious rage in one creature within 30 feet. This effect functions as a beastmaster's rage that lasts as long as the target can hear the skald's performance; however, unwilling creatures can be affected if they fail a Will save (DC 10 + the skald's level + Charisma modifier). Success renders the target immune to this power for 24 hours. The skald cannot target himself with this ability. If the target has the rage class feature, it can instead immediately rage and stay in this rage without consuming rounds of rage per day as long as the skald continues performing. This mind-affecting effect requires audible components.

Heroism (Ex): At 5th level, the skald is completely immune to fear effects. In addition, the skald gains an additional +2 to skill checks when using inspire competence.

Battle Song (Su): At 6th level, a skald can affect all allies within 30 feet when using performance to incite rage.

War Chant (Ex): At 8th level, a skald can inspire a rapturous battle trance that suppresses pain, stunning, and fear effects for one creature. The affected creature also gains DR 5/— (DR 10/— against nonlethal damage); this benefit stacks with any damage reduction class ability and lasts until the skald ends his performance. This mind-affecting ability requires audible components.

Legacy (Ex): Also at 10th level, the skald's name is legend, it will be remembered for eternity by the skalds that proceed him. He is known far and wide, he is a figure of destiny, a god among men. His personality reflects this. The skald gains a +2 bonus to Charisma.

CHAPTER 8: MAGIC

Cutting across the categories of black magic, blue magic, geomancy, illusions, necromancy, red magic, summons, chronomancy, white magic spells and bard songs are the ten schools of magic. These schools represent the different ways that spells/songs take effect. This chapter provides an overview of the spell description format, an extensive discussion of how spells work, information about what happens when magical effects combine, and an explanation of the differences between the kinds of special abilities, some of which are magical.

MAGIC

Spells are manifestations of magic. The requirements for casting a spell are listed on the corresponding class pages. All spells are cast by using specific gestures and words of power. No spells require material components or foci. Otherwise, the spell system is very similar to Pathfinder with a few changes. The rules for concentration and spell interruption are the same, and there are no counterspells. Light, medium, and heavy armor adds a spell failure chance. All spells are subject to spell resistance. Healing magic is not subject to spell resistance unless used offensively against the undead.

Spell casting and song performing works in the same way that it does in the Pathfinder, but all spells/songs suffer spell failure from armor and all spells/songs cost magic points rather than number of spells/songs per day. Magic points (MP) are used to fuel spells and songs. After at least 8 hours of rest, characters may meditate for 30 minutes to restore their amount of magic points equal to their caster level plus their primary casting modifier. All spellcasting classes get additional magic points for high attributes. Casters need not prepare spells, as all casters can cast any spell they know at will. A caster has no limit on the amount of spells he or she may know.

The cost for Spells and Songs are calculated as such: Spell/Song level x 1 MP. (I.E. a 9th level spell will be 9 MP to cast or a 5th level song will be 5 MP to perform.)

The maximum MP a mage/bard can spend on spells/songs using feats is their caster level divided in half, rounded up. (I.E. A 10th level Black Mage can spend up to 5 MP on a single spell.)

Metamagic Feats: Metamagic feats are applied spontaneously and do not increase the casting time of the spell, however, it will increase the MP cost. In order to apply a metamagic feat to a spell, the caster must be able to spend MP at the increased cost of the spell.

MAGIC TYPES

Magic is divided into eight types: black magic, blue magic, chronomancy, geomancy, necromancy, red magic, song magic, white magic. Black magic grants a mage the power to inflict chaos upon creation, while white magic brings order to creation. Blue magic uses the ability of creatures into spells to cast. Chronomancy controls all aspects of time. Geomancy uses the terrain and the elements to harness raw power. Necromancy uses dark magic to raise the dead as well as the living. Red magic blends some of black and white magic as well as its own particular blend to enhance the capabilities of the red mage. Song magic provides a variety of effects to enhance allies and enfeeble enemies.

Black Magic

Black magic is almost exclusively offensive, and is practiced by black mages. With few exceptions, these spells focus on dealing damage to a target or hindering its ability to fight. A large portion of black magic is focused on the power of the elements. Skilled mages seek out their foes' elemental weaknesses, and adapt their magic to strike with precision.

Blue Magic

Blue magic has a variety of different types of spells. It relies on creatures with supernatural abilities to copy from them and make it their own. Depending on the creatures the blue mage learns from, they have a terrifying variety of spells to utilize.

Chronomancy

Chronomancy controls all aspects of time. Manipulation of time is a dangerous area for spellcasters, even the most hardened of time mages are rightly to be feared.

Geomancy

Geomancy focuses primarily on the elements and terrain. Geomancy works well with Black Magic. Geomancers are the only known spellcasters that can harness the power of geomancy.

Necromancy

Necromancy gives necromancers the power over life and death. They are able to mimic undead powers through spells.

Red Magic

Red magic blends the healing and protection of white magic and the elemental destruction of black magic as well as adding its own particular enhancing red magic to make the red mage an extremely versatile mage.

Song Magic

Song magic is how bards utilize their songcraft. Songs provide a variety of effects to enhance allies and enfeeble enemies. Perform song magic requires the bard to make Perform skill checks successfully and also spend MP to perform his magic.

White Magic

White magic is primarily defensive, but it has its share of enfeebling magic and a small dab of direct damage as well. White magic mostly focuses on healing others and restoring life. White magic is practiced by white mages.

CHOOSING A SPELL

First you must choose which spell to cast. You can select any spell you know, provided you are capable of casting spells of that level or higher.

To cast a spell, you must be able to speak and gesture. Additionally, you must concentrate to cast a spell—and it's hard to concentrate in the heat of battle. (See below for details.)

CONCENTRATION

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must make a concentration check or lose the spell. When you make a concentration check, you roll d20 and add your caster level and the ability score modifier used to determine bonus spells of the same type. Geomancers and white mages add their Wisdom modifier. Bards, dark knights, holy knights, red mages, and summoners add their Charisma modifier. Finally, black mages, blue mages, illusionists, and necromancers add their Intelligence modifier. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC. If you fail the check, you lose the spell just as if you had cast it to no effect.

Injury: If you take damage while trying to cast a spell, you must make a concentration check with a DC equal to $10 + \text{the damage taken} + \text{the level of the spell you're casting}$. If you fail the check, you lose the spell without effect. The interrupting event strikes during spellcasting if it comes between the time you started and the time you complete a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to your casting the spell (such as an attack of opportunity provoked by the spell or a contingent attack, such as a readied action).

If you are taking continuous damage, such as from an acid arrow or by standing in a lake of lava, half the damage is considered to take place while you are casting a spell. You must make a concentration check with a DC equal to $10 + 1/2 \text{ the damage that the continuous source last dealt} + \text{the level of the spell you're casting}$. If the last damage dealt was the last damage that the effect could deal, then the damage is over and does not distract you.

Spell: If you are affected by a spell while attempting to cast a spell of your own, you must make a concentration check or lose the spell you are casting. If the spell affecting you deals damage, the DC is $10 + \text{the damage taken} + \text{the level of the spell you're casting}$.

If the spell interferes with you or distracts you in some other way, the DC is the spell's saving throw DC + the level of the spell you're casting. For a spell with no saving throw, it's the DC that the spell's saving throw would have if a save were allowed ($10 + \text{spell level} + \text{caster's ability score}$).

Grappling or Pinned: Casting a spell while you have the grappled or pinned condition is difficult and requires a concentration check ($DC 10 + \text{the grappler's CMB} + \text{the level of the spell you're casting}$). Pinned creatures can only cast spells that do not have somatic components.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a concentration check ($DC 10 + \text{the level of the spell you're casting}$) or lose the spell.

Violent Motion: If you are on a galloping chocobo, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being pitched roughly about in a similar fashion, you must make a concentration check ($DC 15 + \text{the level of the spell you're casting}$) or lose the spell. If the motion is extremely violent, such as that caused by an earthquake, the DC is equal to $20 + \text{the level of the spell you're casting}$.

Violent Weather: You must make a concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is $5 + \text{the level of the spell you're casting}$. If you are in wind-driven hail, dust, or debris, the DC is $10 + \text{the level of the spell you're casting}$. In either case, you lose the spell if you fail the concentration check. If the weather is caused by a spell, use the rules as described in the spell's description.

Casting Defensively: If you want to cast a spell without provoking any attacks of opportunity, you must make a concentration check ($DC 15 + \text{double the level of the spell you're casting}$) to succeed. You lose the spell if you fail.

Entangled: If you want to cast a spell while entangled in a net or by a tanglefoot bag or while you're affected by a spell with similar effects, you must make a concentration check to cast the spell ($DC 15 + \text{the level of the spell you're casting}$). You lose the spell if you fail.

CASTER LEVEL

A spell's power often depends on its caster level, which for most spellcasting characters is equal to your class level in the class you're using to cast the spell. For example, a *fira* spell deals 1d6 points of damage per caster level (to a maximum of 10d6), so a 10th-level black mage can cast a more powerful *fira* spell than a 5th-level black mage can.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level. For example, at 10th level, a black mage can cast a *fira* spell to a range of 800 feet for 10d6 points of damage. If he wishes, he can cast a *fira* spell that deals less damage by casting the spell at a lower caster level, but he must reduce the range according to the selected caster level, and he can't cast the *fira* spell with a caster level lower than 6th (the minimum level required for a black mage to cast *fira*).

In the event that a class feature or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to your caster level check to overcome your target's spell resistance.

SPELL FAILURE

If you ever try to cast a spell in conditions where the characteristics of the spell (range, area, or the like) cannot be made to conform, the casting fails and the spell is wasted. Spells also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

THE SPELL'S RESULT

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

SPECIAL SPELL EFFECTS

Many special spell effects are handled according to the school of the spells in question. Certain other special spell features are found across spell schools.

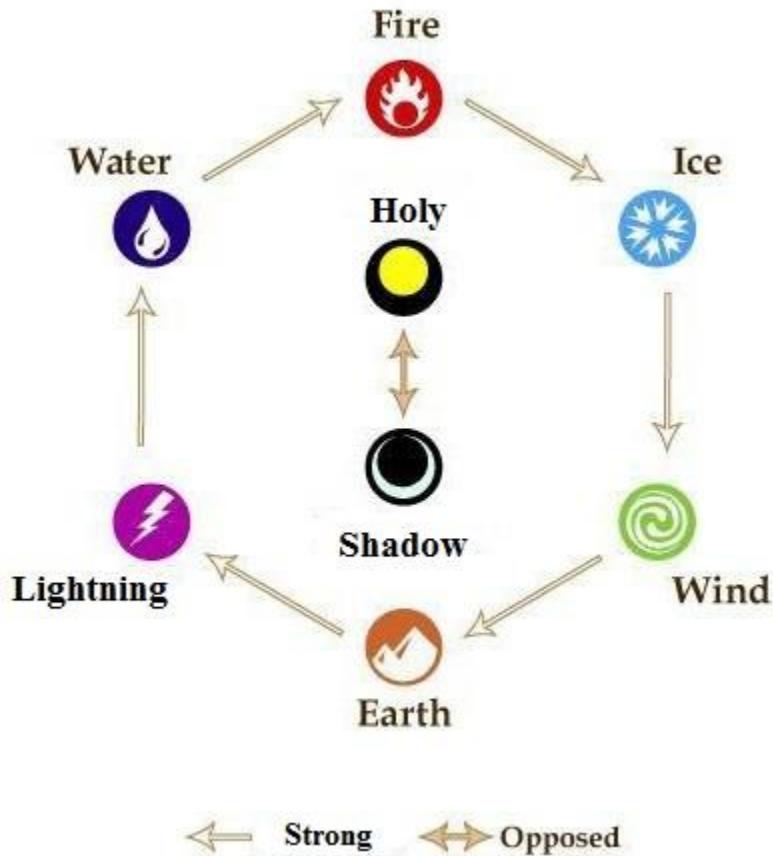
Attacks: Some spell descriptions refer to attacking. For instance, *vanish* is dispelled if you attack anyone or anything while under its effects. All offensive combat actions, even those that don't damage opponents (such as *disarm* and *bull rush*) are considered attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks.

Bonus Types: Many spells give their subjects bonuses to ability scores, Armor Class, attacks, and other attributes. Usually, a bonus has a type that indicates how the spell grants the bonus. For example, *protect* grants a deflection bonus to AC, which makes attacks veer off. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works. The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

The Elements

Magic damage is almost always associated with an element. Non-elemental damage is equivalent to force damage and nothing can be weak or resist it. Physical damage is done by weapons unless otherwise noted.

The general rule of the elements is this: wind is strong against earth, which is strong against lightning, which is strong against water, which is strong against fire, which is strong against ice, which is strong against wind. Wind is weak to ice, which is weak to fire, which is weak to water, which is weak to lightning, which is weak to earth, which is weak to wind. Shadow and holy are both strong against each other and weak to each other. See image below for a better understanding.



Weakness

If a creature is struck by elemental damage of an element it is weak to, it takes 1.5x the normal damage. When a spell of the appropriate element is cast upon the creature and forces a saving throw, the creature suffers a -2 penalty on the saving throw. A spellcaster casting a spell of an element that a creature with elemental resistance is weak to, he gets a +2 bonus on his caster level check.

Strong

If a creature is struck by elemental damage it is resistant to, it instead takes half that much damage (rounded down, minimum 1). Creatures get a +2 bonus to saving throws against spells of an element they are resistant to.

Immunity

Some creatures are immune to specific elements. All spells of the chosen element have no effect whatsoever on a creature immune to that element.

Absorption

Some creatures are healed by damage of a particular element. For example, the undead are healed by shadow damage. In this case, they are immune to non-damaging effects of spells of the appropriate element, and are instead healed when a spell of the element would normally deal damage (for an equal amount).

Elemental Resistance

Different from spell resistance, elemental resistance reduces damage by the number and element the creature has. For example, if a creature with 5 Elemental (Fire) resistance was struck by a Fire II spell for 8 points of fire damage, the creature would only take 3 points of fire damage.

HARMFUL STATUS EFFECTS

Harmful status effects occur during combat from a certain spell or an item, or even an attack. These status effects change the "status" of a party member, or even the entire party itself.

Berserk: This status effect causes the character to fly into a rage attacking the nearest creature. The subject cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, 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 materia), or spell completion to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

Blind: This status effect disables the character's ability to use his sight. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

Burning: Fire engulfs the character's body, burning him. Characters that are inflicted with this status effect take 1d6 fire damage each round but are allowed a Reflex save (equal to spell DC) to avoid this fate. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of fire damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.) A character on fire may, by spending 1 round, automatically extinguish the flames by jumping into enough water to douse himself. Water spells and effects also remove this status effect. If no body of water is at hand, by spending 1 round, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Confuse: This status effect causes the character to do random actions. A confused character's actions are determined by rolling percentage at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attack is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature. A confused character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that is not already devoted to attacking (either because of its recent action or because it has just been attacked).

Curse: This status effect causes the creature to be unable to perform a Limit Break. It can be cured with a Remedy or by Esuna spell.

Dazzled: A bright flash of light causes the character to be slightly dizzy. Characters that are inflicted with this status effect suffer -1 penalty on attack rolls, Search checks, and Perception checks to see. Dark spells and effects remove this status effect.

Dimmed: A dark mask surrounds the character's face, making it difficult to see clearly. Characters that are inflicted with this status effect suffer a -1 penalty on Armor Class and a -1 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Perception checks to spot) suffer 20% fail chance. All opponents are considered to have partial concealment (10% miss chance) to the character. Light spells and effects remove this status effect.

Disable: This status effect causes the creature to be unable to act normally. A disabled creature can take no actions, but has no penalty to AC.

Disease: This status effect cripples the character's ability to heal and be healed. A diseased creature cannot be cured of wounds or healed of any other means until the disease is cured.

Doom: This status effect causes a countdown to start whereupon the character inflicted dies if not cured of this status effect. The usual duration is 2d4 rounds.

Drenched: Water drenches the character's body, soaking the clothing, increasing the weight of the items. Characters that are inflicted with this status effect have their carrying weight increased by 10 lbs. In addition, while under this status effect, any lightning spells and effects inflict an additional 1d6 points of lightning damage. However, any fire spells and effects that deal fire damage remove the status effect. By spending 1 round, the character can also remove the wet clothing as well to remove the status effect.

Frog: This status effect causes the character to be turned into a frog. The character retains his hit points but his size becomes tiny and he is unable to do anything for the duration other than hop around.

Frozen: Ice forms upon the character's legs, freezing him to the spot. Characters that are inflicted with this status effect are frozen to the spot, unable to take a move action. They can, however, break loose by spending 1 round and making a DC 10 Strength check or a DC 15 Escape Artist check. Any fire spells and effects that deal fire damage can melt the ice and remove the status effect.

Immobilize: This status effect causes the creature to be unable to move normally. An immobilized creature cannot move, but may do other actions (attack, cast, etc.) provided he can do those actions not requiring him to move and has no penalty to AC.

Mini: This status effect causes the creature to shrink to 10% of its total size. A miniaturize creature's damage only does 10% of its total damage it can dish out.

Petrify: This status effect causes the character to turn to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and the DM must assign some amount of permanent hit point loss and/or debilitation.

Poison: This status effect causes the character to take 1d6 points of non-elemental damage per round. A poisoned character takes damage per round until the duration ends or until cured.

Sap: This status effect is similar to the Poison status effect except it can't be cured by normal spells except Esuna.

Silence: This status effect causes the character to be unable to cast spells or perform songs. A silenced character cannot cast any spells nor perform any songs until he is cured of this status effect.

Sleep: This status effect causes the character to fall into a magical slumber. He is considered helpless and can be only awoken by shaking him awake.

Slow: This status effect causes the character to move and attack at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack. Slow counters and dispels haste.

Squalled: Wind surrounds the character's body, making it difficult to concentrate and to make ranged weapon attack rolls. Characters that are inflicted with this status effect suffer a -2 penalty to Concentration checks and -1 penalty to ranged weapon attack rolls. This effect lasts for 1 round and then the wind dies down.

Static: A static charge runs through the character, making him an excellent conductor for lightning energy. Characters that are inflicted with this status effect receives a jolt (deals 1d6 points of lightning damage) anytime the creature touches metal objects, spends a move action while in metal armor, or spends a standard action to swing a metal weapon. This effect happens lasts for 1 round and then discharges.

Stop: This status effect is similar to the Disable status effect except that the character is considered helpless.

Weighted: Rocks, dirt, and rubble adhere to the character, making it difficult to move. Characters that are inflicted with this status effect have their movement speed reduced by 5 feet. In addition, the character cannot run or charge. Water spells and effects can wash away the status effect.

Zombie: This status effect causes the character to have their type changed to [Undead], but without any of the benefits of that type. Those inflicted are now damaged by healing spells and effects, but immune to death spells and effects.

BENEFICIAL STATUS EFFECTS

Beneficial status effects occur, usually, when enhancing spells are cast upon the individual, or party. These often grant bonuses to stats, armor class, and saving throws as well as other miscellaneous effects.

Haste: This status effect grants the character a +1 bonus to Attack rolls, +1 bonus to Reflex saves, +30 foot movement, and an extra attack if the subject uses a full-attack option.

Protect: This status effect grants the character a deflection bonus to armor class depending on the *Protect* or *Protectra* spell used.

Reflect: This status effect grants the character a barrier that deflects the next spell targeted at the affected individual back at its caster, and is then discharged. Only spell not affected is the *Dispel* spell.

Regen: This status effect grants the character Fast Healing depending on the *Regen* or *Renew* spell used.

Reraise: This status effect raises the character from death to 1 HP if the character dies while this status is in effect.

Shell: This status effect grants the character a morale bonus to saving throws versus spells depending on the *Shell* or *Shellra* spell used.

SPELL DESCRIPTIONS

Name

The first line of every spell description gives the name by which the spell is generally known.

School

Beneath the spell name is a line giving the school of magic that the spell belongs to. Almost every spell belongs to one of six schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells are non-elemental, belonging to no school.

Chronomancy

Chronomancy uses time to manipulate opponents.

Dark

Dark magic is always of the shadow element. Rather than directly damaging opponents like elemental magic, dark magic may deal lesser damage but drain the opponent of stats or cause otherwise harmful negative effects. Black mages are masters of dark magic.

Elemental

Elemental magic focuses on damaging opponents with the elemental power of earth, fire, ice, lightning, water, or wind. Black mages specialize in elemental magic.

Enfeebling

Enfeebling magic cripples opponents by reducing their ability to do battle. Black mages are exceedingly adept with enfeebling magic.

Enhancing

Enhancing magic boosts the fighting ability of allies. White mages are experts of enhancing magic.

Healing

Healing magic is used to heal wounds or cure negative status effects. Healing magic causes damage to the undead. White mages specialize in healing magic.

Light

Light magic is always of the holy element. Light magic smites the wicked with holy power, but usually in a less direct method than elemental magic. White mages are especially proficient with light magic.

Necromancy

Necromancy masters the power of life and death, often teetering between both.

Summon

Summon magic conjures creatures or items. Summon magic can also be used by Summoners to cast powerful magic that stem from creatures.

[Descriptor]

Appearing on the same line as the school, when applicable, is a descriptor that further categorizes the spell with the Elemental school. The descriptors are earth, fire, ice, lightning, water, and wind.

LEVEL

The next line of a spell description gives the spell's level, a number between 1 and 9 (for spells), a number between 1 and 5 (for songs), that define the spell's relative power. This number is preceded by the name of the class whose members can cast the spell or perform the song. A spell's level affects the DC for any save allowed against the effect.

CASTING TIME

Most spells have a casting time of 1 standard action. Others take 1 round or more. You make all pertinent decisions about a spell (range, target, area, effect, and so forth) when the spell comes into play.

RANGE

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals maximum damage on a successful critical hit.

Close: The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels (30 feet at 2nd caster level, 35 feet at 4th caster level, and so on).

Medium: The spell reaches as far as 100 feet + 10 feet per caster level.

Long: The spell reaches as far as 400 feet + 40 feet per caster level.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

AIMING A SPELL

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some spells, such as *blind*, have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. For example, you can't fire a *Fire* spell into a group of bandits with the instruction to strike "the leader." To strike the leader, you must be able to identify and see the leader (or guess which is the leader and get lucky). However, you do not have to select your target until you finish casting the spell.

If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells.

Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Effect: Some effects are rays (for example, *fire* spell). You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals maximum damage on a successful critical hit.

Spread: Some effects spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect (see below) to all portions of the effect. Example: *thundaga*.

Area: Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below. Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which creatures or objects the spell affects. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Burst or Spread: Most spells that affect an area function as a burst, an emanation, or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. For instance, if you can designate a four-way intersection of corridors to be the point of origin of a *scourge* spell, the spell bursts in all four directions, possibly catching creatures that you can't see because they're around the corner from you but not from the point of origin. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped. A burst's area defines how far from the point of origin the spell's effect extends. Example: *arisega*.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes. Example: *firaga*.

DURATION

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable (*condemn*, for example) the DM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting. For example, a cure light wounds spell lasts only an instant, but the healing it bestows never runs out or goes away.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic. Example: *statue*.

Subjects, Effects, and Areas: If the spell affects creatures directly (for example, *charm*), the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. If the spell affects an area, as *silencega* does, then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. Dismissing a spell is a standard action that does not provoke attacks of opportunity.

SAVING THROW

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject, such as *death*. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your spell has a DC of 10 + the level of the spell + your bonus for the relevant ability (Intelligence for a black mage, red mage, and blue mage, Charisma for a bard, or Wisdom for a white mage and red mages).

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. For example, if you secretly cast charm person on a creature and its saving throw succeeds, it knows that someone used magic against it, but it can't tell what you were trying to do. Likewise, if a creature's saving throw succeeds against a targeted spell, such as *charm*, you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this quality.

SPELL RESISTANCE

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check ($1d20 + \text{caster level}$) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level (such as from imagery ability bonuses from the black mage, blue mage, red mage, and white mage classes) to this caster level check.

The Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The term "harmless" means the same thing for spell resistance as it does for saving throws. A creature with spell resistance must voluntarily lower the resistance (a standard action) in order to be affected by a spell noted as harmless. In such a case, you do not need to make the caster level check described above.

DESCRIPTIVE TEXT

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text," this is where the explanation is found. If the spell you're reading about is based on another spell, you might have to refer to a different spell for the "see text" information.

CHAPTER 9: SPELLS, SUMMONS & SONGS

This chapter begins with the spell lists of the spellcasting classes and the song list for bards. The remainder of the chapter contains spell descriptions in alphabetical order by spell name followed by the summon spell descriptions and bard song descriptions.

Spell Chains: Some spells reference other spells that they are based upon. (For instance, *cure* is the spell upon which all other cure spells are based.) Only information about a spell elsewhere in the spell chain that is different from the base spell is covered in the spell being described. Spell description entries and descriptive text that are the same as the base spell are not repeated.

Order of Presentation: In the spell lists, bard song list and the spell descriptions that follow them, the spells are presented in alphabetical order by name followed by the bard song descriptions.

Hit Dice: The term “Hit Dice” is used synonymously with “character levels” for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.

Caster Level: A spell’s power often depends on caster level, which is defined as the caster’s class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word “level” in the spell lists that follow always refers to caster level.

Status Effects: If a spell causes its subject or subjects to be affected by one or more conditions (such as blinded, incorporeal, invisible, or stunned), refer to the glossary for details of how that condition affects the subject.

Creatures: The word “creature” is used synonymously in the spell descriptions.

BLACK MAGE SPELL LIST

0-LEVEL BLACK MAGE SPELLS

Bleed: Cause a stabilized creature to resume dying.

Dark Orb: Orb deals 1d3 shadow damage.

Daze: A single humanoid creature with 4 HD or less loses its next action.

Detect Magic: Detects all spells and magic items within 60 ft.

Elemental Orb: Orb deals 1d3 elemental damage of chosen type.

Ignite: Ignites flammable objects.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Penumbra: Protects creature or object from bright light.

Read Magic: Read magical scrolls.

Torchlight: Object shines like a torch.

Touch of Fatigue: Touch attack fatigues target.

1ST-LEVEL BLACK MAGE SPELLS

Aero: Ranged touch that deals 1d6 points of wind damage + casting modifier + 1 per level (max of +5) and inflicts Squalled status effect.

Air Bubble: Provides breathable air for one creature.

Blast: Target is knockback 5 feet and has a chance to fall prone.

Blind: Target is inflicted with Blind status.

Blizzard: Ranged touch that deals 1d6 points of ice damage + casting modifier + 1 per level (max of +5) and inflicts Frozen status effect.

Choco Feather: Quick reaction to slow a creature's fall.

Dark: Ranged touch that deals 1d6 points of shadow damage + casting modifier + 1 per level (max of +5) and inflicts Dimmed status effect.

Detonate: Target and creatures within a 5-ft.-radius take caster level (max of 5) + Intelligence modifier points of fire damage.

Endure Elements: Subject is protected from hot and cold environments.

Enfeeblement: Target takes a 1d6 Strength penalty + 1 per two levels.

Engulf: Target takes caster level (max of 5) + Intelligence modifier points of water damage per round until freed.

Entomb: Target takes caster level (max of 5) + Intelligence modifier points of earth damage per round until freed.

Fire: Ranged touch that deals 1d6 points of fire damage + casting modifier + 1 per level (max of +5) and inflicts Burning status effect.

Flame Breath: Caster breathes a cone of fire in 15-ft.-cone burst, dealing 1d4 points of fire damage per level.

Icicle Dagger: Creates a magical dagger out of ice, dealing additional ice damage.

Jump: Subject gains a +10 enhancement bonus on all Acrobatics checks to jump.

Mage Armor: Gives subject +4 armor bonus.

Mount: Summons a yellow chocobo to serve the caster as a mount.

Obscure: Target radiates darkness out to a 10-ft.-radius.

Shocking Grasp: Subject gains a touch attack that deals 1d6 points of lightning damage per level.

Sleep: Target is inflicted with Sleep status.

Slick: A sheet of ice bursts from the target in a 10-ft.-radius, causing creatures to fall prone.

Spark: Deals caster level (max of 5) + Intelligence modifier points of lightning damage to primary target and arcs to secondary targets within 10 feet.

Stone: Ranged touch that deals 1d6 points of earth damage + casting modifier + 1 per level (max of +5) and inflicts Weighted status effect.

Stone Fist: Caster transforms his hands into living stone and able to deal lethal unarmed strikes.

Swim: Subject gains a swim speed of 30 feet.

Thunder: Ranged touch that deals 1d6 points of lightning damage + casting modifier + 1 per level (max of +5) and inflicts Static status effect.

Water: Ranged touch that deals 1d6 points of water damage + casting modifier + 1 per level (max of +5) and inflicts Drenched status effect.

Water Blast: A blast of water pushes the target back.

Wind Armor: Subject is surrounded by a field of wind, providing a +2 deflection bonus to AC.

Wind Runner: Caster increases his base land speed by 30 feet.

Wind Shield: Caster creates a field of ever-flowing gust of wind around him to deflect ranged attacks.

2ND-LEVEL BLACK MAGE SPELLS

Aero II: Ranged touch that deals 3d6 points of wind damage + casting modifier + 1 per level (max of +10) and inflicts Squalled status effect.

Blast II: Target is knockback 10 feet and has a chance to fall prone.

Blizzard II: Ranged touch that deals 3d6 points of ice damage + casting modifier + 1 per level (max of +10) and inflicts Frozen status effect.

Burning Arc: Deals 1d6 points of fire damage per level to primary target and arcs to secondary targets.

Dark II: Ranged touch that deals 3d6 points of shadow damage + casting modifier + 1 per level (max of +10) and inflicts Dimmed status effect.

Darkness: Causes an object to radiate darkness out to 20 feet.

Darkvision: Subject gains darkvision up to 60 feet.

Defensive Shock: Creatures attacking the caster take 1d6 points of lightning damage per two levels.

Detonate II: Target and creatures within a 10-ft.-radius take caster level (max of 10) + 3x Intelligence modifier points of fire damage.

Communal Endure Elements: As *Endure Elements*, but may divide the duration among creatures touched.

Communal Mount: As *Mount*, but summons up to 6 yellow chocobos and may divide the duration among chocobos summoned.

Elemental Resistance: Subject gains elemental resistance of a chosen type.

Elemental Touch: Caster infuses his hands with elemental energy of a chosen type.

Elemental Weapon: Creates a magical floating weapon of a chosen element type.

Engulf II: Target takes caster level (max of 10) + 3x Intelligence modifier points of water damage per round until freed.

Entomb II: Target takes caster level (max of 10) + 3x Intelligence modifier points of earth damage per round until freed.

Fiery Shuriken: Creates floating shuriken made out of fire to launch as a ranged touch attack.

Fire II: Ranged touch that deals 3d6 points of fire damage + casting modifier + 1 per level (max of +10) and inflicts Burning status effect.

Flaming Sphere: Creates a globe of fire that rolls in the direction the caster desires, dealing 3d6 points of fire damage.

Float: Subject floats 5 foot off the ground.

Frigid Touch: Subject gains a touch attack that deals 4d6 points of ice damage.

Frost Fall: Creates an area of chilling frost, dealing 2d6 points of ice damage to all within a 5-ft.-radius burst.

Glide: Caster can fall slowly like *Choco Feather* and able to glide.

Icy Breath: Caster breathes a cone of ice in 15-ft.-cone burst, dealing 4d6 points of ice damage.

Levitate: Subject is able to move up or down up to 20 feet each round.

Obscure II: Target radiates darkness out to a 20-ft.-radius.

Poison: Target is inflicted with Poison status effect that deals 1d6 points of non-elemental damage + casting modifier per round.

See Invisibility: Caster is granted the ability to see invisible beings and objects.

Silence: Target is inflicted with Silence status.

Slick II: A sheet of ice bursts from the target in a 20-ft.-radius, causing creatures to fall prone.

Slipstream: Subject rides a low-cresting wave of water to travel along the surface of water or ground.

Spark II: Deals caster level (max of 10) + 3x Intelligence modifier points of lightning damage to primary target and arcs to secondary targets within 20 feet.

Stone II: Ranged touch that deals 3d6 points of earth damage + casting modifier + 1 per level (max of +10) and inflicts Weighted status effect.

Stone Call: Creates a rain of dirt, gravel, and small pebbles to fill the area, dealing 2d6 points of earth damage.

Temper: Affected weapon deals an additional +2 damage.

Thunder II: Ranged touch that deals 3d6 points of lightning damage + casting modifier + 1 per level (max of +10) and inflicts Static status effect.

Wall Climb: Subject gains a climb speed of 20 feet.

Water II: Ranged touch that deals 3d6 points of water damage + casting modifier + 1 per level (max of +10) and inflicts Drenched status effect.

Whispering Wind: Caster is able to send a message or sound on the wind to a designated spot.

Wind Barrier: Subject gains damage reduction 10/- against projectiles.

3RD-LEVEL BLACK MAGE SPELLS

Aera: 1d6 wind damage per level, 20-ft. radius.

Aero III: Ranged touch that deals 5d6 points of wind damage + casting modifier + 1 per level (max of +15) and inflicts Squalled status effect.

Ash Storm: Blocks sight and makes ground become difficult terrain.

Battering Blast: Target takes wind damage and subjects the target to a Bull Rush.

Bio: Target is inflicted with Sap status effect that deals 2d4 points of non-elemental damage + casting modifier per round.

Blacklight: Creates an area of impenetrable darkness.

Blast III: Target is knockback 15 feet and has a chance to fall prone.

Blindga: As *Blind*, but all within 30 feet.

Blizzara: 1d6 ice damage per level, 20-ft. radius.

Blizzard III: Ranged touch that deals 5d6 points of ice damage + casting modifier + 1 per level (max of +15) and inflicts Frozen status effect.

Cloak of Winds: Surrounds a creature with a shroud of wind to deflect ranged attacks.

Communal Darkvision: As *Darkvision*, but may divide the duration among creatures touched.

Communal Elemental Resistance: As *Elemental Resistance*, but may divide the duration among creatures touched.

Communal Wall Climb: As *Wall Climb*, but may divide the duration among creatures touched.

Communal Wind Barrier: As *Wind Barrier*, but may divide the duration among creatures touched.

Dark III: Ranged touch that deals 5d6 points of shadow damage + casting modifier + 1 per level (max of +15) and inflicts Dimmed status effect.

Darkra: 1d6 shadow damage per level, 20-ft. radius.

Detonate III: Target and creatures within a 15-ft.-radius take caster level (max of 15) + 5x Intelligence modifier points of fire damage.

Dispel: Cancels one magical spell or effect.

Elemental Aura: Creates an aura of a chosen element around the caster.

Engulf III: Target takes caster level (max of 15) + 5x Intelligence modifier points of water damage per round until freed.

Entomb III: Target takes caster level (max of 15) + 5x Intelligence modifier points of earth damage per round until freed.

Fira: 1d6 fire damage per level, 20-ft. radius.

Fire III: Ranged touch that deals 5d6 points of fire damage + casting modifier + 1 per level (max of +15) and inflicts Burning status effect.

Floatga: Targets float 5 feet off the ground.

Fly: Subject gains a flying speed of 20 feet.

Haste: Subject becomes *hasted*.

Infect: Target is inflicted with Disease status.

Immobilize: Target is inflicted with Immobilize status.

Lightning Bolt: Creates a bolt of lightning that deals 1d6 points of lightning damage per caster level in a 120-ft.-line.

Mass Choco Feather: As *Choco Feather*, but multiple creatures.

Mass Enfeeblement: As *Enfeeblement*, except all within 30 feet.

Obscure III: Target radiates darkness out to a 30-ft.-radius.

Sleepga: As *Sleep*, but all within 30 feet.

Sleet Storm: Creates a storm of driving sleet to block all sight and makes walking in the area difficult.

Slick III: A sheet of ice bursts from the target in a 30-ft.-radius, causing creatures to fall prone.

Slow: Target is inflicted with Slow status.

Spark III: Deals caster level (max of 15) + 5x Intelligence modifier points of lightning damage to primary target and arcs to secondary targets within 30 feet.

Stone III: Ranged touch that deals 5d6 points of earth damage + casting modifier + 1 per level (max of +15) and inflicts Weighted status effect.

Stonera: 1d6 earth damage per level, 20-ft. radius.

Stone Shape: Caster is able to form an existing piece of stone into any shape.

Thundara: 1d6 lightning damage per level, 20-ft. radius.

Thunder III: Ranged touch that deals 5d6 points of lightning damage + casting modifier + 1 per level (max of +15) and inflicts Static status effect.

Void Aura: Caster is surrounded by an aura of nothingness that causes fatigue and disallows creatures from speaking while adjacent to him.

Water III: Ranged touch that deals 5d6 points of water damage + casting modifier + 1 per level (max of +15) and inflicts Drenched status effect.

Waterna: 1d6 water damage per level, 20-ft. radius.

Water Breathing: Subjects gain the ability to breathe underwater.

Water Walk: Subjects gain the ability to walk upon water.

Wind Wall: Creates an invisible vertical curtain of wind to deflect projectiles.

4TH-LEVEL BLACK MAGE SPELLS

Ball Lightning: Globes of lightning that deal 3d6 points of lightning damage each.

Blaze Spikes: Creatures attacking the subject of this spell take 1d6 points of fire damage.

Communal Water Walk: As *Water Walk*, but may divide the duration among creatures touched.

Dark Blight: Inflicts shadow damage and Sickened status on good and neutral creatures.

Dazera: As *Daze*, but all within 30 feet.

Disable: Target is inflicted with Disable status.

Frog: Target is inflicted with Frog status.

Greater Darkvision: As *Darkvision*, but the range extends out to 120 feet.

Hurricane Blast: Creates a severe blast of air that batters creatures.

Hydraulic Torrent: Creates a powerful stream of water that batters creatures and obstacles in its path.

Ice Spikes: Creatures attacking the subject of this spell take 1d6 points of ice damage.

Ice Storm: Creates hailstones that pound down on creatures, dealing 3d6 bludgeoning and 2d6 ice damage.

Mini: Target is reduced to 10% size and all physical attacks deal 1 point of damage.

Poisonga: As *Poison*, but all within 30 feet.

Protection from Elements: Subject gains temporary immunity to a chosen element.

River of Wind: Creates a powerful tempest in a 120-ft.-line.

Rock Spikes: Creatures attacking the subject of this spell take 1d6 points of earth damage.

Shadow Step: Caster is able to transport from an area of dim light or darkness to another.

Shock Spikes: Creatures attacking the subject of this spell take 1d6 points of lightning damage.

Silencega: As *Silence*, but all within 30 feet.

Statue: Target is inflicted with Petrify status.

Stoneskin: Subject gains damage reduction 10/-.

Tongues: Subject gains the ability to speak and understand the language of any intelligent creature.

Vanish: Subject becomes invisible.

Volcanic Storm: Creates hot volcanic rocks that pound down on creatures, dealing 3d6 bludgeoning and 2d6 fire damage.

Wall of Fire: Creates an immobile, blazing curtain of fire.

5TH-LEVEL BLACK MAGE SPELLS

Aeroga: 1d8 wind damage per level, 30-ft. radius.

Biora: As *Bio*, but all within 30 feet.

Blizzaga: 1d8 ice damage per level, 30-ft. radius.

Burn: Target takes 1d6 points of fire damage per level.

Communal Protection from Elements: As *Protection from Elements*, but may divide the duration among creatures touched.

Communal Stoneskin: As *Stoneskin*, but may divide the duration among creatures touched.

Communal Tongues: As *Tongues*, but may divide the duration among creatures touched.

Cone of Cold: 60 ft.-cone-shaped burst that deal 1d6/level ice damage.

Crush: Target takes 1d6 points of earth damage per level.

Darkga: 1d8 shadow damage per level, 30-ft. radius.

Drain: Touch deals 1d6 / two levels shadow damage; caster gains damage as hit points.

Drown: Target takes 1d6 points of water damage per level.

Firaga: 1d8 fire damage per level, 30-ft. radius.

Fire Snake: Creates a line of flames that the caster can shape as he desires, dealing 1d6 fire damage per level.

Flight: Caster gains a flying speed of 40 feet.

Freeze: Target takes 1d6 points of ice damage per level.

Geyser: Creates a column of boiling water to spring forth, knocking over creatures and dealing water damage.

Gravity: Target loses half of current hit points.

Icy Prison: Target becomes trapped in solid ice.

Infectga: As *Infect*, but all within 30 feet.

Lightning Arc: Deals 1d6 points of lightning damage per level between two targets.

Mass Immobilize: As *Immobilize*, but all within 30 feet.

Passwall: Caster is able to pass through plaster and stone walls.

Shock: Target takes 1d6 points of lightning damage per level.

Slice: Target takes 1d6 points of wind damage per level.

Stonega: 1d8 earth damage per level, 30-ft. radius.

Thundaga: 1d8 lightning damage per level, 30-ft. radius.

Wall of Stone: Creates a wall of rocks that merges into adjoining rock surfaces.

Waterga: 1d8 water damage per level, 30-ft. radius.

6TH-LEVEL BLACK MAGE SPELLS

Berserk: Target is inflicted with Berserk status.

Blaze Spikes II: Creatures attacking the subject of this spell take 3d6 points of fire damage.

Blazing Winds: Inflicts 4d6 points of fire damage + 1 per level and knocks them prone.

Chain Lightning: Inflicts 1d6 points of lightning damage per level to primary target and arcs to secondary targets.

Confusion: Target is inflicted with Confuse status.

Contagious Flame: Scorching rays cause 4d6 fire damage, then move on to new targets.

Control Water: Allows the caster to lower or raise the water.

Elemental Assessor: Elemental ray does 2d6 earth, fire, ice, and lightning damage, with one type persisting for 1d4 rounds.

Feeblemind: Target's Intelligence, Wisdom, and Charisma scores each drop to 1.

Flare: Target takes 1d6 fire damage per level (maximum 15d6) and is inflicted with Burning status.

Freezing Sphere: Creates a globe of ice that explodes in a 40-ft.-radius burst, dealing 1d6 points of ice damage

per level.

Greater Dispel: As *Dispel*, but with multiple targets.

Greater Vanish: As *Vanish*, except that it doesn't end if the subject attacks.

Hastega: As *Haste*, but all allies within 30 feet.

Ice Spikes II: Creatures attacking the subject of this spell take 3d6 points of ice damage.

Icy Blast: Creates a line of ice slivers in a 30-ft.-line, dealing 1d6 points of ice damage per level.

Mass Disable: As *Disable*, but all within 30 feet.

Move Earth: Moves all kinds of dirt.

Path of the Winds: Winds sweep area clear of anything of Small or smaller size, and after act as wind wall.

Rock Spikes II: Creatures attacking the subject of this spell take 3d6 points of earth damage.

Shadowfire Ray: Ranged touch attack that deals 1d6 points of damage (half fire/shadow).

Shock Spikes II: Creatures attacking the subject of this spell take 3d6 points of lightning damage.

Slowga: As *Slow*, but all enemies within 30 feet.

Syphon: Touch drains 1d6 / five levels of MP; caster gains the siphoned MP.

Wind Walk: Subjects transforms into a cloud-like vapor, able to move through the air.

7TH-LEVEL BLACK MAGE SPELLS

Bind: Subject is bound to an area for the Warp spell to use.

Blade Barrier: Creatures a curtain of whirling blades of wind.

Burn II: Target takes 1d8 points of fire damage per level.

Countdown: Target falls to 0 HP in 2d4 rounds.

Crush II: Target takes 1d8 points of earth damage per level.

Drown II: Target takes 1d8 points of water damage per level.

Freeze II: Target takes 1d8 points of ice damage per level.

Fluid Form: Caster's body transforms into a liquid state.

Graviga: As *Gravity*, but all within 30 feet.

Ice Body: Caster's body transforms into living ice.

Mass Fly: As *Fly*, except all creatures within 30 feet.

Reverse: All healing effects are reversed.

Scouring Winds: Creates a windstorm of stinging sand, dealing 3d6 points of wind damage each round.

Shadow Blast: Target takes 10 points of shadow damage per level.

Shock II: Target takes 1d8 points of lightning damage per level.

Slice II: Target takes 1d8 points of wind damage per level.

Vanishga: As *Vanish*, but all within 30 feet.

Vortex: Creates a powerful and immobile whirlpool in any body of liquid large enough.

8TH-LEVEL BLACK MAGE SPELLS

Black Orb: Creates an orb of pure darkness and inflicts negative levels.

Blaze Spikes III: Creatures attacking the subject of this spell take 5d6 points of fire damage.

Doom: Target is inflicted with Doom status.

Evaporate: 1d6 shadow damage per level.

Fire Storm: Creates a storm that rains fire in multiple 10-ft.-cubes for 1d6 points of fire damage per level.

Flare II: Target takes 1d8 fire damage per level (maximum 20d6) and is inflicted with Burning status.

Ice Spikes III: Creatures attacking the subject of this spell take 5d6 points of ice damage.

Iron Body: Your body becomes living iron.

Mass Confusion: As *Confusion*, but all within 30 feet.

Polar Ray: Ranged touch attack deals 1d6/level ice damage and 1d4 points of Dexterity drain.

Rock Spikes III: Creatures attacking the subject of this spell take 5d6 points of earth damage.

Scathe: 1d8 non-elemental damage per level, 30-ft. radius.

Seamantle: Caster is sheathed in a churning column of elemental water.

Shock Spikes III: Creatures attacking the subject of this spell take 5d6 points of lightning damage.

Stormbolts: Lightning spills forth from the caster's body in all directions in a 30-ft.-radius, dealing 1d6 points of lightning damage per level and stuns creatures for 1 round.

Wall of Lava: Creates a vertical wall of lava similar to *Wall of Fire*.

Warp: Subject is teleported to his *Bind* point.

9TH-LEVEL BLACK MAGE SPELLS

Ardor: Ranged touch deals 1d8 points of non-elemental damage per level.

Clashing Rocks: Creatures Colossal-sized rocks to crush a single creature for 20d6 points of damage (half earth/bludgeoning).

Death: Kills one subject.

Fiery Body: Caster's body transforms into living flame.

Lightning Form: Caster's body transforms into lightning.

Mass Feeblemind: As *Feeblemind*, but all within 30 feet.

Mass Icy Prison: As *Icy Prison*, but all within 30 feet.

Meteor: Four exploding spheres each deal 10d6 damage (half fire/earth).

Polar Midnight: Plunges an area into the brutal chill of an arctic night, dropping visibility, dealing 5d6 points of ice damage and 1d6 points of Dexterity damage per round.

Scourge: Targets take 1d6 points of non-elemental damage per level and 2d6 points of non-elemental damage per round, within a 30-ft. radius.

Stop: Target is inflicted with Stop status.

Tsunami: Creates a massive wave of water to crash over creatures and objects.

Ultima: 1d12 points of non-elemental damage per level, 60-ft. radius.

Winds of Vengeance: Caster is surrounded by a buffeting shroud of supernatural, tornado-force winds, granting him a fly speed of 60 feet with perfect maneuverability.

World Wave: Caster is able to cause any sort of natural terrain to surge beneath his feet and safely propel him with devastating force over great distances.

BLUE MAGE SPELL LIST

0-LEVEL BLUE MAGE SPELLS

Dancing Lights: Creates torches or other lights.

Daze: A single humanoid creature with 4 HD or less loses its next action.

Detect Magic: Detects all spells and magic items within 60 ft.

Elemental Orb: Orb deals 1d3 elemental damage of chosen type.

Guidance: +1 on one attack roll, saving throw, or skill check.

Ignite: Ignites flammable objects.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Read Magic: Read magical scrolls.

Resistance: Subject gains +1 on saving throws.

Torchlight: Object shines like a torch.

1ST-LEVEL BLUE MAGE SPELLS

Blood Drain: Target takes 1d8 shadow damage and caster healed for damage inflicted.

Chill: Caster imbues his weapon or natural weaponry to deal additional ice damage.

Congeal Water: Target is inflicted with entangled and begins drowning.

Engulfing Winds: Target takes 4d4 points of wind damage and is inflicted with Squalled status.

Fiddle: Creatures within a 20-ft.-radius spread are compelled to dance.

Goblin Punch: Ranged touch that deals 1d4+3 points of wind damage and causes the target to fall prone.

Marrow Drain: Target takes 1d4 MP damage, heals caster for MP or HP if no MP pool.

Magic Hammer: Ranged touch that deals 1d4 points of MP damage.

Photosynthesis: Caster heals 1d6+3 damage and gains Fast Healing 1.

Sickening Breath: Enemies suffer -2 penalty to Attack rolls/Skill checks, 10-ft.-radius.

Umbral Gaze: Ranged touch that deals 1d6+2 points of lightning damage and is inflicted with Blind status.

2ND-LEVEL BLUE MAGE SPELLS

Choco Cure: Heals 3d8+6 damage.

Corrosive Web: Ranged touch that inflicts Entangled and Poison status effect.

Dream Pollen: Enemies are inflicted with Sleep status.

Electric Shock: Deals 2d8 points of lightning damage to a single living creature.

Fireflash: Target takes 3d6 points of fire damage and inflicts Blind status.

Flash: 30-ft.-radius, inflicts Blind status.

Frightful Moan: Living creatures within 30 feet become panicked.

Grave Reel: 2d6 shadow damage, 15-ft.-radius, heals caster for damage inflicted.

Healing Ruby: Heals 2d8+5 damage and bestows Fast Healing 2.

Hell Slash: Touched slashing weapon deals an additional 1d6 points of shadow damage.

Impulse: Ranged touch that deals 4d6 points of non-elemental damage.

Sandblast: Enemies are inflicted with Blind status.

Sandpit: Target is inflicted with Immobilize status.

Shadow Blink: Teleports caster to any foe within 15 ft. and is allowed 1 single melee attack.

Wing Cutter: Creatures within the 30-ft.-cone burst take 4d6 points of wind damage.

3RD-LEVEL BLUE MAGE SPELLS

Ashen Blight: Enemies are inflicted with Blind status.

Black Cloud: Targets take 5d4 points of shadow damage and are inflicted with Blind status.

Blaster: Ranged touch that deals 3d6 lightning damage and is inflicted with Immobilize status.

Curse: Enemies are inflicted with Curse status.

Ectosmash: Teleports caster to any foe within 30 ft. and is allowed 1 single melee attack.

Fists of Lightning and Thunder: Caster imbues his natural attacks with lightning or thunder.

Rock Throw: Ranged attack that deals 3d6 (+ strength modifier) points of earth damage and inflicts Slow.

Rolling Thunder: Allies gain +1d6 lightning damage to their weapon damage rolls.

Shining Ruby: Allies gain a +3 deflection bonus to AC and +3 resistance bonus to saving throws.

Thousand Needles: 8d4 points of piercing damage, 30-ft.-cone burst.

Spectral Mist: Caster can assume a cat-like mist form.

Touch of Ages: Caster imbues his touch or melee weapons with the ability to magically age or de-age a foe.

4TH-LEVEL BLUE MAGE SPELLS

Aerial Armor: Allies gain Damage Reduction 5/-.

Aqualung: 8d6 water damage, 30-ft.-radius, inflicts Silence status.

Corrupting Touch: Melee touch attack deals 7d6 points of shadow damage.

Crimson Roar: Allies gain a morale bonus to melee damage rolls.

Earthquake: 8d6 earth damage, 30-ft.-radius.

Fearful Bay: Caster barks or howls, inflicting panic in all creatures within 300 feet.

Filth Cloud: Disease and Poison status inflicted, 30-ft.-cone.

Frost Armor: Creatures attacking the subject of this spell take ice damage.

Gates of Hades: 8d6 fire damage, 20-ft.-radius.

Glittering Ruby: Allies gain a +5 bonus to a random stat.

Lightning Armor: Creatures attacking the subject of this spell take 1d6 points of lightning damage.

Mournful Howl: Caster howls, inflicting paralyze in all creatures within 100 feet.

Petrify: Target is inflicted with the Petrify status.

Shockwave: Targets take 8d6 points of earth damage and pushed back.

Tek Laser: 5d8 points of non-elemental damage, 30-ft.-cone.

Umbral Storm: Deals 8d6 lightning damage and inflicts Blind in a 20-ft.-radius burst.

White Wind: Allies are healed for 4d6+15 damage.

5TH-LEVEL BLUE MAGE SPELLS

Bad Breath: Status effects, 30-ft.-cone.

Choco Meteor: An exploding sphere that deals 10d6 points of damage (half earth/fire).

Eerie Howl: Enemies are inflicted with Disable status.

Fulmination: 10d6 lightning damage, 20-ft.-radius, inflicts Disable status.

HP Absorb: Target takes 5d6 points of non-elemental damage, heals caster equal to damage.

MP Absorb: Target takes 5d6 points of MP damage, heals caster's MP pool equal to damage.

Pit of Despair: Functions exactly like *Gravity*.

Raise Dukes: Caster gains 10/- DR, Counterattack, and is unable to move.

Spring Water: Allies are cured of 1 magical status effect of 4th level or lower and healed for 10d6 damage.

Ten Thousand Needles: 16d4 points of piercing damage with 5 points of bleeding, 60-ft.-cone burst.

Thunderbolt: 10d6 lightning damage, 40-ft.-radius, inflicts Static status.

6TH-LEVEL BLUE MAGE SPELLS

Bewitching Gaze: Target is inflicted with Blind, Silence, Immobilize, Disable, and Petify.

Corruption: Target is inflicted with Confuse status.

Diamond Fire: Ranged touch that deals 15d6 points of non-elemental damage.

Earthen Ward: Allies gains Damage Reduction 10/-.

Emerald Beam: Ranged touch that deals 15d6 points of non-elemental damage.

Everyone's Grudge: Target takes 14d8 points of shadow damage.

Megaflash: 12d6 fire damage, 30-ft.-radius, inflicts Blind status.

Ruby Light: Allies are protected by a magical barrier that has a chance to reflect spells.

Ruby Ray: Ranged touch that deals 15d6 points of non-elemental damage.

Shadow Flare: Target takes 1d6 shadow damage per level (maximum 15d6) and is inflicted with Dimmed status.

Turtle Shell: Fast Healing 10, DR 15/-, +10 Armor Bonus to AC, Elemental Resistance 15 but unable to do any other action.

Virus Fly: Ranged touch that deals 14d6 shadow damage and is inflicted with Curse status.

7TH-LEVEL BLUE MAGE SPELLS

Adaptive Defense: Caster gains resistance 30 against an attack.

Annihilate: Deals 15d8 fire damage and inflicts Burning status in a 30-ft.-radius.

Death-Stealing Gaze: Inflicts a negative level to all living creatures within 30 feet.

Granite Gaol: Target is imprisoned in stone and is inflicted with Sickened condition.

Lava Blast: Ranged touch that deals 16d6 points of fire damage and inflicts Burning and Entrap status effects.

Magma Hoplon: Caster gains 10/- DR and creatures attacking the subject take 3d6 points of fire damage.
Restoring Ruby: Allies are cured of 1 magical status effect of 4th level or lower and healed for 15d8 points of damage.
Shriek: Deals 15d6 points of sonic damage and inflicts Nauseated status within a 30-ft.-radius burst.
Weight of the Land: Deals 5d6 earth damage and inflicted Weighted status in 3 10-ft.-diameter circles.

8TH-LEVEL BLUE MAGE SPELLS

Death Force: Target gains immunity to Death spells and effects.
Gaze: Target is inflicted with confusion.
Maddening Cacophony: All creatures within a 60-ft.-radius become confused and suffer 1d6 wisdom damage.
Mighty Roar: Deals 15d6 points of sonic damage in a 60-ft.-cone and causes deafness and stun effects.
Shift Fate: Target is forced to reroll a saving throw.
Spark Shower: Deals 10d6 fire and 10d6 lightning damage in a 30-ft.-cone.
Spirit Blades: Conjures six longsword-shaped force effects.
Unholy Nimbus: Caster surrounds himself in nauseating beams of light that inflict Daze on non-demons.
Void Form: Caster becomes incorporeal.

9TH-LEVEL BLUE MAGE SPELLS

Aire Tam Storm: Deals 5 points of non-elemental damage per material level (5/10/15/20) per materia equipped/on enemies within a 60-ft.-radius.
Diamond Flash: 15d10 points of holy damage, 60-ft.-radius, inflicts Silence status.
Emerald Blast: Target takes 15d10 points of water damage.
Eye Beam: Ranged touch attack that deals 10d6 non-elemental damage and 10d6 lightning damage.
Phoenix Tear: Target is raised from the dead and at full health.
Ruby Fire: Target takes 15d10 points of fire damage.
Soul-Drained Breath: 20d10 points of shadow damage in a 120-ft.-line or 60-ft.-cone.
Stop Gaze: Inflicts Stop status effect in a 150-ft.-cone.
Whirlsand: 15d10 points of wind damage, 60-ft.-radius, inflicts Blind status.

DARK KNIGHT SPELL LIST

1ST-LEVEL DARK KNIGHT SPELLS

Black Barding: Your mount gets force armor.
Blood Blaze: Aura that makes injured creatures spray burning blood.
Dark: Ranged touch that deals 1d6 points of shadow damage + Cha modifier + 1 per level (max of +5) and inflicts Dimmed status effect.
Dark Sacrifice: You sacrifice hit points to deal extra damage.
Endark: Infuses weapon with shadow damage of +1 per level (max of +5) on next attack.
Enfeeblement: Target takes a 1d6 Strength penalty + 1 per two levels.
Dread: Target becomes shaken.
Fear: A creature of 5 HD or less flees for 1d4 rounds.
Magic Weapon: Weapon gains +1 bonus.
Mark of the Outcast: Subject takes -5 penalty on Bluff and Diplomacy checks and -2 penalty to AC.
Murderous Command: Target is compelled to kill its ally.
Obscure: Target radiates darkness out to a 10-ft.-radius.
Protection from Good: +2 to AC and saves, plus additional protection against good alignment.
Summon Monster I: Summons evil extraplanar creature to fight for you.

2ND-LEVEL DARK KNIGHT SPELLS

Blade of Pain and Fear: Creates blade of gnashing teeth.

Curse of Ill Fortune: Subject takes -3 penalty on attacks, checks, and saves.

Dark II: Ranged touch that deals 3d6 points of shadow damage + Cha modifier + 1 per level (max of +10) and inflicts Dimmed status effect.

Death Knell: Kills dying creature and caster gains temporary hit points and Strength bonus.

Demonhide: Evil creature gains DR 10/cold iron or good.

Effortless Armor: Armor you wear no longer slows your speed.

Endark II: Infuses weapon with shadow damage of +2 per level (max of +10) on next attack.

Lesser Galka's Strength: Subject gains a +4 enhancement bonus to Strength.

Obscure II: Target radiates darkness out to a 20-ft.-radius.

Protection from Good, Communal: As *protection from good*, but you may divide the duration among creatures touched.

Summon Monster II: Summons evil extraplanar creature to fight for you.

Temper: Affected weapon deals an additional +2 damage.

Vanish: Subject becomes invisible.

Vestment of the Champion: Armor or shield gains a +1 enhancement per four levels.

3RD-LEVEL DARK KNIGHT SPELLS

Battle Trance: Gain ferocity monster special ability, temporary hit points, and a morale bonus against mind-affecting effects.

Dark III: Ranged touch that deals 5d6 points of shadow damage + Cha modifier + 1 per level (max of +15) and inflicts Dimmed status effect.

Deadly Juggernaut: Your might increases with every kill you make.

Defile Armor: As *sanctify armor*, but gain DR 5/good when using judgment or smite.

Dispel: Cancels one magical spell or effect.

Endark III: Infuses weapon with shadow damage of +3 per level (max of +15) on next attack.

Fangs of the Vampire King: Grow vampire fangs.

Greater Magic Weapon: Weapon gains +1 bonus/four levels (max +5).

Magic Circle against Good: As *protection from good*, but 10-ft. radius and 10 min./level.

Obscure III: Target radiates darkness out to a 30-ft.-radius.

Summon Monster III: Summons evil extraplanar creature to fight for you.

Vampiric Touch: Touch deals 1d6 points of shadow damage per two levels and caster gains that much in temporary hit points.

Zeal: You move through foes to attack the enemy you want.

4TH-LEVEL DARK KNIGHT SPELLS

Boneshatter: Target takes 1d6 points of shadow damage per level and becomes exhausted.

Dark Blight: Inflicts shadow damage and Sickened status on good and neutral creatures.

Forceful Strike: Empower a melee weapon to deal 1d4 force damage/level and bull rush on one hit.

Greater Fear: As *Fear*, but all within 30-ft.-cone burst.

Greater Vanish: As *Vanish*, except that it doesn't end if the subject attacks.

Mantle of Evil: You gain SR 12 + caster level against spells from good-aligned spellcasters.

Poisoned Touch: Touch deals 1d3 Con damage 1/round for 6 rounds.

Resounding Blow: Melee attack deals 1d6 more damage.

Shadow Step: Caster is able to transport from an area of dim light or darkness to another.

Slay Living: Touch attack deals 12d6 +1 per level.

Summon Monster IV: Summons evil extraplanar creature to fight for you.

Unholy Sword: Weapon becomes +5, deals +2d6 damage vs. good.

GEOMANCER SPELL LIST

0-LEVEL GEOMANCER SPELLS

Create Water: Creates 2 gallons/level of pure water.

Detect Magic: Detects all spells and magic items within 60 ft.

Elemental Orb: Orb deals 1d3 elemental damage of chosen type.

Guidance: +1 on one attack roll, saving throw, or skill check.

Know Direction: You discern north.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read magical scrolls.

Resistance: Subject gains +1 on saving throws.

Spark: Ignites flammable objects.

Stabilize: Cause a dying creature to stabilize.

Torchlight: Object shines like a torch.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL GEOMANCY SPELLS

Air Bubble: Provides breathable air for one creature.

Alter Winds: Increase/decrease strength of natural winds.

Burning Disarm: A metal object instantly becomes red hot possibly causing the wielder to drop it or take damage.

Choco Feather: Quick reaction to slow a creature's fall.

Endure Elements: Subject is protected from hot and cold environments.

Frostbite: Target takes ice damage and is fatigued.

Icicle Dagger: Creates a magical dagger out of ice, dealing additional ice damage.

Jump: Subject gains a +10 enhancement bonus on all Acrobatics checks to jump.

Pass without Trace: One subject/level leaves no tracks.

Produce Flame: 1d6 damage + 1/level, touch or thrown.

Stone Fist: Caster transforms his hands into living stone and able to deal lethal unarmed strikes.

Summon Nature's Ally I: Summons creature to fight.

Swim: Subject gains a swim speed of 30 feet.

Water Blast: A blast of water pushes the target back.

Wind Armor: Subject is surrounded by a field of wind, providing a +2 deflection bonus to AC.

Wind Runner: Caster increases his base land speed by 30 feet.

Wind Shield: Caster creates a field of ever-flowing gust of wind around him to deflect ranged attacks.

2ND-LEVEL GEOMANCY SPELLS

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Binding Earth: Target creature treats areas of earth and stone as difficult terrain.

Burning Arc: Deals 1d6 points of fire damage per level to primary target and arcs to secondary targets.

Communal Endure Elements: As *Endure Elements*, but may divide the duration among creatures touched.

Elemental Resistance: Subject gains elemental resistance of a chosen type.

Elemental Speech: Enables you to speak to elementals and some creatures.

Elemental Touch: Caster infuses his hands with elemental energy of a chosen type.

Elemental Weapon: Creates a magical floating weapon of a chosen element type.

Flaming Sphere: Creates a globe of fire that rolls in the direction the caster desires, dealing 3d6 points of fire damage.

Float: Subject floats 5 foot off the ground.

Frigid Touch: Subject gains a touch attack that deals 4d6 points of ice damage.

Frost Fall: Creates an area of chilling frost, dealing 2d6 points of ice damage to all within a 5-ft.-radius burst.

Glide: Caster can fall slowly like *Choco Feather* and able to glide.

Groundswell: Enable target to raise the ground he's standing on five feet, which negates flanking bonuses.

Levitate: Subject is able to move up or down up to 20 feet each round.

Slipstream: Subject rides a low-cresting wave of water to travel along the surface of water or ground.

Soften Earth and Stone: Turns stone to clay, or dirt to sand or mud.

Stone Call: Creates a rain of dirt, gravel, and small pebbles to fill the area, dealing 2d6 points of earth damage.

Summon Nature's Ally II: Summons creature to fight.

Wall Climb: Subject gains a climb speed of 20 feet.

Water Lung: Targets gain the ability to breathe water but can no longer breathe air.

Whispering Wind: Caster is able to send a message or sound on the wind to a designated spot.

Wind Barrier: Subject gains damage reduction 10/- against projectiles.

3RD-LEVEL GEOMANCY SPELLS

Aqueous Orb: Creates rolling sphere of water.

Battering Blast: Target takes wind damage and subjects the target to a Bull Rush.

Burrow: Target gains a burrow speed of 15.

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Cloak of Winds: Surrounds a creature with a shroud of wind to deflect ranged attacks.

Communal Elemental Resistance: As *Elemental Resistance*, but may divide the duration among creatures touched.

Communal Wall Climb: As *Wall Climb*, but may divide the duration among creatures touched.

Communal Wind Barrier: As *Wind Barrier*, but may divide the duration among creatures touched.

Elemental Aura: Creates an aura of a chosen element around the caster.

Floatga: Targets float 5 feet off the ground.

Fly: Subject gains a flying speed of 20 feet.

Hurricane Blast: Creates a severe blast of wind.

Hydraulic Torrent: Creates torrent of water that bull rushes any creature in its path.

Ice Spears: Cause icy spears to strike foes for 2d6 piercing and 2d6 cold damage; can knock foes down.

Mass Choco Feather: As *Choco Feather*, but multiple creatures.

Meld into Stone: You and your gear merge with stone.

Quench: Extinguishes fires.

Shifting Sand: Creates difficult terrain and erases tracks; can carry creatures or objects along.

Sleet Storm: Creates a storm of driving sleet to block all sight and makes walking in the area difficult.

Stone Shape: Caster is able to form an existing piece of stone into any shape.

Summon Nature's Ally III: Summons creature to fight.

Water Breathing: Subjects gain the ability to breathe underwater.

Water Walk: Subjects gain the ability to walk upon water.

Wind Wall: Creates an invisible vertical curtain of wind to deflect projectiles.

4TH-LEVEL GEOMANCY SPELLS

- Air Walk:** Subject treads on air as if solid (climb or descend at 45-degree angle).
- Ball Lightning:** Globes of lightning that deal 3d6 points of lightning damage each.
- Communal Water Walk:** As *Water Walk*, but may divide the duration among creatures touched.
- Control Water:** Raises or lowers bodies of water.
- Create Holds:** You create a path of handholds on earthen, plaster, stone, or wooden walls.
- Earth Glide:** Gain the ability to pass through stone, dirt and earth.
- Freedom of Movement:** Subject moves normally despite impediments to movement.
- Geyser:** Creates a geyser of boiling water.
- Ice Storm:** Creates hailstones that pound down on creatures, dealing 3d6 bludgeoning and 2d6 ice damage.
- Life Bubble:** Protects from environmental effects.
- Protection from Elements:** Subject gains temporary immunity to a chosen element.
- Ride the Waves:** Target can breathe water and swim.
- River of Wind:** Creates a powerful tempest in a 120-ft.-line.
- Spike Stones:** Creatures in area take 1d8 damage, may also be slowed.
- Summon Nature's Ally IV:** Summons creature to fight.
- Volcanic Storm:** Creates hot volcanic rocks that pound down on creatures, dealing 3d6 bludgeoning and 2d6 fire damage.

5TH-LEVEL GEOMANCY SPELLS

- Call Lightning Storm:** As *Call Lightning*, but 5d6 damage per bolt.
- Communal Air Walk:** As *Air Walk*, but you may divide the duration among creatures touched.
- Communal Protection from Elements:** As *Protection from Elements*, but may divide the duration among creatures touched.
- Control Winds:** Changes wind direction and speed.
- Fickle Winds:** Wind walls selectively block attacks.
- Fire Snake:** Creates a line of flames that the caster can shape as he desires, dealing 1d6 fire damage per level.
- Flight:** Caster gains a flying speed of 40 feet.
- Icy Prison:** Target becomes trapped in solid ice.
- Lightning Arc:** Deals 1d6 points of lightning damage per level between two targets.
- Passwall:** Caster is able to pass through plaster and stone walls.
- Stoneskin:** Subject gains damage reduction 10/adamantine.
- Summon Nature's Ally V:** Summons creature to fight.
- Transmute Mud to Rock:** Transforms two 10-ft. cubes per level.
- Transmute Rock to Mud:** Transforms two 10-ft. cubes per level.
- Wall of Fire:** Creates an immobile, blazing curtain of fire.

6TH-LEVEL GEOMANCY SPELLS

- Blazing Winds:** Inflicts 4d6 points of fire damage + 1 per level and knocks them prone.
- Communal Stoneskin:** As *Stoneskin*, but may divide the duration among creatures touched.
- Elemental Assessor:** Elemental ray does 2d6 earth, fire, ice, and lightning damage, with one type persisting for 1d4 rounds.
- Freezing Sphere:** Creates a globe of ice that explodes in a 40-ft.-radius burst, dealing 1d6 points of ice damage per level.
- Icy Blast:** Creates a line of ice slivers in a 30-ft.-line, dealing 1d6 points of ice damage per level.
- Mass Binding Earth:** Target creatures treats areas of earth and stone as difficult terrain.
- Move Earth:** Moves all kinds of dirt.
- Path of the Winds:** Winds sweep area clear of anything of Small or smaller size, and after act as wind wall.

Summon Nature's Ally VI: Summons creature to fight.

Wall of Stone: Creates a wall of rocks that merges into adjoining rock surfaces.

Wind Walk: You and your allies turn vaporous and travel fast.

7TH-LEVEL GEOMANCY SPELLS

Control Weather: Changes weather in local area.

Fire Storm: Deals 1d6/level fire damage.

Fluid Form: Caster's body transforms into a liquid state.

Ice Body: Caster's body transforms into living ice.

Mass Fly: As *Fly*, except all creatures within 30 feet.

Polar Ray: Ranged touch attack that deals 1d6 points of ice damage per level and 1d6 Dexterity.

Scouring Winds: Creates a windstorm of stinging sand, dealing 3d6 points of wind damage each round.

Summon Nature's Ally VII: Summons creature to fight.

Vortex: Creates a powerful and immobile whirlpool in any body of liquid large enough.

8TH-LEVEL GEOMANCY SPELLS

Earth Rupture: Intense tremor shakes 80-ft.-radius.

Fiery Body: Caster's body transforms into living flame.

Iron Body: Your body becomes living iron.

Lightning Form: Caster's body transforms into lightning.

Mass Icy Prison: As *Icy Prison*, but all within 30 feet.

Seamantle: Caster is sheathed in a churning column of elemental water.

Stormbolts: Lightning spills forth from the caster's body in all directions in a 30-ft.-radius, dealing 1d6 points of lightning damage per level and stuns creatures for 1 round.

Summon Nature's Ally VIII: Summons creature to fight.

Wall of Lava: Creates a vertical wall of lava similar to *Wall of Fire*.

Whirlwind: Cyclone deals damage and can pick up creatures.

9TH-LEVEL GEOMANCY SPELLS

Clashing Rocks: Creatures Colossal-sized rocks to crush a single creature for 20d6 points of damage (half earth/bludgeoning).

Elemental Swarm: Summons multiple elementals.

Meteor: Four exploding spheres each deal 10d6 damage (half fire/earth).

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Nature's Ally IX: Summons creature to fight.

Tsunami: Creates a massive wave of water to crash over creatures and objects.

Winds of Vengeance: Caster is surrounded by a buffeting shroud of supernatural, tornado-force winds, granting him a fly speed of 60 feet with perfect maneuverability.

World Wave: Caster is able to cause any sort of natural terrain to surge beneath his feet and safely propel him with devastating force over great distances.

HOLY KNIGHT SPELL LIST

1ST-LEVEL HOLY KNIGHT SPELLS

Bless Weapon: Weapon strikes true against evil foes.

Challenge Evil: Sickens creature if it refuses to fight you.

Compel Hostility: Compels opponents to attack you instead of your allies.

Cure: Heals 1d6 damage + Charisma modifier + 1 per level (max of +5).
Enlight: Infuses weapon with holy damage of +1 per level (max of +5) on next attack.
Hero's Defiance: Allows the use of lay on hands while falling unconscious.
Keep Watch: Enable the subjects to stand watch or keep vigil throughout the night without any ill effects.
Knight's Calling: Forces target to move toward you and fight you.
Magic Weapon: Weapon gains +1 bonus.
Protection from Evil: +2 to AC and saves, plus additional protection against selected alignment.
Restore: Subject is healed of 1d4 temporary ability damages and fatigue.
Sun Metal: Weapon touched bursts into flames.
Tactical Acumen: You gain an additional +1 on attack rolls or to AC due to battlefield positioning.

2ND-LEVEL HOLY KNIGHT SPELLS

Bestow Grace: Subject gains bonus on saving throws equal to Cha modifier.
Cure II: Heals for 3d6 + Charisma modifier + 1 per level (max of +10).
Effortless Armor: Armor you wear no longer slows your speed.
Elemental Resistance: Subject gains elemental resistance of a chosen type.
Enlight II: Infuses weapon with holy damage of +2 per level (max of +10) on next attack.
Fire of Entanglement: Your ability to smite evil also entangles your foe.
Holy Shield: Lend your shield's protection to another.
Intercept Attack: You suffer all damage meant for an adjacent ally.
Lesser Galka's Strength: Subject gains a +4 enhancement bonus to Strength.
Litany of Defense: Doubles armor's enhancement bonus.
Protection from Evil, Communal: As *protection from evil*, but you may divide the duration among creatures touched.
Righteous Vigor: Boosts attack bonus with each hit.
Shield Other: You take half of subject's damage.
Vestment of the Champion: Armor or shield gains a +1 enhancement per four levels.
Weapon of Awe: Weapon gets +2 on damage rolls.

3RD-LEVEL HOLY KNIGHT SPELLS

Communal Elemental Resistance: As *Elemental Resistance*, but may divide the duration among creatures touched.
Cure III: Heals 5d6 damage + Charisma modifier + 1 per level (max of +15).
Daylight: Touched object sheds bright light in a 60-ft.-radius.
Deadly Juggernaut: Your might increases with every kill you make.
Dispel: Cancels one magical spell or effect.
Enlight III: Infuses weapon with holy damage of +3 per level (max of +15) on next attack.
Greater Magic Weapon: Weapon gains +1 bonus/four levels (max +5).
Fire of Judgment: Smitten creature takes damage when it attacks.
Litany of Sight: You can see invisible creatures and objects within 30 feet of you.
Magic Circle against Evil: As *protection from evil*, but 10-ft. radius and 10 min./level.
Sanctify Armor: +1 AC/four levels (max +5).
Sanctify Weapons: All manufactured weapons in a 20-ft radius bypass damage resistance of a chosen evil outsider subtype.
Wrathful Mantle: Subject shines and gets +1/four levels on all saves.

4TH-LEVEL HOLY KNIGHT SPELLS

Burst of Glory: Targets in the area gain a +1 sacred bonus on attack rolls and saves against fear effects, plus 1 temporary hit point per caster level (maximum +20).

Crusader's Edge: Weapon gains evil outsider bane quality plus other benefits against evil outsiders.

Cura: Allies heal for 1d6 per level.

Esuna: Subject is cured of a negative status effect of 4th level or lower.

Fire of Vengeance: Smited creature takes 3d8 damage.

Forceful Strike: Empower a melee weapon to deal 1d4 force damage/level and bull rush on one hit.

Holy Mantle: Subject is shrouded by a shimmering mantle of light that glows like a torch.

Holy Smite: Inflicts holy damage and Blind status on evil and neutral creatures.

Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.

King's Castle: Instantly switch places with a single ally.

Litany of Vengeance: Allies attacking the target of the spell gain a +5 bonus on damage rolls for 1 round.

Resounding Blow: Melee attack deals 1d6 more damage.

Restora: As *Restore*, except it also dispels temporarily negative levels or one permanent negative level.

ILLUSIONIST SPELL LIST

0-LEVEL ILLUSIONIST SPELLS

Alter Taste: Changes the taste of one meal to a taste that is pleasant for the creature consuming it.

Clandestine Conversation: Allows two subjects to speak without being overheard.

Dancing Lights: Creates torches or other lights.

Detect Magic: Detects all spells and magic items within 60 ft.

False Blink: Illusion causes attacker to suffer a -1 penalty to hit.

Ghost Sound: Figment sounds.

Haunted Fey Aspect: You surround yourself with disturbing illusions.

Moogle's Gil: Touched object appears more valuable than it is.

Phantasmal Tripwire: Illusion causes subject to fall prone and suffer 1d3 nonlethal damage.

Read Magic: Read magical scrolls.

Timer: Creates a single sound after a preset amount of time.

Torchlight: Object shines like a torch.

Trifling Image: Creates tiny and immobile image.

1ST-LEVEL ILLUSIONIST SPELLS

Blend: Gain a bonus to Stealth and make checks without cover or concealment.

Clarion Call: Your voice can be heard across great distances.

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.

Dazzling Blade: Your weapon becomes shiny, gaining bonuses to several combat maneuvers.

Disappear: As *vanish* for 1 round/level (5 max).

Disguise Self: Changes your appearance.

Illusion of Calm: You appear to be standing still, even when you take some actions.

Mage Armor: Gives subject +4 armor bonus.

Magic Aura: Alters object's magic aura.

Negative Reaction: Targeted creature may not positively influence anyone.

Shadow Weapon: Create a quasi-real masterwork weapon.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 min./level.

2ND-LEVEL ILLUSIONIST SPELLS

Blur: Attacks miss subject 20% of the time.

Disguise Other: As *disguise self*, but affects you or another.

Ghostly Disguise: You look like a ghost of yourself.

Haunting Mists: Creatures are shaken and take Wis damage.

Hypnotic Pattern: Fascinates 2d4 + level HD of creatures.

Jitterbugs: Targets gets -4 penalty on all Dex and Dex-based skill checks, and cannot take the delay, ready, or total defense actions.

Mad Hallucination: Target takes penalties to mental actions.

Magic Mouth: Object speaks once when triggered.

Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you.

Phantom Trap: Makes item seem trapped.

Shadow Anchor: Target needs to make a bull rush to move more than 5 feet away from his current square.

Symbol of Mirroring: Triggered rune creates mirror images.

Vertigo: You cause creatures to become dizzy to the point of being sickened and perhaps fall prone.

3RD-LEVEL ILLUSIONIST SPELLS

Displacement: Attacks miss subject 50% of the time.

Fearsome Duplicate: Make a monstrously distorted duplicate of you and control it.

Illusory Poison: Coat a weapon with phantasmal poison.

Illusory Script: Only select creatures can read text.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

Loathsome Veil: Nauseate and/or sicken weak creatures.

Major Image: As *silent image*, plus sound, smell and thermal effects.

Mass Dazzling Blade: Multiple weapons become shiny, granting bonuses to combat maneuvers.

Minor Dream: As *dream* but messenger is you or the creature touched, and the message cannot be longer than 20 words.

Vision of Hell: Illusory hellscape makes creatures shaken.

4TH-LEVEL ILLUSIONIST SPELLS

Hallucinatory Terrain: Makes one type of terrain appear like another (field as forest, or the like).

Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.

Lesser Simulacrum: Creates a double of a weak creature.

Minor Phantom Object: As *minor creation* spell, except the object created is a semi-real phantasm).

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Shadow Barbs: Creates a shadowy vicious spiked chain that radiates darkness around you.

Shadow Step: Teleport from one shadow to another.

Shadow Summoning: Mimics summoning spell below 4th level, but only 20% real.

Shocking Image: As *mirror image*, but the duplicates emit lightning damage when destroyed.

Vanish: Subject is invisible for 1 min./level or until it attacks.

Wandering Star Motes: Outlines subject and produces light as a sunrod.

5TH-LEVEL ILLUSIONIST SPELLS

Dream: Sends message to anyone sleeping.

False Pain: Target creature takes 2d6 nonlethal damage per round and suffers a -2 penalty on attack rolls, skill checks and ability checks.

Major Phantom Object: As *major creation* but the creation is semi-real phantasm.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Persistent Image: As *major image*, but with no concentration required.

Phantasmal Web: Catches subjects in illusory web.

Seeming: Changes appearance of 1 person per 2 levels.

Shadow Elemental: Mimics elemental (of any type) spell below 5th level, but only 20% real.

Shadow Healing: Illusion of *cure III* grants 5d6 temp hp plus 1 temp hp/level (max +15); target has attitude improved by one-step, takes -2 a penalty on saves against your illusion spells.

6TH-LEVEL ILLUSIONIST SPELLS

Dream Casting: Alter subject's dreams to produce desired effect.

Greater Vanish: As *vanish*, but subject can attack and stay invisible.

Illusory Pit: Creatures in area are knocked prone while believing they're falling.

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Permanent illusion, includes sight, sound, smell, and thermal effects.

Phantasmal Disorientation: Fools creature's sense of direction, making movement difficult.

Programmed Image: As *major image*, but triggered by event.

Shadow Walk: Step into shadow to travel rapidly.

Shadowy Grappler: Illusory force grapples subject.

Veil: Changes appearance of a group of creatures.

7TH-LEVEL ILLUSIONIST SPELLS

Greater Shadow Summoning: As *shadow summoning*, but up to 6th level and 60% real.

Lunar Veil: Dispel light and revert lycanthropes.

Phantasmal Revenge: Ghost from corpse hunts killer.

Project Image: Illusory double can talk and cast spells.

Simulacrum: Creates partially real double of a creature.

Solipsism: Subject believes it alone exists.

Vanishga: As *Vanish*, but all within 30 feet.

8TH-LEVEL ILLUSIONIST SPELLS

Euphoric Tranquility: Makes a creature friendly.

Greater Shadow Elemental: As *shadow elemental*, but up to 7th level and 60% real.

Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.

Screen: Illusion hides area from vision.

Shifting Paths: Illusion hides path, creates false new path.

Superior Vanish: As *vanish*, but subject is invisible to sight, hearing, and scent for 1 minute/level, and can attack.

9TH-LEVEL ILLUSIONIST SPELLS

Maddening Whispers: You induce confusion and madness in subjects.

Majesty: Creatures bow before you as if you were royalty.

Shades: As *shadow summoning*, but up to 8th level and 80% real.

Shadow Landscape: Makes natural terrain more dangerous, creates guardians that you command.

Weird: As *phantasmal killer*, but affects all within 30 ft.

NECROMANCER SPELL LIST

0-LEVEL NECROMANCER SPELLS

Bleed: Cause a stabilized creature to resume dying.

Dark Orb: Orb deals 1d3 shadow damage.

Detect Magic: Detects all spells and magic items within 60 ft.

Disrupt Undead: Deals 1d6 damage to one undead.

Message: Whisper conversation at distance.

Penumbra: Protects creature or object from bright light.

Putrefy Food and Drink: Makes food and water inedible.

Read Magic: Read magical scrolls.

Touch of Fatigue: Touch attack fatigues target.

Touch of Lethargy: Target is staggered for one round.

Touch of Torment: Touch attack inflicts -1 penalty on attack rolls, skill checks, and ability checks.

1ST-LEVEL NECROMANCER SPELLS

Backbiter: Weapon strikes wielder.

Bone Armor: Caster is surrounded by a tangle of bones, providing a +4 armor bonus to AC.

Dark: Ranged touch that deals 1d6 points of shadow damage + casting modifier + 1 per level (max of +5) and inflicts Dimmed status effect.

Dread: Target becomes shaken.

Enfeeblement: Target takes a 1d6 Strength penalty + 1 per two levels.

Fear: Target becomes frightened.

Obscure: Target radiates darkness out to a 10-ft.-radius.

Ray of Sickening: Ranged touch that inflicts Sickened status.

Spirit Worm: Subject takes 1 point Con damage every round for 1 round/level.

Summon Undead I: Summons an undead creature (of CR 1/3 or lower) to fight for you.

Undead Touch: Touch deals 1d6 points of shadow damage + 1 point of Strength damage.

Virulence: Target suffers a -2 penalty to saving throws versus poison and disease spells and effects.

2ND-LEVEL NECROMANCER SPELLS

Bone Shield: Caster animates a bone to protect him from physical attacks, gaining damage reduction 5/-.

Dark II: Ranged touch that deals 3d6 points of shadow damage + casting modifier + 1 per level (max of +10) and inflicts Dimmed status effect.

Darkness: Causes an object to radiate darkness out to 20 feet.

Darkvision: Subject gains darkvision up to 60 feet.

Death Armor: Black aura damages creatures attacking you.

Death Knell: Kills dying creature and caster gains temporary hit points and Strength bonus.

False Life: Caster gains 1d10 temporary hit points + 1 per level.

Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.

Obscure II: Target radiates darkness out to a 20-ft.-radius.

Poison: Target is inflicted with Poison status effect that deals 1d6 points of non-elemental damage + casting modifier per round.

Spectral Hand: Creates a ghostly hand to deliver low-level touch spells.

Summon Undead II: Summons an undead creature (of CR 1 or lower) to fight for you.

3RD-LEVEL NECROMANCER SPELLS

Abhorrent Blight: Target suffers 1d6 hit points/level and suffers 1 point of Charisma damage/2 levels.

Bio: Target is inflicted with Sap status effect that deals 2d4 points of non-elemental damage + casting modifier per round.

Blacklight: Creates an area of impenetrable darkness.

Communal Darkvision: As *Darkvision*, but may divide the duration among creatures touched.

Dark III: Ranged touch that deals 5d6 points of shadow damage + casting modifier + 1 per level (max of +15) and inflicts Dimmed status effect.

Darkra: 1d6 shadow damage per level, 20-ft. radius.

Fangs of the Vampire King: Grow vampire fangs.

Halt Undead: Up to three undead becomes immobilized.

Healing Thief: Touched creature receives only half the healing, granting the other half to the caster.

Infect: Target is inflicted with Disease status.

Mass Enfeeblement: As *Enfeeblement*, except all within 30 feet.

Obscure III: Target radiates darkness out to a 30-ft.-radius.

Ray of Exhaustion: Ranged touch that inflicts exhaustion.

Summon Undead III: Summons an undead creature (of CR 2 or lower) to fight for you.

Vampiric Touch: Touch deals 1d6 points of shadow damage per two levels and caster gains that much in temporary hit points.

Void Aura: Caster is surrounded by an aura of nothingness that causes fatigue and disallows creatures from speaking while adjacent to him.

4TH-LEVEL NECROMANCER SPELLS

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Boneshatter: Target takes 1d6 points of shadow damage per level and becomes exhausted.

Burning Blood: Subject takes 1d8 acid damage plus 1d8 fire damage/round.

Contagion: Infects subject with chosen disease.

Dark Blight: Inflicts shadow damage and Sickened status on good and neutral creatures.

Enervation: Ranged touch that makes the target gain 1d4 temporary negative levels.

Greater Darkvision: As *Darkvision*, but the range extends out to 120 feet.

Greater False Life: As *False Life*, but the caster gains 2d10 temporary hit points +2 points per level.

Greater Fear: As *Fear*, but all within 30-ft.-cone burst.

Poisonga: As *Poison*, but all within 30 feet.

Raise: Subject is raised from the dead at 1 HP.

Shadow Projection: Temporarily become a shadow.

Shadow Step: Caster is able to transport from an area of dim light or darkness to another.

Slay Living: Touch attack deals 12d6 +1 per level.

Summon Undead IV: Summons an undead creature (of CR 4 or lower) to fight for you.

Undead Torch: Undead creature gains blue aura that gives +2d6 damage against living creatures.

5TH-LEVEL NECROMANCER SPELLS

Biora: As *Bio*, but all within 30 feet.

Black Spot: Curse a creature so that it is easier for others to attack it and it takes Constitution damage every day until removed.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Blood Boil: Raise temperature of target creature's blood (or other similar body fluid) over 3 rounds causing first fatigue, then Constitution damage, then HP damage.

Breath of Life: Dead creature is brought back to life, healing for $5d8$ points of damage + 1 per level.

Darkga: 1d8 shadow damage per level, 30-ft. radius.

Drain: Touch deals 1d6 / two levels shadow damage; caster gains damage as hit points.

Gravity: Target loses half of current hit points.

Infectga: As *Infect*, but all within 30 feet.

Magic Jar: Enables possession of another creature.

Plague Carrier: Target's attacks carry filth fever.

Suffocation: Target begins suffocating.

Summon Undead V: Summons an undead creature (of CR 6 or lower) to fight for you.

Waves of Fatigue: Creatures within the 30-ft.-cone burst become fatigued.

Zombify: Target is inflicted with the Zombie status effect.

6TH-LEVEL NECROMANCER SPELLS

Anti-Life Shell: Creates a mobile, hemispherical energy field that prevents creatures from entering.

Arise: Subject is raised from death to half maximum hit points.

Aura of Terror: You gain an aura of fear, or your frightful presence becomes more effective.

Circle of Death: Snuffs out 1d4 HD worth of living creatures per level.

Eyebite: Target becomes panicked, sickened, and comatose.

Greater Contagion: Infect a subject with a magical disease.

Feeblemind: Target's Intelligence, Wisdom, and Charisma scores each drop to 1.

Fleshshiver: Subject is stunned for 1 round, takes 1d6/level damage, and is nauseated for $1d4+2$ rounds.

Major Curse: As *bestow curse*, but harder to remove.

Ray of Entropy: Subject takes -4 Strength, Dexterity, and Constitution.

Revive Undead: Restores undeath to undead that was destroyed up to 1 day/level ago.

Shadowfire Ray: Ranged touch attack that deals 1d6 points of damage (half fire/shadow).

Spectral Touch: Your touch bestows one negative level/round.

Summon Undead VI: Summons an undead creature (of CR 8 or lower) to fight for you.

Syphon: Touch drains 1d6 / five levels of MP; caster gains the siphoned MP.

Unwilling Shield: Subject shares wounds you receive.

7TH-LEVEL NECROMANCER SPELLS

Auto-Raise: Subject is raised by a *Raise* spell upon death.

Avasculate: Reduce foe to half HP and stun.

Control Undead: Undead don't attack you while under your command.

Countdown: Target falls to 0 HP in $2d4$ rounds.

Epidemic: Infect a subject with a highly contagious disease.

Graviga: As *Gravity*, but all within 30 feet.

Mass Zombify: As *Zombify*, but all within 30 feet.

Plague Storm: Cloud infects creatures like contagion.

Shadow Blast: Target takes 10 points of shadow damage per level.

Summon Undead VII: Summons an undead creature (of CR 10 or lower) to fight for you.

Temporary Resurrection: Bring a creature to life for 24 hours, after which it dies again.

Waves of Exhaustion: Creatures within the 30-ft.-cone burst become exhausted.

8TH-LEVEL NECROMANCER SPELLS

Arisega: As *Arise*, except all allies within 30 feet.

Avascular Mass: Reduce foe to half HP and stun, entangle in 20-ft. radius from victim.

Bite of the King: Swallow enemies whole.

Blackfire: Subject is engulfed in black flame, takes 1d4 Con damage and becomes nauseated; flames and effects can spread to adjacent living creatures.

Black Orb: Creates an orb of pure darkness and inflicts negative levels.

Doom: Target is inflicted with Doom status.

Evaporate: 1d6 shadow damage per level.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Summon Undead VIII: Summons an undead creature (of CR 12 or lower) to fight for you.

Symbol of Death: Triggered rune kills nearby creatures.

Veil of Undeath: You gain undead traits.

9TH-LEVEL NECROMANCER SPELLS

Banshee Wail: Targets take 10 points of shadow damage per level.

Cursed Earth: Plants die, living creatures catch diseases, or dead creatures rise as zombies.

Energy Drain: As *Enervation*, except the creature gains 2d4 temporary negative levels.

Full-Life: Subject is raised from death to full maximum hit points.

Death: Kills one subject.

Mass Feeblemind: As *Feeblemind*, but all within 30 feet.

Mass Suffocation: As *Suffocation*, but all within 30 feet and lasts longer.

Polar Midnight: Plunges an area into the brutal chill of an arctic night, dropping visibility, dealing 5d6 points of ice damage and 1d6 points of Dexterity damage per round.

Summon Undead IX: Summons an undead creature (of CR 14 or lower) to fight for you.

RED MAGE SPELL LIST

0-LEVEL RED MAGE SPELLS

Alleviate: Ends a sickened condition for a target.

Burst of Light: Dazzles one creature (-1 on attack rolls).

Daze: A single humanoid creature with 4 HD or less loses its next action.

Detect Magic: Detects all spells and magic items within 60 ft.

Elemental Orb: Orb deals 1d3 elemental damage of chosen type.

Guidance: +1 on one attack roll, saving throw, or skill check.

Ignite: Ignites flammable objects.

Mending: Makes minor repairs on an object.

Read Magic: Read magical scrolls.

Stabilize: Cause a dying creature to stabilize.

Torchlight: Object shines like a torch.

1ST-LEVEL RED MAGE SPELLS

Aero: Ranged touch that deals 1d6 points of wind damage + casting modifier + 1 per level (max of +5) and inflicts Squalled status effect.

Air Bubble: Provides breathable air for one creature.

Blizzard: Ranged touch that deals 1d6 points of ice damage + casting modifier + 1 per level (max of +5) and inflicts Frozen status effect.

Call Weapon: Caster makes a weapon fly out of the hands of his ally to himself.

Choco Feather: Quick reaction to slow a creature's fall.

Cure: Heals 1d6 damage + Casting modifier + 1 per level (max of +5).

Deflect: Gain a deflection bonus of +1/3 levels (max +5) against one attack.

Disappear: As *vanish* for 1 round/level (5 max).

Enspell: Infuses weapon with elemental damage of +1 per level (max of +5) on next attack.

Fire: Ranged touch that deals 1d6 points of fire damage + casting modifier + 1 per level (max of +5) and inflicts Burning status effect.

Jump: Subject gains a +10 enhancement bonus on all Acrobatics checks to jump.

Longshot: Caster gains a +10-ft.-bonus to the range increment of any weapon.

Magic Weapon: Weapon gains +1 bonus.

Mount: Summons a yellow chocobo to serve the caster as a mount.

Protect: Subject gains a +2 deflect bonus to AC.

Quick Step: Caster may make two 5-foot steps each round until he attacks or moves more than 5 feet.

Regen: Subject gains Fast Healing 2.

Shell: Subject gains a +2 resistance bonus to Saving Throws versus spells.

Stone: Ranged touch that deals 1d6 points of earth damage + casting modifier + 1 per level (max of +5) and inflicts Weighted status effect.

Stone Fist: Caster transforms his hands into living stone and able to deal lethal unarmed strikes.

Stretch: Melee weapon gains 5 ft. of reach for one attack.

Swim: Subject gains a swim speed of 30 feet.

Thunder: Ranged touch that deals 1d6 points of lightning damage + casting modifier + 1 per level (max of +5) and inflicts Static status effect.

Water: Ranged touch that deals 1d6 points of water damage + casting modifier + 1 per level (max of +5) and inflicts Drenched status effect.

Wind Runner: Caster increases his base land speed by 30 feet.

Wind Shield: Caster creates a field of ever-flowing gust of wind around him to deflect ranged attacks.

2ND-LEVEL RED MAGE SPELLS

Aero II: Ranged touch that deals 3d6 points of wind damage + casting modifier + 1 per level (max of +10) and inflicts Squalled status effect.

Blizzard II: Ranged touch that deals 3d6 points of ice damage + casting modifier + 1 per level (max of +10) and inflicts Frozen status effect.

Blur: Attacks miss subject 20% of the time.

Communal Mount: As *Mount*, but summons up to 6 yellow chocobos and may divide the duration among chocobos summoned.

Cure II: Heals for 3d6 + Casting modifier + 1 per level (max of +10).

Defensive Shock: Creatures attacking the caster take 1d6 points of lightning damage per two levels.

Elemental Resistance: Subject gains elemental resistance of a chosen type.

Fiery Shuriken: Creates floating shuriken made out of fire to launch as a ranged touch attack.

Fire II: Ranged touch that deals 3d6 points of fire damage + casting modifier + 1 per level (max of +10) and inflicts Burning status effect.

Float: Subject floats 5 foot off the ground.

Frost Fall: Creates an area of chilling frost, dealing 2d6 points of ice damage to all within a 5-ft.-radius burst.

Glide: Caster can fall slowly like *Choco Feather* and able to glide.

Grace: Caster's movements do not provoke attacks of opportunity.

Levitate: Subject is able to move up or down up to 20 feet each round.

Might: Caster gains +4 strength, discharge to gain +10 strength for 1 round.

Restore: Subject is healed of 1d4 temporary ability damages and fatigue.

Shield: Gain shield bonus to AC for one attack.

See Invisibility: Caster is granted the ability to see invisible beings and objects.

Silence: Target is inflicted with Silence status.

Slipstream: Subject rides a low-cresting wave of water to travel along the surface of water or ground.

Stone II: Ranged touch that deals 3d6 points of earth damage + casting modifier + 1 per level (max of +10) and inflicts Weighted status effect.

Sure Strike: Gain +1 bonus/3 levels on next attack.

Temper: Affected weapon deals an additional +2 damage.

Thunder II: Ranged touch that deals 3d6 points of lightning damage + casting modifier + 1 per level (max of +10) and inflicts Static status effect.

Wall Climb: Subject gains a climb speed of 20 feet.

Water II: Ranged touch that deals 3d6 points of water damage + casting modifier + 1 per level (max of +10) and inflicts Drenched status effect.

Whispering Wind: Caster is able to send a message or sound on the wind to a designated spot.

Wind Barrier: Subject gains damage reduction 10/- against projectiles.

3RD-LEVEL RED MAGE SPELLS

Aera: 1d6 wind damage per level, 20-ft. radius.

Aero III: Ranged touch that deals 5d6 points of wind damage + casting modifier + 1 per level (max of +15) and inflicts Squalled status effect.

Blizzara: 1d6 ice damage per level, 20-ft. radius.

Blizzard III: Ranged touch that deals 5d6 points of ice damage + casting modifier + 1 per level (max of +15) and inflicts Frozen status effect.

Cloak of Winds: Surrounds a creature with a shroud of wind to deflect ranged attacks.

Communal Elemental Resistance: As *Elemental Resistance*, but may divide the duration among creatures touched.

Communal Wall Climb: As *Wall Climb*, but may divide the duration among creatures touched.

Communal Wind Barrier: As *Wind Barrier*, but may divide the duration among creatures touched.

Cura: Allies heal for 1d6 per level.

Cure III: Heals 5d6 damage + Casting modifier + 1 per level (max of +15).

Dispel: Cancels one magical spell or effect.

Displacement: Attacks miss subject 50% of the time.

Energy Aegis: Caster gains elemental resistance 20 against one elemental type for one attack.

Enspell II: Imbues weapon with elemental damage of +2 per level (max of +10) on next attack.

Fira: 1d6 fire damage per level, 20-ft. radius.

Fire III: Ranged touch that deals 5d6 points of fire damage + casting modifier + 1 per level (max of +15) and inflicts Burning status effect.

Floatga: Targets float 5 feet off the ground.

Fly: Subject gains a flying speed of 20 feet.

Greater Magic Weapon: Weapon gains +1 bonus/four levels (max +5).

Haste: Subject becomes *hasted*.

Hop: Teleports caster short distance.

Protect II: Subject gains a +4 deflect bonus to AC.

Regen II: Subject gains Fast Healing 4.

Shell II: Subject gains a +4 resistance bonus to Saving Throws versus spells.

Slow: Target is inflicted with Slow status.

Stone III: Ranged touch that deals 5d6 points of earth damage + casting modifier + 1 per level (max of +15) and inflicts Weighted status effect.

Stonera: 1d6 earth damage per level, 20-ft. radius.

Thundara: 1d6 lightning damage per level, 20-ft. radius.

Thunder III: Ranged touch that deals 5d6 points of lightning damage + casting modifier + 1 per level (max of +15) and inflicts Static status effect.

Water III: Ranged touch that deals 5d6 points of water damage + casting modifier + 1 per level (max of +15) and inflicts Drenched status effect.

Watera: 1d6 water damage per level, 20-ft. radius.

Water Breathing: Subjects gain the ability to breathe underwater.

Water Walk: Subjects gain the ability to walk upon water.

4TH-LEVEL RED MAGE SPELLS

Barrier: Subject gains Damage Reduction 5/-.

Blaze Spikes: Creatures attacking the subject of this spell take 1d6 points of fire damage.

Communal Water Walk: As *Water Walk*, but may divide the duration among creatures touched.

Dancing Weapon: Weapon touched animates and fights for the caster.

Dwarf's Endurance: Subject gains a +6 enhancement bonus to Constitution.

Elvaan's Splendor: Subject gains a +6 enhancement bonus to Charisma.

Esuna: Subject is cured of a negative status effect of 4th level or lower.

Gale Winds: Caster gains +4 deflection bonus to AC; 1d8 wind damage and push back creatures that hit the caster in melee.

Galka's Strength: Subject gains a +6 enhancement bonus to Strength.

Guard: Caster gains a +4 deflection bonus to AC, +4 resistance bonus on saves; discharge to gain +10 for 1 round.

Ice Spikes: Creatures attacking the subject of this spell take 1d6 points of ice damage.

Mithra's Grace: Subject gains a +6 enhancement bonus to Dexterity.

Moogle's Wisdom: Subject gains a +6 enhancement bonus to Wisdom.

Protection from Elements: Subject gains temporary immunity to a chosen element.

Raise: Subject is raised from the dead at 1 HP.

Reflect: Subject is protected by a magical barrier that reflects 1 spell.

Restora: As *Restore*, except it also dispels temporarily negative levels or one permanent negative level.

Rock Spikes: Creatures attacking the subject of this spell take 1d6 points of earth damage.

Shock Spikes: Creatures attacking the subject of this spell take 1d6 points of lightning damage.

Stoneskin: Subject gains damage reduction 10/-.

Tarutaru's Cunning: Subject gains a +6 enhancement bonus to Intelligence.

Tongues: Subject gains the ability to speak and understand the language of any intelligent creature.

Vanish: Subject becomes invisible.

5TH-LEVEL RED MAGE SPELLS

Aeroga: 1d8 wind damage per level, 30-ft. radius.

Bless: Allies heal for 1d6 per level and receive Fast Healing 2.

Blizzaga: 1d8 ice damage per level, 30-ft. radius.

Burn: Target takes 1d6 points of fire damage per level.

Communal Protection from Elements: As *Protection from Elements*, but may divide the duration among creatures touched.

Communal Stoneskin: As *Stoneskin*, but may divide the duration among creatures touched.

Communal Tongues: As *Tongues*, but may divide the duration among creatures touched.

Crush: Target takes 1d6 points of earth damage per level.

Curaga: Allies heal for 1d8 per level.

Drown: Target takes 1d6 points of water damage per level.

Enspell III: Imbues weapon with elemental damage of +3 per level (max of +15) on next attack.

Firaga: 1d8 fire damage per level, 30-ft. radius.

Flight: Caster gains a flying speed of 40 feet.

Freeze: Target takes 1d6 points of ice damage per level.

Protect III: Subject gains a +6 deflect bonus to AC.

Regen III: Subject gains Fast Healing 6.

Shell III: Subject gains a +6 resistance bonus to Saving Throws versus spells.

Shock: Target takes 1d6 points of lightning damage per level.

Slice: Target takes 1d6 points of wind damage per level.

Stonega: 1d8 earth damage per level, 30-ft. radius.

Thundaga: 1d8 lightning damage per level, 30-ft. radius.

Waterga: 1d8 water damage per level, 30-ft. radius.

6TH-LEVEL RED MAGE SPELLS

Blaze Spikes II: Creatures attacking the subject of this spell take 3d6 points of fire damage.

Chain Lightning: Inflicts 1d6 points of lightning damage per level to primary target and arcs to secondary targets.

Esunaga: Allies are cured of a negative status effect of 4th level or lower.

Greater Dispel: As *Dispel*, but with multiple targets.

Greater Vanish: As *Vanish*, except that it doesn't end if the subject attacks.

Hastega: As *Haste*, but all allies within 30 feet.

Ice Spikes II: Creatures attacking the subject of this spell take 3d6 points of ice damage.

Mass Dwarf's Endurance: As *Dwarf's Endurance*, but all allies within 30 feet.

Mass Elvaan's Splendor: As *Elvaan's Splendor*, but all allies within 30 feet.

Mass Galka's Strength: As *Galka's Strength*, but all allies within 30 feet.

Mass Mithra's Grace: As *Mithra's Grace*, but all allies within 30 feet.

Mass Moogles Wisdom: As *Moogles Wisdom*, but all allies within 30 feet.

Mass Tarutaru's Cunning: As *Tarutaru's Cunning*, but all allies within 30 feet.

Mislead: Turns you invisible and creates illusory double.

Rock Spikes II: Creatures attacking the subject of this spell take 3d6 points of earth damage.

Shock Spikes II: Creatures attacking the subject of this spell take 3d6 points of lightning damage.

Slowga: As *Slow*, except all enemies within 30 feet.

SUMMONER SPELL LIST

0-LEVEL SUMMONER SPELLS

Daze: A single humanoid creature with 4 HD or less loses its next action.

Dancing Lights: Creates torches or other lights.

Detect Magic: Detects all spells and magic items within 60 ft.

Elemental Orb: Orb deals 1d3 elemental damage of chosen type.

Guidance: +1 on one attack roll, saving throw, or skill check.

Ignite: Ignites flammable objects.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Read Magic: Read magical scrolls.

Resistance: Subject gains +1 on saving throws.

Torchlight: Object shines like a torch.

1ST-LEVEL SUMMONER SPELLS

Aerospark: Ixion fires a ray of lightning at two different enemy targets, dealing 1d6 lightning damage + 1 damage per level.

Chocobo Kick: Chocobo kicks a single enemy, dealing 1d4 non-elemental damage + Charisma modifier.

Energy Beam: Valefor fires a beam of energy in a 30-ft.-line, dealing 1d4 non-elemental damage per level.

Goblin Punch: Goblin throws a blast of wind in a 15-ft.-cone.

Moogle Charm: Mogri heals allies for 1d4 damage per level.

Photosynthesis: Mandragora grants your allies Fast Healing 1.

Sonic Dive: Quetzalli grants your allies to deal an extra 1d6 damage on charging attacks.

Summon Equipment I: Summons a magical +1 suit of armor, shield, or weapon temporarily.

Summon Monster I: Summons extra-planar creature to fight for you.

2ND-LEVEL SUMMONER SPELLS

Chocobo Stomp: Fat Chocobo falls upon your enemies, dealing 1d6 non-elemental damage and makes them fall prone.

Cleansing: Crusader cures allies of Disease and Poison status effects.

Deathblow: Choco/Mog charges and attacks a single enemy, dealing 5d4 non-elemental damage and inflicts Stun status.

Lunatic Voice: Siren inflicts the Silence status upon one enemy.

Magic Shield: Zona Seeker grants allies a +2 bonus to Saving Throws versus spells.

Summon Avatar: Summons your avatar for a brief duration.

Summon Monster II: Summons extra-planar creature to fight for you.

Terra Homing: Madeen sends a blast of holy energy at one enemy, dealing 5d4 holy damage and inflicts Dazzled status.

Thousand Needles: Cactuar fires needles for 1d4 points of non-elemental damage, in a 15-ft.-cone.

3RD-LEVEL SUMMONER SPELLS

Asura's Boon: Asura either casts Protect II, Raise, or Cure II on your allies.

Brotherly Love: Brothers throws a large boulder at your enemies, dealing 1d6 earth damage per level and inflicts Weighted status.

Constrict: Remora inflicts the Slow status upon one enemy.

Counter Rockets: Cerberus bestows the Haste status effect on your allies.

Fey Light: Faerie heals your allies for 1d6 damage per level.

Life Guard: Kirin blesses your allies with Fast Healing 2.

Self-Destruct: Bomb explodes, dealing 1d6 fire damage per level and inflicts Burning status.

Summon Equipment II: Summons a magical +2 suit of armor, shield, or weapon temporarily.

Summon Materia I: Summons a common level 1 materia temporarily.

Summon Monster III: Summons extra-planar creature to fight for you.

4TH-LEVEL SUMMONER SPELLS

Breach Blast: Bismarck blasts a line of water, dealing 1d6 water damage per level and inflicts Drenched status.

Climactic Fear: Cyclops causes enemies to become panicked.

Diamond Dust: Shiva conjures a blizzard, dealing 1d6 ice damage per level and inflicts Frozen status.

Judgment Bolt: Ramuh conjures lightning, dealing 1d6 lightning damage per level and inflicts Silence status.

Petrifying Beak: Cockatrice inflicts Petrify status upon on enemy.

Summon Monster IV: Summons extra-planar creature to fight for you.

Tornado Zone: Pandemonia conjures a tornado, dealing 1d6 wind damage per level and inflicts Squalled status.

Wyrmfire: Salamander breathes 1d6 fire damage per level in a 30-ft.-cone, and inflicting Burning status.

5TH-LEVEL SUMMONER SPELLS

Alluring Embrace: Lakshmi heals allies for 1d6 damage per level.

Bad Breath: Malboro breathes out status effects in a 30-ft.-cone.

Gaia's Wrath: Titan conjures an earthquake, dealing 1d6 earth damage per level and inflicts Weighted status.

Hellfire: Ifrit conjures a flame storm, dealing 1d6 fire damage per level and inflicts Burning status.

Radiant Breath: Mist Dragon breathes a blast of light, dealing 1d6 holy damage per level and inflicts Dazzled status.

Summon Equipment III: Summons a magical +3 suit of armor, shield, or weapon temporarily.

Summon Monster V: Summons extra-planar creature to fight for you.

Tidal Wave: Leviathan conjures a large wave of water, dealing 1d6 water damage per level and inflicts Drenched status.

Unicorn Horn: Unicorn cures your allies of most status effects of 4th level or lower.

6TH-LEVEL SUMMONER SPELLS

Angel Feathers: Seraph brings back allies from death to 1 hit point.

Dark Messenger: Diablos causes enemies to lose half of their current hit points.

Demon Eye: Catoblepas inflicts the Petrify status effect upon your enemies.

Earthen Wall: Golem bestows Stoneskin and Protect III on allies.

Ghostly Veil: Phantom causes your allies to become invisible.

Ruby Light: Carbuncle grants your allies the Reflect status.

Summon Materia II: Summons a common or uncommon level 2 materia temporarily.

Summon Monster VI: Summons extra-planar creature to fight for you.

Whispering Wind: Sylph drains an enemy and bestows healing upon allies.

7TH-LEVEL SUMMONER SPELLS

Abyssal Maw: Jormungand deals 1d6 earth damage per level and inflicts Petrify status.

Cat Rain: Cait Sith inflicts Confuse status upon your enemies.

Howling Moon: Fenrir grants your allies evasion.

Runaway Train: Doomtrain inflicts status effects in a 120-ft.-line.

Mind Blast: Mind Flayer sends a blast of mind energy, dealing 1d6 non-elemental damage per level and inflicts Disabled and Sap status.

Summon Equipment IV: Summons a magical +4 suit of armor, shield, or weapon temporarily.

Summon Monster VII: Summons extra-planar creature to fight for you.

Thunder Storm: Quetzalcoatl conjures a lightning barrage, dealing 1d8 lightning damage per level and inflicts Static status.

8TH-LEVEL SUMMONER SPELLS

Black Cauldron: Hades deals 1d6 shadow damage per level and inflicts status effects.

Descending Darkness: Lich deals shadow damage equal to half of your enemies' maximum hit points.

Flames of Rebirth: Phoenix brings back allies from death to 1/4th hit points of their maximum hit points.

Chef's Knife: Tonberry stabs a single enemy, causing them to drop to 0 hit points.

Summon Monster VIII: Summons extra-planar creature to fight for you.

Tetra-Disaster: Kujata fires a blast of lightning, ice, and fire, dealing 1d8 damage per level and inflicts Burning, Frozen, and Static status.

Ultimate End: Knights of the Round attacks a single enemy.

9TH-LEVEL SUMMONER SPELLS

Eternal Breath: Eden orbital bombards your enemies, dealing 1d12 non-elemental damage per level.

Holy Judgment: Alexander deals 1d8 holy damage per level, 30-ft.-radius burst.

Instant Death: Odin strikes a single target, usually killing the caster's enemy.

Megaflare: Bahamut breathes a cone of flames, dealing 1d8 fire damage per level.

Summon Equipment V: Summons a magical +5 suit of armor, shield, or weapon temporarily.

Summon Materia III: Summons a common, uncommon, or rare level 3 materia temporarily.

Summon Monster IX: Summons extra-planar creature to fight for you.

Swords of Chance: Gilgamesh unleashes one of his four swords upon your enemies.

TIME MAGE SPELL LIST

0-LEVEL TIME MAGE SPELLS

Amanuesis: Copy nonmagical text.

Daze: A single humanoid creature with 4 HD or less loses its next action.

Detect Magic: Detects all spells and magic items within 60 ft.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Moment: Receive the benefits of a refocus action.

Read Magic: Read magical scrolls.

Timer: Sounds an audible alarm after a set time, up to 2 hours per caster level.

Torchlight: Object shines like a torch.

1ST-LEVEL TIME MAGE SPELLS

Anticipate Peril: Target gains a bonus on one initiative check.

Awaiting: Prepare and plan before you need to act.

Deceleration: Target's speed is halved.

Delayed Opponent: Target acts a little slower than normal.

Mage Armor: Gives subject +4 armor bonus.

Memory Lapse: Subject forgets events back to last turn.

Precognition, Defensive: Gain +1 insight bonus to AC and saving throws.

Precognition, Offensive: Gain +1 insight bonus on your attack rolls.

Precognition, Tactical: Gain +2 insight bonus on a chosen combat maneuver.

Prescience, Offensive: Gain +2 insight bonus on your damage rolls.

Omen of Peril: You know how dangerous the future will be.

Skillful Moment: Take 20 on a chosen skill check.

Sluggish Movement: Creatures of 5 HD or less within 20 ft. slowed for 1 round.

True Strike: Add +20 insight bonus to your next attack roll.

2ND-LEVEL TIME MAGE SPELLS

Accelerate Poison: Hastens targeted poison's onset.

Clockwork Timer: Caster delays another spell.

Contingent Action: Prepare a readied action.

Delay Disease: Ravages of disease staved off for a day.

Delay Poison: Stops poison from harming target for 1 hour/level.

Delay Response: Target is forced to delay their action.

Dimension Hop: You, touched objects, and your familiar or companion teleport to any spot within close range.

False Future: Target is shown a false future and is reposition 5 ft.

Gentle Repose: Preserves one corpse.

Lesser Celerity: Take a move action immediately, but be dazed for a round.

Recall Agony: Foe takes 4d6 points of non-elemental damage.

Slow Magic: As *dispel*, but only suppresses magic.

Switch Fate: Steal the initiative score of an opponent.

Time Shudder: Nearby creatures are affected by haste or slow each round.

3RD-LEVEL TIME MAGE SPELLS

Aging Touch: Touch attack that deals 1 point of strength, dexterity, and constitution damage.

Alter Fortune: Cause one creature to reroll any die roll.

Blink: You randomly vanish and reappear for 1 round/level.

Delay Poison, Communal: As *delay poison*, but you may divide the duration among creatures touched.

Dimension Step: Allies can immediately teleport a distance equal to their speed.

Dispel: Cancels one magical spell or effect.

Haste: Subject becomes *hasted*.

Mass Deceleration: As *deceleration*, but all creatures within range.

Shelter Out of Time: All creatures and objects within a 5 ft. square are instantly transferred to a temporary extradimensional space in which time does not pass.

Slow: Target is inflicted with Slow status.

Wind Back the Key: Restores an item to its original, undamaged state.

4TH-LEVEL TIME MAGE SPELLS

Baleful Blink: Subject has 50% chance of failure on attacks and spells.

Celerity: Take a standard action immediately, but be dazed for a round.

Corrode: Items disintegrate under the stress of centuries.

Dazera: As *Daze*, but all within 30 feet.

Delay Death: Losing hit points doesn't kill subject.

Dimension Door: Teleports you a short distance.

Lesser Age Resistance: Ignore penalties from middle age.

Quintessence: Liquid time, coating something in this renders a subject immobile and immune to time.

Reality Rift: Subject is cast outside of time and space for 1 round/level.

Symbol of Slowing: Triggered rune slows creatures.

Temporal Jolt: Unstable time deals 1d6/two caster levels damage and destroys non-magical items.

Time Shield: Spells are consumed at double the normal rate in the area around you.

Time to Act: You may make a single skill check in the same round you cast the spell.

5TH-LEVEL TIME MAGE SPELLS

Anticipatory Strike: Turn your next turn right now, even interrupting other actions.

Bend Space and Time: Instantly transports you as far as 100 miles per level.

Contingent Spell Immunity: Protect against a specific spell once / 5 levels.

Dimension Shuffle: Teleport multiple creatures short distances within line of sight.

Greater Blink: Controlled blinking between the Material Planes grants defenses for 1 round/level.

Miasma of Entropy: Rot all natural materials in 30-ft. cone-shaped burst.

Past's Façade: Return a body to a previous more youthful state

Permanency: Makes certain spells permanent.

Second Chance: Caster can reroll one attack roll, saving throw, ability check, or skill check.

Temporal Reiteration: Ongoing effects on you do not progress in duration for one round.

Temporary Repair: Dispels time affecting spells in the area around you.

Threefold Aspect: Appear older or younger.

6TH-LEVEL TIME MAGE SPELLS

24 Hours: Receive a full day of restful healing.

Age Resistance: Ignore penalties from old age.

Contingency: Sets trigger conditions for another spell.

Elude Time: Puts you in temporary suspended animation.

Greater Dispel: As *Dispel*, but with multiple targets.

Hastega: As *Haste*, but all allies within 30 feet.

Mass Recall Agony: As *recall agony*, but deals 8d6 non-elemental damage to all creatures within range.

Slowga: As *Slow*, but all enemies within 30 feet.

Temporal Acceleration: Your time frame accelerates for 1 round.

Temporal Disjunction: Target creature is permanently lagged in time.

Time to Pause: As *time to act*, but take 10 on the check.

7TH-LEVEL TIME MAGE SPELLS

Deja Vu: Creature experiences lasts round's damage all over again.

Fate of One: Reroll any roll you just failed.

Greater Age Resistance: Ignore penalties from venerable age.

Greater Bend Space and Time: As *bend space and time*, but no range limit and no off-target arrival.

Lesser Time Stop: As *time stop* but only free to act for 1 round.

Reverse: All healing effects are reversed.

Slow Skin: Delays the damage attacks deal you.

Stop: Target is inflicted with Stop status.

Teleport Object: As *bend space and time*, but affects a touched object.

Time Spellsurge: Reduce the casting time of your chronomancy spells.

8TH-LEVEL TIME MAGE SPELLS

Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.

Greater Time to Act: As *time to act*, but take 20 on the check.

Greater Celerity: Take a full-round action immediately, but be dazed for a round.

Hindsight: You see into the past.

Mass Reality Rift: As *reality rift*, but all creatures within range.

Moment of Prescience: You gain +1/level insight bonus on single attack roll, check, or save.

Recall Death: Subject dies or takes 5d6 damage.

Temporal Stasis: Puts subject into suspended animation.

Withering: Everyone within the area of effect is aged 1d6 years per level.

9TH-LEVEL TIME MAGE SPELLS

Foresight: "Sixth Sense" warns of impending danger.

Greater Reality Rift: As *reality rift*, except creature disappears permanently on a failed save.

Paradox Haze: You distort the nature of time, granting all creatures two rounds worth actions per round.

Stopga: As *stop*, but all creatures within range.

Temporal Abstraction: Concentrate 5 rounds of time into a single round.

Timeless Body: Ignore all harmful and helpful effects for 1 round.

Time Regression: Relive the last round.

Time Stop: You act freely for 1d4 + 1 rounds.

Time Walk: As *bend space and time*, but to a different time period.

WHITE MAGE SPELL LIST

0-LEVEL WHITE MAGE SPELLS

Alleviate: Ends a sickened condition for a target.

Burst of Light: Dazzles one creature (-1 on attack rolls).

Create Water: Creates 2 gallons/level of pure water.

Dancing Lights: Creates torches or other lights.

Daze: A single humanoid creature with 4 HD or less loses its next action.

Detect Magic: Detects all spells and magic items within 60 ft.

Enhanced Diplomacy: +2 on one Diplomacy or Intimidate check.

Guidance: +1 on one attack roll, saving throw, or skill check.

Holy Orb: Orb deals 1d3 holy damage.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read magical scrolls.

Resistance: Subject gains +1 on saving throws.

Stabilize: Cause a dying creature to stabilize.

Torchlight: Object shines like a torch.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL WHITE MAGE SPELLS

Air Bubble: Provides breathable air for one creature.

Blind: Target is inflicted with Blind status.

Brighten: Target sheds bright light out to a 10-ft.-radius, disrupting Concentration checks for dark spells.

Charm: Target is inflicted with Charm status.

Chocobo Haul: Subject's carrying capacity triples.

Choco Feather: Quick reaction to slow a creature's fall.

Cure: Heals 1d6 damage + Wisdom modifier + 1 per level (max of +5).

Dia: Target suffers a -2 penalty to Attack rolls and Skill checks.

Endure Elements: Subject is protected from hot and cold environments.

Heal: Heals allies equal to the caster's Wisdom modifier.

Jump: Subject gains a +10 enhancement bonus on all Acrobatics checks to jump.

Light: Ranged touch that deals 1d6 points of holy damage + 1 per level (max of +5) and inflicts Dazzled status effect.

Mage Armor: Gives subject +4 armor bonus.

Mount: Summons a yellow chocobo to serve the caster as a mount.

Protect: Subject gains a +2 deflect bonus to AC.

Regen: Subject gains Fast Healing 2.

Shell: Subject gains a +2 resistance bonus to Saving Throws versus spells.

Sleep: Target is inflicted with Sleep status.

Swim: Subject gains a swim speed of 30 feet.

Water Blast: A blast of water pushes the target back.

Wind Armor: Subject is surrounded by a field of wind, providing a +2 deflection bonus to AC.

Wind Runner: Caster increases his base land speed by 30 feet.

Wind Shield: Caster creates a field of ever-flowing gust of wind around him to deflect ranged attacks.

2ND-LEVEL WHITE MAGE SPELLS

Aid: Subject gains a bonus to attack rolls and saves versus fear plus temporary hit points.

Bar-element: Subject gains a +4 resistance bonus to Saving Throws versus elemental effects.

Bar-status: Subject gains a +4 resistance bonus to Saving Throws versus status effects.

Brighten II: Target sheds bright light out to a 20-ft.-radius, disrupting Concentration checks for dark spells.

Communal Chocobo Haul: As *Chocobo Haul*, but may divide the duration among creatures touched.

Communal Endure Elements: As *Endure Elements*, but may divide the duration among creatures touched.

Communal Mount: As *Mount*, but summons up to 6 yellow chocobos and may divide the duration among chocobos summoned.

Cure II: Heals for $3d6 + \text{Wisdom modifier} + 1$ per level (max of +10).

Dia II: Target suffers a -4 penalty to Attack rolls and Skill checks.

Elemental Resistance: Subject gains elemental resistance of a chosen type.

Float: Subject floats 5 foot off the ground.

Glide: Caster can fall slowly like *Choco Feather* and able to glide.

Grace: Caster's movements do not provoke attacks of opportunity.

Healara: Heals allies equal to twice the caster's Wisdom modifier.

Holy Weapon: Creates a magical floating weapon of light.

Light II: Ranged touch that deals $2d6$ points of holy damage + 1 per level (max of +10) and inflicts Dazzled status effect.

Lesser Dwarf's Endurance: Subject gains a +4 enhancement bonus to Constitution.

Lesser Elvaan's Splendor: Subject gains a +4 enhancement bonus to Charisma.

Lesser Galka's Strength: Subject gains a +4 enhancement bonus to Strength.

Lesser Mithra's Grace: Subject gains a +4 enhancement bonus to Dexterity.

Lesser Moogles' Wisdom: Subject gains a +4 enhancement bonus to Wisdom.

Lesser Tarutaru's Cunning: Subject gains a +4 enhancement bonus to Intelligence.

Levitate: Subject is able to move up or down up to 20 feet each round.

Restore: Subject is healed of $1d4$ temporary ability damages and fatigue.

See Invisibility: Caster is granted the ability to see invisible beings and objects.

Silence: Target is inflicted with Silence status.

Slipstream: Subject rides a low-cresting wave of water to travel along the surface of water or ground.

Status: Caster can monitor the touched subjects of their relative positions and general condition.

Temper: Affected weapon deals an additional +2 damage.

Wall Climb: Subject gains a climb speed of 20 feet.

Whispering Wind: Caster is able to send a message or sound on the wind to a designated spot.

Wind Barrier: Subject gains damage reduction 10/- against projectiles.

3RD-LEVEL WHITE MAGE SPELLS

Barrier: Subject gains damage reduction 5/-.

Blindga: As *Blind*, except all within 30 feet.

Brighten III: Target sheds bright light out to a 30-ft.-radius, disrupting Concentration checks for dark spells.

Cloak of Winds: Surrounds a creature with a shroud of wind to deflect ranged attacks.

Communal Elemental Resistance: As *Elemental Resistance*, but may divide the duration among creatures touched.

Communal Wall Climb: As *Wall Climb*, but may divide the duration among creatures touched.

Communal Wind Barrier: As *Wind Barrier*, but may divide the duration among creatures touched.

Cura: Allies heal for 1d6 per level.

Cure III: Heals 5d6 damage + Wisdom modifier + 1 per level (max of +15).

Daylight: Touched object sheds bright light in a 60-ft.-radius.

Dia III: Target suffers a -6 penalty to Attack rolls and Skill checks.

Dispel: Cancels one magical spell or effect.

Floatga: Targets float 5 feet off the ground.

Fly: Subject gains a flying speed of 20 feet.

Haste: Subject becomes hasted.

Healaga: Heals allies equal to thrice the caster's Wisdom modifier.

Immobilize: Target is inflicted with Immobilize status.

Light III: Ranged touch that deals 3d6 points of holy damage + 1 per level (max of +15) and inflicts Dazzled status effect.

Lightra: 1d6 points of holy damage per level, 20-ft. radius.

Mass Choco Feather: As *Choco Feather*, but multiple creatures.

Protect II: Subject gains a +4 deflect bonus to AC.

Protectra: Allies gain a +2 deflect bonus to AC.

Regen II: Subject gains Fast Healing 4.

Renew: Allies gain Fast Healing 2.

Searing Light: Ranged touch that deals 1d8 points of holy damage per two levels.

Shell II: Subject gains a +4 resistance bonus to Saving Throws versus spells.

Shellra: Allies gain a +2 resistance bonus to Saving Throws versus spells.

Sleepga: As *Sleep*, except all within 30 feet.

Slow: Target is inflicted with Slow status.

Stone Shape: Caster is able to form an existing piece of stone into any shape.

Water Breathing: Subjects gain the ability to breathe underwater.

Water Walk: Subjects gain the ability to walk upon water.

Wind Wall: Creates an invisible vertical curtain of wind to deflect projectiles.

4TH-LEVEL WHITE MAGE SPELLS

Air Walk: Subject gains the ability to tread on air as if walking on solid ground.

Bar-elementra: Allies gain a +4 resistance bonus to Saving Throws versus elemental effects.

Bar-statusra: Allies gain a +4 resistance bonus to Saving Throws versus status effects.

Communal Water Walk: As *Water Walk*, but may divide the duration among creatures touched.

Dazera: As Daze, but all within 30 feet.

Diara: As *Dia*, except all within 30 feet.

Disable: Target is inflicted with Disable status.

Dwarf's Endurance: Subject gains a +6 enhancement bonus to Constitution.

Elvaan's Splendor: Subject gains a +6 enhancement bonus to Charisma.

Esuna: Subject is cured of a negative status effect of 4th level or lower.

Holy: Target takes 1d4 points of holy damage per level.

Galka's Strength: Subject gains a +6 enhancement bonus to Strength.

Greater Status: As *Status*, but can also cast a limited selection of spells through the link.

Holy Mantle: Subject is shrouded by a shimmering mantle of light that glows like a torch.

Holy Smite: Inflicts holy damage and Blind status on evil and neutral creatures.

Hurricane Blast: Creates a severe blast of air that batters creatures.

Hydraulic Torrent: Creates a powerful stream of water that batters creatures and obstacles in its path.

Mithra's Grace: Subject gains a +6 enhancement bonus to Dexterity.

Moogle's Wisdom: Subject gains a +6 enhancement bonus to Wisdom.

Protection from Elements: Subject gains temporary immunity to a chosen element.

Raise: Subject is raised from the dead at 1 HP.

Reflect: Subject is protected by a magical barrier that reflects 1 spell.

Restora: As *Restore*, except it also dispels temporarily negative levels or one permanent negative level.

Shield Other: Subject is warded, gaining a +1 deflection AC and +1 bonus to saves and the caster can transfer some of the subject's wounds to him.

Silencega: As *Silence*, except all within 30 feet.

Stoneskin: Subject gains damage reduction 10/-.

Tarutaru's Cunning: Subject gains a +6 enhancement bonus to Intelligence.

Tongues: Subject gains the ability to speak and understand the language of any intelligent creature.

Vanish: Subject becomes invisible.

5TH-LEVEL WHITE MAGE SPELLS

Bless: Allies heal for 1d6 per level and receive Fast Healing 2.

Breath of Life: Dead creature is brought back to life, healing for 5d8 points of damage + 1 per level.

Communal Air Walk: As *Air Walk*, but may divide the duration among creatures touched.

Communal Protection from Elements: As *Protection from Elements*, but may divide the duration among creatures touched.

Communal Stoneskin: As *Stoneskin*, but may divide the duration among creatures touched.

Communal Tongues: As *Tongues*, but may divide the duration among creatures touched.

Curaga: Allies heal for 1d8 per level.

Diaga: As *Dia II*, except all within 30 feet.

Flight: Caster gains a flying speed of 40 feet.

Holy Ice: Creates either a Wall of Holy Ice or Flying Ice Javelins.

Holy Light: Caster infuses himself with healing energy, healing for 4d8 points of damage + 1 per level.

Lightga: 1d8 points of holy damage per level, 30-ft. radius.

Mass Immobilize: As *Immobilize*, but all within 30 feet.

Passwall: Caster is able to pass through plaster and stone walls.

Pillar of Life: Creates a pillar of healing energy that anyone can touch to be healed.

Protect III: Subject gains a +6 deflect bonus to AC.

Protectra II: Allies gain a +4 deflect bonus to AC.

Regen III: Subject gains Fast Healing 6.

Renew II: Allies gain Fast Healing 4.

Restoraga: As *Restore*, except it also dispels all temporarily and permanent negative levels.

Shell III: Subject gains a +6 resistance bonus to Saving Throws versus spells.

Shellra II: Allies gain a +4 resistance bonus to Saving Throws versus spells.

Wall of Stone: Creates a wall of rocks that merges into adjoining rock surfaces.

6TH-LEVEL WHITE MAGE SPELLS

Arise: Subject is raised from death to half maximum hit points.

Auto-Cure: Subject is healed once by a *Cure III* spell upon being hit.

Balance: Target suffers damage equal to difference in caster's current and max HP.

Bar-elementga: Allies gain a +6 resistance bonus to Saving Throws versus elemental effects.

Bar-statusga: Allies gain a +6 resistance bonus to Saving Throws versus status effects.

Control Water: Allows the caster to lower or raise the water.

Esunaga: Allies are cured of a negative status effect of 4th level or lower.

Flamestrike: A vertical column of holy fire deals 1d6 points of damage (half fire/holy).

Greater Dispel: As *Dispel*, but with multiple targets.

Greater Vanish: As *Vanish*, except that it doesn't end if the subject attacks.

Hastega: As *Haste*, except all allies within 30 feet.

Holy II: Target takes 1d6 points holy damage per level.

Magic Status: As *Status*, except that you also know the name and caster level of any spell cast upon your allies.

Mass Disable: As *Disable*, but all within 30 feet.

Mass Dwarf's Endurance: As *Dwarf's Endurance*, but all allies within 30 feet.

Mass Elvaan's Splendor: As *Elvaan's Splendor*, but all allies within 30 feet.

Mass Galka's Strength: As *Galka's Strength*, but all allies within 30 feet.

Mass Mithra's Grace: As *Mithra's Grace*, but all allies within 30 feet.

Mass Moogles Wisdom: As *Moogles Wisdom*, but all allies within 30 feet.

Mass Tarutaru's Cunning: As *Tarutaru's Cunning*, but all allies within 30 feet.

Reflectga: As *Reflect*, except all allies within 30 feet.

Succor: Subject is protected from 1 negative level, 1 level drain, 1 point of ability damage, or 1 point of ability drain.

Slowga: As *Slow*, except all enemies within 30 feet.

Wind Walk: Subjects transforms into a cloud-like vapor, able to move through the air.

7TH-LEVEL WHITE MAGE SPELLS

Auto-Raise: Subject is raised by a *Raise* spell upon death.

Bind: Subject is bound to an area for the *Warp* spell to use.

Bless II: Allies heal for 1d8 per level and receive Fast Healing 4.

Bravery: Increase one ally's physical damage, melee and range by +1 per two character levels.

Faith: Increase one ally's magical damage and healing by +1 per two character levels.

Fluid Form: Caster's body transforms into a liquid state.

Full-Cure: Subject is cured of all damage.

Greater Esuna: As *Esuna*, but affects all magical status effects of 7th level or lower.

Ice Body: Caster's body transforms into living ice.

Mass Fly: As *Fly*, except all creatures within 30 feet.

Protect IV: Subject gains a +8 deflect bonus to AC.

Protectra III: Allies gain a +6 deflect bonus to AC.

Regen IV: Subject gains Fast Healing 8.

Renew III: Allies gain Fast Healing 6.

Shell IV: Subject gains a +8 resistance bonus to Saving Throws versus spells.

Shellra III: Allies gain a +6 resistance bonus to Saving Throws versus spells.

Vanishga: As *Vanish*, except all allies within 30 feet.

8TH-LEVEL WHITE MAGE SPELLS

Arisega: As *Arise*, except all allies within 30 feet.

Condemn: As *Countdown*, except only works on evil creatures.

Greater Shield Other: As *Shield Other*, except that, in addition to affecting multiple targets, the caster may also have any spell that he cast on himself affect the target creatures as well.

Holy III: Target takes 1d8 points of holy damage per level.

Holy Aura: Subjects are surrounded a brilliant holy radiance, protecting them from evil creatures.

Holy Burst: A globe of searing radiance explodes for 6d6 points of holy damage and causes Blind status.

Iron Body: Your body becomes living iron.

Magic Barrier: Subject becomes immune to magical effects up to 4th level spells.

Regenerate: Subject's severed body members, broken bones, and ruined organs grow back.

Seamantle: Caster is sheathed in a churning column of elemental water.

Warp: Subject is teleported to his *Bind* point.

9TH-LEVEL WHITE MAGE SPELLS

Full-Life: Subject is raised from death to full maximum hit points.

Greater Esunaga: As *Greater Esuna*, but cures all magical status effects of 7th level or lower on all allies.

Mass Full-Cure: As *Full-Cure*, except all allies within 30 feet.

Overwhelming Presence: Targets prostrates themselves before your holy presence.

Protect V: Subject gains a +10 deflect bonus to AC.

Protectra IV: Allies gain a +8 deflect bonus to AC.

Regen V: Subject gains Fast Healing 10.

Renew IV: Allies gain Fast Healing 8.

Shell V: Subject gains a +10 resistance bonus to Saving Throws versus spells.

Shellra IV: Allies gain a +8 resistance bonus to Saving Throws versus spells.

Storm of Vengeance: Creates a storm that rains water, lightning, and ice.

Winds of Vengeance: Caster is surrounded by a buffeting shroud of supernatural, tornado-force winds, granting him a fly speed of 60 feet with perfect maneuverability.

World Wave: Caster is able to cause any sort of natural terrain to surge beneath his feet and safely propel him with devastating force over great distances.

BARD SONG LIST

0-LEVEL BARD SONGS

Boom: Makes loud noise, causing 1 point of sonic damage and suffer a -2 penalty to Concentration checks.

Detune: Removes the tuning from a nearby instrument.

Ghostsharp: Object records, plays a song at your command.

Ghost Sound: Figment sounds.

Giggle: Target begins giggling.

Lullaby: Makes subject drowsy (-5 on Perception checks, -2 on Will saves against sleep.)

Songbird: Perform and gain +1 on your Cha checks.

Song of Serenity: Subject is cured of fatigue.

Summon Instrument: Summons one musical instrument.

1ST-LEVEL BARD SONGS

Adoration: You gain a bonus on Diplomacy checks and performance combat checks.

Amplify: Lowers Listen DC by 20.

Army's Paeon: Provides Fast Healing 2.

Clarion Call: Make a sound like a mighty horn or trumpet and subject can speak in a booming voice that carries over great distances.

Distort Speech: Subject's speech is 50% unintelligible, so it might miscast spells.

Elemental Carol: Enhances saving throws against element type by +2 and provides 5 Elemental Resistance.

Elemental Threnody: Reduces saving throws against element type by -2 and enemy's Elemental resistance by -5.

Focusing Chant: Gain +1 on attack rolls, skill checks, and ability checks.

Foe Requiem: Deals 1d6 + Charisma modifier points of non-elemental damage to one enemy.

Hideous Laughter: Subject loses actions.

Insidious Rhythm: Subject has -4 penalty on Intelligence-based skill checks and Concentration checks, and must make Concentration check to cast spells.

Inspirational Boost: The bonuses granted by your inspire courage ability increase by 1.

Joyful Noise: You negate silence in a 10-ft.-radius emanation.

Knight's Minne: Grants a deflect AC bonus of +2.

Play Instrument: Play instrument as if you were skilled.

Quick Etude: Grants a dodge AC bonus of +2.

Saving Finale: Subject rerolls failed saving throw.

Sheepfœ Mambo: Provides a +1 morale bonus on saving throws.

Solid Note: Creates tangible music note.

Toilsome Chant: Apply Inspire Competence to a skill check that takes up to an hour to complete.

2ND-LEVEL BARD SONGS

Allegro: Gain haste while maintaining bardic performance.

Battle Hymn: Allies can reroll one Will save/round.

Blurring Melody: Blinds an enemy.

Cacophonous Call: Nauseates target.

Dexterous Etude: Enhances the Dexterity of an ally by +2.

Dissonant Chant: Concentration checks more difficult within area of spell.

Distracting Cacophony: Noise makes it difficult to cast.

Distressing Tone: Sound sickens 1d4 creatures.

Enchanting Etude: Enhances the Charisma of an ally by +2.

Foe Lullaby: Puts an enemy to sleep.

Fowl Aubade: Enhances saving throws against sleep/charm by +2.

Ghostbane Dirge: Incorporeal creature takes half damage from non-magical weapons.

Goblin Gavotte: Enhances saving throws against paralysis/petrify by +2.

Harmonic Chorus: Give another caster +2 to caster level and +2 on save DCs.

Herb Pastoral: Enhances saving throws versus poison/disease by +2.

Hunter's Prelude: Provides a +2 morale bonus to Attack rolls with ranged weapons.

Learned Etude: Enhances the Intelligence of an ally by +2.

Lively Step: You and allies gain +10 increase to speed.

Piercing Shriek: Target is staggered by a painful sound.

Scop's Operetta: Enhances saving throws versus silence/blind by +2.

Silent Verse: Silences an enemy.

Sinewy Etude: Enhances the Strength of an ally by +2.

Spirited Etude: Enhances the Wisdom of an ally by +2.

Sword Madrigal: Provides a +1 morale bonus to Attack rolls.

Valor Minuet: Provides a +2 morale bonus to Damage rolls.

Vivacious Etude: Enhances the Constitution of an ally by +2.

3RD-LEVEL BARD SONGS

Advancing March: Provides the *Haste* effect on allies.

Army's Anthem: Provides Fast Healing 2 to all allies.

Army's Paeon II: Provides Fast Healing 4.

Battlefield Elegy: Gives the enemy the effect of *Slow*.

Dirge of Discord: All within 20 ft. take -4 on attack rolls and Dexterity, and reduce speed by 50%.

Elemental Carol II: Enhances saving throws against element type by +4 and provides 10 Elemental Resistance.

Elemental Threnody II: Reduces saving throws against element type by -4 and enemy's Elemental resistance by -10.

Exquisite Accompaniment: Instrument maintains bardic performance for you.

Foe Discord: Deals 2d6 + Charisma modifier points of non-elemental damage to all enemies.

Foe Requiem II: Deals 4d6 + Charisma modifier points of non-elemental damage to one enemy.

Haunting Choir: Spirits cause wracking pain to listeners.

Haunting Tune: Foes becomes shaken.

Knight's Ballad: Grants allies a deflect AC bonus of +2.

Knight's Minne II: Grants a deflect AC bonus of +4.

Magic Finale: The enemy is targeted by a *Dispel* effect.

Nixie's Lure: A song that seductively summons up to 24 HD of creatures and fascinate them.

Purging Finale: Removes one negative effect.

Quick Ballad: Grants allies a dodge AC bonus of +2.

Quick Etude II: Grants a dodge AC bonus of +4.

Reviving Finale: Allies cured 2d6 damage.

Romeo's Ballad: Immobilizes an enemy.

Sheepfoe Mambo II: Provides a +2 morale bonus on saving throws.

4TH-LEVEL BARD SONGS

Blinding Melody: Blinds all enemies.

Cacophonic Shield: Shield blocks sounds, deals 1d6 sonic damage +1/level, and deafens creatures passing.

Dexterous Coda: Enhances the Dexterity of all allies by +2.

Dexterous Etude II: Enhances the Dexterity of an ally by +4.

Enchanting Coda: Enhances the Charisma of all allies by +2.

Enchanting Etude II: Enhances the Charisma of an ally by +4.

Fowl Aubade II: Enhances saving throws against sleep/charm by +4.

Goblin Gavotte II: Enhances saving throws against paralysis/petrify by +4.

Herb Pastoral II: Enhances saving throws versus poison/disease by +4.

Horde Lullaby: Puts all enemies to sleep.

Hunter's Prelude II: Provides a +4 morale bonus to Attack rolls with ranged weapons.

Learned Coda: Enhances the Intelligence of all allies by +2.

Learned Etude II: Enhances the Intelligence of an ally by +4.

Quiet Verse: Silence all enemies.

Scop's Operetta II: Enhances saving throws versus silence/blind by +4.

Song of Healing: Your bardic performance heals allies.

Sinewy Coda: Enhances the Strength of all allies by +2.

Sinewy Etude II: Enhances the Strength of an ally by +4.

Spirited Coda: Enhances the Wisdom of all allies by +2.

Spirited Etude II: Enhances the Wisdom of an ally by +4.

Sword Madrigal II: Provides a +2 morale bonus to Attack rolls.

Valor Minuet II: Provides a +4 morale bonus to Damage rolls.

Virtuoso Performance: Start a second bardic performance while maintaining the first.

Vivacious Coda: Enhances the Constitution of all allies by +2.

Vivacious Etude II: Enhances the Constitution of an ally by +4.

Wall of Sound: Sonic wall deflects and damages creatures.

5TH-LEVEL BARD SONGS

Army's Paeon III: Provides Fast Healing 6.

Body Harmonic: Piercing tone deals 1d10 damage to one ability/round.

Dirge: Enemies take 2 points of Str and Dex damage/round.

Elemental Carol III: Enhances saving throws against element type by +6 and provides 15 Elemental Resistance.

Elemental Threnody III: Reduces saving throws against element type by -6 and enemy's Elemental resistance by -15.

Foe Requiem III: Deals 6d6 + Charisma modifier points of non-elemental damage to one enemy.

Frozen Note: Paralyzes creatures listening to your song.

Fugue: Your Perform check creates variety of effects.

Irresistible Dance: Forces subject to dance.

Knight's Minne III: Grants a deflect AC bonus of +6.

Mass Cacophonous Call: As *cacophonous call*, but affecting multiple targets.

Mass Ghostbane Dirge: As *ghostbane dirge*, but affecting multiple creatures.

Music of the Spheres: Grant fast healing, resistance, and save bonuses to all creatures in a 20-foot radius.

Pied Piping: Compel similar creatures to follow you.

Quick Etude III: Grants a dodge AC bonus of +6.

Shadowbard: Shadowy duplicate starts a bardic performance.

Sheepfoe Mambo III: Provides a +3 morale bonus on saving throws.

Stunning Finale: Stuns 3 creatures for 1 round.

6TH-LEVEL BARD SONGS

Alluring Air: Confuses an enemy.

Army's Anthem II: Provides Fast Healing 4 to all allies.

Dexterous Etude III: Enhances the Dexterity of an ally by +6.

Enchanting Etude III: Enhances the Charisma of an ally by +6.

Foe Discord II: Deals 4d6 + Charisma modifier points of non-elemental damage to all enemies.

Fowl Aubade III: Enhances saving throws against sleep/charm by +6.

Goblin Gavotte III: Enhances saving throws against paralysis/petrify by +6.

Herb Pastoral III: Enhances saving throws versus poison/disease by +6.

Hunter's Prelude III: Provides a +6 morale bonus to Attack rolls with ranged weapons.

Knight's Ballad II: Grants allies a deflect AC bonus of +4.

Learned Etude III: Enhances the Intelligence of an ally by +6.

Quick Ballad II: Grants allies a dodge AC bonus of +4.

Scop's Operetta III: Enhances saving throws versus silence/blind by +6.

Sinewy Etude III: Enhances the Strength of an ally by +6.

Spirited Etude III: Enhances the Wisdom of an ally by +6.

Sword Madrigal III: Provides a +3 morale bonus to Attack rolls.

Valor Minuet III: Provides a +6 morale bonus to Damage rolls.

Vivacious Etude III: Enhances the Constitution of an ally by +6.

SPELLS

24 Hours

Chronomancy

Level: Time Mage 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell greatly accelerates time for a single creature. In an instant, the creature experiences a single day's worth of rest and relaxation. The target receives all the benefits of a single day of rest, including hit point recovery, ability damage repair, etc. As a by-product, the creature ages one full day. Spells and other external forces with a fixed duration do not experience the day but poisons, diseases and other internal forces progress as if a day had passed. If *24 hours* was cast on a bleeding individual, for example, this spell would kill them.

Abhorrent Blight

Necromancy

Level: Necromancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

With necromantic energies you attack the bond between a living soul and its body which also damages its driving force of will. The target creature suffers 1d6 hit points/level (maximum 10d6) and 1 point/2 levels of Charisma damage (maximum 5). Upon a successful save the target suffers only half the hit point damage and negates the Charisma damage.

Accelerate Poison

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You hasten the onset of poison in the target. If the poison normally has an onset time, its effects begin immediately. If the poison has no onset time, its frequency is doubled, requiring two saving throws and inflicting damage twice per round or minute, though its duration is halved. *Accelerate poison* does not change the cure condition for the poison. If the target is affected by more than one poison, you may choose which is affected if you administered the poison; otherwise, randomly determine which poison is affected.

Adaptive Defense

Enhancing/Elemental (All)

Level: Blue Mage 7

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: See text

Saving Throw: None

Spell Resistance: No

Creature Learned From (BM only): Jubjub Bird

The caster emulates the jubjub bird's defense mechanism. When damaged by an attack that causes earth, fire, ice, lightning, water, or wind damage, the caster may cast this spell to gain resistance 30 to that elemental type until the end of its next turn. If an attack causes more than one type of elemental damage, the caster gains resistance 30 to all the types of elemental damage dealt.

Aera

Elemental (Wind)

Level: Black Mage/Red Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

An *aera* spell is the area of effect version of the *aero* spell. A blast of powerful winds explodes dealing 1d6 points of wind damage per caster level (maximum 10d6) to every creature within the area.

Aerial Armor

Enhancing/Elemental (Air)

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Valefor

A barrier of wind shields allies from physical damage. For the duration, allies gains Damage Reduction 5/-.

Aero

Elemental (Wind)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Reflex partial (object); see below

Spell Resistance: Yes (object)

You direct a blast of wind at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of wind damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +5) and inflicts the Squalled status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

Aero II

Elemental (Wind)

Level: Black Mage/Red Mage 2

This spell functions like *Aero*, except it deals 3d6 points of wind damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +10) and inflicts the Squalled status effect for 1d6 rounds. A successful Reflex save prevents the status effect from taking effect.

Aero III

Elemental (Wind)

Level: Black Mage/Red Mage 3

This spell functions like *Aero*, except it deals 5d6 points of wind damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +15) and inflicts the Squalled status effect for 1d8 rounds. A successful Reflex save prevents the status effect from taking effect.

Aeroga

Elemental (Wind)

Level: Black Mage/Red Mage 5

This spell functions like *Aera*, except it deals 1d8 points of wind damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Age Resistance

Chronomancy

Level: Time Mage 6

This spell functions as *lesser age resistance*, except you ignore the Strength, Dexterity, and Constitution penalties gained at middle age and old age.

Age Resistance, Greater

Chronomancy

Level: Time Mage 7

This spell functions as *lesser age resistance*, except you ignore all Strength, Dexterity, and Constitution penalties gained from middle age, old age, and venerable age.

Age Resistance, Lesser

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours

You ignore the physical detriments of being middle-aged. This spell does not cause you to look younger, nor does it prevent you from dying of old age, but as long as the spell is in effect, you ignore the -1 penalties to Strength, Dexterity, and Constitution that accrue once you become middle-aged. You retain the age-related bonuses to Intelligence, Wisdom, and Charisma while under the effects of this spell. Additional penalties that you accrue upon becoming old or venerable apply in full.

Aging Touch

Chronomancy

Level: Time Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch ages living creatures. Any creature you touch with a successful melee touch attack takes 1 point of Strength, Dexterity, and Constitution damage. This aging is reflected in the target's appearance-skin becomes more wrinkled and pockmarked, hair turns white, posture stoops-and while this has no additional negative effect, it does provide a cumulative +2 bonus on Disguise checks. Only the target's body is aged by this spell, and it gains none of the benefits of growing older naturally. Creatures that gain benefits by age category do not gain additional advantages due to this spell.

Every time a creature is affected by this spell, it is temporarily aged one age category. Every time the target ages in this way, the effects of this spell stack, until the target reaches venerable age. If a creature is aged past venerable, it instead takes 5d6 points of non-elemental damage each time it is struck, as its body succumbs to the ravages of incredibly swift decay.

Ability damage dealt by this spell heals as normal, at a rate of 1 point per day for each affected ability. The bonus on Disguise checks also fades over time, decreasing at a rate of -2 every day until the target's Disguise modifier returns to normal.

Aid

Enhancing

Level: White Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to $1d8 + \text{caster level}$ (to a maximum of $1d8+10$ temporary hit points at caster level 10th).

Air Bubble

Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Touch

Target: One creature or one object no larger than a Large two-handed weapon

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

Aire Tam Storm

Non-Elemental

Level: Blue Mage 9

Casting Time: 1 standard action

Range: 60 ft.

Area: Creatures within a 60-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Creature Learned From (BM only): Emerald Weapon

The caster emulates the Emerald Weapon's powerful materia blast. This attack deals 5 points of non-elemental damage per material level (5/10/15/20) per materia on or equipped on each person within a 60-ft.-radius.

Air Walk

Enhancing/Elemental (Wind)

Level: White Mage/Geomancer 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature (Gargantuan or smaller) touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled.

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Air Walk, Communal

Enhancing/Elemental (Wind)

Level: White Mage/Geomancer 5

Targets: Creatures touched

This spell functions like *air walk*, except divide the duration in 10-minute intervals among the creatures touched.

Alleviate

Healing/Cantrip

Level: Red Mage/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Alleviate ends a sickened condition for the creature touched. The target cannot be affected again by the same thing that initially sickened them for 24 hours.

Alter Fortune

Chronomancy

Level: Time Mage 3

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a single utterance, you create a momentary distortion that engulfs and confounds your foe. You change the flow of chance, causing the subject to immediately reroll any die roll it just made. It must abide by the second roll.

Alter Taste

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

Range: 10 ft.

Target: One meal of 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell changes the taste of one meal to a taste that is pleasant for the creature consuming it. Note that this spell only disguises the taste of the meal and does not alter any other quality of it. While it will alter the taste of rotten meat, for instance, the meat will still be rotten. Furthermore, all parts of the meal taste the same no matter what is eaten. Thus soup, salad, main course, dinner roll and so on will all taste exactly alike since the spell masks any and all flavors with the taste. Each creature that tastes the meal will experience a different taste sensation depending on what his or her preference is. Thus, one creature might taste warm bread while another tastes raw meat.

This spell changes the taste of anything that is part of the meal at the time the spell is cast; if something is added later, such as gravy or poison, then the spell cannot alter that and the creature receives the proper taste of the added item. Creatures are instantly aware of this spell's effect upon the first bite and can choose to disbelieve the spell's effects at any time.

Alter Winds

Elemental (Wind)

Level: Geomancer 1

Casting Time: 1 minute

Range: Touch

Area: Immobile 10-ft.-radius emanation

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity. The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects.

<u>Caster Level</u>	<u>Wind Force</u>
1st-3rd	– Light
4th-9th	– Moderate
10th-15th	– Strong
16th or higher	– Severe

Amanuensis

Chronomancy/Cantrip

Level: Time Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Object or objects with writing

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand. You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a sepia snake sigil). If the target contains normal and magical writing (such as a letter with explosive runes), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied. The spell triggers (but does not copy) writing-based magic traps in the material being copied. Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages. The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

Annihilate

Elemental (Fire)/Enfeebling

Level: Blue Mage 7

Casting Time: 1 standard action

Range: 100 ft.

Area: 30-ft.-radius spread

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Creature Learned From (BM only): King Bomb

The caster emulates the powerful nuke ability of a king bomb. Creatures within the area of effect take 15d8 points of fire damage and are inflicted with the Burning status for 1 round per level. A successful Reflex save halves the damage and negates the status effect.

Anticipate Peril

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level or until activated

Saving Throw: Will negates

Spell Resistance: Yes

A creature affected by *anticipate peril* gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

Anticipatory Strike

Chronomancy

Level: Time Mage 5

Casting Time: 1 immediate action

Range: Personal

Target: You

The air reverberates with an eager hum as your movements pick up speed. You take your normal action for the round at the time that you cast this spell, rather than waiting for your turn to come up in the initiative sequence. In subsequent rounds, your place in the initiative order does not change—you change the time when you act for this round only. You can take a standard action and a move action, or a full-round action, just as you could if you were taking your action at your normal place in initiative order. You can't cast this spell if you're flatfooted, and you can't cast this spell a second time until after your next turn has passed.

Anti-Life Shell

Dark

Level: Necromancer 6

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead. This spell may be used only defensively, not aggressively. Forcing the barrier against creatures that the spell keeps at bay collapses the barrier.

Aqualung

Enfeebling/Elemental (Water)

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous/1d6 rounds

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Creature Learned From (BM only): Bandersnatch

The caster can emulate the watery breath weapon of a bandersnatch. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status for 1d6 rounds. A successful Fortitude save reduces the damage by half and negates the status effect.

Aqueous Orb

Elemental (Water)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You create a rolling sphere of churning water that can engulf those it strikes. The aqueous orb can move up to 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches any non-magical fires and functions as dispel magic against magical fires as long as those fires are size Large or less.

Any creature in the path of the aqueous orb takes 2d6 points of nonlethal damage. A successful Reflex save negates this damage, but a Large or smaller creature that fails its save must make a second save or be engulfed by the aqueous orb and carried along with it. Engulfed creatures are immersed in water and must hold their breath unless capable of breathing water. They gain cover against attacks from outside the aqueous orb but are considered entangled by its churning currents, takes 2d6 points of nonlethal damage at the beginning of their turn each round they remain trapped. Creatures within the orb may attempt a new Reflex save each round to escape into a random square adjacent to the aqueous orb. The orb may hold one Large creature, 4 Medium, or 16 Small or smaller creatures within it.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and churns in place. An aqueous orb stops if it moves outside the spell's range.

Ardor

Non-Elemental

Level: Black Mage 9

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A blast of pure magical energy shoots out from the caster's fingertip. You must make a ranged touch attack to hit, and if the ray hits, it deals 1d8 points of non-elemental damage per caster level (maximum 20d8).

Arise

Healing

Level: White Mage/Necromancer 6

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *Raise*, except that you are able to restore life and complete strength to any deceased creature that has been dead for no longer than 1 minute per caster level.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be raised, but the portion receiving the spell must have been part of the creature's body at the time of death. The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of MP. The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised).

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot raise someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be raised.

Arisega

Healing

Level: White Mage/Necromancer 8

Casting Time: 1 minute

Range: 30 ft.

Area: All allies within a 30-ft. burst centered on you

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *Arise*, except it raises all dead allies within a 30-ft. radius.

Ashen Blight

Enfeebling

Level: Blue Mage 3

Casting Time: 1 standard action

Range: 30 ft.

Area: Creatures within a 30-ft.-radius centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Creature Learned From (BM only): Phoenix

This spell functions like *Blindga*, except it affects all enemies within a 30-ft.-radius.

Ash Storm

Enfeebling/Elemental (Fire)

Level: Black Mage/Dark Knight 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

Aura of Terror

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: 30-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You speak a few curt words and your face is briefly overlaid with the image of a violet-shaded skull. The skull fades, but the nimbus of violet light remains around you. You become surrounded by an aura of fear, granting you a frightful presence not unlike that of a dragon. Whenever you charge or attack, you inspire fear in all creatures within 30 feet that have fewer Hit Dice than your caster level. Each potentially affected opponent must succeed on a Will save or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to your frightful presence for 24 hours. If you cast this spell when you already have the frightful presence ability or a fear aura, the existing ability becomes more effective in the following ways:

- The radius of the area affected by the ability increases by 10 feet.
- The DC of your frightful presence ability increases by 2.
- Creatures that would normally be shaken by your fear aura are frightened instead, and creatures that would normally be frightened are panicked.

Auto-Cure

Healing

Level: White Mage 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature touched with this spell is imbued with a *Cure III* spell. When struck by a physical or magical attack, the healing spell goes off immediately. It only lasts for one use.

Auto-Raise

Healing

Level: White Mage/Necromancer 7

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature touched with this spell is imbued with the Reraise status. When the creature with Reraise status dies, a *Raise* spell goes off immediately. It only lasts for one use.

Avasculate

Necromancy

Level: Necromancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You shoot a black ray of necromantic energy from your outstretched hand, causing your foe to violently purge blood or other vital fluids through his skin. You must succeed on a ranged touch attack with the ray to strike a target. If the attack succeeds, the subject is reduced to half of its current hit points (rounded down) and stunned for 1 round. On a successful Fortitude saving throw, the subject is not stunned.

Avascule Mass

Necromancy

Level: Necromancer 8

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: See text

Saving Throw: Fortitude partial and Reflex negates; see text

Spell Resistance: Yes

You shoot a black ray of necromantic energy from your outstretched hand, causing your foe to violently purge blood vessels through its skin. The purged blood vessels spread outward, creating a many-layered mass of bloody, adhesive tissue that traps nearby creatures in a gory horror. You must succeed on a ranged touch attack with the ray to strike a target. If the attack is successful, the subject loses half its hit points (rounded down) and is stunned for 1 round. On a successful Fortitude saving throw, the subject is not stunned. Oozes and plants are not affected by this spell. The *avascular mass* instantaneously erupts from the subject and must be anchored to at least two opposed points—such as floor and ceiling or opposite walls—or else the mass collapses and has no effect. Creatures caught within a 20-foot-radius *avascular mass* become entangled. The original target of the spell is automatically entangled. Because the *avascular mass* is magically animate and gradually tightens on those it holds, an entangled character who attempts to cast a spell must make a DC 25 Concentration check or lose the spell. Anyone within 20 feet of the primary target when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the *avascular mass* and is free to act, though moving might be a problem (see below). If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding on a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either from making the initial Reflex save or a later Strength check or Escape Artist check), a creature can progress through the writhing blood vessels very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10. If you have at least 5 feet of *avascular mass* between you and an opponent, it provides cover. If you have at least 20 feet of *avascular mass* between you, it provides total cover. The *avascular mass* of entangling tissue persists for 1 round per caster level. When the duration elapses, the blood vessel mass becomes so much limp, decaying tissue.

Awaiting

Chronomancy

Level: Time Mage 1

Casing Time: Special

Range: Personal

Target: You

Duration: 1 round

This spell twists the caster's perception of time. He may wait and absorb all the actions of others, planning and preparing and then, when he is ready, he may act without any perceivable delay. This spell may be cast as a free action. Under the influence of this spell, the caster receives two benefits. Casting this spell fixes the caster's initiative. In the following round, the character acts on whatever initiative this spell was cast, immaterial of any actions on his part that would normally change his initiative. Additionally, the caster may delay his actions in a round for as long as he wishes and never forfeit those actions. This spell gives the caster time to prepare and plan. He may observe all the actions of his opponent before acting and he has time to consider what to do if he waits until everyone else has acted. This spell does not mean the GM must stop the game while the player plans but he should give the player a few minutes if he is willing to let everyone else act first.

Backbiter

Necromancy

Level: Necromancer 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

The weapon you indicate during the spell's casting briefly shimmers with a black aura that disappears in an eyeblink. You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon hits automatically, and no attack roll is made. The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged. Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Bad Breath

Enfeebling

Level: Blue Mage 5

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1d4 rounds

Saving Throw: See below

Spell Resistance: Yes

Creature Learned From (BM only): Malboro

The caster can emulate the foul breath of a Malboro. All creatures caught within the cone are affected by the following status effects for 1d4 rounds each: Berserk (Will save), Blind (Fortitude save), Confuse (Will save), Silence (Fortitude save), Poison (Fortitude save), Slow (Fortitude save).

Balance

Non-Elemental

Level: White Mage 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You gesture to your wounds with magical power, willing a foe to suffer as you have. The target of your spell must make a Fortitude save or suffer the amount of damage equal to the difference of the caster's current hit points and maximum hit points.

Baleful Blink

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: No

You cause the creature to wink in and out of time erratically, much to its chagrin. You curse one creature to a frustrating existence on the outskirts of time. The subject shimmers in and out of time and has a 50% miss chance on any melee or ranged attacks (as if the target of the attack had total concealment). Because the magic of the spell only causes the subject to blink when attacking or casting, attackers have no miss chance against her, and spells cast against her affect her normally. Because the blinking is so rapid, she cannot attempt to blink through walls. The subject of a *baleful blink* spell can cast spells on itself with impunity; in this case, it has no miss chance because the target of its spell (itself) travels along with the spell.

Ball Lightning

Elemental (Lightning)

Level: Black Mage/Geomancer 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more 5-ft.-diameter spheres

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You create two globes of lightning that fly in whichever direction you indicate. For every 4 caster levels above 7th, you create an additional globe of lightning (3 globes at 11th, 4 globes at 15th, to the maximum of 5 globes at 19th). These globes fly at a rate of 20 feet per round and have perfect maneuverability. Wind does not affect a flying sphere's course.

If a globe enters a space with a creature, it stops moving for the round and deals 3d6 points of lightning damage to that creature, though a successful Reflex save negates the damage. Creatures wearing metal armor take a -4 penalty on this Saving Throw.

Each globe moves as long as you actively direct it (it's a move action for you to direct all the spheres created by a single casting of this spell); otherwise they stay at rest. These globes have no mass and cannot push aside unwilling creatures or move solid objects. A ball lightning globe winks out if it exceeds the spell's range.

Banshee Wail

Dark

Level: Necromancer 9

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level within a 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of shadow damage per caster level. Creatures closest to the point of origin are affected first.

Bar-element

Enhancing

Level: White Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A colorful aura surrounds the individual you touch. The subject gains a +4 resistance bonus on saving throws against elemental spells and effects.

Bar-elementga

Enhancing

Level: White Mage 6

Range: 30 feet.

Area: All allies within a 30-ft. burst, centered on the caster

This spell functions like *Bar-element*, except it affects all allies within a 30-ft. radius and they gain a +6 resistance bonus of saving throws against elemental spells and effects instead.

Bar-elementtra

Enhancing

Level: White Mage 4

Range: 30 feet.

Area: All allies within a 30-ft. burst, centered on the caster

This spell functions like *Bar-element*, except it affects all allies within a 30-ft. radius.

Barkskin

Enhancing

Level: Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Barrier

Enhancing

Level: White Mage/Red Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A mystic barrier shields the subject touched from physical damage. For the duration, the subject gains Damage Reduction 5/-.

Bar-status

Enhancing

Level: White Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A soft white aura surrounds the individual you touch. The subject gains a +4 resistance bonus on saving throws against status effects.

Bar-statusga

Enhancing

Level: White Mage 6

Range: 30 feet.

Area: All allies within a 30-ft. burst, centered on the caster

This spell functions like *Bar-status*, except it affects all allies within a 30-ft. radius and they gain a +6 resistance bonus of saving throws against status effects instead.

Bar-statusra

Enhancing

Level: White Mage 4

Range: 30 feet.

Area: All allies within a 30-ft. burst, centered on the caster

This spell functions like *Bar-status*, except it affects all allies within a 30-ft. radius.

Battering Blast

Elemental (Wind)

Level: Black Mage/Geomancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or unattended object

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

You hurl a fist-sized ball of wind resembling a sphere of spikes to ram a designated creature or object. You must succeed on a ranged touch attack to strike your target. On a successful hit, you deal 1d6 points of wind damage per two caster levels (maximum 5d6). For every 5 caster levels you possess beyond 5th, you gain a second ball of wind.

A creature struck by any of these is subject to a bull rush attempt. The wind has a Strength modifier equal to your Intelligence, Wisdom, or Charisma modifier (whichever is highest). The Attack roll for the wind's bull rush uses your caster level as its base attack bonus, adding the wind's Strength modifier and a +10 bonus for each additional blast directed against the same target. Each sphere of wind makes its own separate bull rush attempt—if multiple spheres strike one target, you make multiple Attack rolls but only take the highest result to determine success. If the bull rush succeeds, the wind pushes the creature away from you in a straight line, and the creature must make a Reflex save or fall prone.

This spell pushes an unattended object struck by it 20 feet away from you, provided it weighs no more than 25 pounds per level (maximum 250 pounds). This spell cannot move creatures or objects beyond your range. Used on a door or other obstacle, the spell attempts a Strength check to destroy it if the sheer damage inflicted by the spell doesn't do the job.

Battle Trance

Dark/Enhancing

Level: Dark Knight 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You are transformed into a single-minded force of destruction. You gain the ferocity monster special ability, a number of temporary hit points equal to 1d6 + your caster level (maximum +10), and a +4 morale bonus on saving throws against mind-affecting effects. You cannot use the withdraw action or willingly move away from a creature that has attacked you.

When you use this spell, you immediately take 4 points of Intelligence damage. You must make a DC 20 concentration check to cast spells, and all other concentration checks to cast spells have a -5 penalty.

Bend Space and Time

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is Spell Resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and Spell Resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

To see how well the teleportation works, roll d% and consult the following table. Refer to the following information for definitions of the terms on the table.

Familiarity: “Very familiar” is a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you can currently physically see it or you’ve been there often. “Seen casually” is a place that you have seen more than once but with which you are not very familiar. “Viewed once” is a place that you have seen once, possibly using magic such as scrying.

“*False destination*” is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that’s visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell’s range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten “scrambled.” You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time “Mishap” comes up, the characters take more damage and must reroll.

Bend Space and Time, Greater

Chronomancy

Level: Time Mage 7

This spell functions like *bend space and time*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Berserk

Enfeebling

Level: Black Mage 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell will receive the Berserk status effect. The target will attack all enemies until there are no more, and then turn onto friends until he makes the Will save or is cured of his condition. While also berserking, the subject cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, 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 materia), or spell completion to function. He can use any feat he has except Combat Expertise, item

creation feats, and metamagic feats. The subject can make an additional Will save check when there are no enemies to attack.

Bestow Curse

Necromancy

Level: Necromancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You place a curse on the subject. Choose one of the following.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

Bestow Curse, Greater

Necromancy

Level: Necromancer 8

Greater bestow curse functions as above except with the following changes:

Choose one of the following.

- -12 penalty to an ability score, or -6 penalty to two ability scores (to a minimum ability score of 1).
- -8 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no actions.

The DC to remove the curse with *dispel* increases by 5.

Bestow Grace

Light/Enhancing

Level: Holy Knight 2

Casting Time: 1 standard action

Range: Touch

Target: One good creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell you can bestow your holy grace on another good creature for a short amount of time, infusing that creature with a portion of your holy virtue. When you touch the subject, you grant that creature a sacred bonus to its saving throws equal to its Charisma bonus (if any) on all saving throws.

Bewitching Gaze

Enfeebling

Level: Blue Mage 6

Casting Time: 1 standard action

Range: 30 feet.

Target: One creature

Duration: 2d4 rounds each; see text

Saving Throw: See text

Spell Resistance: Yes

Creature Learned From (BM only): Ahriman Elite

The caster emulates the overwhelming gaze of the ahriman elite's massive eye to inflict status effects. The target of this spell must make a successful Fortitude save for each status effect or be inflicted with (in order) Blind, Silence, Immobilize, Disable, and Petrify for 2d4 rounds each.

Bind

Enhancing

Level: Black Mage/White Mage 7

Casting Time: 1 full-round action

Range: Touch

Target: Creature touched

Duration: 1 day/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is bound to the area where the spell is cast. The subject can now be *Warped* to the area within the duration.

Binding Earth

Enfeebling/Elemental (Earth)

Level: Geomancer 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or unattended object (see text)

Duration: 1 round/level

Saving Throw: Fort negates

Spell Resistance: Yes

If the target of this spell fails its Fortitude save, areas of earth and stone floor act as a snapping quagmire that pulls the target down and damages it if it attempts to move through such terrain.

If the target is a creature, it treats all areas of earth and stone it moves through as difficult terrain. Furthermore, for each 5 feet a creature moves through such areas, it takes 1d6 points of earth damage. Creatures with a burrow speed or the earth glide ability are unaffected by binding earth.

If cast on an unattended object resting on an area of stone or earth, the stone or earth warps and wraps around it, pulling it firmly to the ground. A DC 15 Strength check is required to pull the object free from snapping earth or stone.

Binding Earth, Mass

Enfeebling/Elemental (Earth)

Level: Geomancer 6

Target: One creature or object/level, no two of which can be more than 30 ft. apart

This spell functions as *binding earth*, except as noted above.

Bio

Enfeebling

Level: Black Mage/Necromancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Sap status effect. The victim will take 2d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round.

Biora

Enfeebling

Level: Black Mage/Necromancer 5

Target: One creature/two levels (maximum of 5)

This spell functions like *Bio*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Bite of the King

Necromancy

Level: Necromancer 8

Casting Time: 1 standard action

Range: Touch

Target: One living creature of a size that does not exceed caster's

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your mouth opens impossibly wide and engulfs your foe. You swallow loudly and your mouth returns to normal size, leaving no trace of your foe behind. When you cast this spell, you can send a creature to a pocket "stomach" dimension with a successful melee touch attack. The target you touch must make a successful Fortitude save. If it fails its saving throw, the creature is sent to the stomach dimension. The victim takes 2d8+12 points of bludgeoning damage and 12 points of acid damage per round while in the stomach dimension. The victim can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the stomach dimension (AC 21). A creature that successfully exits appears to cut its way free from thin air, appearing in a space adjacent to you. Each time you cast this spell, you create a separate temporary stomach dimension.

Black Barding

Summoning

Level: Dark Knight 1
Casting Time: 1 standard action
Range: Touch
Target: Special mount touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You create a suit of glowing, black bardings for your mount to wear. The armor appears on your mount, fitting perfectly. The *black bardings* you create has no armor check penalty and has no effect on your mount's speed. The exact nature of the bardings depends on your caster level.

2nd—3rd: Hide bardings (+4 armor bonus).
4th—5th: Scale mail bardings (+5).
6th—7th: Chain mail bardings (+6).
8th—9th: Banded mail bardings (+7).
10th+: Full plate bardings (+8).

Black Cloud

Enfeebling/Dark

Level: Blue Mage 3
Casting Time: 1 standard action
Range: 60 ft.
Area: 15-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes
Creature Learned From (BM only): Elite Skeleton

The caster emulates the blinding dark energy of an elite skeleton. Creatures in the area of effect take 5d4 points of shadow damage and must make a Fortitude save or be inflicted with the *Blind* status effect for 1d6 rounds.

Blackfire

Necromancy

Level: Necromancer 8
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 round/level
Saving Throw: Fortitude partial and Reflex negates; see text
Spell Resistance: Yes

With the dark words still on your tongue, a ray of black energy springs from your hand to wrap the indicated target in black flames that absorb heat rather than create it. The *blackfire* crackles and hisses, emanating the smells of hot metal and sulfur. You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a living target is engulfed in chill black flames that feed on the fuel of their victim's life force. A creature engulfed in *blackfire* must make a successful Fortitude save each round that the spell is in effect or take 1d4 points of Constitution damage and become nauseated. A creature that makes its Fortitude save takes no

damage for that round and is sickened instead. In addition to its effects on the subject, *blackfire* can spread rapidly. Each round on its turn, any living creature adjacent to a creature engulfed in *blackfire* must succeed on a Reflex save or become engulfed itself. Any creature that has its Constitution reduced to 0 or lower by the spell is turned into a pile of black ash and can be returned to life only by *full-life*, the caster of which must succeed on a DC 30 caster level check to restore the victim to life. If a creature succeeds on its Fortitude save in 3 consecutive rounds, the *blackfire* affecting it gutters out. The black flames cannot otherwise be extinguished by normal means (such as immersion in water or smothering), but a successful dispel snuffs it out.

Blacklight

Enfeebling/Dark

Level: Black Mage/Necromancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness. The darkness is impenetrable even to darkvision, but you can see normally within it. Creatures outside the spell's area, even you, cannot see through it. You can cast the spell on a point in space, but the effect is stationary unless cast on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance. *Blacklight* counters or dispels any light spell of equal or lower level. *Daylight* counters or dispels *blacklight*.

Black Orb

Enfeebling/Dark

Level: Black Mage/Necromancer 8

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter sphere

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a small weightless sphere of pure dark energy. As a move action, you can move it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one negative level (Fortitude negates). Any creature passing through or ending its turn in the space occupied by the sphere gains one negative level (Fortitude negates). Twenty-four hours after gaining a negative level from the sphere, the subject must make a Fortitude saving throw (the DC of this save is equal to the DC of this spell) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

If more than one orb (from different castings of the spell) enters the same space, the orbs automatically fuse together. The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed Intelligence check to move the sphere.

An undead creature that passes through or ends its turn in the space occupied by the orb gains $2d4 \times 5$ temporary hit points for 1 hour.

Black Spot

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The *black spot* is a specific and feared pirate curse. An intangible, illusory black spot manifests above the target's head and remains until the target dies or the curse is lifted. The *black spot* cannot be covered or hidden by any means, including other illusions. The *black spot* radiates a cursed aura in a 10-foot radius around its target. Anyone within the aura gains a +2 bonus on weapon attack and damage rolls against the target. In addition, the target has a -4 penalty on saving throws against death effects.

Every day in which a creature bears a *black spot*, it must make a Fortitude save. On a failed save, the creature takes 1 point of Constitution damage. The damage cannot be healed until the *black spot* is removed. If the creature's Constitution reaches 0, it dies. Pirates killed by this spell often return as ghosts, but that is not a direct effect of this spell.

Blade Barrier

Elemental (Wind)

Level: Black Mage 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high

Duration: 1 minute/level (D)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure wind springs into existence. Any creature passing through the wall takes 1d6 points of wind damage per caster level (maximum 15d6), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save. A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Blade of Pain and Fear

Dark

Level: Dark Knight 2

Casting Time: 1 Standard Action

Range: 0 ft

Effect: Swordlike column of gnashing teeth

Duration: 1 round/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

A three-foot-long column of disembodied gnashing teeth springs forth from your hand. For the duration of the spell, you can make melee touch attacks that deal 1d6 points of shadow damage +1 point per two caster levels (maximum +10). Your Strength modifier does not apply to the damage. A creature that you successfully deal damage to must also make a Will saving throw or become frightened for 1d4 rounds.

Blast

Elemental (Wind)

Level: Black Mage 1

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature afflicted with Squalled status effect

Duration: Instantaneous

Saving Throw: Reflex negate

Spell Resistance: Yes

The target for this spell requires the Squalled status effect to be in effect. Once you cast this spell, the Squalled status effect is removed and the creature knocked back 5 feet by a gust of wind. The target must also make a DC 15 Acrobatics to not fall prone.

Blast II

Elemental (Wind)

Level: Black Mage 2

This spell functions like *blast*, but the knockback increases to 10 feet and requires a DC 20 Acrobatics check to not fall prone.

Blast III

Elemental (Wind)

Level: Black Mage 3

This spell functions like *blast*, but the knockback increases to 15 feet and requires a DC 25 Acrobatics check to not fall prone.

Blaster

Enfeebling/Elemental (Lightning)

Level: Blue Mage 3

Casting Time: 1 standard action

Range: 30 ft.

Effect: Ray

Duration: Instantaneous/1d4 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

Creature Learned From (BM only): Coeurl

The caster emulates a Coeurl by releasing a pulse of electricity through his/her fingertips at a single target within 30 ft. The caster must make a ranged touch attack, if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save or be inflicted with *Immobilize* status for 1d4 rounds.

Blaze Spikes

Enhancing/Elemental (Fire)

Level: Black Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A red, fiery aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of fire damage.

Blaze Spikes II

Enhancing/Elemental (Fire)

Level: Black Mage/Red Mage 6

This spell functions like *Blaze Spikes*, except it deals 3d6 points of fire damage instead.

Blaze Spikes III

Enhancing/Elemental (Fire)

Level: Black Mage 8

This spell functions like *Blaze Spikes*, except it deals 5d6 points of fire damage instead.

Blazing Winds

Enfeebling/Elemental (Fire/Wind)

Level: Black Mage/Geomancer 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (20-ft. radius, 60 ft. high)

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A blast of furnace-hot wind blasts downward, inflicting 4d6 fire damage +1 point per caster level to all creatures in the area and knocking them prone. A successful Fortitude save halves the fire damage and negates being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Acrobatics check, in which case they remain at their original altitude.

Any creature that takes damage from a *blazing winds* becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure to a *blazing winds* spell). Creatures with the water subtype take a -4 penalty on all saving throws against this spell and take double normal damage.

Bleed

Dark/Cantrip

Level: Black Mage/Necromancer 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Blend

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You draw upon the power of the wilderness to change the coloration of yourself and your equipment to match that of your surroundings. This grants you a +4 circumstance bonus on Stealth checks and allows you to make Stealth checks without cover or concealment, but only while you move no more than half your base speed or less. If you move more than half your base speed on your turn, you gain no benefit from this spell until the start of your next turn. If you make an attack, this spell ends (as *vanish*).

Bless

Healing

Level: White Mage/Red Mage 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous and 1 round per two levels; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A bolt of light streaks towards the area targeted and bursts, filling the area with a soft, warm white light, healing allies for 1d6 points of damage per caster level (maximum 10d6). Every affected creature receives Fast Healing 2 for 1 round per two caster levels.

Bless II

Healing

Level: White Mage 7

This spell functions like Bless, except it heals for 1d8 points of damage per caster level (maximum 15d8) and the area of effect spreads out to 30 feet instead. Every affected creature receives Fast Healing 4 for 1 round per caster level.

Bless Weapon

Light/Enhancing

Level: Holy Knight 1

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This enhancement makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Blight

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Target plant touched

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies. This spell has no effect on the soil or surrounding plant life.

Blind

Enfeebling

Level: Black Mage/White Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the *Blind* status effect. The victim suffers the effects of being *Blind* for the duration of the spell or until cured.

Blindga

Enfeebling

Level: Black Mage/White Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/two levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *Blind*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Blink

Chronomancy

Level: Time Mage 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You "blink" quickly back and forth at the edge of time and look as though you're winking in and out of reality at random. Blink has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the *Blind-Fight* feat doesn't help opponents, since you're blinking and not merely invisible. Likewise, your own attacks have a 20% miss chance, since you sometimes blink just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're blinking. Your own spells have a 20% chance to activate just as you blink.

While blinking, you take only half damage from area attacks. Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Blink, Greater

Chronomancy

Level: Time Mage 5

An immaterial fog descends over your eyes as you complete the spell. You perceive the closeness of a parallel, temporal reality, and you know that you can pass freely between that world and the one upon which you stand. This spell functions like *blink*, except that you have control over the timing of your “blinking” back and forth on the outskirts of time. You can also ready an action to blink away from any physical or magical attack. The attack misses automatically. While blinking, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Blizzaga

Elemental (Ice)

Level: Black Mage/Red Mage 5

This spell functions like *Blizzara*, except it deals 1d8 points of ice damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft.-radius spread.

Blizzara

Elemental (Ice)

Level: Black Mage/Red Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *blizzara* spell is the area of effect version of the *blizzard* spell. A blast of freezing ice explodes dealing 1d6 points of ice damage per caster level (maximum 10d6) to every creature within the area.

Blizzard

Elemental (Ice)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Fortitude partial (object); see below

Spell Resistance: Yes (object)

You direct a blast of ice at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of ice damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +5) and inflicts the Frozen status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

Blizzard II

Elemental (Ice)

Level: Black Mage/Red Mage 2

This spell functions like *Blizzard*, except it deals $3d6$ points of ice damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +10) and inflicts the Frozen status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

Blizzard III

Elemental (Ice)

Level: Black Mage/Red Mage 3

This spell functions like *Blizzard*, except it deals $5d6$ points of ice damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +15) and inflicts the Frozen status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

Blood Blaze

Enhancing/Elemental (Fire)

Level: Dark Knight 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

The target gains a 5-foot-radius aura that causes the blood of creatures in that area to ignite upon contact with air. Any creature (including the spell's target) within the aura that takes at least 5 points of piercing, slashing, or bleed damage from a single attack automatically creates a spray of burning blood. The spray strikes a creature in a randomly determined square adjacent to the injured creature. The spray deals 1d6 points of fire damage to any creature in that square, and 1 point of splash damage to all creatures within 5 feet of the spray's target, including the target of this spell. A creature can only create one spray of burning blood per round. Creatures that do not have blood (including oozes and most constructs and undead) do not create blood sprays when attacked.

Blood Boil

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 3 rounds

Saving Throw: Fort negates (see text)

Spell Resistance: Yes

The temperature of the target creature's blood (or other similar body fluid) begins to rise over the next 3 rounds during the caster's turn. Each round starting with the first, the target creature attempts a new saving throw at the start of the caster's turn to resist that round's effect. A successful save does not end the spell effect, but does prevent that round's effect. On the round that this spell is cast, the target becomes fatigued. On the next round, as the blood temperature begins to rise, the target's capillaries burst, dealing 1d6 points of Constitution damage to the target. On the third and final round, the target's blood begins to boil; the spell deals 1d6 points of damage per caster level (to a maximum of 15d6), and—if the target is still alive—the target becomes exhausted rather than fatigued.

Blood Drain

Enfeebling/Dark

Level: Blue Mage 1

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Vampire Bat

The caster emulates a vampire bat by siphoning blood from a target within 30 feet. The target must make a Fortitude save or take 1d8 points of shadow damage and the caster is healed for that much.

Blur

Illusion

Level: Illusionist/Red Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance). A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Bone Armor

Enhancing/Dark

Level: Necromancer 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

A tangle of bones surrounds the caster of this spell, providing a +4 armor bonus to AC. Unlike mundane armor, bone armor entails no armor check penalty, spell failure chance, or speed reduction.

Boneshatter

Enfeebling/Dark

Level: Dark Knight/Necromancer 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal creature or object

Duration: Instantaneous and 1 minute/level; see text

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

The target's bones or exoskeleton shiver and splinter, dealing 1d6 points of shadow damage per caster level (maximum 10d6) to the target, who is also exhausted for 1 minute per caster level from the pain and exertion of the transformation.

If the target makes its save, it takes half damage and is fatigued rather than exhausted. Objects made of bone, chitin, or similar material take half again as much (+50%) damage from this spell. This spell has no effect on creatures that lack either skeletons or hard carapaces.

Bone Shield

Enhancing/Dark

Level: Necromancer 2

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 hour/level or until discharged

Saving Throw: None

Spell Resistance: No

You animate a bone with dark energy, giving it the power to float near your body and interpose itself against physical attacks. This gives you damage reduction 5/-. Once the bone has prevented a total of 5 points of damage per caster level (maximum 50 points), it is destroyed and the spell is discharged.

Bravery

Enhancing

Level: White Mage 7

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/two levels (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the touched subject an increase to all physical damage, melee and range, by +1 per two caster levels.

Breath of Life

Healing

Level: White Mage/Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates or Will half; see text

Spell Resistance: Yes (harmless) or yes, see text

This spell cures $5d8$ points of damage + 1 point per caster level (maximum +25). Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by breath of life.

Brighten

Light

Level: White Mage 1

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature afflicted with Dazzled status effect

Duration: 1 round/level (D)

Saving Throw: Will negate

Spell Resistance: Yes

The target for this spell requires the Dazzled status effect to be in effect. Once you cast this spell, the Dazzled status effect is removed and causes the target to shed bright light out to a 10-ft.-radius. This illumination increases the light level for an additional 10 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 10-foot radius of this magical light. *Brighten* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. This spell does not stack with itself. *Brighten* can be used to dispel any dark spell of equal or lower spell level. In addition, any dark spells cast require a DC 15 Concentration check or the spell fails.

Brighten II

Light

Level: White Mage 2

This spell functions like *brighten*, but the area of effect increases to 20-ft.-radius and a DC 20 Concentration check is required or the spell fails.

Brighten III

Light

Level: White Mage 3

This spell functions like *brighten*, but the area of effect increases to 30-ft.-radius and a DC 25 Concentration check is required or the spell fails.

Burn

Elemental (Fire)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

The target of this spell is enveloped in flames, burning for 1d6 points of fire damage per caster level (maximum 10d6) and inflicts the Burning status effect. A successful Reflex save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Burn II

Elemental (Fire)

Level: Black Mage 7

This spell functions like *Burn*, except it deals 1d8 points of fire damage per caster level (maximum of 15d8) and inflicts the Burning status effect.

Burning Arc

Elemental (Fire)

Level: Black Mage/Geomancer 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One primary target plus one additional target/3 levels (must be within 15 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes an arc of flame to leap from your fingers, burning a number of enemies nearby. It deals 1d6 points of fire damage per caster level (maximum 10d6). For every additional target the discharge arcs to, reduce the number of damage dice by half (rounded down). Therefore, at 9th level, your burning arc deals 9d6 points of fire damage to the primary target, then 4d6 points of fire damage to a secondary target, then 2d6 points of fire damage to an additional target.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You may choose secondary targets as you like, but they must all be within 15 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Burning Blood

Necromancy/Elemental (Fire)

Level: Necromancer 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature; see text

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

The taste of copper fills your mouth and bloody spatters punctuate the last few words that unlock the spell. You gag slightly as the blood in your mouth congeals, but disappears even as you release the spell. You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage

per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds. Searing pain limits the subject to a single move action in any round when it fails its Fortitude save. Burning blood does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Burning Disarm

Elemental (Fire)

Level: Geomancer 1

Casting Time: 1 standard action

Range: Short (25 ft. + 5 ft./2 levels)

Target: Held metal item of one creature or 15 lbs. of unattended metal

Duration: Instantaneous

Saving Throw: Reflex negates (object, see text)

Spell Resistance: Yes (object)

This spell causes a metal object to instantly become red hot. A creature holding the item may attempt a Reflex save to drop it and take no damage (even if it is not their turn), otherwise the hot metal deals 1d4 points of fire damage per caster level (maximum 5d4). Circumstances that prevent the creature from dropping the item (such as a locked gauntlet) mean the creature gets no saving throw. The heat does not harm the item, and it does not get hot enough or last long enough to ignite flammable objects. The item cools to its previous temperature almost instantly. If cast underwater, burning disarm deals half damage and boils the surrounding water.

Burrow

Elemental (Earth)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can burrow at a speed of 15 feet (or 10 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) through sand, loose soil, or gravel, or at a speed of 5 feet through stone. Using burrow requires only as much concentration as walking, so the subject can attack or cast spells normally. The burrowing creature cannot charge or run. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate.

Burst of Glory

Enhancing

Level: Holy Knight 4

Casting Time: 1 standard action

Area: 10-ft.-radius burst, centered on you

Duration: 1 round/level (D); see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies in the area of this spell at the time of casting gain a +1 sacred bonus on attack rolls and saves against fear effects, plus 1 temporary hit point per caster level (maximum 20). You shine with a white or golden radiance equal to a torch for the spell's duration, though you can dismiss the glow effect as a free action.

Burst of Light

Light/Cantrip

Level: Red Mage/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by burst of light.

Call Lightning

Elemental (Lightning)

Level: Geomancer 3

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft.-long vertical lines of lightning

Duration: 1 minute/level

Saving Throw: Reflex half

Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of lightning damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area - a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado - each bolt deals 3d10 points of lightning damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Call Lightning Storm

Elemental (Lightning)

Level: Geomancer 5

Range: Long (400 ft. + 40 ft./level)

This spell functions like *Call Lightning*, except that each bolt deals 5d6 points of lightning damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Call Weapon

Elemental (Wind)/Summoning

Level: Red Mage 1

Casting Time: 1 swift action

Range: 30 feet

Target: One melee weapon wielded by an ally

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast this spell, a gust of wind wraps around a weapon wielded by an ally within 30 feet to cause it to fly across the space between you and into your open hand. This extra energy persists in the weapon for the rest of the round, granting you a +2 circumstance bonus on attack rolls and weapon damage rolls made during the same round you cast this spell. If the ally targeted for this spell is unwilling to give up her weapon, the spell fails. An unconscious or dying ally is considered a “willing” target so long as the weapon to be called is still in contact with the ally’s body.

Celerity

Chronomancy

Level: Time Mage 4

This spell works like *lesser celerity*, except that you pull even more time into the present. When you cast this spell, you can immediately take a standard action, as if you had readied an action. You can even interrupt another creature’s turn when you cast this spell. However, after you take the standard action granted by this spell, you are dazed until the end of your next turn.

Celerity, Greater

Chronomancy

Level: Time Mage 8

This spell works like *celerity*, except upon casting this spell you can immediately take a full-round action (or a standard action plus a move action, or two move actions). After performing this action, you are dazed until the end of your next turn.

Celerity, Lesser

Chronomancy

Level: Time Mage 2

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You borrow a slice of time from the future, pulling it into the present so that you can act. Upon casting this spell, you can immediately take a move action. After performing this action, you are dazed until the end of your next turn.

Chain Lightning

Elemental (Lightning)

Level: Black Mage/Red Mage 6

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target, plus one secondary target/level which must be no more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates a lightning discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of lightning damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Challenge Evil

Light/Enfeebling

Level: Holy Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One evil creature

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You challenge an evil creature to bring the fight to you, or suffer the consequences. You gain a +2 sacred bonus on all melee attacks against the subject of the spell. At the end of its turn, if the target has not made at least one attack on you, it becomes sickened. If you move away from the target, the spell ends.

Charm

Enfeebling

Level: White Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the Charm status effect. The victim will follow the commands of the caster of the Charm spell until cured.

Chill

Enfeebling/Elemental (Ice)

Level: Blue Mage 1

Casting Time: 1 standard action

Range: Personal

Target: A weapon or natural weapon

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

Creature Learned From (BM only): Lich Shade

The caster emulates biting cold of a lich shade's claws. The caster can imbue his weapon or natural weapon to inflict an additional 1d6 points of ice damage on a hit, and any creature that takes this additional ice damage must make a Fortitude save or be staggered for 1 round by the numbing chill.

Chocobo Haul

Enhancing

Level: White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 2 hours/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The target's carrying capacity triples. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Chocobo Haul, Communal

Enhancing

Level: White Mage 2

Targets: Creatures touched

This spell functions like *chocobo haul* except you may divide the duration in 2-hour intervals among the creatures touched.

Choco Cure

Healing

Level: Blue Mage 2

Casting Time: 1 standard action

Range: 30 ft.

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Black/Gold Chocobo

The caster emulates the healing touch of a Black/Gold Chocobo. A soft white glow surrounds your hand as you heal a wounded living creature, healing for $3d8+6$ points of damage.

Choco Feather

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 1

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Medium or smaller free-falling object or creature/level, within 20 ft. each of other

Duration: Until landing or 1 round/level

Saving Throw: Will negates (harmless) or Will negates (object)

Spell Resistance: Yes (object)

The affected creatures or objects fall slowly. Choco feather instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Choco feather works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Choco Feather, Mass

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 3

Target: One creature/level, no two of which can be more than 30 ft. apart

As *choco feather*, except this spell affects multiple creatures.

Choco Meteor

Elemental (Fire)

Level: Blue Mage 5

Range: Long (400 ft. + 40 ft./level)

Area: One 20-ft.-radius sphere

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Creature Learned From (BM only): Gold Chocobo

The caster emulates a Gold Chocobo to summon a molten meteor (similar to *Meteor* spell) into the sky to rain upon your enemies. Those within the area of effect take $10d6$ points of damage (half fire, half earth), a Reflex save for half damage.

Circle of Death

Dark

Level: Necromancer 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that is not sufficient to affect a creature is wasted.

Clandestine Conversation

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

Range: Touch

Target: Two creatures

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The targets can converse without anyone overhearing what they are saying. Creatures who can read lips might still be able to determine what is said, but no Perception check can possibly allow one to overhear the conversation. While under the effect of this spell, a target creature can speak to someone not affected by this spell, but everyone can hear that conversation normally. Only when one target creature speaks to the other target creature does the conversation remain private.

Clarion Call

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell gains two benefits. First, the affected creature gains the ability to create a sound like the blast of a mighty horn or trumpet simply by miming the action of sounding one. Second, the subject can speak in a booming voice that carries easily over great distances, lowering the DC of any check to hear what is said by -15. This spell is particularly prized by battlefield commanders and champions who wish to make themselves clearly heard or gain the attention of their allies or foes.

Clashing Rocks

Elemental (Earth)

Level: Black Mage/Geomancer 9

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: See text

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: No

You create two Colossal-sized masses of rock, dirt, and stone and slam them together against a single creature between them. The *clashing rocks* appear up to 30 feet away from the target on opposite sides and rush toward it with a mighty grinding crash. You must make a ranged touch attack to hit the target with the rocks. The *clashing rocks* ignore concealment and cover, and if there is a solid barrier between the target and either of the *clashing rocks*, the spell has a +28 bonus on the Strength check to burst through the barrier and continue unimpeded to the target. A creature struck by the *clashing rocks* takes 20d6 points of damage (half earth and half bludgeoning) and is knocked prone. If the target fails a Reflex Saving Throw, it is also buried under the resulting rubble as if by a cave-in.

If the *clashing rocks* miss the target, the target still takes 10d6 points of damage (half earth and half bludgeoning) from falling rocks and is knocked prone. A successful Reflex save reduces this damage to half and the target remains standing. Creatures other than the target that occupy the spaces where the *clashing rocks* appear or within their path (30 feet wide, 30 feet high, and up to 60 feet long) must also make Reflex saves or take 10d6 points of damage (half earth and half bludgeoning) and be knocked prone (save for half and remain standing). A creature can only take damage once from the *clashing rocks*, no matter how many times the *clashing rocks* pass over a target creature.

Cloak of Winds

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a -4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

Clockwork Timer

Chronomancy

Level: Time Mage 2

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One spell

Duration: Instantaneous

Saving Throw: see text

Spell Resistance: No

You delay a spell by up to 1 min./caster level. This delay affects an area or instantaneous spell that you cast immediately after casting *clockwork timer*.

When the time expires, the delayed spell is immediately activated. The spell generates a distinctive ticking sound that can be heard with a DC 15 Perception check within 50 ft. of the spell effect.

A successful *dispel* removes both *clockwork timer* and the spell it is delaying. A caster who spends 10 min. crafting a *clockwork timer* and then succeeds on a Spellcraft check (DC 15 + the spell level) makes the timer more resistant to *dispel* and similar effects, increasing the dispel DC by +4.

Color Spray

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD. Sightless creatures are not affected by color spray.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Compel Hostility

Light/Enfeebling

Level: Holy Knight 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: See text

Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion.

Condemn

Light

Level: White Mage 8

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One evil-aligned creature

Duration: 2d4 rounds

Saving Throw: None

Spell Resistance: Yes

You invoke punishment of the light onto a creature that must be of any evil alignment. The victim of this spell has 2d4 rounds to be cured before he falls to 0 hit points. The subject falls unconscious once the spell has ended, and may be revived when healed.

Cone of Cold

Elemental (Ice)

Level: Black Mage 5

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of ice damage per caster level (maximum 15d6).

Confusion

Enfeebling

Level: Black Mage 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the Confuse status effect. The victim will randomly attack the nearest person until cured.

Confusion, Mass

Enfeebling

Level: Black Mage 8

Target: One creature/two levels (maximum of 5)

This spell functions like *Confusion*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Congeal Water

Enfeebling/Elemental (Water)

Level: Blue Mage 1

Casting Time: 1 standard action

Range: 30 feet

Target: One creature

Duration: 1d4 minutes

Saving Throw: Reflex negates

Spell Resistance: Yes

Creature Learned From (BM only): Fuath Gremlin

The caster emulates the fuath gremlin's ability to surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes.

Contagion

Necromancy

Level Necromancer 4

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information see Diseases.

Contagion, Greater

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions as *contagion*, except the victim cannot overcome the disease without magic—making the required number of saves does not cure it. The DC to remove the disease with *esuna* is equal to the save DC + 5.

Contagious Flame

Elemental (Fire)

Level: Black Mage 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Three or more rays

Duration: 3 rounds

Saving Throw: None

Spell Resistance: Yes

You blast several enemies with beams of fire. You may fire three rays, plus one additional ray for every four levels beyond 11th (to a maximum of five rays at 19th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.

The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Every round on your turn, a new ray of fire launches from each creature who took damage from the spell in the previous round-these new rays attack as if you fired them, but their point of origin is the previous creature damaged. You can choose the new targets as a free action, all of whom must be within close range (25 ft. + 5 ft./2 levels) of their new starting point. This contagion of flame continues for a total of three rounds-a creature can be struck more than once by this spell over the course of these three rounds, although never by a ray of fire that launches from itself.

Contingency

Chronomancy

Level: Time Mage 6

Casting Time: At least 10 minutes; see text

Range: Personal

Target: You

Duration: 1 day/level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. You must pay any costs associated with the companion spell when you cast *contingency*.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level). The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to. You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Contingent Action

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

An advancement of the *moment* spell, *contingent action* allows the caster to prepare himself in an instant. The caster of this spell prepares a readied action. Though he may cast this spell, readying the action and still move, the readied action otherwise follows all the normal rules.

Contingent Spell Immunity

Chronomancy

Level: Time Mage 5

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 day/level, until discharged (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This powerful, protective spell is similar in effect to the *contingency* spell. When he casts this spell, the caster must designate a spell against which it will be effective. The spell must be on his spell list and he must possess the spell in the form of a scroll, though he need not have created it himself. The spell can be no higher than 4th level. If the recipient of this spell is affected by the designated spell while under the influence of *contingent spell immunity*, the spell's effects are completely negated as if by Spell Resistance. *Contingent spell immunity* protects from one use of the spell per 5 levels of the caster before discharging. A single target may only benefit from one casting of *contingent spell immunity*. A second casting of this spell negates all previous castings.

Control Undead

Necromancy

Level: Necromancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior. Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's effects end.

Control Water

Elemental (Water)

Level: Black Mage/White Mage 6/Geomancer 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 minutes/level (D)

Saving Throw: None; see text

Spell Resistance: No

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level \times 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Control Weather

Elemental (Wind)

Level: Geomancer 5

Casting Time: 10 minutes; see text

Range: 2 miles

Area: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Spell Resistance: No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather--where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet

Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring

Control Winds

Elemental (Wind)

Level: Geomancer 5

Casting Time: 1 standard action

Range: 40 ft./level

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates

Spell Resistance: No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell's area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- Rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area. See Environment for more details.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, uproot large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Corrode

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. / level)
Target: One object
Duration: Instantaneous
Saving Throw: Fortitude negates (object)
Spell Resistance: No

This spell exposes an inanimate object of up to 25 pounds in weight to decades of time in an instant. Even the best-constructed item crumbles to dust under the exposure of eons. Magical items are entitled to a saving throw to avoid this effect.

Corrosive Web

Enfeebling
Level: Blue Mage 2
Casting Time: 1 standard action
Range: 15 ft.
Area: Cone-shaped burst
Duration: 2d4 rounds
Saving Throw: Reflex negates
Spell Resistance: Yes
Creature Learned From (BM only): Corrosive Spider

The caster can emulate the corrosive web of a corrosive spider. All creatures caught within the cone are entangled, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. The webbed victims take 1d6 points of non-elemental damage per round while in the web.

The strands of the web are flammable. A magic *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire—a torch, burning oil, a flaming sword, and so forth—can set the webs alight and burn away in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Corrupting Touch

Dark/Enfeebling
Level: Blue Mage 4
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
Creature Learned From (BM only): Ghost

The caster emulates the corrupting touch of a ghost. Your melee touch attack deals 7d6 points of shadow damage. This damage manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Corruption

Enfeebling

Level: Blue Mage 6

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Creature Learned From (BM only): Diablo

The caster emulates the corrupting influence of Diablo. The target of this spell receives the Confuse status effect. The victim will randomly attack the nearest person until cured.

Countdown

Dark

Level: Black Mage/Necromancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 2d4 rounds

Saving Throw: None

Spell Resistance: Yes

Similar to the *Condemn* spell, the target can be of any alignment. The victim of this spell has 2d4 rounds to be cured before he falls to 0 hit points. The subject falls unconscious once the spell has ended, and may be revived when healed.

Create Holds

Elemental (Earth)

Level: Geomancer 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Path of handholds

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a path of handholds on earthen, plaster, stone, or wooden walls.

Restriction: You cannot create handholds on walls made of metal or other, harder materials.

The handholds are created in pairs and are approximately 3 feet apart, located in a specific path indicated by your gestures while casting the spell. The handholds' path can span up to 30 feet out from you plus an additional 10 feet per 3 caster levels (maximum 90 feet at 18th level). The handholds protrude approximately 6 inches from the wall, measure 10 inches lengthwise, and are perfectly suited for gripping with fingers or claws. At the end of the spell's duration, any creature being supported by the handholds immediately begins to fall.

Create Water

Elemental (Water)/Cantrip

Level: Geomancer/White Mage 0
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Effect: Up to 2 gallons of water/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large -- possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Crimson Roar

Enhancing
Level: Blue Mage 4
Casting Time: 1 standard action
Range: 30 ft.
Area: Allies within a 30-ft.-radius burst centered on you
Duration: 1d6 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Creature Learned From (BM only): Ifrit

The caster emulates the Ifrit's ferocious roar that affects allies within 30 ft. Affected creatures gain a morale bonus to melee damage rolls equal to the caster's Intelligence modifier.

Crusader's Edge

Light/Enhancing
Level: Holy Knight 4
Casting Time: 1 standard action
Range: Touch
Target: Melee weapon touched
Duration: 1 minute/level
Saving Throw: Fort negates
Spell Resistance: No

When you cast this spell on a melee weapon you imbue it with a powerful holy energy, granting the weapon the bane weapon quality against evil outsiders. Furthermore, whenever you score a successful critical hit against an outsider with the evil subtype, you not only deal normal critical damage with the weapon but also nauseate the outsider for 1d3 rounds—the outsider can reduce this nauseated condition to sickened for 1 round with a successful Fortitude save.

Crush

Elemental (Earth)
Level: Black Mage/Red Mage 5
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Rocks and boulders fall upon the target of this spell, crushing for 1d6 points of earth damage per caster level (maximum 10d6) and inflicts the Weighted status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Crush II

Elemental (Earth)

Level: Black Mage 7

This spell functions like *Crush*, except it deals 1d8 points of earth damage per caster level (maximum of 15d8) and inflicts the Weighted status effect.

Cura

Healing

Level: White Mage/Red Mage 3/Holy Knight 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A *cura* spell is the area of effect version of the *cure* spell. A soft white glow envelopes the area, healing for 1d6 points of damage per caster level (maximum 10d6).

Curaga

Healing

Level: White Mage/Red Mage 5

This spell functions like *Cura*, except it heals for 1d8 points of damage per caster level (maximum 15d8) and the area of effect increases to 30-ft.-radius burst.

Cure

Healing

Level: White Mage/Red Mage/Holy Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A soft white glow surrounds a wounded living creature, healing for 1d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +5).

Cure II

Healing

Level: White Mage/Red Mage/Holy Knight 2

This spell functions like *Cure*, except it heals for $3d6$ points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +10).

Cure III

Healing

Level: White Mage/Red Mage/Holy Knight 3

This spell functions like *Cure*, except it heals for $5d6$ points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +15).

Curse

Enfeebling

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Area: Creatures within a 30-ft.-radius centered on you

Duration: 1d6 rounds

Saving Throw: Will negates

Spell Resistance: Yes

Creature Learned From (BM only): Ghost

The caster emulates a ghost and curses his enemies around him/her. Creatures within the area of effect must make a Will save or be inflicted with Curse status for 1d6 rounds.

Cursed Earth

Necromancy

Level: Necromancer 9

Casting Time: 10 minutes

Range: Touch

Area: 1-mile radius emanating from the touched point

Duration: Permanent

Saving Throw: None (see text)

Spell Resistance: No

You lay a terrible curse upon the land, blighting those who live and die there. Choose one of the following effects.

- *Famine:* All normal plants in the area reduce their growth and food production by half, as if affected by the stunt growth effect of *diminish plants*.
- *Living Death:* Any creatures of Small size or larger killed in the area rise as uncontrolled zombies 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as zombies.
- *Plague:* Every day at sundown, all creatures in the area must make a Fortitude save or catch one of the following diseases (your choice, decided at the time of casting): blinding sickness, bubonic plague,

cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. This is a disease effect.

Curse of Ill Fortune

Dark/Enfeebling

Level: Dark Knight 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You place a temporary curse upon the subject, giving it a -3 penalty on attack rolls, ability checks, and skill checks.

Dancing Lights

Light/Cantrip

Level: Blue Mage/Illusionist/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: Up to four lights, all within a 10-ft.-radius area

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one *dancing lights* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Dancing Weapon

Enhancing

Level: Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell animates a melee weapon currently in your possession, causing it to fight your foes as you direct it. Once each round as a free action, you can direct the blade to attack an adjacent foe (a weapon with reach can attack a foe 10 feet away). The weapon's bonus on attack rolls is equal to your caster level + your Charisma modifier, plus any mastercrafted bonus the weapon might have. It deals damage equal to the normal damage of

the weapon, plus your Charisma modifier and any mastercrafted bonus or other bonus on damage inherent in the weapon. The weapon attacks once per round. Despite the spell's name, it works on any melee weapon (not just blades). While your weapon is dancing, it cannot make attacks of opportunity, and you are not considered armed with the weapon. It remains in your space and accompanies you everywhere, whether you move by physical or magical means. The weapon cannot be disarmed.

Dark

Dark

Level: Black Mage/Necromancer/Dark Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Fortitude partial (object); see below

Spell Resistance: Yes (object)

You direct a blast of shadow energy at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Dimmed status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

Dark II

Dark

Level: Black Mage/Necromancer/Dark Knight 2

This spell functions like *Dark*, except it deals 3d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Dimmed status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

Dark III

Dark

Level: Black Mage/Necromancer/Dark Knight 3

This spell functions like *Dark*, except it deals 5d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Dimmed status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

Dark Blight

Enfeebling/Dark

Level: Black Mage/Necromancer/Dark Knight 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You call up dark power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of shadow damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal, but remove curse is effective.

The spell deals only half damage to creatures that are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Darkga

Dark

Level: Black Mage/Necromancer 5

This spell functions like *Darkra*, except it deals 1d8 points of shadow damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Darkness

Enfeebling/Dark

Level: Black Mage/Necromancer 2

Casting Time: 1 standard action

Range: Touch

Area: Object touched

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

Dark Orb

Dark/Cantrip

Level: Black Mage/Necromancer 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of shadow

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You fire a small orb of shadow energy at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of shadow damage.

Darkra

Dark

Level: Black Mage/Necromancer 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *darkra* spell is the area of effect version of the *dark* spell. A blast of dark energy explodes dealing 1d6 points of shadow damage per caster level (maximum 10d6) to every creature within the area.

Dark Sacrifice

Dark/Enhancing

Level: Dark Knight 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your first attack each round for the duration of the spell deals an extra 5d6 points of shadow damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.

Darkvision

Enhancing/Dark

Level: Black Mage/Necromancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

Darkvision, Communal

Enhancing/Dark

Level: Black Mage/Necromancer 3

Targets: Creatures touched

This spell functions like *darkvision*, except you may divide the duration in 1-hour intervals among the creatures touched.

Darkvision, Greater

Enhancing/Dark

Level: Black Mage/Necromancer 4

This spell functions as *darkvision*, except the target's darkvision has a range of 120 feet.

Daylight

Light

Level: White Mage/Holy Knight 3

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. *Daylight* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. *Daylight* counters or dispels any darkness spell of equal or lower level, such as *darkness* and *blacklight*.

Daze

Enfeebling/Cantrip

Level: Black Mage/Blue Mage/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature of 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.

Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Dazed Condition: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

Dazera

Enfeebling

Level: Black Mage/White Mage/Time Mage 4

Range: Medium (100 ft. + 10 ft./level)

Target: One or more humanoid creatures, within 30 ft. of each other

This spell functions as *daze*, except as noted above.

Dazzling Blade

Illusion

Level: Illusionist 1

Casting Time: 1 swift action

Range: Touch

Target: One metal weapon

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes (harmless, object)

Dazzling blade makes a weapon appear dazzlingly shiny, as if crafted from pure silver and heavily polished. In combat, the flashing movements of a *dazzling blade* become almost hypnotic. The wielder of a weapon under the effects of *dazzling blade* gains a +1 competence bonus on all Bluff checks made to feint in combat. The wielder also gains a +1 competence bonus on all CMB checks made to disarm a foe, and a +1 competence bonus to his CMD against disarm attempts made against the weapon bearing the *dazzling blade* effect. This bonus increases by +1 for every 3 caster levels, to a maximum bonus of +5 at 12th level.

The wielder of a *dazzling blade* can discharge the spell into a blinding burst of silvery light as a free action. The wielder selects an adjacent opponent as the focal point of this burst of light—that creature must make a Will save to avoid being blinded for 1 round (with a successful save, the creature is instead dazzled for 1 round).

Despite its shiny appearance, a *dazzling blade* grants no extra benefit against creatures that are vulnerable to silver.

Dazzling Blade, Mass

Illusion

Level: Illusionist 3

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One metal weapon/level, no two of which can be more than 30 ft. apart

This spell functions like *dazzling blade*, except as noted above and that it affects multiple weapons. Each wielder of a *dazzling blade* can discharge the weapon's effect to attempt to blind a foe independently of the others.

Deadly Juggernaut

Enhancing

Level: Dark Knight/Holy Knight 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/— each time you reduce a qualifying opponent to 0 or

few hit points (maximum +5 bonus and DR 10/—) with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice –4.

Death

Dark

Level: Black Mage/Necromancer 9

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You gather the shadow elemental powers to summon, briefly, the Grim Reaper against your opponent. The target of this spell must make a Fortitude save or his life is snuffed out. If the save is successful, the target suffers 5d6 points of shadow damage.

Death Armor

Necromancy

Level: Necromancer 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You smear yourself with white paste, drawing a skull on your bare flesh. Immediately, a wreath of black flames crackles to life around you. The black flames created by this spell injure creatures that contact them. Any creature striking you with its body or handheld weapons takes 1d4 points of damage +1 point per two caster levels (maximum +10). If the creature has spell resistance, it applies to the damage. Weapons with reach, such as long spears, do not endanger their users in this way.

Death Force

Enhancing

Level: Blue Mage 8

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: 2d4 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Phoenix Spawn

The caster emulates the protection of death from a phoenix spawn upon a single target. The target gains immunity to all Death spells and effects for 2d4 rounds.

Death Knell

Dark

Level: Dark Knight/Necromancer 2

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text

Saving Throw: Will negates

Spell Resistance: Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Death-Stealing Gaze

Dark/Enfeebling

Level: Blue Mage 7

Casting Time: 1 standard action

Range: 30 feet.

Targets: Living creatures within 30 feet.

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Nabasu Demon

The caster can emulate the death gaze of a nabasu demon. All living creatures within 30 feet of the caster must succeed on a Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the blue mage's control. This spell can only create one ghoul per round—if multiple humanoids perish from the gaze in a round, the blue mage picks which humanoid becomes a ghoul.

Deceleration

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One Medium or smaller creature

Duration: 1 min./level

Saving Throw: Reflex negates

Spell Resistance: Yes

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent casting of *deceleration* on the subject does not further decrease its speed.

Deceleration, Mass

Chronomancy

Level: Time Mage 3

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *deceleration*, but affects multiple creatures within the area of effect.

Defensive Shock

Enhancing/Elemental (Lightning)

Level: Black Mage/Red Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level or until discharged

Saving Throw: None

Spell Resistance: Yes

Lightning energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or a handheld weapon takes $1d6$ points of lightning damage per two caster levels (maximum $6d6$). Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends.

Defile Armor

Dark/Enhancing

Level: Dark Knight 3

Casting Time: 1 standard action

Range: Touch

Target: Armor touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

As *sanctify armor*, except you gain DR 5/good when using your smite ability.

Deflect

Enhancing

Level: Red Mage 1

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round or until discharged

Saving Throw: None

Spell Resistance: No

You project a field of invisible force, creating a short-lived protective barrier. You gain a deflection bonus to your AC against a single attack; this bonus is equal to +1 per three caster levels (maximum +5). You can cast this spell even when it's not your turn; however, you must cast it before your opponent makes his attack roll to gain the benefit.

Deja Vu

Chronomancy

Level: Time Mage 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

In an instant, the subject of this spell experiences the ravages of the previous round over again. Only forces that directly inflict hit point damage are experienced again. The character receives in an instant all the damage he received in the previous round. For example, if the character receives 20 points of fire damage after successfully saving from a *fira* and 8 points from a dagger attack, he receives 20 points of fire damage and 8 points of dagger damage when this spell is cast.

Delay Death

Chronomancy

Level: Time Mage 4

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of the negative constitution score before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow *raise* to work, still kills the creature, as does death brought about by ability score damage, level drain, or a death effect. The spell does not prevent the subject from entering the dying state by dropping to -1 hit points. It merely prevents death as a result of hit point loss. If the subject has fewer than hit points than negative its constitution score when the spell's duration expires, it dies instantly.

Delay Disease

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You press your focus to the creature and implore the contagion that ravages it to lie dormant. As the spell takes effect, a dim yellow glow passes over the creature's body. The progress of any nonmagical disease that already afflicts the target is halted for the duration of the spell. *Delay disease* allows the subject to skip the required saving throw against the disease for the day that the spell is in effect. During this period, the subject accrues no further ability damage from the disease. A skipped saving throw counts as neither a success nor a failure for the purpose of recovery from the disease. Furthermore, the incubation period of any disease to which the subject is exposed during the spell's duration does not begin until the spell expires. *Delay disease* does not cure any damage that a disease might already have dealt, and it has no effect on magical or supernatural diseases.

Delay Poison

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

Delay Poison, Communal

Chronomancy

Level: Time Mage 3

Targets: Creatures touched

This spell functions like *delay poison*, except you divide the duration in 1-hour intervals among the creatures touched.

Delayed Opponent

Chronomancy/Enfeebling

Level: Time Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You make a creature act a little slower than normal. If the targeted creature fails their will save their next action is delayed until just before your next action. The creature's initiative is changed for the rest of combat to just before your action.

Delayed Response

Chronomancy

Level: Time Mage 2

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You force the target to delay their action until after the next creature in the initiative order takes their action unless the target makes a successful Will save. You must cast this spell before the results of the creature's actions are determined. This may result in the creature's action being invalid, such as attacking a target that has moved, in which case the action is wasted. If the target was casting a spell, they do not need to make a concentration check.

Demonhide

Dark/Enhancing

Level: Dark Knight 2

Casting Time: 1 standard action

Range: Touch

Target: Evil creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You touch your minion with your holy symbols and invoke the horrid words of the lower planes. A fiery glow spreads across your servant's skin, leaving it with a deep red luster. The subject gains damage reduction 5/cold iron or good.

Detect Magic

Cantrip/Enhancing

Level: Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detonate

Elemental (Fire)

Level: Black Mage 1

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature afflicted with Burning status effect

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The target for this spell requires the Burning status effect to be in effect. Once you cast this spell, the Burning status effect is removed and a blast of flame erupts from the creature, hitting all creatures within a 5-ft.-radius. Creatures within the area of effect take fire damage equal to your caster level (maximum 5) plus your Intelligence modifier, a Reflex save for half damage.

Detonate II

Elemental (Fire)

Level: Black Mage 2

This spell functions like *detonate*, but the area of effect increases to 10-ft.-radius and deals fire damage equal to your caster level (maximum 10) plus three times your Intelligence modifier instead.

Detonate III

Elemental (Fire)

Level: Black Mage 3

This spell functions like *detonate*, but the area of effect increases to 15-ft.-radius and deals fire damage equal to your caster level (maximum 15) plus five times your Intelligence modifier instead.

Dia

Enfeebling/Light

Level: White Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A bright light shines in the target's eyes, momentarily distracting him. The target affected by this spell suffers a -2 penalty on Attack rolls and Skill checks.

Dia II

Enfeebling/Light

Level: White Mage 2

This spell functions like *Dia*, except the penalty increases to -4.

Dia III

Enfeebling/Light

Level: White Mage 3

This spell functions like *Dia*, except the penalty increases to -6.

Diaga

Enfeebling/Light

Level: White Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/two levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *Dia III*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Diamond Fire

Non-Elemental

Level: Blue Mage 6

Casting Time: 1 standard action

Range: 60 ft.

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Creature Learned From (BM only): Diamond Weapon

The caster emulates the Diamond Weapon's magical blast that shoots out from the caster's fingertips. The caster makes a ranged touch attack to hit, and if the ray hits, it deals 15d6 points of non-elemental damage.

Diamond Flash

Light/Enfeebling

Level: Blue Mage 9

Casting Time: 1 standard action

Range: 60 ft.

Area: Creatures within a 60-ft.-radius centered on you

Duration: Instantaneous/1d6 rounds

Saving Throw: See below

Spell Resistance: Yes

Creature Learned From (BM only): Diamond Weapon

The caster emulates the Diamond Weapon's holy attack that blasts the enemies around him/her. Creatures within the area of effect take 15d10 points of holy damage and are inflicted with the Dazzled status effect (Reflex save for half damage and negates the status effect). Creatures who fail the Reflex save are also inflicted with Silence status for 1d6 rounds. During the round that the caster casts this spell, the caster's damage reduction is reduced to zero.

Diara

Enfeebling/Light

Level: White Mage 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/two levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *Dia II*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Dimension Door

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two

Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take an additional 4d6 points of damage and the spell simply fails.

Dimension Hop

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

Dimension Shuffle

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

With a slight blue shimmer of energy and an audible pop, a number of creatures around you disappear and reappear in new positions. You instantly transfer any subject creature from its current location to any other spot within 30 feet. You must have line of sight to its new location. An unwilling creature can make a Will saving throw to negate this effect. The creature must be placed on solid ground capable of supporting its weight. If you attempt to place a creature within a solid object or into a space where it cannot fit, the spell fails.

Dimension Step

Chronomancy

Level: Time Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One willing creature/3 levels, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

All the creatures you target with this spell gain a dark, shimmering pattern of runes on their shoes and feet. The runes blaze with arcane light for a moment. Less than a second later, the targets have shifted position on the battlefield. This spell allows your allies to make a short teleport. All creatures targeted by this spell can teleport a distance equal to their base land speed. A target can teleport to any square within its line of sight. This movement does not provoke attacks of opportunity. A creature can teleport up to a ledge, down to the base of a flight of stairs, and so forth as long as it observes the restrictions and limits given above.

Dimensional Lock

Chronomancy

Level: Time Mage 8

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include bend space and time, blink, dimension door, shadow walk, and similar spell-like abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Disable

Enfeebling

Level: Black Mage/White Mage 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the *Disable* status effect. The victim is unable to move and act (but can defend himself) for the duration of the spell or until cured.

Disable, Mass

Enfeebling

Level: Black Mage/White Mage 6

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *disable*, except as noted above.

Disappear

Illusion

Level: Illusionist/Red Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (up to 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *vanish*, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like invisibility, the spell immediately ends if the subject attacks any creature.

Disguise Other

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions as *disguise self*, except you can disguise either yourself or another creature.

Disguise Self

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the illusion gets a Will save to recognize it as an illusion.

Dispel

Enfeebling

Level: Black Mage/White Mage/Red Mage/Time Mage/Dark Knight/Holy Knight 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can use *dispel* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel*. *Dispel* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel* can take effect.

You choose to use *dispel* in one of two ways: a *targeted dispel* or a *counterspell*.

Targeted Dispel: One object, creature, or spell is the target of the *dispel* spell. You make one dispel check ($1d20 +$ your caster level) and compare that to the spell with highest caster level ($DC = 11 +$ the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level ($DC = 11 +$ the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel* may not work; you must make a dispel check to counter the other spellcaster's spell.

Dispel, Greater

Enfeebling

Level: Black Mage/Red Mage/Time Mage/White Mage 6

Target or Area: One spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel* in one of three ways: a *targeted dispel*, *area dispel*, or a *counterspell*:

Targeted Dispel: This functions as a targeted *dispel*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, *greater dispel* has a chance to dispel any effect that remove curse can remove, even if *dispel* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Displacement

Illusion

Level: Illusionist/Red Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

Disrupt Undead

Necromancy/Cantrip

Level: Necromancer 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Doom

Dark

Level: Black Mage/Necromancer 8

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 2d4 rounds

Saving Throw: None

Spell Resistance: Yes

You summon the wrath of the Grim Reaper upon your foe. The victim of this spell is inflicted with the Doom status and has 2d4 rounds to be cured before his life is snuffed out.

Drain

Enfeebling/Dark

Level: Black Mage/Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

With but a touch, you siphon life from your victim and increase your own. The target must make a Fortitude save or take 1d6 points of shadow damage per two caster levels (maximum of 5d6). If the save fails, the caster gains that many in hit points.

Dread

Enfeebling/Dark

Level: Dark Knight/Necromancer 1

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Dream

Illusion

Level: Illusionist 5

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

Dream Casting

Illusion

Level: Illusionist 6

Casting Time: 1 hour

Range: Unlimited

Target: You and one dreamer

Duration: 24 hours/level; see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

You complete the spell with a few last gestures and arcane words. You feel a pressure in your mind as you begin to relay the intent of your dreaming contact. This spell functions like *dream*, except as noted above and that you can alter the sleeping person's dreams to produce a specific desired effect. The dreamer gets a Will saving throw to resist the additional effects of this spell; if the save succeeds, the dream casting spell can send only a message, in the manner of a dream spell. If the saving throw fails, you decide what additional effect the message carries.

Fear: Your image in the dream is surrounded by intimidating imagery and an aura of power. For the duration of the spell, any time the dreamer can see you or knows you are present, he is shaken. This is a compulsion and fear effect.

Charm: Your image in the dream appears particularly helpful and kind. For the duration of the spell, the dreamer is under the effect of a charm spell. This is a charm effect.

Rage: Your image in the dream taunts and harasses the dreamer. For the duration of the spell, any time the dreamer can see you or knows you are present, he preferentially attacks you if in a combat situation. The dreamer gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls when attacking you while under this effect. This is a compulsion effect.

Confusion: Your image in the dream behaves in a bizarre and irrational manner. For the duration of the spell, the dreamer behaves in an unusual manner; he is confused for 1 round/level.

Dream Pollen

Enfeebling

Level: Blue Mage 2

Casting Time: 1 standard action

Range: 15 ft.

Area: Creatures within a 15-ft.-radius centered on you

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

Creature Learned From (BM only): Mandragora

The caster emulates a Mandragora's sleepiness pollen, filling the air with drowsiness. Creatures within the area of effect must make a Will save or be inflicted with Sleep status for 1d4 rounds.

Drown

Elemental (Water)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

Creature Learned From (BM only): Water Flan (Huge)

The target of this spell is surrounded by a large globe of water, drowning for 1d6 points of water damage per caster level (maximum 10d6) and inflicts the Drenched status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Drown II

Elemental (Water)

Level: Black Mage 7

This spell functions like *Drown*, except it deals 1d8 points of water damage per caster level (maximum 15d8) and inflicts the Drenched status effect.

Dwarf's Endurance

Enhancing

Level: Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature gains greater vitality and stamina. The spell grants the subject a +6 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Dwarf's Endurance, Lesser

Enhancing

Level: White Mage 2

This spell functions like *dwarf's endurance*, except it only grants a +4 enhancement bonus to Constitution.

Dwarf's Endurance, Mass

Enhancing

Level: Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *dwarf's endurance*, except that it affects multiple creatures.

Earthen Ward

Enhancing/Elemental (Earth)

Level: Blue Mage 6

Casting Time: 1 standard action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Titan

The caster emulates the Titan and wards his/her allies with a powerful stony hide that reduces the damage from physical attacks. For the duration of the spell, allies within 30 ft. receive Damage Reduction 10/-.

Earth Glide

Elemental (Earth)

Level: Geomancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The target can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water, traveling at a speed of 5 feet. If protected against fire damage, it can move through lava. This movement leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. It requires as much concentration as walking, so the subject can attack or cast spells normally, but cannot charge or run. Casting move earth on an area containing the target flings the target back 30 feet, stunning it for 1 round (DC 15 Fort negates). This spell does not give the target the ability to breathe underground, so when passing through solid material, the creature must hold its breath.

Earthquake

Elemental (Earth)

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Area: Creatures within a 30-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Creature Learned From (BM only): T-Rexaur

The caster can emulate the ground-shaking power of a T-Rexaur. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect (Reflex save for half damage and negate the status effect).

Earth Rupture

Elemental (Earth)

Level: Geomancer 8

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When you cast *earth rupture*, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The *earth rupture* affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earth rupture* spell depends on the nature of the terrain where it is cast.

- Cave, Cavern, or Tunnel: The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

- **Cliffs:** Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).
- **Open Ground:** Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Treat all trapped creatures as if they were in the bury zone of an avalanche, trapped without air (see Environment for more details).
- **Structure:** Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).
- **River, Lake, or Marsh:** Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.
- **Pinned Beneath Rubble:** Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Ectosmash

Enhancing

Level: Blue Mage 3

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Creature Learned From (BM only): Ghost

The caster can emulate the teleporting power of a ghost. This allows the caster to teleport to any creature within 30 ft. and may attack the creature, once, as a free action. The attack is made using the caster's full base attack bonus, plus any modifiers appropriate to the situation.

Eerie Howl

Enfeebling

Level: Blue Mage 5

Casting Time: 1 standard action

Range: 10 ft.

Area: Creatures within a 10-ft.-radius centered on you

Duration: 1d4 rounds

Saving Throw: Fortitude negate

Spell Resistance: Yes

Creature Learned From (BM only): Bandersnatch

The caster emulates the howl of a bandersnatch. Creatures within the area of effect are inflicted with Disable status (Fortitude save to negate) for 1d4 rounds.

Effortless Armor

Enhancing

Level: Dark Knight/Holy Knight 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

Electric Shock

Elemental (Lightning)

Level: Blue Mage 2

Casting Time: 1 standard action

Range: 5 ft.; see text

Target: One creature; see text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Creature Learned From (BM only): Shocker Lizard

The caster can emulate the electric jolt of a shocker lizard. The caster can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of lightning damage to living opponents, a successful Reflex save for half damage. Additionally, if two or more blue mages are within 20 feet of each other and have this spell, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing blue mage. All creatures within that radius take 2d8 points of lightning damage for each blue mage contributing to the electric shock, to a maximum of 12d8. A Reflex save DC increases by 1 per blue mage contributing. Only one contributing blue mage expends MP for this spell, but each other blue mage expends a standard action on their turn.

Elemental Assessor

Elemental (Earth, Fire, Ice, Lightning)

Level: Black Mage/Geomancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One elemental ray

Duration: 1d4+1 rounds (see text)

Saving Throw: None

Spell Resistance: Yes

A ray of spiraling colors springs from your hand and streaks to its target. You must make a successful ranged touch attack to hit your target with the ray, which deals 2d6 points of earth damage, 2d6 points of fire damage, 2d6 points of ice damage, and 2d6 points of lightning damage. The type of energy that does the most points of damage to the target then persists, dealing another 4d6 points of that type of damage per round for 1d4+1 rounds.

Elemental Aura

Enhancing/Elemental (All)

Level: Black Mage/Geomancer 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell forms an aura of elements around you, damaging all those that come near you. Choose an elemental type: earth, fire, ice, lightning, water, or wind. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of elemental damage of the selected type. This aura has an additional effect, depending upon the type of element chosen.

Earth: Creatures affected by your aura are inflicted with the Weighted status effect.

Fire: Creatures affected by your aura are inflicted with the Burning status effect.

Ice: Creatures affected by your aura are inflicted with the Frozen status effect.

Lightning: Creatures affected by your aura are inflicted with the Static status effect.

Water: Creatures affected by your aura are inflicted with the Drenched status effect.

Wind: Creatures affected by your aura are inflicted with the Squalled status effect.

Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the additional effect. The aura's additional effects do not stack if a creature takes damage from your aura multiple times. You may only have one *elemental aura* in effect at one time. When you cast this spell to deal earth, fire, ice, lightning, water, or wind damage, it is a spell of that type.

Elemental Orb

Elemental (Any)/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of chosen element type

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Pick an element type: earth, fire, ice, lightning, water, or wind. You fire a small orb of that chosen type at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of the chosen elemental damage.

Elemental Resistance

Enhancing

Level: Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants a creature limited protection from damage of whichever one of six elemental types you select: dark, earth, fire, ice, light, lightning, water, or wind. The subject gains elemental resistance 10 against the elemental type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the elemental resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Elemental resistance absorbs only damage. The subject could still suffer unfortunate side effects. Elemental resistance overlaps (and does not stack with) protection from elements. If a character is warded by protection from elements and elemental resistance, the protection spell absorbs damage until its power is exhausted.

Elemental Resistance, Communal

Enhancing

Level: Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 3

Targets: Creatures touched

This spell functions like *elemental resistance*, except you divide the duration in 10-minute intervals among the creatures touched.

Elemental Speech

Enhancing

Level: Geomancer 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another.

- When cast as a wind spell, you can converse in Auran and with any creature that has the air subtype or a fly speed.
- When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed.
- When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype.
- When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.

Elemental Swarm

Summoning

Level: Geomancer 9

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell opens a portal to an Elemental Plane and summons elementals from it. A geomancer can choose any plane (Air, Earth, Fire, or Water).

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Elemental Touch

Enhancing/Elemental (All)

Level: Black Mage/Geomancer 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

Upon completing the casting of this spell, elemental energy infuses your hands.

Choose an elemental type: earth, fire, ice, lightning, water, or wind. You gain a melee touch attack causing 1d6 points of damage of that elemental type, along with a special effect described below. You also deal elemental damage and the related special effect when you attack with your hands using an unarmed strike, a single claw, or a single slam attack. This bonus damage can never apply to multiple weapons.

Earth: Your touch attack inflicts a creature with the Weighted status effect.

Fire: Your touch attack inflicts a creature with the Burning status effect.

Ice: Your touch attack inflicts a creature with the Frozen status effect.

Lightning: Your touch attack inflicts a creature with the Static status effect.

Water: Your touch attack inflicts a creature with the Drenched status effect.

Wind: Your touch attack inflicts a creature with the Squalled status effect.

Subsequent attacks inflict the normal damage, but the additional effects do not stack. This spell grants no special protection to anything held in or worn on your hands. When you cast this spell to deal earth, fire, ice, lightning, water, or wind damage, it is a spell of that type.

Elemental Weapon

Elemental (all)

Level: Black Mage/Geomancer 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of elements

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Choose an elemental type: earth, fire, ice, lightning, water, or wind. Upon completing the casting of this spell, a weapon made of the elemental type chosen appears and attacks foes at a distance, as you direct it, dealing 1d8 points of elemental damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of whatever weapon you want and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Intelligence modifier as its attack bonus. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *elemental weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

An *elemental weapon* cannot be attacked or harmed by physical attacks, but *dispel* affects it. An elemental weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has Spell Resistance, you make a caster level check (1d20 + caster level) against that Spell Resistance the first time the *elemental weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. When you cast this spell to deal earth, fire, ice, lightning, water, or wind damage, it is a spell of that type.

Elude Time

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: Up to 1 minute/level; see text

You place yourself in a state of suspended animation, similar to temporal stasis. At the time of casting, you choose when the stasis will expire, up to the maximum duration of the spell. Until the duration ends, time ceases

to flow for you, and all bodily functions cease. No force or effect can harm you until the spell expires or is removed, such as by a successful *dispel* spell.

Elvaan's Splendor

Enhancing

Level: Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature becomes more poised, articulate, and personally forceful. The spell grants a +6 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, summoners, and necromancers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells or songs for the increased Charisma, but the save DCs for spells and songs they cast and perform while under this spell's effect do increase.

Elvaan's Splendor, Lesser

Enhancing

Level: White Mage 2

This spell functions like *elvaan's splendor*, except it only grants a +4 enhancement bonus to Charisma.

Elvaan's Splendor, Mass

Enhancing

Level: Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *elvaan's splendor*, except that it affects multiple creatures.

Emerald Beam

Non-Elemental

Level: Blue Mage 6

Casting Time: 1 standard action

Range: 60 ft.

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Creature Learned From (BM only): Emerald Weapon

The caster emulates the Emerald Weapon's magical blast that shoots out from the caster's fingertips. The caster makes a ranged touch attack to hit, and if the ray hits, it deals 15d6 points of non-elemental damage.

Emerald Blast

Elemental (Water)

Level: Blue Mage 9

Casting Time: 1 standard action

Range: 60 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Creature Learned From (BM only): Emerald Weapon

The caster emulates the Emerald Weapon's watery suffocating blast that engulfs a single target. The target takes 15d10 points of water damage and are inflicted with the Drenched status effect (Fortitude save for half damage and avoid the status effect).

Endark

Enhancing/Dark

Level: Dark Knight 1

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster infuses the weapon touched with dark elemental energy. The next time this weapon strikes a creature, it discharges the dark elemental energy. The spell deals an extra 1 point of shadow damage per level (to a max of +5) against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Endark II

Enhancing/Dark

Level: Dark Knight 2

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster infuses the weapon touched with dark elemental energy. The next time this weapon strikes a creature, it discharges the dark elemental energy. The spell deals an extra 2 points of shadow damage per level (to a max of +10) against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Endark III

Enhancing/Dark

Level: Dark Knight 3

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster infuses the weapon touched with dark elemental energy. The next time this weapon strikes a creature, it discharges the dark elemental energy. The spell deals an extra 3 points of shadow damage per level (to a max of +15) against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Endure Elements

Enhancing

Level: Black Mage/White Mage/Geomancer 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or ice damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Endure Elements, Communal

Enhancing

Level: Black Mage/White Mage/Geomancer 2

Targets: Creatures touched

This spell functions like *endure elements*, except you divide the duration in 1-hour increments among the creatures touched.

Energy Aegis

Enhancing

Level: Red Mage 3

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Spell Resistance: No

When you cast this spell, specify an elemental type (earth, fire, ice, lightning, water, or wind). Against the next attack using this energy type that targets you, you gain elemental resistance 20.

Energy Drain

Enfeebling/Dark

Level: Necromancer 9

Saving Throw: Fortitude partial; see text for *enervation*

This spell functions like *enervation*, except that the creature struck gains 2d4 temporary negative levels. Twenty-four hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent. An undead creature struck by the ray gains 2d4 x 5 temporary hit points for 1 hour.

Enervation

Enfeebling/Dark

Level: Necromancer 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You point your finger and fire a black ray of dark energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Special Abilities). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

Enfeeblement

Enfeebling

Level: Black Mage/Necromancer/Dark Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A coruscating blast springs from your hand. The subject takes a penalty to Strength equal to $1d6 + 1$ per two caster levels (maximum $1d6+5$). The subject's Strength score cannot drop below 1. This penalty does not stack with itself. Apply the highest penalty instead.

Enfeeblement, Mass

Enfeebling

Level: Black Mage/Necromancer 3

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *enfeeblement*, except as noted above.

Engulf

Elemental (Water)

Level: Black Mage 1

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature afflicted with Drenched status effect

Duration: 1 round/level (D)

Saving Throw: Fortitude negate

Spell Resistance: Yes

The target for this spell requires the Drenched status effect to be in effect. Once you cast this spell, the Drenched status effect is removed and the creature is surrounded by a globe of swirling water, taking water damage equal to your caster level (maximum 5) plus your Intelligence modifier per round until freed. The target can break free by spending 1 round and making a DC 15 Swim check to swim free.

Engulf II

Elemental (Water)

Level: Black Mage 2

This spell functions like *engulf*, but deals water damage equal to your caster level (maximum 10) plus triple your Intelligence modifier per round and requires a DC 20 Swim check to swim free.

Engulf III

Elemental (Water)

Level: Black Mage 3

This spell functions like *engulf*, but deals water damage equal to your caster level (maximum 15) plus 5 times your Intelligence modifier per round and requires a DC 25 Swim check to swim free.

Engulfing Winds

Enfeebling/Elemental (Wind)

Level: Blue Mage 1

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instantaneous/1d4 rounds

Saving Throw: Fortitude half (object); see below

Spell Resistance: Yes

Creature Learned From (BM only): Hobgoblin

The caster emulates the enveloping winds of a hobgoblin. The target of this spell takes 4d4 points of wind damage and is inflicted with the Squalled status for 1d4 rounds. A successful Fortitude save reduces this damage by half and prevents the status effect from taking effect.

Enhanced Diplomacy

Enhancing/Cantrip

Level: White Mage 0

Casting Time: 1 standard action

Range: Touch
Target: Creature touched
Duration: 1 minute or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You imbue the subject with divine diplomacy skills. The creature gets a +2 competence bonus on a single Diplomacy or Intimidate check. It must choose to use the bonus before making the roll to which it applies.

Enlight

Enhancing/Light
Level: Holy Knight 1
Casting Time: 1 swift action
Range: Personal
Target: Weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: No

Upon casting this spell, the caster infuses the weapon touched with light elemental energy. The next time this weapon strikes a creature, it discharges the light elemental energy. The spell deals an extra 1 point of holy damage per level (to a max of +5) against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Enlight II

Enhancing/Light
Level: Holy Knight 2
Casting Time: 1 swift action
Range: Personal
Target: Weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: No

Upon casting this spell, the caster infuses the weapon touched with light elemental energy. The next time this weapon strikes a creature, it discharges the light elemental energy. The spell deals an extra 2 points of holy damage per level (to a max of +10) against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Enlight III

Enhancing/Light
Level: Holy Knight 3
Casting Time: 1 swift action
Range: Personal
Target: Weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: No

Upon casting this spell, the caster infuses the weapon touched with light elemental energy. The next time this weapon strikes a creature, it discharges the light elemental energy. The spell deals an extra 3 points of holy damage per level (to a max of +15) against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Enspell

Enhancing/Elemental (All)

Level: Red Mage 1

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster picks an elemental type (earth, fire, ice, lightning, water, or wind). This spell infuses the weapon touched with elemental energy. The next time this weapon strikes a creature, it discharges the elemental energy. The spell deals an extra 1 point of damage of the elemental type chosen per level (to a max of +5) against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Enspell II

Enhancing/Elemental (All)

Level: Red Mage 2

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster picks an elemental type (earth, fire, ice, lightning, water, or wind). This spell infuses the weapon touched with elemental energy. The next time this weapon strikes a creature, it discharges the elemental energy. The spell deals an extra 2 points of damage of the elemental type chosen per level (to a max of +10) against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Enspell III

Enhancing/Elemental (All)

Level: Red Mage 3

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster picks an elemental type (earth, fire, ice, lightning, water, or wind). This spell infuses the weapon touched with elemental energy. The next time this weapon strikes a creature, it discharges

the elemental energy. The spell deals an extra 3 points of damage of the elemental type chosen per level (to a max of +15) against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Entomb

Elemental (Earth)

Level: Black Mage 1

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature afflicted with Weighted status effect

Duration: 1 round/level (D)

Saving Throw: Fortitude negate

Spell Resistance: Yes

The target for this spell requires the Weighted status effect to be in effect. Once you cast this spell, the Weighted status effect is removed and the creature is pulled into the ground, taking earth damage equal to your caster level (maximum 5) plus your Intelligence modifier per round until freed. The target can break free by spending 1 round and making a DC 10 Strength check or a DC 15 Escape Artist check.

Entomb II

Elemental (Earth)

Level: Black Mage 2

This spell functions like *entomb*, but deals earth damage equal to your caster level (maximum 10) plus triple your Intelligence modifier per round and requires a DC 15 Strength check or a DC 20 Escape Artist check to break free.

Entomb III

Elemental (Earth)

Level: Black Mage 3

This spell functions like *entomb*, but deals earth damage equal to your caster level (maximum 15) plus five times your Intelligence modifier per round and requires a DC 20 Strength check or a DC 25 Escape Artist check to break free.

Epidemic

Necromancy

Level: Necromancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom, as the spell *contagion*. However, the disease is highly contagious, and any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's normal DC (not the spell DC) or

contract the disease. If the initial target overcomes the disease by making the required number of saving throws, it remains a carrier of the disease for a length of time equal to the disease's frequency, and can continue to infect others during this time.

Esuna

Healing

Level: White Mage/Red Mage/Holy Knight 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Esuna relieves the vast majority of magical status effects. *Esuna* can only cure magical status effects from all spell effects of 4th level or lower. Also included are spell-like abilities or spell-like effects from items. *Esuna* only relieves one status effect per cast. The caster can select which status effect they are removing from their target upon the time of casting. You must make a caster level check (1d20 + caster level) against the DC of the status effect affecting the target. Success means that the status effect is cured.

Esuna, Greater

Healing

Level: White Mage 7

This spell functions like *Esuna*, except it can cure magical status effects from all spell effects of 7th level or lower. If used to cure any magical status effects of 4th level or lower, the caster gains a +10 to his caster level check.

Esunaga

Healing

Level: White Mage 6

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

This spell functions like *Esuna*, except it affects all allies within the area of effect.

Esunaga, Greater

Healing

Level: White Mage 9

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

This spell functions like *Greater Esuna*, except it can cure all magical status effects from all spell effects of 7th level or lower from all allies within the area of effect.

Euphoric Tranquility

Illusion

Level: Illusionist 8

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None and Will partial (see below)

Spell Resistance: Yes

A creature under the effect of this illusion enters a state of euphoria. The target treats all creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will Saving Throw. If the Saving Throw succeeds, the creature can make act normally for 1 round. If the Saving Throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful (see Table: Starting Attitudes and Diplomacy DC's to Modify below or see the full Diplomacy skill details for more information), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

Table: Starting Attitudes and Diplomacy DC's to Modify

<u>Starting Attitude</u>	<u>Diplomacy DC</u>
Hostile	25 + creature's Cha Modifier
Unfriendly	20 + creature's Cha Modifier
Indifferent	15 + creature's Cha Modifier
Friendly	10 + creature's Cha Modifier
Helpful	0 + creature's Cha Modifier

Evaporate

Dark

Level: Black Mage/Necromancer 8

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of shadow damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of shadow damage per caster level (maximum 20d8).

Everyone's Grudge

Dark

Level: Blue Mage 6

Casting Time: 1 standard action

Range: 60 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Creature Learned From (BM only): Tonberry

The caster emulates the hatred of a tonberry by unleashing it upon a single target within 60 ft. The target takes 14d8 points of shadow damage (Fortitude save for half damage).

Eyebeam

Elemental (Lightning)

Level: Blue Mage 9

Casting Time: 1 standard action

Range: 100 feet

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Creature Learned From (BM only): Tzitzimitl

The caster emulates the tzitzimitl's glowing beam of force. As a ranged touch attack up to 100 feet, the caster deals 10d6 points of non-elemental damage and 10d6 points of lightning damage.

Eyebite

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects. You must spend a swift action each round after the first to target a foe.

<u>HD</u>	<u>Effect</u>
10 or more -	Sickened
5-9 -	Panicked, sickened
4 or less -	Comatose, panicked, sickened

The effects are cumulative and concurrent.

- *Sickened:* Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective.
- *Panicked:* The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

- *Comatose*: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it.

Faith

Enhancing

Level: White Mage 7

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/two levels (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the subject touched an increase to all magical damage and healing by +1 per two caster levels.

False Blink

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 immediate action

Range: Personal

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

For a brief moment just before the target attacks you with a weapon or ranged touch attack, you appear to blink out of existence to him. As you don't actually go anywhere, the target can make a Will save to see through your illusion. If he fails, his attack upon you is at a -1 penalty.

False Future

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You show the targeted creature a vision of the future that is slightly incorrect. At any point in the target's turn, you can reposition them 5 ft. to reflect their reaction to the false insight. The target may react after the reposition has occurred. This might make an action the creature was about to take invalid, such as repositioning them when they are about to make an attack, in which case the action is wasted. You cannot reposition the creature into a square which they could not occupy or where there is no ground (such as over a cliff, into a river, or a flow of lava). Repositions using this spell do not provoke attacks of opportunity.

False Life

Enhancing/Dark

Level: Necromancer 2

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 hour/level or until discharged; see text

Saving Throw: None

Spell Resistance: No

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to $1d10 + 1$ per caster level (maximum +10).

False Life, Greater

Enhancing/Dark

Level: Necromancer 4

This spell functions as *false life*, except you gain temporary hit points equal to $2d10 + 2$ points per caster level (maximum +20). The effects of this spell do not stack with those of *false life*.

False Pain

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round/level (maximum 10 rounds)

Saving Throw: Will disbelief; see text

Spell Resistance: Yes

The spell creates the sensation of an excruciating headache, internal distress, burning skin, or the like. Anyone failing a Will save takes $2d6$ points of nonlethal damage per round (maximum 10 rounds). Furthermore, the target also suffers a -2 penalty on attack rolls, skill checks and ability checks. The target can attempt to disbelieve as a standard action and is entitled to a new Will save. If the target succeeds on the save, the spell ends but the nonlethal damage remains until cured or healed naturally.

Fangs of the Vampire King

Necromancy/Enhancing

Level: Dark Knight/Necromancer 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You grow vampirelike fangs that allow you to make bite attacks as natural attacks. Your bite attack deals $1d6$ points of damage + your Strength modifier, and 1 point of Constitution damage. If you make a full attack with other weapons, you can make a bite attack as a natural secondary attack (-5 penalty on the attack roll).

Fear

Enfeebling/Dark

Level: Dark Knight/Necromancer 1
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1d4 rounds or 1 round; see text
Saving Throw: Will partial
Spell Resistance: Yes

The affected creature becomes frightened. A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If the subject succeeds on a Will save, it is shaken for 1 round.

Fear, Greater
Enfeebling/Dark
Level: Dark Knight/Necromancer 4
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: 1 round/level or 1 round; see text
Saving Throw: Will partial
Spell Resistance: Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Fearful Bay
Enfeebling
Level: Blue Mage 4
Casting Time: 1 standard action
Range: 300 ft.
Area: Creatures within a 300-ft.-radius spread centered on you
Duration: 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Creature Learned From (BM only): Shadow Mastiff

The caster emulates the howls and barks of a shadow mastiff. All creatures within a 300-foot spread except evil outsiders must succeed at a Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same spell for 24 hours.

Fearsome Duplicate
Illusion
Level: Illusionist 3
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Monstrously distorted duplicate of you

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You create a larger and far more menacing version of yourself that you can send forth, manipulate like a puppet, and use to interact with others. You can make the duplicate up to two size categories larger than you are and determine a theme as to how it alters your original appearance. However, this duplicate always retains some vestiges of your actual appearance. Creatures who already know you gain a +2 bonus on saving throws made to disbelieve this spell. Your duplicate has no actual substance, and you cannot use it to alter its surroundings or to attack or otherwise harm creatures it encounters. You can use the duplicate to speak, and interact verbally with creatures using the Bluff, Diplomacy, and Intimidate skills, and you gain a +2 competence bonus on Intimidate checks when using that skill through the duplicate.

You can see, hear, taste, and smell your duplicate's surroundings as if you are actually present using your Perception skill. While you also remain aware of your own immediate surroundings when controlling your duplicate, controlling it does take a toll on your senses. You take a -4 penalty on Perception checks while you control your duplicate.

The duplicate moves under your mental command, and while you need not act out its movements, you must take a standard action to control your duplicate for 1 round (concentrating on the spell) or it winks out of existence. You can maintain control of your duplicate even if you have no line of sight or line of effect to it.

The duplicate immediately winks out of existence if it is hit by an attack or in the area of a damaging effect, or if it moves beyond the maximum range of the spell.

Feeblemind

Enfeebling

Level: Black Mage/Necromancer 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

Target creature's Intelligence, Wisdom and Charisma scores each drop to 1. The affected creature is unable to use Intelligence-, Wisdom-, or Charisma-based skills, cast spells, perform songs, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until an *esuna* spell is used to cancel the effect of the *feeblemind*. A creature that can cast spells, such as a black mage or a white mage, takes a -4 penalty on its saving throw.

Feeblemind, Mass

Enfeebling

Level: Black Mage/Necromancer 9

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *feeblemind*, except as noted above.

Fickle Winds

Elemental (Wind)

Level: Geomancer 5

Casting Time: 1 standard action

Range: One or more Medium creatures/level, no two of which can be more than 30 ft. apart

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 1 minute/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes

You create a mobile cylinder of wind encompassing every target of the spell and protecting them as *wind wall*, but not interfering with them in any way. For example, arrows and bolts fired at the targets are deflected upward and miss, but the targets' own arrows or bolts pass through the wall as if it were not there.

A Large creature counts as 4 Medium creatures for the purpose of how many targets you can effect with the spell; a Huge creature counts as 8, a Gargantuan creature as 16, and a Colossal creature as 32. This spell has no effect within the area of a higher-level wind or weather spell.

Fiddle

Non-Elemental/Enfeebling

Level: Blue Mage 1

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius spread centered on the caster

Duration: 1 minute

Saving Throw: Will negates

Spell Resistance: Yes

Creature Learned From (BM only): Grig

The caster emulates the grig's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The caster creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save. Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect.

Fiery Body

Enhancing/Elemental (Fire)

Level: Black Mage 9/Geomancer 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell transforms your body into living flame. You and your equipment are immune to fire damage. In fact, every time you would normally take damage from fire, you are instead healed of damage at a rate of 1 point per 3 points of damage the fire attack would have normally inflicted. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, poison, stunning, and all spells that affect your physiology or

respiration. You take only half damage from ice. You take twice as much damage from water damage than normal.

You gain a +6 enhancement bonus to your Dexterity score and a fly speed of 40 ft. (perfect maneuverability). Your unarmed attack deals an additional 3d6 points of fire damage, inflicts Burning status effect, and you are considered armed when making unarmed attacks. Your body burns so brightly that creatures that do not avert their gaze from you are dazzled. Fire spells you cast have their save DCs increased by +1. If you enter water, you are surrounded by a 5-foot radius of steam and bubbles that grant you concealment (50% miss chance) but you take 2d6 points of water damage each round you remain in water.

Fiery Shuriken

Elemental (Fire)

Level: Black Mage/Red Mage 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Two or more fiery shurikens

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You call forth two fiery projectiles resembling shuriken, plus one more for every two caster levels beyond 3rd (to a maximum of eight shuriken at 15th level), which hover in front of you. When these shuriken appear, you can launch some or all of them at the same target or different targets. Each shuriken requires a ranged touch attack roll to hit and deals 1d8 points of fire damage. You provoke no attacks of opportunity when launching them. Any shuriken you do not launch as part of casting this spell remains floating near you for the spell's duration. On rounds subsequent to your casting of this spell, you can spend a swift action to launch one of these remaining shuriken or a standard action to launch any number of these remaining shuriken. If you fail to launch a shuriken before the duration ends, that shuriken disappears and is wasted.

Filth Cloud

Enfeebling

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1d6 rounds

Saving Throw: Fortitude negate

Spell Resistance: Yes

Creature Learned From (BM only): Ochu

The caster can emulate the foul breath of an ochu upon creatures in a 30-ft.-cone. Creatures within the area of effect are inflicted with Disease and Poison status for 1d6 rounds (Fortitude save to negate).

Fira

Elemental (Fire)

Level: Black Mage/Red Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *fira* spell is the area of effect version of the *fire* spell. A blast of intense flames explodes dealing 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area.

Firaga

Elemental (Fire)

Level: Black Mage/Red Mage 5

This spell functions like *Fira*, except it deals 1d8 points of fire damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Fire

Elemental (Fire)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Reflex partial (object); see below

Spell Resistance: Yes (object)

You direct a blast of flames at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of fire damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +5) and inflicts the Burning status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

Fire II

Elemental (Fire)

Level: Black Mage/Red Mage 2

This spell functions like *Fire*, except it deals 3d6 points of fire damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +10) and inflicts the Burning status effect for 1d6 rounds. A successful Reflex save prevents the status effect from taking effect.

Fire III

Elemental (Fire)

Level: Black Mage/Red Mage 3

This spell functions like *Fire*, except it deals 5d6 points of fire damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +15) and inflicts the Burning status effect for 1d8 rounds. A successful Reflex save prevents the status effect from taking effect.

Fireflash

Elemental (Fire)

Level: Blue Mage 2

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half (object); see below

Spell Resistance: Yes (object)

Creature Learned From (BM only): Phoenix

The caster can emulate the flames of the Phoenix causing a single target to burst into flames. The target 4d6 points of fire damage and is inflicted with Blind status for 1d4 rounds. A successful Fortitude save reduces this damage by half and prevents the status effect from taking effect.

Fire of Entanglement

Enfeebling/Elemental (Fire)

Level: Holy Knight 2

Casting Time: 1 swift action

Range: Special; see text

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: Yes

The next creature you attack using your smite evil class ability is wreathed in flames that impede its movement. Until the end of the spell's duration, the target is entangled. If the target starts its turn in a square adjacent to you, it is considered to be entangled to an immobile object (you) and cannot move. A target that saves against this spell is affected for only 1 round.

Fire of Judgement

Enfeebling/Elemental (Fire)

Level: Holy Knight 3

Casting Time: 1 swift action

Range: Special; see text

Target: One creature

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

After casting this spell, the next creature you attack using your smite evil class ability is engulfed in flames of positive energy. At the start of its turn, the target takes 1d6 points of fire damage, and takes an additional 1d6 points of fire damage each time it attacks a creature other than you. If the creature is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature this damage increases to 1d10. With a successful Saving Throw, a creature is affected by this spell for only 1 round.

Fire of Vengeance

Enfeebling/Elemental (Fire)

Level: Holy Knight 4

Casting Time: 1 swift action

Range: Special; see text

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: No

After casting this spell, the next creature you attack using your smite evil class ability is engulfed in holy flames that flare up when the target attacks someone other than you. If at any time during the duration of your smite evil effect the target makes an attack that does not include you, it takes 3d8 points of fire damage. Once triggered in this manner, or when your smite evil ability expires, the spell ends.

Fire Snake

Elemental (Fire)

Level: Black Mage/Geomancer 5

Casting Time: 1 standard action

Range: 60 ft.

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a sinuous line of flames that you may shape as desired. The fire snake affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The fire snake may not extend beyond its maximum range. Creatures in the path of the fire snake take 1d6 points of fire damage per caster level (maximum 15d6).

Fire Storm

Elemental (Fire)

Level: Black Mage 8/Geomancer 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes per level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When this spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save suffer the Burning status effect.

Fists of Lightning and Thunder

Enhancing/Elemental (Lightning)

Level: Blue Mage 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Creature Learned From (BM only): Inevitable Marut

The caster emulates the marut's fist strikes with the power of a thunderstorm. For the duration of this spell, any natural attacks the caster has, the caster can choose whether that attack uses lightning or thunder. A lightning attack deals an additional 3d6 points of lightning damage, and the resulting flash blinds the target for 2d6 rounds, a successful Fortitude save negates the blindness. A thunder attack deals an additional 3d6 points of sonic damage, and the resulting thunderclap deafens the target for 2d6 rounds, a successful Fortitude save negates the deafness.

Flame Breath

Elemental (Fire)

Level: Black Mage 1

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You breathe out a cone of searing flame. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Flamestrike

Light/Elemental (Fire)

Level: White Mage 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40-ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A flamestrike evokes a vertical column of holy fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage and the other half is holy damage.

Flaming Sphere

Elemental (Fire)

Level: Black Mage/Geomancer 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful

Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Flare

Elemental (Fire)

Level: Black Mage 6

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

A bolt of fire streaks towards the targeted creature, exploding into intense flames dealing 1d6 points of fire damage per caster level (maximum 15d6) and inflicting the Burning status effect. A successful Reflex save reduces the damage by half and negates the status effect.

Flare II

Elemental (Fire)

Level: Black Mage 8

This spell functions like *Flare*, except it deals 1d8 points of fire damage per caster level (maximum 20d8).

Flash

Enfeebling

Level: Blue Mage 2

Casting Time: 1 standard action

Range: 15 ft.

Area: Creatures within a 15-ft.-radius centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Creature Learned From (BM only): Phoenix Spawn

This spell functions like *Blindga*, except it affects all enemies within a 15-ft.-radius.

Fleshshiver

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Breaking a bone in the grip of your fist, you hear the sickening but satisfying crunch of your foe's bones breaking beneath his squeezing flesh. A creature with Hit Dice less than or equal to your caster level is automatically stunned for 1 round (no saving throw). A creature with Hit Dice greater than your caster level is allowed a saving throw to negate the stunning effect. In the following round, the target must make a Fortitude save or take 1d6 points of damage per caster level (maximum 15d6) and be nauseated by the pain for 1d4+2 rounds.

Flight

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 5

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load). When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Float

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call upon the powers of wind to gently lift the target touched to rise 5 feet into the air and float.

Floatga

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *Float*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Fluid Form

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Geomancer 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to grant concealment. You gain DR 10/slashing and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect. You are treated as if you had the water subtype while this spell is in effect.

Fly

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can fly at a speed of 20 feet (or 15 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good.

Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled.

Fly, Mass

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 10 minute/level

This spell functions as *fly*, except that it can target numerous creatures and lasts longer.

Forceful Strike

Enhancing

Level: Dark Knight/Holy Knight 4

Casting Time: 1 swift action

Range: Touch or reach of melee weapon

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You cast this spell as you strike a creature with a melee weapon, unarmed strike, or natural attack to unleash a concussive blast of force. You deal normal weapon damage from the blow, but also deal an additional amount of force damage equal to 1d4 points per caster level (maximum of 10d4). The force of the blow may be enough to knock the target backward as well. To determine if the target is pushed back, make a combat maneuver check with a bonus equal to your caster level to resolve a bull rush attempt against the creature struck. You do not move as a result of this free bull rush, but it can push the target back if it defeats the target's CMD. A successful Fortitude save halves the force damage and negates the bull rush effect.

Foresight

Chronomancy

Level: Time Mage 9

Casting Time: 1 standard action

Range: Personal or touch

Target: See text

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Freedom of Movement

Enhancing

Level: Geomancer 4

Casting Time: 1 standard action

Range: Personal or Touch

Target: You or creature touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, grant water breathing.

Freeze

Elemental (Ice)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

The target of this spell is surrounded by a large block of ice, freezing for 1d6 points of ice damage per caster level (maximum 10d6) and inflicts the Frozen status effect. A successful Reflex save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Freeze II

Elemental (Ice)

Level: Black Mage 7

This spell functions like *Freeze*, except it deals 1d8 points of ice damage per caster level (maximum 15d8) and inflicts the Frozen status effect.

Freezing Sphere

Elemental (Ice)

Level: Black Mage/Geomancer 6

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target, Effect, or Area: See text

Duration: Instantaneous or 1 round/level; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell creates a frigid globe of ice energy that streaks from your fingertips to the location you select, where it explodes in a 40-foot-radius burst, dealing 1d6 points of ice damage per caster level (maximum 15d6) to each creature in the area and inflicting the Frozen status effect. A creature of the water subtype instead takes 1d8

points of ice damage per caster level (maximum 15d8) and is staggered for 1d4 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 40-foot radius. This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Frightful Moan

Enfeebling/Dark

Level: Blue Mage 3

Casting Time: 1 standard action

Range: 30 ft.

Area: All living creatures within a 30-ft.-radius spread

Duration: 2d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

Creature Learned From (BM only): Ghost

The caster emulates the frightful moan of a ghost. The caster emits a loud frightful moan and all living creatures within 30 feet must make a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same spell for 24 hours.

Frigid Touch

Enfeebling/Elemental (Ice)

Level: Black Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of ice damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead.

Frog

Enfeebling

Level: Black Mage 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/2 levels (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target of this spell receives the Frog status effect. The victim is polymorphed into a frog temporarily, unable to cast spells or attack, but can defend itself.

Frost Armor

Enhancing/Elemental (Ice)
Level: Blue Mage 4
Casting Time: 1 standard action
Range: 30 ft.
Targets: Allies within a 30-ft.-radius burst centered on you
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Creature Learned From (BM only): Shiva

The caster emulates the Shiva's icy barrier that protects all allies. An icy aura covers all allies within 30 ft. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subjects of this spell take 1d6 points of ice damage.

Frostbite

Enfeebling/Elemental (Ice)
Level: Geomancer 1
Casting Time: 1 standard action
Range: Touch
Targets: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Your melee touch attack deals 1d6 points of ice damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

Frost Fall

Enfeebling/Elemental (Ice)
Level: Black Mage/Red Mage/Geomancer 2
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5-foot radius burst
Duration: 1 round/2 levels
Saving Throw: Fortitude partial
Spell Resistance: Yes

The area of this spell is covered in chilling frost, dealing 2d6 points of ice damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6

points of ice damage (Fortitude saving throw for half) but does not become staggered even on a failed saving throw.

Full-Cure

Healing

Level: White Mage 7

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your touch heals the target to full health, healing all damage.

Full-Cure, Mass

Healing

Level: White Mage 9

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *full-cure*, except as noted above.

Full-Life

Healing

Level: White Mage/Necromancer 9

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *Raise*, except that you can raise a creature that has been dead for as long as 10 minutes per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels (or loss of Constitution points) and all of the MP possessed by the creature when it died.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also raise elementals or outsiders, but it can't raise constructs or undead creatures.

Even *Full-Life* can't restore to life a creature who has died of old age.

Fulmination

Enfeebling/Elemental (Lightning)

Level: Blue Mage 5

Casting Time: 1 standard action

Range: 60 ft.

Area: 20-ft.-radius

Duration: Instantaneous/1d4 rounds

Saving Throw: Fortitude half (object); see below

Spell Resistance: Yes

Creature Learned From (BM only): Chimera

The caster emulates the Chimera's powerful lightning blast. Creatures in the area of effect take 10d6 points of lightning damage and are inflicted with Disable status for 1d4 rounds, a successful Fortitude for half damage and status effect negation.

Gale Winds

Enhancing/Elemental (Wind)

Level: Red Mage 4

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell grants you a +4 deflection bonus to AC. In addition, anyone who successfully hits you with a melee attack takes 1d8 points of wind damage and must make a Fortitude saving throw or be knocked 5 feet away from you into an unoccupied space of your choice. If no space of sufficient size is available for it to enter, it instead takes an extra 1d8 points of wind damage.

Galka's Strength

Enhancing

Level: Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes stronger. The spell grants a +6 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Galka's Strength, Lesser

Enhancing

Level: Dark Knight/Holy Knight/White Mage 2

This spell functions like *galka's strength*, except it only grants a +4 enhancement bonus to Strength.

Galka's Strength, Mass

Enhancing

Level: Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *galka's strength*, except that it affects multiple creatures.

Gates of Hades

Elemental (Fire)

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 100 ft.

Area: 20-ft.-radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Creature Learned From (BM only): Cerberus

The caster emulates the fiery explosion of Cerberus. Creatures within the area of effect take 8d6 points of fire damage and inflicts the Burning status effect. A successful Reflex save reduces the damage by half and negates the status effect.

Gaze

Enfeebling

Level: Blue Mage 8

Casting Time: 1 swift action

Range: 30 feet

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Primal Bandersnatch

The caster emulates the confusing gaze of a primal bandersnatch. As a swift action, the caster can direct its gaze attack against a single foe. This is a mind-affecting compulsion effect.

Gentle Repose

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: 1 day/level

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant. The spell also works on severed body parts and the like.

Geyser

Elemental (Water)

Level: Black Mage/Geomancer 5

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Spout of boiling water filling a 5 ft. square and spraying upward 10 ft./2 levels

Duration: Concentration + 1 round/level

Saving Throw: Reflex partial; see text

Spell Resistance: No

You cause a column of boiling water to spring forth from any horizontal surface, knocking over creatures directly over it and exposing nearby creatures to searing droplets as its spray falls back to the ground. Any creature entering the geyser, or occupying the square it appears in, must make a Reflex Saving Throw to avoid being hurled into the air and then tossed to the ground. If the creature fails its Saving Throw, it takes 3d6 points of water damage from the boiling water and also takes falling damage based upon the height of the geyser (e.g., if the geyser is 50 feet tall, the creature takes 5d6 falling damage), landing prone in a random square adjacent to the geyser. A successful Saving Throw halves the damage and negates the falling damage, and the creature is moved to the closest square adjacent to the geyser (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it). This movement does not provoke attacks of opportunity and does not count toward the creature's normal movement.

In addition, the geyser sprays boiling water in a hemispherical emanation around its square. The radius of this emanation is equal to one-half the geyser's height (e.g., a 50-foot geyser has a 25-foot-radius emanation). Any creature within this area, including yourself, takes 1d6 points of water damage each round as droplets of boiling water cascade on them. You can choose to make a smaller geyser than your level permits if an obstruction prevents it from reaching its full height, or if you simply want to create a spread of boiling rain that's smaller than what would be created by a full-height geyser spell.

Ghost Sound

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humes per caster level (maximum 40 humes). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humes running and shouting. A roaring lion is equal to the noise from 16 humes, while a roaring dragon is equal to the noise from 32 humes. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghostly Disguise

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You make yourself—including clothing, armor, weapons, and equipment—appear translucent like a ghost. Any mundane or magical disguise on you is affected by this illusion as well; for example, if you are disguised as the king or a sahuagin, you look like a ghostly version of the king or a sahuagin. Your ghostly form may have a pale green, blue, or violet coloration, or a muted version of your normal appearance.

The spell does not actually make you ghostly or provide any incorporeal abilities. If you choose, the illusion can make you appear to float slightly above the ground, though you are actually still on the ground. A creature that interacts with the illusion gets a Will save to recognize it as an illusion.

Ghoul Touch

Enfeebling/Dark

Level: Necromancer 2

Casting Time: 1 standard action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with dark energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack. A paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A *poisona* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Glide

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until landing or 1 minute/level

Saving Throw: None

Spell Resistance: No

You take no damage from falls (as if from *choco feather*). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to

actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

Glittering Ruby

Enhancing

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: See below

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Carbuncle

The caster emulates the glittering enhancement of Carbuncle. Allies within 30 ft. roll a d6. They get a +5 bonus to a random attribute based on the d6 result. 1 is Strength, 2 is Dexterity, 3 is Constitution, 4 is Intelligence, 5 is Wisdom, and 6 is Charisma. The bonus decreases by 1 every round at the beginning of the affected ally's turn.

Goblin Punch

Elemental (Wind)

Level: Blue Mage 1

Casting Time: 1 standard action

Range: 30 ft.

Effect: Ray

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

Creature Learned From (BM only): Goblin

The caster emulates the wind blast of a goblin. The caster must make a ranged touch attack, if it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save or fall prone.

Grace

Enhancing

Level: White Mage/Red Mage 2

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: See text

Saving Throw: None

Spell Resistance: No

Until the end of your turn, your movement does not provoke attacks of opportunity.

Granite Gaol

Enfeebling/Elemental (Earth)

Level: Blue Mage 7

Casting Time: 1 standard action

Range: 60 ft.

Target: One creature

Duration: Instantaneous; 1 minute; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Creature Learned From (BM only): Titan, the Lord of Crags

The caster emulates the Titan's ability to envelop a creature within stone. The target must make a successful Fortitude save or be imprisoned in stone, unable to move or act until released. The earth prison has 45 hit points and a Hardness of 8. Once released, the creature is inflicted with Sickened condition for 1 minute.

Grave Reel

Dark

Level: Blue Mage 3

Casting Time: 1 standard action

Range: 15 ft.

Area: Creatures within a 15-ft.-radius centered on you

Duration: Instantaneous

Saving Throw: Fortitude negate

Spell Resistance: Yes

Creature Learned From (BM only): Ghost

The caster emulates the essence drain of a ghost. Creatures within the area of effect must make a Fortitude save or suffer 2d6 points of shadow damage and the caster is healed by the damage inflicted.

Graviga

Enfeebling/Dark

Level: Black Mage/Necromancer 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/2 levels (maximum of 5)

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions like *Gravity*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Gravity

Enfeebling/Dark

Level: Black Mage/Necromancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You beckon the shadow elemental powers to weaken your foe. The target must make a Fortitude save or lose half of his current hit point total.

Groundswell

Elemental (Earth)

Level: Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the target to cause the ground to rise up beneath him. As a swift action, the target can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes. The groundswell precludes flanking from creatures standing at lower elevations than the target. If the target moves after creating a groundswell, the ground returns to its normal elevation at the end of his turn; otherwise, it remains in place until the target moves or uses a swift action to return the ground to normal. A groundswell cannot increase elevation of the ground beyond 5 feet.

Guard

Enhancing

Level: Red Mage 4

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until discharged

Saving Throw: None

Spell Resistance: No

This spell creates an aura of magical energy that grants you a +4 deflection bonus to AC and a +4 resistance bonus on all saves. As an immediate action, you can discharge *Guard* to gain a +10 deflection bonus to AC or a +10 resistance bonus on saves for 1 round.

Guidance

Enhancing/Cantrip

Level: Blue Mage/Geomancer/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Hallucinatory Terrain

Illusion

Level: Illusionist 4

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Halt Undead

Enfeebling/Dark

Level: Necromancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to three undead creatures, within 30 ft. of each other

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell renders as many as three undead creatures immobile. A non-intelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of immobilize on a living creature). The effect is broken if the halted creatures are attacked or take damage.

Haste

Chronomancy/Enhancing

Level: Black Mage/White Mage/Red Mage/Time Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell receives the Haste status effect. The subject receives a +1 bonus to Attack rolls, +1 bonus to Reflex saves, +30 foot movement, and an extra attack if the subject uses a full-attack option.

Hastega

Chronomancy/Enhancing

Level: Black Mage/White Mage/Red Mage/Time Mage 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *Haste*, but it affects all allies within the area of effect.

Haunted Fey Aspect

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

Haunting Mists

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 minute/level (D)

Saving Throw: Will partial (see text)

Spell Resistance: No

An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

Heal

Healing

Level: White Mage 1

Casting Time: 1 swift action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell heals allies with a burst of healing. It heals allies equal to your caster level (maximum 5) plus your Wisdom modifier.

Healara

Healing

Level: White Mage 2
Casting Time: 1 swift action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like the *Heal*, except it heals allies equal to your caster level (maximum 10) plus double your Wisdom modifier.

Healaga

Healing
Level: White Mage 3
Casting Time: 1 swift action
Range: Medium (100 ft. + 10 ft./level)
Area: 40-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like the *Heal*, except it heals allies equal to your caster level (maximum 15) plus triple your Wisdom modifier.

Healing Ruby

Healing
Level: Blue Mage 2
Casting Time: 1 standard action
Range: 30 feet
Target: One living creature
Duration: Instantaneous; 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Creature Learned From (BM only): Carbuncle

The caster emulates the healing ability of Carbuncle. One living creature within 30 feet is healed for $2d8+5$ damage and receives Fast Healing 2.

Healing Thief

Enfeebling/Healing
Level: Necromancer 3
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: Yes

With this spell you can steal the healing of the target creature. You must succeed at a melee touch attack to strike the target. If you do, until the effect ends, whenever your target is subject to a healing spell or a supernatural effect that heals hit points, the target only receives half the healing (rounded down) and you receive the other half (also rounded down). You must remain within 25 feet (plus 5 feet per two caster levels) of the target to gain this benefit. If you move outside that range, the spell is discharged. Once you steal 5 hit points per your caster level (maximum 50 hit points) of healing from this spell's effect, the spell is discharged.

Hell Slash

Enhancing/Dark

Level: Blue Mage 2

Casting Time: 1 swift action

Range: Personal

Target: Slashing Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None/Partial

Spell Resistance: No

Creature Learned From (BM only): Elite Skeleton

The caster emulates the dark energy from an elite skeleton to imbue his weapon. The caster must have a slashing weapon to use this spell. The next time this weapon strikes a creature, it discharges the dark elemental energy. The spell deals an additional 1d6 points of shadow damage against the target of the attack. In addition, the target of this attack must make a Fortitude save or suffer 1d4 Strength loss. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Hero's Defiance

Healing

Level: Holy Knight 1

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

The instant before you are reduced to 0 or fewer hit points, you can expend a use of your lay on hands ability to heal yourself as if you had used lay on hands, plus an additional 1d6 hit points. If this healing brings your hit point total above 0 hit points, you do not fall, and may continue to act. If you have no more uses of lay on hands this spell has no effect.

Hindsight

Chronomancy

Level: Time Mage 9

Casting Time: 1 hour

Range: 60 ft.

Area: 60-ft.-radius emanation centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The rigorous ritual of the spell finally draws to a close. You breathe a sigh of relief even as phantom images appear before your eyes, moving in reverse. Suddenly they cease their movements and seem more real. You watch as the phantom images play out their parts in quick succession, showing you the knowledge of the past you seek. You can see and hear into the past, getting a look at events that happened previously at your current location. The level of detail you see and hear by means of this spell depends on the span of time you wish to observe; concentrating on a span of days renders a more detailed perspective than a span of centuries, for example. You can view only one span of time per casting, chosen from the following options.

- **Days:** You sense the events of the past, stretching back one day per caster level. You gain detailed knowledge of the people, conversations, and events that transpired.
- **Weeks:** You gain a summary of the events of the past, stretching back one week per caster level. Exact wording and details are lost, but you know all the participants and the highlights of the conversations and events that took place.
- **Years:** You gain a general idea of the events of the past, stretching back one year per caster level. You notice only noteworthy events such as deaths, battles, scenes of great emotion, important discoveries, and significant happenings.
- **Centuries:** You gain a general idea of the events of the past, stretching back one century plus an additional century for every four caster levels beyond 1st. For instance, a 16th-level caster would gain insight into the events of four centuries in the past, and a 17th-level caster would see back across five centuries. You notice only the most remarkable of events: coronations, deaths of important personages, major battles, and other truly historic happenings.

Holy

Light

Level: White Mage 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous; 1d6 rounds

Saving Throw: Fortitude half; see below

Spell Resistance: Yes

A beam of holy energy blasts your opponent. The target takes 1d4 points of holy damage per caster level (maximum 10d4) and is inflicted with the Dazzled status effect for 1d4 rounds. A successful Fortitude save reduces this damage by half and prevents the status effect from taking effect.

Holy II

Light

Level: White Mage 6

This spell functions like *Holy*, except it deals 1d6 points of holy damage per caster level (maximum 15d6) and inflicts the Dazzled status effect for 1d6 rounds. A successful Fortitude save reduces this damage by half and prevents the status effect from taking effect.

Holy III

Light

Level: White Mage 8

This spell functions like *Holy*, except it deals 1d8 points of holy damage per caster level (maximum 20d8) and inflicts the Dazzled status effect for 1d8 rounds. A successful Fortitude save reduces this damage by half and prevents the status effect from taking effect.

Holy Aura

Enhancing/Light

Level: White Mage 8

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant holy radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This spell has four effects.

- First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.
- Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.
- Third, the spell protects the recipient from possession and mental influence. The subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target.
- Finally, if an evil creature succeeds on a melee attack against a creature warded by a holy aura, the offending attacker is blinded (Fortitude save negates).

Holy Burst

Light

Level: White Mage 8

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

This spell causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of holy damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of holy damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures. Holy burst dispels any darkness spells of lower than 9th level within its area.

Holy Ice

Light/Elemental (Ice)

Level: White Mage 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of ice or flying ice javelins (see text)

Duration: 1 minute/level, instantaneous, or until expended (see text)

Saving Throw: Reflex negates or none (see text)

Spell Resistance: Yes

This spell creates a large mass of frozen holy water that can be used for one of two effects.

Holy Ice Wall: This functions like wall of ice (hemisphere or plane). Any creature that touches or attacks the ice wall with melee attacks takes 1 point of holy damage; extended contact with the wall (such as standing or walking on it) deals 1d6 points of holy damage. Even when the ice has been broken through, a sheet of frigid holy air remains. Any creature that steps through it (including the one who broke through the wall) takes 1d6 points of damage + 1 point per caster level (no save); half of this damage is ice damage and the other half is holy damage.

Holy Ice Javelins: The spell creates a number of javelins of frozen holy water in your square equal to your caster level (maximum 15), which hurl themselves toward one or more targets that are no more than 10 feet away from each other. You must succeed on attack rolls (one per javelin) to hit the target with the javelin, using your base attack bonus + your Wisdom modifier. The javelins deal 1d6 points of ice damage each, plus 1 point of holy damage per caster level. The javelins are destroyed by this attack.

Holy Light

Healing

Level: White Mage 5

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Healing energy infuses and bathes your body in holy light. This spell cures $4d8 + 2$ points of damage per caster level (maximum +20) and ends any and all of the following adverse conditions affecting you: ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened. In addition, *holy light* functions as *dispel* upon a single additional effect of your choice that is affecting you and that can be legally affected by this effect.

Holy Mantle

Enhancing/Light

Level: White Mage/Holy Knight 4

Casting Time: 1 standard action

Range: Touch or 5 ft.; see text

Targets: Creature touched or all creatures within 5 ft.; see text

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A shimmering mantle of light shrouds the subject, light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels (maximum +5 at 20th level). The subject can end the holy mantle at any time as a swift action to deal 2d8 points of holy damage to all creatures within 5 feet.

Holy Orb

Light/Cantrip

Level: White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of holy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You fire a small orb of holy energy at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of holy damage.

Holy Shield

Enhancing/Light

Level: Holy Knight 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You gain the ability to magically project the defense of your shield to protect another creature at a distance. As a swift action, you designate one target within 30 feet. The target gains your shield's shield bonus and enhancement bonus to Armor Class until your next turn; you gain no benefit from the shield's shield bonus or enhancement bonus while using this spell and cannot use any of the shield's other properties or abilities (such as magical abilities, making a shield bash, or providing cover with a tower shield). As a swift action, you may move the protection to another target (including yourself); if you move the protection to yourself, you may use any of the shield's properties or abilities as normal. If the shielded creature exceeds the 30-foot range, your shield's protection automatically reverts to you. Any circumstance that would make you lose your shield bonus (such as an enemy breaking the shield, you dropping the shield, or you becoming helpless or unconscious) means the protected creature loses the shield's benefit.

Holy Smite

Enfeebling/Light

Level: White Mage/Holy Knight 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of holy damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of holy damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures that are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Holy Sword

Enhancing/Light

Level: Holy Knight 4

Casting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a *magic circle against evil* effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one holy sword at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with bless weapon or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Holy Weapon

Light

Level: White Mage 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of light

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A weapon made of light appears and attacks foes at a distance, as you direct it, dealing 1d8 points of holy damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of

whatever weapon you want and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *holy weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *holy weapon* cannot be attacked or harmed by physical attacks, but *dispel* affects it. A *holy weapon's* AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has Spell Resistance, you make a caster level check (1d20 + caster level) against that Spell Resistance the first time the *holy weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Hop

Enhancing

Level: Red Mage 3

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You instantly teleport to a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

Horrid Wilting

Necromancy

Level: Necromancer 8

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

HP Absorb

Enfeebling

Level: Blue Mage 5

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Emerald Eye

The caster emulates the HP draining ability of an Emerald Eye. The target takes $5d6$ points of non-elemental damage (Fortitude save to negate). Damage dealt this way heals the caster.

Hurricane Blast

Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 3

Casting Time: 1 standard action

Range: Personal

Area: 5-ft.-radius burst/2 levels (maximum 25-ft.-radius burst)

Duration: 1 round

Saving Throw: Reflex negates

Spell Resistance: No

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in the burst.

- A Tiny or smaller creature on the ground is knocked down and rolled $1d4 \times 10$ feet, taking $1d4$ points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back $2d6 \times 10$ feet and takes $2d6$ points of wind damage due to battering and buffeting.
- Small creatures are knocked prone by the force of the wind, or if flying are blown back $1d6 \times 10$ feet.
- Medium creatures are unable to move forward against the force of the wind, or if flying are blown back $1d6 \times 5$ feet.
- Large or larger creatures may move normally within a hurricane blast effect.

Hurricane blast can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a hurricane blast. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a hurricane blast can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, and blow gases or vapors to the edge of its range.

Hydraulic Torrent

Elemental (Water)

Level: Black Mage/White Mage/Geomancer 3

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and movable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own. Make a Bull Rush attempt and apply its results to each creature within the area. Your Attack roll for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity.

Against immovable objects this stream instead allows you to make a Strength check to destroy the target. When attempting to break an object, the stream has an effective Strength equal to your caster level plus the ability score modifier as above. The Break DC depends on the object you're trying to break (see Damaging Objects for sample Break DCs for various objects.) *Hydraulic torrent* extinguishes any normal fires it encounters along its path. Magical fires are unaffected.

Hypnotic Pattern

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights in a 10-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

Ice Body

Enhancing/Elemental (Ice)

Level: Black Mage/White Mage/Geomancer 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Your form transmutes into living ice, granting you several abilities. You gain the ice subtype and damage reduction 5/magic. You are immune to ability score damage, blindness, critical hits, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters) plus 1d6 points of ice damage and inflicts the Frozen status effect. You are considered armed when making unarmed attacks. You may burrow through non-magical ice or snow at your base speed as easily as a fish swims through water. You can move through magical ice and snow if you succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the effect; you automatically succeed on caster level checks against effects that you created. Your passage through snow and ice in this fashion leaves behind no tunnel or hole.

Ice Spears

Elemental (Ice)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Effect: 1 ice spear/4 levels

Duration: Instantaneous

Saving Throw: Reflex half and see below

Spell Resistance: No

Upon casting this spell, one or more giant spears of ice lance up out of the ground. Each stalagmite-like icicle affects a 5-foot square and tapers to a height of 10 feet. You may cause a number of ice spears equal to one spear for every four caster levels you possess to burst from the ground. A creature that occupies a square from which a spear extends (or that is within 10 feet of the ground below) takes 2d6 points of piercing damage and 2d6 points of ice damage per square—creatures that take up more than one square can be hit by multiple spears if the caster is high enough level. The explosive growth can also trip foes. When the spears erupt from the ground, they make a combat maneuver check against any targets that take damage from the spears, with a total bonus equal to your caster level plus your Wisdom modifier. Each additional ice spear beyond the first that strikes a single foe grants a +10 bonus to this CMB check. If the check succeeds, the ice spears knock the foe prone. A successful Reflex save halves the damage and prevents the trip attempt.

If you cast this spell upon an area covered with ice or snow, such as atop a glacier, frozen lake, or snow-covered field, the spears strike with additional force. Saves against the effect suffer a -2 penalty and the spell gains a +4 bonus on its combat maneuver check to trip foes. Ice spears created by this spell remain after they do their damage. They melt as normal depending on the surrounding environment. They no longer damage foes in their square, but can provide cover. An ice spear has hardness 5 and 30 hit points.

Ice Spikes

Enhancing/Elemental (Ice)

Level: Black Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An icy aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of ice damage.

Ice Spikes II

Enhancing/Elemental (Ice)

Level: Black Mage/Red Mage 6

This spell functions like *Ice Spikes*, except it deals 3d6 points of ice damage instead.

Ice Spikes III

Enhancing/Elemental (Ice)

Level: Black Mage 8

This spell functions like *Ice Spikes*, except it deals 5d6 points of ice damage instead.

Ice Storm

Enfeebling/Elemental (Ice)

Level: Black Mage/Geomancer 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of ice damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no after-effects (other than the damage dealt).

Icicle Dagger

Elemental (Ice)

Level: Black Mage/Geomancer 1

Casting Time: 1 standard action

Range: 0 ft.

Effect: One icicle

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You create a magical dagger +1 out of ice. The dagger deals 1 point of ice damage in addition to normal dagger damage. If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +2 magical dagger and deals an additional 1d6 points of ice damage. At 11th level, the dagger can return to your hand when thrown, melting away and reforming in your hand just before your next turn.

Icy Blast

Elemental (Ice)

Level: Black Mage/Geomancer 6

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. line

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You create a shredding flurry of ice slivers, which blast from your hand in a line. The line deals 1d6 points of ice damage per caster level (maximum 15d6) and inflicting the Frozen status effect. A successful Reflex save reduces the damage by half and negates the status effect.

Icy Breath

Elemental (Ice)

Level: Black Mage 2

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: 1 round/level or until discharged; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Up to thrice during this spell's duration, you can belch forth a cone of ice as a standard action. The first cone deals 4d6 points of ice damage to every creature in the area. The second cone of ice deals 2d6 points of ice damage to every creature in the area. The third cone of ice deals 1d6 points of ice damage to every creature in the area. A successful Reflex save halves this damage. After the third cone of ice, the spell ends.

Icy Prison

Enfeebling/Elemental (Ice)

Level: Black Mage/Geomancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level; see text

Saving Throw: Reflex partial

Spell Resistance: Yes

You trap the target in solid ice 1 inch thick per caster level. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 1 point of ice damage per caster level each round it is helpless or entangled in the ice. The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 15 + your caster level).

Icy Prison, Mass

Enfeebling/Elemental (Ice)

Level: Black Mage 9/Geomancer 8

Target: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions as *icy prison*, except as noted above.

Ignite

Elemental (Fire)/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Fine object

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use *ignite* in any sort of weather and it takes much less time to actually ignite an object.

Illusion of Calm

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: Will disbelief (on hit; see below)

Spell Resistance: No

When casting this spell, you create an illusory double that takes the same space of you. That double makes it look like you are standing still, even when you are not. While under the effects of this spell, you do not provoke attacks of opportunity when you cast a spell, make a ranged attack with a thrown weapon, or move out of your first square during a move action. It does not hide ranged attacks made with any type of projectile weapon.

When a creature hits you with an attack of any type, it gains a saving throw to disbelieve the illusion. On a successful saving throw, it successfully disbelieves and the spell's effect ends for that creature.

Illusory Pit

Illusion

Level: Illusionist 6

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft. cube/level

Duration: Concentration + 1 round/level

Saving Throw: Will disbelief

Spell Resistance: No

You shove downward with your hand, speaking the spell's arcane words as you do so. The ground disappears where you indicate, forming an impossibly deep pit. You create the illusion of a pit, and each creature entering or within the area is forced to make a Will save or believe the floor on which it stands has become a bottomless chasm. Those that fail their saves fall prone and are unable to take any action except clawing desperately at the floor in the hopes of stopping their apparent fall. An attack on an affected creature frees it from the effect of the illusion but leaves it stunned for 1 round. Likewise, when the spell ends, creatures that believed they were falling are stunned for 1 round. Flying creatures passing over an illusory pit are unaffected by the spell.

Illusory Poison

Illusion

Level: Illusionist 3

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level or until discharged (see text)

Saving Throw: Will disbelief, then Fortitude (see text)

Spell Resistance: Yes

You create a phantasm of an oily green phantasmal poison on the target weapon.

The first creature hit by the poisoned weapon must make a Will save against the illusion spell; success means the spell has no effect and is expended from the weapon. If the creature fails its save, it believes it has been poisoned and must make Fortitude saves at the spell's DC to avoid suffering illusory poison damage.

Esuna, esunaga, restore, restora, or restoraga immediately recovers all damage from the spell. A successful *dispel* spell ends the effect of the illusion, as do spells that penetrate illusions (such as true seeing). The target automatically recovers all illusory poison damage after 1 hour.

Phantasmal Poison

Type poison, injury; **Save** Fortitude DC as the spell

Frequency 1/round for 6 rounds; **Effect** 1d3 Str damage; **Cure** 1 save

Illusory Script

Illusion

Level: Illusionist 3

Casting Time: 1 minute per page

Range: Touch

Target: One touched object weighing no more than 10 lbs.

Duration: One day/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting can read the writing; it's unintelligible to any other character.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the *illusory script* spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of this note," and so forth. If successfully dispelled by *dispel*, the *illusory script* and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* spell.

Illusory Wall

Illusion

Level: Illusionist 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Image 1 ft. by 10 ft. by 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear. Although the caster can see through his illusory wall, other creatures cannot, even if they succeed at their Will save (but they do learn that it is not real).

Immobilize

Enfeebling

Level: Black Mage/White Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the Immobilize status effect. The victim is unable to move for the duration of the spell or until cured.

Immobilize, Mass

Enfeebling

Level: Black Mage/White Mage 5

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *immobilize*, except as noted above.

Impulse

Non-elemental

Level: Blue Mage 2

Casting Time: 1 standard action

Range: 30 ft.

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Creature Learned From (BM only): Bahamut

The caster emulates an energy blast of Bahamut. The caster must make a ranged touch attack, if it hits, the target takes 4d6 points of non-elemental damage.

Infect

Enfeebling

Level: Black Mage/Necromancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Disease status effect. The victim is unable to be healed for the duration of the spell or until cured.

Infectga

Enfeebling

Level: Black Mage/Necromancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/2 levels (maximum of 5)

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions like *Infect*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Intercept Attack

Enhancing

Level: Holy Knight 2

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

If there is an ally adjacent to you, this spell wards the ally and creates a mystic connection so that all of its wounds transfer to you. The ally takes no damage from a singular attack (including those dealt by special abilities) that deal hit point damage, ability damage, ability drain, level drain or death effects. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not deal the types listed above such as blown away, charm, compulsion, and knocked down conditions and effects, are not affected.

Invisibility Sphere

Illusion

Level: Illusionist 3

Area: 10-ft.-radius emanation around the creature

This spell functions like *disappear*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

Iron Body

Enhancing/Elemental (Earth)

Level: Black Mage/White Mage/Geomancer 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, earth, lightning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 35% and a -6 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean--at least until the spell duration expires.

Jitterbugs

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cause the target to perceive itself as being covered in creeping, crawling, stinging bugs. This causes the target to become jittery and unable to stay still, forcing it to constantly move and twitch. The target takes a -4 penalty on all Dexterity checks and Dexterity-based skill checks, and cannot take the delay, ready, or total defense actions.

Jump

Enhancing

Level: Black Mage/Geomancer/Red Mage/White Mage 1

Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Keep Watch

Enhancing
Level: Holy Knight 1
Casting Time: 1 standard action
Range: Touch
Target: One creature/2 levels
Duration: 8 hours or less; see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell enables the subjects to stand watch or keep vigil throughout the night without any ill effects. The subjects suffer no fatigue and gain all the usual benefits of a full night's rest. The subjects gain hit points as though from resting, spellcasters may gain MP as though they had slept for 8 hours, and so on. Effects that rely on actual sleep or dreaming are ineffective, though the subjects are still susceptible to effects that would put them to sleep, such as sleep or deep slumber. Any vigorous activity, including fighting, immediately ends the effect, and the affected creatures must either have the spell cast on them again or sleep for the remaining hours to avoid fatigue and gain the benefits of a full night's rest.

King's Castle

Enhancing/Summoning
Level: Holy Knight 4
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows you to switch places with an ally. When you cast this spell, choose a single ally within range. You teleport to your ally's space while your ally teleports to your former space.

Knight's Calling

Enfeebling/Light
Level: Holy Knight 1
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You compel an enemy to come and fight you. On its turn, the target moves its speed toward you, avoiding any other dangers along its path (including any movement that would provoke attacks of opportunity). The target may do nothing but move on its turn. If the target ends its move adjacent to you, you can make an attack of opportunity against the target.

Know Direction

Enhancing/Cantrip

Level: Geomancer 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Lava Blast

Elemental (Fire)/Enfeebling

Level: Blue Mage 7

Casting Time: 1 standard action

Range: 30 ft.

Effect: Ray

Duration: Instantaneous; 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Creature Learned From (BM only): Brijidine Azata

The caster emulates the Brijidine Azata's blast of lava that shoots out from the caster's fingertips. The caster makes a ranged touch attack to hit, and if the ray hits, it deals 16d6 points of fire damage and the target must make a Fortitude save or be inflicted with Burning and Entrap status effects.

Levitate

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 2

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lbs./level)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Life Bubble

Enhancing

Level: Geomancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, up to one/level

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons. In addition, the shell protects subjects from extremes of temperature (per *endure elements*) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

Light

Light

Level: White Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Fortitude partial (object); see below

Spell Resistance: Yes (object)

You direct a blast of holy energy at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of holy damage + your Wisdom modifier + 1 point per caster level (maximum +5) and inflicts the Dazzled status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

Light II

Light

Level: White Mage 2

This spell functions like *Light*, except it deals 3d6 points of holy damage + your Wisdom modifier + 1 point per caster level (maximum +10) and inflicts the Dazzled status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

Light III

Light

Level: White Mage 3

This spell functions like *Light*, except it deals 5d6 points of holy damage + your Wisdom modifier + 1 point per caster level (maximum +15) and inflicts the Dazzled status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

Lightga

Light

Level: White Mage 5

This spell functions like *Lightra*, except it deals 1d8 points of holy damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Lightning Arc

Elemental (Lightning)

Level: Black Mage/Geomancer 5

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Two creatures or objects which must be no more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes; see text

You generate an arc of lightning between two targets. The lightning deals 1d6 points of lightning damage per caster level (maximum 15d6) to both targets and any creatures in a line connecting them. The spell fails if there is no line of effect between the targets. *Lightning arc* sets fire to combustibles and damages objects in its path. It can melt metals that have a low melting point, such as lead, gold, copper, silver, or bronze.

Lightning Armor

Enhancing/Elemental (Lightning)

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Targets: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Ixion

The caster emulates the Ixion's electric shield that protects all allies within 30 ft. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subjects of this spell take 1d6 points of lightning damage.

Lightning Bolt

Elemental (Lightning)

Level: Black Mage 3

Casting Time: 1 standard action

Range: 120 ft.

Targets: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful stroke of lightning energy that deals 1d6 points of lightning damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Lightning Form

Enhancing/Elemental (Lightning)

Level: Black Mage 9/Geomancer 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You may transform into lightning as a standard action and instantly travel in a straight line to a distance of up to 120 feet, rematerializing in the new location as a free action. This movement does not provoke attacks of opportunity. Creatures in this line take 10d6 points of lightning damage and are staggered for 1 round (a successful Reflex save halves the damage and negates the staggered condition, spell resistance applies). Objects in your path are damaged as well, with combustible objects being set ablaze and metals with low melting points melted. If your path is interrupted by a barrier or otherwise deflected, you materialize short of your final destination in the nearest open space; targets in the line to that point take damage as normal. You are immune to the lightning element while this spell lasts.

Lightra

Light

Level: White Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *lightra* spell is the area of effect version of the *light* spell. A pillar of holy energy explodes dealing 1d6 points of holy damage per caster level (maximum 10d6) to every creature within the area.

Litany of Defense

Enhancing/Light

Level: Holy Knight 2

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Invoking this litany strengthens your defenses. Any enhancement bonus your armor has is doubled and you are immune to fear. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Sight

Enhancing/Light

Level: Holy Knight 3

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Spell Resistance: No

This litany reveals the unseen to you. You can see invisible creatures and objects within 30 feet. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Vengeance

Enhancing/Light

Level: Holy Knight 4

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None

Spell Resistance: No

This litany causes your enemy to feel the pain of blows more sharply. Anyone who hits the target with an attack gains a +5 sacred bonus to that attack's damage. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Loathsome Veil

Illusion

Level: Illusionist 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Transparent illusion 40 ft. long, 20 ft. high

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a transparent veil of shifting, multicolored strands of light that form into endlessly varied and alien patterns. One side of the veil, chosen by you at the time of casting, is harmless. The other side twists and turns into impossible shapes, affecting any creature with 60 feet who views the veil. The veil affects a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell are affected first. The effect is according to the creature's HD.

4 HD or fewer: The creature is nauseated while it can see the veil, nauseated for 1d4 rounds after it last saw the veil, then sickened for 2d4 rounds after it last saw the veil.

8 HD or fewer: The creature is nauseated for 1d4 rounds, sickened while it can see the veil, then sickened for 1d4 rounds after it last saw the veil.

9 or more HD: The creature is sickened while it can see the veil.

A successful saving throw ignores all effects of the veil. Sightless creatures are not affected by *loathsome veil*. Affected creatures can avert or close their eyes to avoid seeing the veil, similar to avoiding a gaze attack.

Longshot

Enhancing

Level: Red Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

Lunar Veil

Illusion

Level: Illusionist 7

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 120-ft.-radius emanation

Duration: 10 minutes/level

Saving Throw: Will negates, see text

Spell Resistance: No

You conjure a tremendous area of shadow to obscure moonlight within the area, creating something akin to a lunar eclipse. The light level is lowered by two steps (though unlike *deeper darkness*, areas of normal light or dimmer become normal darkness rather than supernaturally dark). Lycanthropes in the area must make a Will save every round or revert to their humanoid forms. In addition, lycanthropes attempting to assume animal or hybrid form within the affected area take a -5 penalty on Constitution checks to do so.

Jump

Enhancing

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Mad Hallucination

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One humanoid creature

Duration: 5 minutes/level (maximum 1 hour)

Saving Throw: Will negates

Spell Resistance: Yes

This spell induces a hallucinogenic reality in the mind of your target. Surfaces seem to swim, and movement constantly distracts the eye. The target takes a -2 penalty on Will saving throws, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks.

Maddening Cacophony

Enfeebling/Dark

Level: Blue Mage 8

Casting Time: 1 standard action

Range: 60 feet

Area: 60-ft.-radius centered on caster

Duration: 1d6 rounds

Saving Throw: Will negates

Spell Resistance: Yes

Creature Learned From (BM only): Shoggoth

The caster emulates the disturbing cacophony of sounds and words that sane life was not meant to hear from a shoggoth. All creatures in a 60-foot radius must make a DC 22 Will save or be confused for 1d6 rounds and take 1d6 points of Wisdom damage. A creature that saves cannot be affected by spell for 24 hours. This is a sonic mind-affecting effect.

Maddening Whispers

Illusion

Level: Illusionist 9

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Creating an illusion of hissing and whispering softly, you stir feelings of confusion and madness in the targets' minds. You can choose to inflict one of the following conditions upon any creatures that fail their saving throws.

Hysteria: The subjects fall into fits of uncontrollable laughing or crying (equal chance for either). Hysterical creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

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Panic: The subjects become panicked. If cornered, a panicked creature cowers.

Violent Hallucinations: The subjects perceive any nearby creatures as dangerous enemies, attacking the nearest ones and fighting until the subjects are slain or until no more creatures are in sight.

Stupor: The subjects curl up on the floor and remain oblivious to events around them. Characters in a stupor are effectively stunned and prone.

Mage Armor

Enhancing

Level: Black Mage/Illusionist/Time Mage/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Magic Aura

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighting up to 5 lbs./level

Duration: 1 day/level (D)

Saving Throw: None; see text

Spell Resistance: No

You alter an item's aura so that it registers to Spellcraft skill checks to detect magic as though it were non-magical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), magic aura doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Magic Barrier

Enhancing

Level: White Mage 8

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/2 levels (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A clear crystal barrier pops into existence around the subject touched. The target becomes immune to all spells, beneficial and harmful alike, up to 4th level. Only spell not affected is the *Dispel* spell.

Magic Circle against Good

Enhancing/Dark

Level: Dark Knight 3

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

All creatures within the area gain the effects of a *protection from good* spell, and good summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's Spell Resistance in order to keep it at bay (as in the third function of *protection from good*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' Spell Resistance. This spell is not cumulative with *protection from good* and vice versa.

Magic Circle against Evil

Enhancing/Light

Level: Holy Knight 3

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

All creatures within the area gain the effects of a *protection from evil* spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's Spell Resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' Spell Resistance. This spell is not cumulative with *protection from evil* and vice versa.

Magic Hammer

Enfeebling

Level: Blue Mage 1

Casting Time: 1 standard action

Range: 30 ft.

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Creature Learned From (BM only): Kobold

The caster emulates the MP destroying ability of a kobold. The caster must make a ranged touch attack, if it hits, the target takes 1d4 points of MP damage.

Magic Jar

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates; see text

Spell Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more

HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host's location.

Magic Mouth

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Magic mouth can also be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used.

Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level illusionist can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic Status

Enhancing

Level: White Mage/Holy Knight 6

This spell functions as *status*, except that you also know the name and caster level of any spell cast upon your allies.

Magic Weapon

Enhancing

Level: Dark Knight/Holy Knight/Red Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Weapon Touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike.

Magic Weapon, Greater

Enhancing

Level: Dark Knight/Holy Knight/Red Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or 50 projectiles (all of which must be together at the time of casting)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

Magma Hoplon

Enhancing

Level: Blue Mage 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Cerberus

The caster emulates the red, fiery barrier ability of a Cerberus. The caster gains 10/- Damage reduction and creatures attacking the caster with natural weapons, unarmed strikes, or handheld weapons take 3d6 points of fire damage.

Majesty

Illusion

Level: Illusionist 9

This spell functions exactly like *overwhelming presence*, except it drains Charisma instead of Wisdom.

Major Curse

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell resistance: Yes

This spell functions as *bestow curse*, except the DC to remove the curse is equal to the save DC +5.

Major Image

Illusion

Level: Illusionist 3

Duration: Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range. The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Major Phantom Object

Illusion

Level: Illusionist 5

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Phantasmal, unattended, non-magical object, up to 1 cu. ft./level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions as the *major creation* spell, except as noted above and the object created is a semi-real phantasm. Any creature that interacts with the object may make a Will save, with success causing the object to cease to exist. A tarutaru casting this spell may make a Spellcraft check in place of any Craft check required to make a complex item.

Mantle of Evil

Dark/Enhancing

Level: Dark Knight 4

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The power of this spell grants you spell resistance equal to 12 + your caster level against spells from good-aligned spellcasters.

Mark of the Outcast

Necromancy

Level: Dark Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates an indelible mark on the subject's face (or other upper body part, if the subject doesn't have a head). The mark is visible to normal vision, low-light vision, and darkvision. The wearer of such a mark takes a -5 circumstance penalty on Bluff and Diplomacy checks and a -2 penalty to Armor Class.

Marrow Drain

Enfeebling/Dark

Level: Blue Mage 1

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Skeleton

The caster emulates the MP siphoning of a skeleton. The target must make a Fortitude save or be drained for 1d4 MP which heals the caster's MP pool for the same amount.

Megaflash

Enfeebling/Elemental (Fire)

Level: Blue Mage 6

Casting Time: 1 standard action

Range: 30 ft.

Area: Creatures within a 30-ft.-radius burst centered on you

Duration: Instantaneous/1d6 rounds

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Creature Learned From (BM only): Phoenix

The caster emulates the bursting flames of the Phoenix. Creatures within the area of effect take 12d6 points of fire damage and are inflicted with Blind status for 1d6 rounds. A successful Fortitude save reduces the damage by half and negates the status effect.

Meld into Stone

Elemental (Earth)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of non-living gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying.

- *Stone to flesh* expels you and deals you 5d6 points of damage.
- *Stone shape* deals 3d6 points of damage but does not expel you.

- *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled.
- Finally, *passwall* expels you without damage.

Memory Lapse

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

Mending

Healing/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Message

Enhancing/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Necromancer/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch

of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Meteor

Elemental (Earth/Fire)

Level: Black Mage/Geomancer 9

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Four 20-ft.-radius spheres

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You summon four molten meteors into the sky to rain upon your enemies. You direct each of the spheres within 30 feet of each other. Those within the area of effect take 10d6 points of damage (half in fire damage, the other half in earth damage), a Reflex save for half damage. Creatures hit with multiple meteors must make multiple Reflex saves.

Miasma of Entropy

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: 30 ft.

Area or Target: Cone-shaped burst or one solid object; see text

Duration: Instantaneous

Saving Throw: Fortitude half or Will negates (object); see text

Spell Resistance: Yes (object)

Miasma of entropy causes accelerated decay in all wood, leather, and other natural materials in the spell's area. It destroys nonmagical objects of wood, leather, paper, and other formerly living organic matter. All such objects within the area rot into slimy, pulpy masses. Objects weighing more than 1 pound per caster level are not affected, but all other objects of the appropriate composition are ruined. Alternatively, you can target *miasma of entropy* against a single solid object of nonliving nonmagical organic matter that weighs up to 10 pounds per caster level.

Might

Enhancing

Level: Red Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until discharged

Saving Throw: None

Spell Resistance: No

This spell creates an aura of magical energy that grants you a +4 enhancement bonus to Strength. As an immediate action, you can discharge *Might* to gain a +10 enhancement bonus to Strength for 1 round.

Mighty Roar

Non-elemental

Level: Blue Mage 8

Casting Time: 1 standard action

Range: 60 feet

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex negates (object); see text

Spell Resistance: No; Yes (object)

Creature Learned From (BM only): Thunder Behemoth

The caster emulates the mighty roar of a thunder behemoth. Any creature within the area is deafened for 6d6 rounds, stunned for 1 round, and takes 15d6 points of sonic damage. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 20d6). A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

Mini

Enfeebling

Level: Black Mage 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Mini status effect. The target is shrunk to 10% of its size for the duration of the spell. All physical attacks from the target that hit deal only 1 damage.

Minor Dream

Illusion

Level: Illusionist 3

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

This spell functions as the dream spell, except as follows. The message can be no longer than 20 words. If the recipient of the message is not asleep when the spell is cast, the spell automatically fails.

Minor Image

Illusion

Level: Illusionist 2

Duration: Concentration + 2 rounds

This spell functions like *silent image*, except that minor image includes some minor sounds but not understandable speech.

Minor Phantom Object

Illusion

Level: Illusionist 4

Casting Time: 1 minute

Range: 0 ft.

Effect: Phantasmal, unattended, non-magical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions as the *minor creation* spell, except the object created is a semi-real phantasm. Any creature that interacts with the object may make a Will save, with success causing the object to cease to exist. A tarutaru casting this spell may make a Spellcraft check in place of any Craft check required to make a complex item.

Mirage Arcana

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

Area: One 20-ft. cube/level (S)

Duration: Concentration + 1 hour/level (D)

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Mirror Image

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or

less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Mislead

Illusion

Level: Illusionist/Red Mage 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target/Effect: You/One illusory double

Duration: 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

You become invisible (as *greater vanish*), and at the same time, an illusory double of you (as *major image*) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the illusion appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the illusion can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *greater vanish* lasts for 1 round per level, regardless of concentration.

Mithra's Grace

Enhancing

Level: Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature becomes more graceful, agile, and coordinated. The spell grants a +6 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Mithra's Grace, Lesser

Enhancing

Level: White Mage 2

This spell functions like *mithra's grace*, except it only grants a +4 enhancement bonus to Dexterity.

Mithra's Grace, Mass

Enhancing

Level: Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *mithra's grace*, except that it affects multiple creatures.

Moment

Chronomancy/Cantrip

Level: Time Mage 0

Casting Time: 1 free action

Range: Personal

Target: You

Duration: Instantaneous

This spell grants the caster a brief moment of time in which to catch his breath and take measure of his situation. The caster gains the benefits of a Refocus action. *Moment* can be cast as a free action.

Moment of Prescience

Chronomancy

Level: Time Mage 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends. You can't have more than one *moment of prescience* active on you at the same time.

Moogle's Gil

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 round

Range: Touch

Target: A single object, up to 1 pound/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

When cast, *moogle's gil* alters the visual and tactile properties of an item in such a way that it appears to be of higher quality (worth $1d4 \times 10\%$ more than normal), even to the trained eye. The basic nature of the object remains unchanged, and any efforts to ascertain the object's true value using the Appraise skill during the duration of the spell take a -1 penalty per two caster levels.

Moogle's Wisdom

Enhancing

Level: Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature becomes wiser. The spell grants a +6 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. White mages (and other Wisdom-based spellcasters) who receive *Moogle's wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Moogle's Wisdom, Lesser

Enhancing

Level: White Mage 2

This spell functions like *Moogle's wisdom*, except it only grants a +4 enhancement bonus to Wisdom.

Moogle's Wisdom, Mass

Enhancing

Level: Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *Moogle's wisdom*, except that it affects multiple creatures.

Mount

Non-elemental

Level: Black Mage/White Mage/Red Mage 1

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon a yellow chocobo to serve you as a mount. The chocobo serves willingly and well. The chocobo comes with a bit and bridle and a riding saddle.

Mount, Communal

Non-elemental

Level: Black Mage/White Mage/Red Mage 2

Effect: Up to six mounts

This spell functions like *mount*, except you can summon up to six yellow chocobo, and you divide the duration in 2-hour increments among the chocobos summoned.

Mournful Howl

Enfeebling/Dark

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 100 ft.

Area: Creatures within a 100-ft.-radius spread centered on you

Duration: 1d4 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Devil Shadow Angel

The caster emulates the mournful howl of a devil shadow angel. All creatures within a 100-foot spread except evil outsiders must succeed at a Fortitude save or become paralyzed for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same spell for 24 hours.

Move Earth

Elemental (Earth)

Level: Black Mage/Geomancer 6

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

In no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacial fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. This spell has no effect on earth creatures.

MP Absorb

Enfeebling

Level: Blue Mage 5

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Emerald Eye

The caster emulates the MP draining ability of an Emerald Eye. The target takes 5d6 points of MP damage (Fortitude save to negate). Damage dealt this way heals the caster's MP pool.

Murderous Command

Enfeebling/Dark

Level: Dark Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

Negative Reaction

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target's actions and words fail to impress. The target of this spell takes a -10 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

Nightmare

Illusion

Level: Illusionist 5

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain MP for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

*You must have some sort of connection to a creature of which you have no knowledge.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends. If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail Will saving throws, for example.) Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Obscure

Dark

Level: Black Mage/Necromancer/Dark Knight 1

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature afflicted with Dimmed status effect

Duration: 1 round/level (D)

Saving Throw: Will negate

Spell Resistance: Yes

The target for this spell requires the Dimmed status effect to be in effect. Once you cast this spell, the Dimmed status effect is removed and causes the target to radiate darkness out to a 10-ft.-radius. This spell causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (10% miss chance) in dim light. All creatures gain total concealment (25% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of *obscure*. Magical light sources only increase the light level in an area if they are of a higher spell level than *obscure*. This spell does not stack with itself. *Obscure* can be used to dispel any light spell of equal or lower spell level.

Obscure II

Dark

Level: Black Mage/Necromancer/Dark Knight 2

This spell functions like *obscure*, but the area of effect increases to 20-ft.-radius. Concealment increases miss chance to 20% in dim light and 50% miss chance in darkness.

Obscure III

Dark

Level: Black Mage/Necromancer/Dark Knight 3

This spell functions like *obscure*, but the area of effect increases to 30-ft.-radius. Concealment increases miss chance to 30% in dim light and 75% miss chance in darkness.

Omen of Peril

Chronomancy

Level: Time Mage 1

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

A brief glimpse into the future gives you a vision that hints at how dangerous the immediate future is likely to be. Based on an assessment of your immediate surroundings and chosen path of travel, you receive one of three visions that reflect the next hour's journey: safety, peril, or great danger. The base chance for receiving an accurate reply is 70% +1% per caster level, to a maximum of 90%; the DM makes the roll secretly. If the *omen of peril* is successful, you get one of three visions, which lasts just a second or two.

- Safety: You aren't in any immediate danger. If you continue on your present course (or remain where you are if you have been stationary for some time before casting the spell), you will face no significant monsters, traps, or other challenges for the next hour or so.
- Peril: You will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so.
- Great Danger: Your very life is at grave risk. You will likely face powerful NPCs or deadly traps in the next hour. If the roll fails, you get one of the two incorrect results, determined randomly by the DM, and you don't necessarily know that you failed because the DM rolls secretly.

Choosing which vision is "correct" takes some educated guesswork on the part of the DM, who should assess the characters' likely courses of action and what dangers they're likely to face.

Overwhelming Presence

Enfeebling/Light

Level: White Mage 9

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a holy presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell. Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

Paradox Haze

Chronomancy

Level: Time Mage 9

Casting Time: 1 full round action

Range: 60 ft.

Area: 60 ft.-radius emanation, centered on you

Duration: 1 round/2 levels

Saving Throw: None

Spell Resistance: No

You distort the nature of time around you, temporarily fusing your timeline with another, and allowing the time of each to flow together. Each creature in the area of this spell may take two rounds worth of actions every round.

Passwall

Elemental (Earth)

Level: Black Mage/White Mage/Geomancer 5

Casting Time: 1 standard action

Range: Touch

Effect: 5-ft.-by-8-ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create a passage through plaster or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Pass without Trace

Elemental (Earth)

Level: Geomancer 1

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by non-magical means.

Past's Façade

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: Touch

Target: Creature Touched

Duration: One hour / level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell transforms the touched creature's body, returning it to a more youthful form. The creature can be rejuvenated back to its adult age but no further. Only the creature's physical age is affected, its mind remains untouched. Any penalties the creature has experienced due to aging can be undone using this spell. An old hag can be returned to a beautiful and youthful maiden, an aged warrior whose strength has left him can be returned to his physical prime but with all the benefits of his well-earned experience.

Path of the Winds

Elemental (Wind)

Level: Black Mage/Geomancer/White Mage 6

Casting Time: 1 standard action

Range: 100 ft.

Effect: 40-ft.-high downdraft of wind in a 100-foot line

Duration: Concentration + 1 round

Saving Throw: Fort negates

Spell Resistance: Yes

With a sweeping gesture, you call forth mighty winds to clear a path ahead of you. The winds are the equivalent of a windstorm. During the first round of the spell, the winds sweep the designated area clear of anything of Small or smaller size, blowing it outward to the sides of the spell's effect (50% chance of landing on either side). You may move within the effect without penalty, though all other creatures are subject to the wind's effects. On the second and all later rounds of the spell, the edges of the effect are treated as a *wind wall*. If the effect includes a body of water or other liquid, the winds create a channel up to 40 feet deep into the surface of the liquid. On your turn as a move action, you can move the effect of this spell, either rotating it at one of its ends up to 45 degrees, or moving it up to 50 feet in line with its current orientation (toward you or away from you).

Penumbra

Dark/Cantrip

Level: Necromancer 0

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell keeps the creature or object touched slightly in shadow. The target of this spell does not suffer any penalties or blindness caused by bright light, such as those from light sensitivity or light blindness.

You can have only one penumbra spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Permanency

Chronomancy

Level: Time Mage 5

Casting Time: 1 hour

Range: See text

Target: See text

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No

This spell makes the duration of other spells permanent. You first cast the desired spell and then follow it with the *permanency* spell. Depending on the spell, you must be of a minimum caster level to cast the spell and must expend a specific gil value (2,000 gil x spell level) of diamond dust as a material component. *Permanency* can only be dispelled only by a caster of higher level than you were when you cast the spell.

Permanent Image

Illusion

Level: Illusionist 6

Effect: Illusion that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Persistent Image

Illusion

Level: Illusionist 5

Duration: 1 min./level (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Petrify

Enfeebling

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Cockatrice

The caster emulates the petrifying gaze of a cockatrice. The target of this spell is inflicted with the Petrify status effect. This is permanent until cured.

Petrifying Gaze

Enfeebling

Level: Blue Mage 5

Casting Time: 1 swift action

Range: 15 ft.

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Golem

The caster emulates the terrifying stony gaze of the golem. The target of this spell receives the Petrify status effect. The victim is turned into a stone statue of itself. This is permanent until cured.

Phantasmal Disorientation

Illusion

Level: Illusionist 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 10 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You create ever-shifting phantasmal terrain and landmarks that confuse the subject when it tries to move.

The very ground seems to shift and twist beneath the subject's feet, and the landscape seems to move of its own accord. The subject finds it nearly impossible to walk in a straight line. Each round the subject of a phantasmal disorientation wants to move, he must attempt a DC 20 Survival check to discern the true landmarks from the phantasmal ones. If he succeeds, he moves normally. If he fails, he instead moves in a direction 90 degrees to either side (equal chance of going left or right). Because of the phantasmal disorientation, the subject doesn't realize he's headed in the wrong direction until he meaningfully interacts with his environment (by making an attack or manipulating an object such as a door, for example) or the round ends. If the subject discovers he's moved in the wrong direction before the round is over, he can make a new Survival check to try to move in the right direction, but he won't know whether the second check failed until he interacts with the environment again or the round ends. A phantasmal disorientation spell affects only movement. Creatures subject to it can still fight, cast spells, and otherwise act normally.

Phantasmal Killer

Illusion

Level: Illusionist 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief, then Fortitude partial; see text

Spell Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Phantasmal Revenge

Illusion

Level: Illusionist 7

Casting Time: 1 standard action

Range: Touch and unlimited; see text

Target: Dead body touched

Duration: Instantaneous

Saving Throw: Will disbelief, then Fortitude partial; see text

Spell Resistance: Yes

When you cast this eerie spell upon a recently slain creature, you cause a ghastly, spectral image of it to rise up from its corpse, shrieking for vengeance before it vanishes in a burst of unnatural light. This phantom then unerringly seeks out the creature that killed it, as long as that creature is on the same plane, and tries to slay its killer in turn.

Only the corpse's killer can see the phantasmal image created by this spell. You and any others who witness the spell's casting or its ultimate effects see only a vague shape. The target first gets a Will save to disbelieve the illusion. If that save fails, the target must succeed on Fortitude Saving Throw or take 10 points of damage per caster level from the phantasmal image. Even if the Fortitude save is successful, the target takes 5d6 points of damage + 1 point of damage per caster level. You know immediately if the spell succeeded or failed to kill its target but gain no other information, including the identity of the target of the spell.

The creature providing the corpse must have died no more than 1 day per caster level prior to the casting of this spell. If the creature that provided the corpse was not, in fact, killed by another, or if the killer is dead or no longer on the same plane, the spell fails. *Phantasmal revenge* makes no moral judgments; it targets winners of fair fights just as easily as murderers. Any given body can only be targeted by a *phantasmal revenge* spell once.

Phantasmal Tripwire

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief, then Will negates; see text

Spell Resistance: Yes

You create a phantasmal image of a tripwire by forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: a wire strung in front of its feet. Only the spell's subject can sense the *phantasmal tripwire*. You see only a vague shape near its feet. The target first gets a Will save to recognize the sensation as unreal. If that save fails, the subject believes the tripwire is real. The subject then must succeed on a second Will save or fall prone and suffer 1d3 nonlethal damage.

If the subject of *phantasmal tripwire* succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the image of the tripwire can be turned upon you. You must then disbelieve it or become subject to believing that you're caught up in a trip wire upon which you must succeed on a second Will save or fall prone and suffer 1d3 nonlethal damage.

Phantasmal Web

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level, no two of which may be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will disbelief, then Fortitude partial; see text

Spell Resistance: Yes

You implant within the minds of your targets the illusion that they are engulfed in tangled webs teeming with swarms of tiny spiders. Those who fail to disbelieve the *phantasmal web* are treated as if in a web spell, but must also make a Fortitude save at the beginning of each turn or become nauseated for that round by the phantasmal spiders.

As the *phantasmal web* exists only in the minds of the targets, it cannot be burned or destroyed, and it provides no cover (though it does provide concealment) against attacks made by the targets. Targets cannot escape the *phantasmal web* by moving, even by teleportation. Freedom of movement allows unobstructed movement but does not negate the concealment or nausea effects.

Targets of the spell perceive everyone else around them to be engulfed in webs and swarming spiders, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).

Phantom Trap

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

Phoenix Tear

Healing

Level: Blue Mage 9

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Phoenix Spawn

The caster emulates the power to raise the dead through the phoenix spawn's tear. The caster's tear brings the target back to life and to full health, healing all damage. The target cannot be dead no longer than 10 minutes per caster level to be raised.

Photosynthesis

Healing

Level: Blue Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous; 1d6 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Mandragora

The caster emulates the sunlight healing ability of a mandragora. The caster heals for 1d6+3 damage and gains Fast Healing 1 for 1d6 rounds.

Pillar of Life

Healing

Level: White Mage 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-square pillar of positive energy, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You conjure a pillar of healing energy in a single 5-foot square within range that radiates light as if it were a torch. Living creatures adjacent to the pillar can spend a standard action to touch the pillar and heal 2d8 points of damage + 1 point per caster level (maximum +20). Creatures can move into the square containing the pillar, but if an undead creature moves into the pillar it takes 1d6 points of holy damage per caster level (maximum 10d6). Undead creatures vulnerable to bright light take 1d8 points of holy damage per caster level (maximum 10d8).

Pit of Despair

Enfeebling/Dark

Level: Blue Mage 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Diablo

The caster emulates the despairing ability of Diablo. This spell functions exactly like *Gravity*.

Plague Carrier

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier).

Plague Storm

Necromancy

Level: Necromancer 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 minute/level and instantaneous (see text)

Saving Throw: Fortitude negates

Spell Resistance: No

You create a hideous gray cloud, similar to *fog cloud*, which occasionally crackles with foul-smelling bolts of sickly green lightning. Creatures in the area must save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, demon fever, devil chills, filth fever, leprosy, mindfire, red ache, shakes,

or slimy doom (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects, but the disease's save DC increases by +2.

Unlike a *fog cloud*, the *plague storm* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest level of the terrain, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, nor can it be cast underwater.

Poison

Enfeebling

Level: Black Mage/Necromancer 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Poison status effect. The target takes 1d6 points of non-elemental damage + your casting modifier (Intelligence or Charisma) per round.

Poisoned Touch

Enfeebling/Necromancy

Level: Dark Knight 4

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Poisonga

Enfeebling

Level: Black Mage/Necromancer 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/two levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions like *Poison*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Polar Midnight

Enfeebling/Dark/Elemental (Ice)

Level: Black Mage/Necromancer 9

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 30-ft. spread

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

You plunge an area into the brutal chill of the arctic night. Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of ice damage and 1d6 points of Dexterity damage per round. A successful Fortitude save each round negates the Dexterity damage but not the ice damage. Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to *wall of ice*, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires *full-life*. As a move action, you may move the area of effect up to 10 feet in any direction.

Polar Ray

Enfeebling/Elemental (Ice)

Level: Black Mage 8

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of ice damage per caster level (maximum 25d6) and 1d4 points of Dexterity drain.

Precognition, Defensive

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

Precognition, Offensive

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action; see text

Range: Personal

Target: You

Duration: 1 min./level (D)

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent. You gain a +1 insight bonus on your attack rolls.

Precognition, Tactical

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Your awareness extends a fraction of a second into the future, allowing you to better perform a particular combat maneuver. Select one type of combat maneuver, such as bull rush or reposition, when you cast this spell. You gain a +2 enhancement bonus to combat maneuver checks of that type for the duration of the effect.

Prescience, Offensive

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent. You gain a +2 insight bonus on your damage rolls.

Produce Flame

Elemental (Fire)

Level: Geomancer 1

Casting Time: 1 standard action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to $1d6 + 1$ point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration

by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater.

Programmed Image

Illusion

Level: Illusionist 6

Effect: Visual illusion that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent until triggered, then 1 round/level

This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. See *magic mouth* for more details about such triggers.

Project Image

Illusion

Level: Illusionist 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use a spell or an ability that breaks your line of effect, even momentarily, the spell ends.

Protect

Enhancing

Level: White Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by a shield that helps deflect physical attacks. The target gains a +2 deflection bonus to Armor Class for the duration of the spell.

Protect II

Enhancing

Level: White Mage/Red Mage 3

This spell functions like *Protect*, except the target gains a +4 deflection bonus to Armor Class for the duration of the spell.

Protect III

Enhancing

Level: White Mage/Red Mage 5

This spell functions like *Protect*, except the target gains a +6 deflection bonus to Armor Class for the duration of the spell.

Protect IV

Enhancing

Level: White Mage 7

This spell functions like *Protect*, except the target gains a +8 deflection bonus to Armor Class for the duration of the spell.

Protect V

Enhancing

Level: White Mage 9

This spell functions like *Protect*, except the target gains a +10 deflection bonus to Armor Class for the duration of the spell.

Protection from Elements

Enhancing

Level: Black Mage/White Mage/Red Mage/Geomancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minute/level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants temporary immunity to the type of element you specify when you cast it (dark, earth, fire, ice, light, lightning, water or wind). When the spell absorbs 12 points per caster level of elemental damage (to a maximum of 120 points at 10th level), it is discharged. This spell overlaps (and does not stack with) *elemental*

resistance. If a character is warded by *protection from elements* and *elemental resistance*, the protection spell absorbs damage until its power is exhausted.

Protection from Elements, Communal

Enhancing

Level: Black Mage/White Mage/Red Mage/Geomancer 5

Targets: Creatures touched

This spell functions like *protection from elements*, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of elemental damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Protection from Evil

Enfeebling/Light

Level: Holy Knight 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including illusions). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell Resistance can allow a creature to overcome this protection and touch the warded creature.

Protection from Evil, Communal

Enfeebling/Light

Level: Holy Knight 2

Targets: Creatures touched

This spell functions like *protection from evil*, except you divide the duration in 1-minute intervals among the creatures touched.

Protection from Good

Enfeebling/Dark

Level: Dark Knight 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by good creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including illusions). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This second effect only functions against spells and effects created by good creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by good summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not good are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell Resistance can allow a creature to overcome this protection and touch the warded creature.

Protection from Good, Communal

Enfeebling/Dark

Level: Dark Knight 2

Targets: Creatures touched

This spell functions like *protection from good*, except you divide the duration in 1-minute intervals among the creatures touched.

Protectra

Enhancing

Level: White Mage 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are protected by a shield that helps deflect physical attacks. The targets gain a +2 deflection bonus to Armor Class for the duration of the spell.

Protectra II

Enhancing

Level: White Mage 5

This spell functions like *Protectra*, except the targets gain a +4 deflection bonus to Armor Class for the duration of the spell.

Protectra III

Enhancing

Level: White Mage 7

This spell functions like *Protectra*, except the targets gain a +6 deflection bonus to Armor Class for the duration of the spell.

Protectra IV

Enhancing

Level: White Mage 9

This spell functions like *Protectra*, except the targets gain a +8 deflection bonus to Armor Class for the duration of the spell.

Purify Food and Drink

Healing/Cantrip

Level: Geomancer/White Mage 0

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Putrefy Food and Drink

Dark/Cantrip

Level: Necromancer 0

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water or one potion; see text

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell causes otherwise edible food to rot and spoil instantly, and water and other liquids to become brackish and undrinkable. Holy water and similar food and drink of significance are spoiled by *putrefy food and drink*, but the spell has no effect on creatures of any type, nor upon unholy water. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Although potions and elixirs are unaffected by the normal use of the spell, you can instead choose to target a single such object with this spell, destroying it if it fails a Saving Throw.

Quench

Elemental (Fire)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area or Target: One 20-ft. cube/level (S) or one fire-based magic item

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Spell Resistance: No or yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all non-magical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check ($1d20 + 1$ per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is $11 +$ the caster level of the fire spell.

Each creature with the fire subtype within the area of a quench spell takes $1d6$ points of damage per caster level (maximum $10d6$, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for $1d4$ hours unless it succeeds on a Will save. Artifacts are immune to this effect.

Quick Step

Enhancing

Level: Red Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell creates a subtle and complicated force effect that is most effective when used by a still or slow-moving spellcaster. While you are subject to this spell, you can take two 5-foot steps each round and still cast spells and use spell-like abilities without provoke attacks of opportunity. This spell automatically discharges as soon as you make an attack, cast a harmful spell against another creature, or move more than 5 feet with a

single move action. If the action that discharges the spell also provokes attacks of opportunity, that action still provokes attacks of opportunity as normal.

Quintessence

Chronomancy

Level: Time Mage 4

Casting Time: 1 round

Range: 0 ft.

Effect: 1-inch-diameter dollop of quintessence; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called *quintessence*. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of *quintessence* around any extremely small object.

Objects sealed within *quintessence* are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with *quintessence* is also partially pulled out of the time stream (the caster is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the *quintessence* evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Rainbow Pattern

Illusion

Level: Illusionist 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights with a 20-ft.-radius spread

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. *Rainbow pattern* fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.

With a simple gesture (a free action), you can make the *rainbow pattern* move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected. The spell does not affect sightless creatures.

Raise

Healing

Level: White Mage/Necromancer/Red Mage 4

Casting Time: 1 full-round action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 round per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A spellcasting creature that has a MP pool loses 50% of its magic points upon being raised.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Raise Dukes

Enhancing

Level: Blue Mage 5

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Wendigo

The caster emulates the defensive, countering power of a wendigo. The caster gains 10/- Damage reduction and is able to counterattack any melee attacks up to its Dexterity modifier per round, once per opponent. Also, the caster will be unable to move but he/she is also immune to Bull Rush combat maneuvers.

Ray of Entropy

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You release a crackling black ray. The smell of decay fills the air. When you cast this spell, you unleash a ray of negative energy that consumes the life energy of the subject. You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful against a living creature, the ray makes the subject weaker, slower, and less healthy. The subject takes a -4 penalty to Strength, Constitution, and Dexterity for the duration of the spell.

Ray of Exhaustion

Enfeebling/Dark

Level: Necromancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target. The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Ray of Sickening

Enfeebling/Dark

Level: Necromancer 1

This spell functions as *ray of exhaustion*, except the target is sickened if it fails its save and unaffected if it makes its save.

Read Magic

Enhancing/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

Reality Rift

Chronomancy/Enfeebling

Level: Time Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cast a creature outside of time and space, temporarily negating its existence. If it fails its save, it and all items it is carrying disappear into nothingness, ceasing to exist. At the end of this spell's duration, that creature reappears where it was. If another creature or object is occupying the space it reappears in, then the target is shunted off to the nearest open space and takes 1d6 points of damage per 5 ft. it traveled.

Reality Rift, Greater

Chronomancy/Enfeebling

Level: Time Mage 9

Duration: Instantaneous or 1 round/level (see text)

Saving Throw: Will partial

This spell functions as *reality rift* except as above. In addition, even if the creature succeeds its save, it still disappears for 1 round/level. However, if it fails its save, it is permanently removed from reality, disappearing forever. It cannot be resurrected, because it is not dead—it simply does not exist. Only a miracle, wish, or another effect of equal power can bring back a creature whose existence has been negated in this way.

Reality Rift, Mass

Chronomancy/Enfeebling

Level: Time Mage 8

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/2 levels (maximum of 5)

This spell functions as *reality rift* except it affects multiple creatures at range.

Recall Agony

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 4d6 points of non-elemental damage as the past (or future) impinges briefly on the present.

Recall Agony, Mass

Chronomancy

Level: Time Mage 6

Targets: One creature/2 levels (maximum of 5)

This spell functions as recall agony except it deals 8d6 points of non-elemental damage to multiple creatures within the area of effect.

Recall Death

Chronomancy

Level: Time Mage 8

Saving Throw: Will partial; see text

As *recall agony*, except the wounds revealed by folding the fourth dimension are potentially fatal. If the target fails its Will save, it dies. If the save succeeds, the target instead takes 5d6 points of non-elemental damage.

Reflect

Enhancing

Level: White Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/2 levels (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A barrier of reflecting mirrors surrounds the subject touched. The barrier deflects the next spell targeted at the affected individual back at its caster, and is then discharged. Only spell not affected is the *Dispel* spell.

Reflectga

Enhancing

Level: White Mage 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *Reflect*, except it affects one creature per two levels (maximum of 5), within 30 feet of each other.

Regen

Healing/Enhancing

Level: White Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A soft green glow pulses around the subject touched, healing him over time. For the duration of the spell, the target receives Fast Healing 2 (heals 2 hit points a round).

Regen II

Healing/Enhancing

Level: White Mage/Red Mage 3

This spell functions like *Regen*, except the target receives Fast Healing 4.

Regen III

Healing/Enhancing

Level: White Mage/Red Mage 5

This spell functions like *Regen*, except the target receives Fast Healing 6.

Regen IV

Healing/Enhancing

Level: White Mage 7

This spell functions like *Regen*, except the target receives Fast Healing 8.

Regen V

Healing/Enhancing

Level: White Mage 9

This spell functions like *Regen*, except the target receives Fast Healing 10.

Regenerate

Healing

Level: White Mage 8

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level, rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Renew

Healing/Enhancing

Level: White Mage 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are enveloped in a soft green glow that pulses, providing them with healing over time. The targets receive Fast Healing 2 (heals 2 hit points a round).

Renew II

Healing/Enhancing

Level: White Mage 5

This spell functions like *Renew*, except the targets receive Fast Healing 4 for the duration of the spell.

Renew III

Healing/Enhancing

Level: White Mage 7

This spell functions like *Renew*, except the targets receive Fast Healing 6 for the duration of the spell.

Renew IV

Healing/Enhancing

Level: White Mage 9

This spell functions like *Renew*, except the targets receive Fast Healing 8 for the duration of the spell.

Resistance

Enhancing/Cantrip

Level: Blue Mage/Geomancer/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resounding Blow

Enhancing

Level: Dark Knight/Holy Knight 4

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

You must have a melee weapon in hand to cast this spell. On a successful melee attack, your weapon resounds with a thunderous clash. The target takes 1d6 points of non-elemental damage. Your weapon is not harmed by this attack. If you are using your smite ability against the target, it is staggered for 1 round on a successful attack. A successful Fortitude save negates the staggering effect. On a successful critical hit, the target is stunned for 1 round and deafened for 1d6 rounds. A successful Fortitude save negates the stunning and deafening effects. If you are also using smite, your foe makes only a single save against all effects. This spell immediately ends if your weapon leaves your hand. *Resounding blow* stacks with the thundering weapon property.

Restora

Healing

Level: White Mage/Red Mage/Holy Knight 4

Casting Time: 1 minute

This spell functions like *restore*, except that it also dispels temporary negative levels or one permanent negative level. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restora cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Restoraga

Healing

Level: White Mage 6

This spell functions like *restore*, except that it dispels all permanent and temporary negative levels afflicting the healed creature. *Restoraga* also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Restore

Healing

Level: White Mage/Red Mage/Holy Knight 2

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Restoring Ruby

Healing

Level: Blue Mage 7

Casting Time: 1 standard action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Carbuncle

The caster emulates the powerful healing ability of Carbuncle. All allies within 30 ft. are healed for 15d8 points of damage and are cured of 1 negative status effect of 4th level spell or lower. The caster must make a caster level check (1d20 + caster level) against the DC of the status effects for each one affecting your allies.

Reverse

Enfeebling/Dark

Level: Black Mage 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You twist your enemy's ability to be healed with your shadow elemental powers. For the duration of the spell, if the target is healed by any healing spell or effect, it is reversed (takes damage from healing spells and effects) until cured.

Revive Undead

Necromancy

Level: Necromancer 6

Casting Time: 1 minute

Range: Touch

Target: Destroyed undead creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Touching the corpse of the creature, you whisper to its departed spirit, calling it back—but not to life. Your restore animation to an undead creature destroyed by hit point loss (even a zombie or skeleton, which can't

normally be reanimated once destroyed). You can revive a destroyed undead creature that has been inactive for up to one day per caster level. In addition, the subject's animating spirit must be free and willing to return. If the subject's animating spirit is not willing to return, the spell does not work; therefore, subjects that want to revive receive no saving throw. Revive undead restores hit points to the subject up to a total of 1 hit point per Hit Die. The body of the undead to be revived must be whole. Otherwise, missing parts are still missing when the creature is reanimated. None of the dead creature's equipment or possessions are affected in any way by this spell. The subject of the spell loses one level or Hit Die (if it doesn't have a character class level, it loses a HD) when it is revived. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 2 points of Charisma instead. A spellcasting undead that was destroyed has a 50% chance of losing all MP upon being revived, in addition to losing MP for losing a level.

Ride the Waves

Enhancing

Level: Geomancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air.

Righteous Vigor

Enhancing/Light

Level: Holy Knight 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Infusing the target with a surge of furious holy energy, you enhance a creature's ability to hit an opponent based on the number of times it has already hit that opponent with a successful attack. Each time the subject successfully strikes an opponent with a successful melee attack, the subject gains a cumulative +1 morale bonus on attack rolls (maximum +4 bonus) and gains 1d8 temporary hit points (to a maximum of 20 temporary hit points). If an attack misses, the attack bonus resets to +0 but any accumulated temporary hit points remain. The temporary hit points disappear at the end of the spell's duration.

River of Wind

Elemental (Wind)

Level: Black Mage/Geomancer 4

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Summoning up the power of the tempest, you direct a current of forceful winds where you please. This spell creates a 5-foot-diameter line of wind—the direction of the wind is away from your location when you cast the spell, and remains constant in that direction for the spell duration. Creatures caught in a river of wind take 4d6 points of wind damage and are knocked prone. A successful Fortitude save halves the damage and prevents being knocked prone.

A creature that begins its turn wholly or partially within a river of wind must make a Fortitude save or be pushed 20 feet in the wind's direction of flow, take 2d6 points of wind damage, and be knocked prone, a successful Fortitude save means the creature merely takes 1d6 points of wind damage.

Rock Spikes

Enhancing/Elemental (Earth)

Level: Black Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An aura of rocky spikes covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of earth damage.

Rock Spikes II

Enhancing/Elemental (Earth)

Level: Black Mage/Red Mage 6

This spell functions like *Rock Spikes*, except it deals 3d6 points of earth damage instead.

Rock Spikes III

Enhancing/Elemental (Earth)

Level: Black Mage 8

This spell functions like *Rock Spikes*, except it deals 5d6 points of earth damage instead.

Rock Throw

Enfeebling/Elemental (Earth)

Level: Blue Mage 3

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instantaneous/1d4 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

Creature Learned From (BM only): Titan

The caster emulates the rock throwing power of a Titan. The caster summons a boulder and uses a normal ranged touch attack roll, if it hits, the target takes 3d6 points of earth damage + the caster's Strength modifier and the target must make a Fortitude save or be inflicted with Slow status for 1d4 rounds.

Rolling Thunder

Enhancing/Elemental (Lightning)

Level: Blue Mage 3

Casting Time: 1 standard action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: 1d6 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Ixion

The caster emulates Ixion's lightning granting ability upon his/her allies. Allies within the area of effect add 1d6 lightning damage to their weapon damage rolls.

Ruby Fire

Elemental (Fire)

Level: Blue Mage 9

Casting Time: 1 standard action

Range: 60 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Creature Learned From (BM only): Ruby Weapon

The caster emulates the Ruby Weapon's fiery blast that engulfs a single target. The target takes 15d10 points of fire damage and inflicts the Burning status effect (Fortitude save for half damage and negates the status effect).

Ruby Light

Enhancing

Level: Blue Mage 6

Casting Time: 1 standard action

Range: 30 ft.

Area: Allies within a 30-ft.-radius centered on you

Duration: 1d6 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Carbuncle

The caster emulates the reflecting ruby ability of Carbuncle. Allies within the area of effect are enchanted with a magical shield that deflects the next spell targeted them back at its caster, and is then discharged. The shield also discharges after 1d6 rounds.

Ruby Ray

Non-Elemental

Level: Blue Mage 6

Casting Time: 1 standard action

Range: 60 ft.

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Creature Learned From (BM only): Ruby Weapon

The caster emulates the Ruby Weapon's magical blast that shoots out from the caster's fingertips. The caster makes a ranged touch attack to hit, and if the ray hits, it deals 15d6 points of non-elemental damage.

Sanctify Armor

Enhancing/Light

Level: Holy Knight 3

Casting Time: 1 standard action

Range: Touch

Target: Armor touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue your armor with a righteous aura. It gains a +1 enhancement bonus per four caster levels (maximum +5 at 20th level). When using your smite ability, you gain DR 5/evil. An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Sanctify Weapons

Enhancing/Light

Level: Holy Knight 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Choose a specific subtype of evil outsider when you cast this spell, such as daemon, demon, devil, or div. All manufactured weapons in the area of effect bypass the DR of that type of outsider. The weapons do not become aligned or change composition.

Sandblast

Enfeebling

Level: Blue Mage 2

Casting Time: 1 standard action

Range: 30 ft.

Area: Creatures within a 30-ft.-radius centered on you

Duration: 1d4 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Antlion

The caster emulates the blinding sandstorm of an antlion. Creatures within the area of effect must make a Fortitude save or be inflicted with Blind status for 1d4 rounds.

Sandpit

Enfeebling

Level: Blue Mage 2

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: 1d4 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Antlion

The caster emulates an antlion to cause a hole to engulf a single target within 30 ft. The target of this spell receives the Immobilize status effect. The victim is unable to move for the duration of the spell or until cured.

Scathe

Non-Elemental

Level: Black Mage 8

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A blast of raw magical energy explodes dealing 1d8 points of non-elemental damage per caster level (maximum 15d8) to every creature within the area.

Scintillating Pattern

Illusion

Level: Illusionist 8

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights with a 20-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: Yes

A twisting pattern of coruscating colors weaves through the air, affecting creatures within. The spell affects a total number of HD of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first, and among creatures with equal HD, those who are closest to the spell's point of origin are

affected first. HD that are not sufficient to affect a creature are wasted. The spell affects each subject according to its HD. Sightless creatures are not affected by scintillating pattern.

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)

7 to 12: Stunned for 1d4 rounds, then confused for an additional 1d4 rounds.

13 or more: Confused for 1d4 rounds.

Scourge

Non-Elemental

Level: Black Mage 9

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

A pillar of raw magical energy explodes at the center of the area of effect pulsing out in a 30-ft.-radius burst for 1d6 points of non-elemental damage per caster level (maximum of 20d6). The victims continue being battered by raw magical energy for 2d6 points of non-elemental damage per round. A successful Fortitude save reduces the damage by half and negates the raw magical energy. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Scouring Winds

Enfeebling/Elemental (Wind)

Level: Black Mage/Geomancer 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Sandstorm in 20-ft. radius, 20 ft. high

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes; see text

This spell brings forth a windstorm of stinging sand that blocks all vision. You can move the storm up to 30 feet each round as a move action. Any creature in the area takes 3d6 points of wind damage each round. The area is considered a windstorm. If a creature with spell resistance successfully resists this spell, it is unaffected by the winds and sand, but still unable to see within the area of the spell.

Screen

Illusion

Level: Illusionist 8

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 24 hours

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

This spell creates a powerful protection from observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Seamantle

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Geomancer 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You sheathe yourself within a churning column of pure elemental water up to 30 feet high that fills your space. You gain a swim speed equal to your land speed and can see, hear, and breathe normally within the seamantle, but attacks against you are treated as if you were under the surface of the water. You gain improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves) against foes that do not have a swim speed. The cover granted by the seamantle does not enable you to make Stealth checks or prevent attacks of opportunity. Magical attacks against you are unaffected unless they require attack rolls or state that they do not function underwater.

The seamantle blocks line of effect for any fire spell or supernatural fire effect, but enemies can attempt to use fire spells within the seamantle; this requires a caster level check (DC 20 + spell level), and if successful the fire spell takes as a bubble of steam contained within the seamantle rather than its usual effect.

The seamantle allows you to make a slam attack by forming a pseudopod of water, inflicting damage appropriate for your size. This slam attack has a reach of 30 feet. In addition, as a standard action, you can attempt to extinguish fires by touch.

You automatically extinguish up to a 10-foot cube of normal fire. Against magical fire effects, your touch acts as dispel; this also applies to any non-instantaneous fire affect that comes into contact with you. Even if you fail to extinguish a fire, you are not harmed by it. A weapon with a material that deals fire damage that strikes you has its power suppressed for 1d4 rounds.

Searing Light

Light

Level: White Mage 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Focusing holy power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of holy damage per two caster levels (maximum 5d8).

An undead creature takes 1d6 points of holy damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of holy damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of holy damage per two caster levels (maximum 5d6).

Second Chance

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check. You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if satisfied with your original roll.

See Invisibility

Enhancing

Level: Black Mage/White Mage/Red Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

Seeming

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature per two levels, no two of which can be more than 30 ft. apart

Duration: 12 hours (D)

Saving Throw: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or no; see text

This spell functions like *disguise self*, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with Spell Resistance.

Shades

Illusion

Level: Illusionist 9

This spell functions like shadow summoning except that it mimics summoning spells of 8th level or lower. The illusory summonings created deal four-fifths (80%) damage to nonbelievers, and non-damaging effects are 80% likely to work against nonbelievers.

Shadow Anchor

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Touch

Target/Effect: Creature touched; a shadowy shadow tether

Duration: 1 round/level (D); see text

Saving Throw: Will negates

Spell Resistance: Yes

The target's shadow becomes a flexible tether to its current square. The creature can move up to 5 feet from that square without penalty. Moving farther than 5 feet from the tether point requires the target to make a bull rush combat maneuver check against a CMB of $10 + 1/2$ your caster level + your Charisma modifier. The target takes a -1 penalty for every 5 feet of distance between it and its tethered square. Failing this check means the target's move is wasted and it cannot move farther away. If it fails this check by 10 or more, it is pulled 5 feet toward the tether square and is knocked prone. If it beats the check by 10 or more, the spell ends. This spell does not work on creatures that do not cast shadows or reflections. If the target uses a teleportation effect or leaves the current plane, the spell ends.

Shadow Barbs

Illusion

Level: Illusionist 4

Casting Time: 1 standard action

Range: 0 ft.

Effect: Spiked chain-like shadowy weapon

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: No

When you cast this spell, you create a shadowy spiked chain that shimmers and pulses with darkness. The chain exists as long as you carry it; if you ever drop the chain, give it to another, or are disarmed, it immediately vanishes and the spell's duration ends.

The chain radiates darkness in a 10-foot-radius spread around you, reducing the illumination level in this area by one step, but not below the level of dim light.

You can wield the *shadow barbs* as a spiked chain as if you were fully proficient with spiked chains. Any additional abilities or feats that you possess that apply to spiked chains apply to the shadow barbs as well. The weapon functions as a +2 vicious spiked chain. Its enhancement bonus increases to +3 at caster level 11th, to +4 at caster level 15th, and finally to +5 at caster level 19th. When the spell effect ends, you can make a Will save against the spell—if successful, all of the damage caused to you by the *shadow barbs*' vicious weapon quality vanishes, unless you are dead or unconscious at the time the spell ends, in which case you automatically fail this Will save and the vicious weapon damage remains.

Shadow Blast

Dark

Level: Black Mage/Necromancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell instantly delivers 10 points of shadow damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of shadow damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

Shadow Blink

Enhancing

Level: Blue Mage 2

Casting Time: 1 standard action

Range: 15 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Creature Learned From (BM only): Faceless

The caster can emulate the teleporting power of a faceless. This allows the caster to teleport adjacently to any creature within 15 ft. and may attack the creature, once, as a free action. The attack is made using the caster's full base attack bonus, plus any modifiers appropriate to the situation.

Shadow Elemental

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a black mage or geomancer elemental spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature

succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow elemental*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow elemental*'s level (5th) rather than the spell's normal level.

Non-damaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

Shadow Elemental, Greater

Illusion

Level: Illusionist 8

This spell functions like *shadow elemental*, except that it enables you to create partially real, illusory versions of black mage or geomancer elemental spells of 7th level or lower. If recognized as a *greater shadow elemental*, a damaging spell deals only three-fifths (60%) damage.

Shadow Flare

Dark

Level: Blue Mage 6

Creature Learned From (BM only): Ruby Weapon

The caster emulates the shadowy explosion ability of the Ruby Weapon. This spell functions exactly like *Flare* but the elemental damage is shadow, not fire and inflicts the Dimmed status effect instead.

Shadow Healing

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour

Saving Throw: Will disbelief partial; see text

Spell Resistance: Yes

When laying your hand upon a living creature, you channel shadow energy that grants 5d6 temporary hit points + 1 temporary hit point per caster level (maximum +15) though the target and those who observe him believe it has actually healed actual hit point damage. Your touch also casts a shadow over any feelings of irritation and rage the target feels. A target NPC who fail his save has his attitude improved by one-step (to a maximum of helpful). In addition, the target takes a -2 penalty on all saving throws against illusion spells and effects cast by you for the duration of shadow healing. A successful save results in half healing (or damage if undead) and negates the improvement in attitude and the penalty to saving throws. This spell appears to outside observers and the target as *cure III*, it also adds your caster level as an insight bonus to the Spellcraft DC; if a creature fails to identify the spell he falsely identifies it as *cure III*.

Shadow Landscape

Illusion

Level: Illusionist 9

Casting Time: 1 hour

Range: Long (400 ft. + 40 ft./level)

Area: One-mile-radius spread centered on a point in space

Duration: 24 hours/level (D)

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

By infusing the nearby landscape with power stolen from the Plane of Shadow, you make the surrounding terrain a more savage, dangerous place. The spell's exact effects vary with the terrain upon which it is cast.

Desert: The spell transforms a desert into a place where no one goes willingly. The average temperature increases by 30 degrees, or decreases by 30 degrees if the desert is actually a tundra. Sandstorms (or snowstorms if in a tundra) blow through a *shadow landscape* desert on an hourly basis.

Forest: Forests augmented with a shadow landscape spell become frightening places where a canopy of rotting leaves blocks the sun and all the trees are strangely twisted. Spaces with light undergrowth have heavy undergrowth instead, and spaces covered with heavy undergrowth grasp at passersby as if an entangle spell had been cast on them (save DC equal to the *shadow landscape*'s DC).

Hill: Even gentle hills become more treacherous under the effect of a *shadow landscape* spell. Light undergrowth becomes heavy undergrowth in hill terrain, and slopes seem steeper than their elevation would indicate. It takes 2 squares of movement to move uphill on a gradual slope, and 4 squares to move uphill on a steep slope. Cliffs have frequent overhangs and are made of crumbling rock, requiring a DC 25 Climb check to ascend or descend.

Marsh: Marshes seem swamplier and more forbidding. Half the undergrowth spaces in the marsh become quicksand.

Mountain: The mountains become places of jagged peaks, slippery slopes, and howling winds. Cliffs and chasms require a DC 25 Climb check to scale. Creatures who fail Climb checks or make loud noises have a 10% chance of starting an avalanche. Altitude effects are one category worse: areas lower than 5,000 feet are treated as the 5,000- to 15,000-foot category, and anything above 5,000 feet is treated as being above 15,000 feet.

Plain: Only natural grasslands change as a result of *shadow landscape*, but they become wide-open spaces with stands of thick bushes where thunderstorms and tornados are frequent. Half the spaces with undergrowth (light or heavy) grasp at passersby as if an entangle spell had been cast on them (save DC equal to the *shadow landscape*'s DC).

Underground: Ordinary dungeons aren't affected by *shadow landscape*, but naturally occurring caverns are. Natural stone floors take 4 squares of movement per space to enter. Stalagmites cover 10% of the available floor space.

In addition to terrain-specific effects, a *shadow landscape* spell worsens the weather within the spell's area. When rolling random weather, roll twice and take the higher result. In plains terrain, roll three times and take the highest result. This effect does not apply underground. You don't suffer the terrain-specific effects (entangling terrain, hindrances to movement, altitude effects, higher Climb DCs, and so on) of a *shadow*

landscape you created. When you cast *shadow landscape*, you can designate one creature per four caster levels as a designated traveler. Creatures so designated don't suffer the terrain-specific effects of the spell, but they're still subject to the bad weather.

You can also designate one or more animals, plants, or magical beasts native to the spell's area as shadow guardians of the landscape. You can designate 1 HD of creature per caster level, split up however you like. For example, a 20th-level illusionist could designate two treants (7 HD each) and a dire wolf (6 HD) as shadow guardians. As long as the designated guardians remain within the spell's area, they have a friendly attitude toward you and the travelers you have designated, and they also gain the following special qualities: resistance to ice 10, darkvision out to 60 feet, damage reduction 5/magic, evasion, and lowlight vision. If the creature already has one or more of these special qualities, use the better value.

Shadow Projection

Necromancy

Level: Necromancer 4

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 hour/level (D)

With this spell, you infuse your life force and psyche into your shadow, giving it independent life and movement as if it were an undead shadow. Your physical body lies comatose while you are projecting your shadow, and your body has no shadow or reflection while the spell is in effect.

While projecting your shadow, you gain a shadow's darkvision, defensive abilities, fly speed, racial stealth modifier, and strength damage attack. You do not gain the creature's create spawn ability, nor its skill ranks or Hit Dice.

Your shadow has Hit Dice and hit points equal to your own.

Your *shadow projection* has the undead type and may be turned or affected as undead.

If your *shadow projection* is slain, you return to your physical body and are immediately reduced to -1 hit points. Your condition becomes dying, and you must begin making Constitution checks to stabilize.

Shadow Step

Dark

Level: Black Mage/Necromancer/Dark Knight 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

Shadow Summoning

Illusion

Level: Illusionist 4

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies; see text

Spell Resistance: Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow summoning* can mimic any summoner, necromancer, or geomancer summoning spell of 3rd level or lower. *Shadow summonings* are only one-fifth (20%) as strong as the real things, though creatures who believe the *shadow summonings* to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow elemental's level (4th) rather than the spell's normal level. In addition, any effect created by shadow elemental allows Spell Resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large. A creature that succeeds on its save sees the *shadow summonings* as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

Shadow Summoning, Greater

Illusion

Level: Illusionist 7

This spell functions like *shadow summoning*, except that it duplicates any summoner, necromancer, or geomancer summoning spell of 6th level or lower. The illusory summonings created deal three-fifths (60%) damage to nonbelievers, and non-damaging effects are 60% likely to work against nonbelievers.

Shadow Walk

Illusion

Level: Illusionist 6

Casting Time: 1 standard action

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

To use the shadow walk spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted $1d10 \times 100$ feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted $1d10 \times 1,000$ feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Shadow Weapon

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: 0 ft.

Effect: One shadow weapon

Duration: 1 minute/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

Drawing upon the Plane of Shadow, you shape a quasi-real masterwork melee weapon of a type you are proficient with. You may use this weapon to make attacks as if it were a real weapon, dealing normal damage for a weapon of its type. The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the shadow weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal.

At 5th level, the weapon gains a +1 enhancement bonus. At 10th-level, you may increase the enhancement bonus to +2 or add the frost or keen weapon property. The frost and keen properties have no effect if the target makes its disbelief save.

The spell ends if the weapon leaves your possession.

Shadowfire Ray

Dark/Elemental (Fire)

Level: Black Mage/Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A blast of shadowy flames blazes from your hands. You must succeed on a ranged touch attack with the ray to deal damage to the target. The ray deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, and the other half is shadow damage.

Shadowy Grappler

Illusion

Level: Illusionist 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Spell Resistance: Yes

You feel a spectral force form near you, as if some intangible shadow being stood nearby. Upon choosing the target of your spell, you sense the shadowy force depart from your side, moving as fast as thought toward the creature you designated as your target. You see the target creature move as if attacked by an unseen foe. Upon casting this spell, you create a shadowy force that automatically grabs the target. The shadowy force immediately attempts to establish a hold on the target with a grapple combat maneuver bonus equal to the DC of this spell. If the target succeeds on its saving throw, the grapple combat maneuver bonus of the shadowy grappler is cut in half. Every round on your turn, the shadowy grappler makes a grapple combat maneuver against the target. Once it has a hold, the shadowy force attempts to pin the target on the following round. If the grappler establishes a pin, it uses the option to prevent the target from speaking. The grappler always attempts to maintain a grapple or work toward a pin. A shadowy grappler occupies the same square as the target and moves with the target for as long as the spell lasts. Other creatures cannot join the grapple, either to assist the target or the grappler.

Shell

Enhancing

Level: White Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by a shield that helps protect against magical attacks. The target gains a +2 morale bonus to Saving Throws versus spells for the duration of the spell.

Shell II

Enhancing

Level: White Mage/Red Mage 3

This spell functions like *Shell*, except the target gains a +4 morale bonus to Saving Throws versus spells for the duration of the spell.

Shell III

Enhancing

Level: White Mage/Red Mage 5

This spell functions like *Shell*, except the target gains a +6 morale bonus to Saving Throws versus spells for the duration of the spell.

Shell IV

Enhancing

Level: White Mage 7

This spell functions like *Shell*, except the target gains a +8 morale bonus to Saving Throws versus spells for the duration of the spell.

Shell V

Enhancing

Level: White Mage 9

This spell functions like *Shell*, except the target gains a +10 morale bonus to Saving Throws versus spells for the duration of the spell.

Shellra

Enhancing

Level: White Mage 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20 ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are protected by a shield that helps protect against magical attacks. The targets gain a +2 resistance bonus to Saving Throws versus spells for the duration of the spell.

Shellra II

Enhancing

Level: White Mage 5

This spell functions like *Shellra*, except the targets gain a +4 resistance bonus to Saving Throws versus spells for the duration of the spell.

Shellra III

Enhancing

Level: White Mage 7

This spell functions like *Shellra*, except the targets gain a +6 resistance bonus to Saving Throws versus spells for the duration of the spell.

Shellra IV

Enhancing

Level: White Mage 9

This spell functions like *Shellra*, except the targets gain a +8 resistance bonus to Saving Throws versus spells for the duration of the spell.

Shelter Out of Time

Chronomancy

Level: Time Mage 3

Casting Time: 10 minutes

Range: Touch

Target: One 5 ft. cube of space

Duration: 6 hours/level

Saving Throw: None

Spell Resistance: No

During the spell, you inscribe runes around a single square of space. All creatures and objects within that square at the conclusion of the casting of this spell are instantly transferred to a temporary extradimensional space in which time does not pass. Creatures or objects that are only partially within the space are not transferred. Once the spell ends, the extradimensional space disappears, and any creatures or objects in the extradimensional space appear in the nearest unoccupied space to the original square exactly the same as when they left. You cannot dismiss this spell once it has been cast.

Shield

Enhancing

Level: Red Mage 2

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round or until discharged

Saving Throw: None

Spell Resistance: No

This spell functions like *Deflect*, except that you gain a shield bonus to AC equal to 1/2 your caster level (round down) against the next attack made against you before the end of your next turn.

Shield Other

Enhancing

Level: Holy Knight 2/White Mage 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends.

Shield Other, Greater

Enhancing

Level: White Mage 8

Target: One creature touched/3 levels

You create a link between you and your targets that functions as *shield other*, except that (in addition to affecting multiple targets) you may also have any spell that you cast on yourself affect your target creatures as well. All targets must be within range of you, but they do not have to be within range of each other.

Shift Fate

Enhancing/Enfeebling

Level: Blue Mage 8

Casting Time: 1 immediate action

Range: 120 feet

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Creature Learned From (BM only): Norn

The caster emulates the norn's ability to shift fates. As an immediate action, the caster can force any one target within 120 feet to reroll a saving throw—this ability must be used immediately after the saving throw is rolled, and the target must abide by the result of this second roll.

Shifting Paths

Illusion

Level: Illusionist 8

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Area: 1-mile radius + 1 mile/level

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

As if a massive cloth were sweeping it away, the path before you becomes hidden in shadows and false underbrush. At the same moment, a new path appears from the point you designate, wandering off in a different direction. This spell simultaneously hides a path or road specified by you, while simultaneously creating an illusory path. The illusory path starts at a point chosen by you within the range of the spell. It continues in the direction you indicate, to the limit of the spell's area, where it ends abruptly. The illusory path avoids obstacles and provides no bridges, stairs, ladders, ramps, or other methods of traversing such obstacles. There is no way to force the illusory path to lead over a cliff or across a river more than 4 feet deep. Those who fail their Will saves struggle along the illusory path. If vegetation or rough terrain slows their progress, they believe the path is sloping enough to justify the reduced speed. Those who succeed on their Will saves see both paths, but the illusory path is shadowy and obviously unreal.

Shifting Sand

Enfeebling/Elemental (Earth)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. spread

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

You cause an earthen or sandy surface to shift and churn within the area. The *shifting sand* obliterates tracks and is considered difficult terrain. Acrobatics checks in the area take a penalty equal to your caster level (maximum +10). Creatures entering or beginning their turn in the shifting sand must make a Reflex save each round or become entangled until the beginning of their next turn. If they attempt to move while entangled, they must make a second Reflex save or fall prone. Creatures with the stability racial trait (like dwarves) may apply it as a bonus on their saving throws.

As a move action, you may move the area of shifting sand up to 10 feet in any direction. Creatures that are entangled or prone in the spell's area are carried along with the shifting sand in the same direction if possible. This movement does not provoke attacks of opportunity. Unattended Medium or smaller objects may also be carried along or shallowly buried by the *shifting sand*.

Shining Ruby

Enhancing

Level: Blue Mage 3

Casting Time: 1 standard action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: 2d4 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Carbuncle

The caster emulates the protective ruby ability of Carbuncle. Allies within the area of effect receive a +3 deflection bonus to Armor Class and a +3 resistance bonus to Saving throws for 2d4 rounds.

Shock

Elemental (Lightning)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

A bolt of lightning from the sky streaks upon the target of this spell, shocking for 1d6 points of lightning damage per caster level (maximum 10d6) and inflicts the Static status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Shock II

Elemental (Lightning)

Level: Black Mage 7

This spell functions like *Shock*, except it deals 1d8 points of lightning damage per caster level (maximum 15d8) and inflicts the Static status effect.

Shocking Grasp

Elemental (Lightning)

Level: Black Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Your successful melee touch attack deals 1d6 points of lightning damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

Shocking Image

Illusion/Elemental (Lightning)

Level: Illusionist 4

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: See text

This spell works like *mirror image*, except the illusory doubles it creates discharge an electric shock when destroyed. An opponent that uses a melee attack to destroy one of your images takes 2d6 points of lightning damage. You must overcome a target's spell resistance the first time you deal this lightning damage to it. Failure renders the target immune to damage from this spell.

Shock Spikes

Enhancing/Elemental (Lightning)

Level: Black Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An aura of electricity covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of lightning damage.

Shock Spikes II

Enhancing/Elemental (Lightning)

Level: Black Mage/Red Mage 6

This spell functions like *Shock Spikes*, except it deals 3d6 points of lightning damage instead.

Shock Spikes III

Enhancing/Elemental (Lightning)

Level: Black Mage 8

This spell functions like *Shock Spikes*, except it deals 5d6 points of lightning damage instead.

Shockwave

Elemental (Earth)

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Area: Creatures within a 30-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Creature Learned From (BM only): Behemoth

The caster emulates the ground-shaking shockwave of a behemoth. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage.

sustained. A successful Reflex save reduces the damage by half, negates the status effect, and stops being pushed back.

Shriek

Enfeebling/Non-elemental

Level: Blue Mage 7

Casting Time: 1 standard action

Range: 30 ft.

Area: All creatures within a 30-ft.-radius centered on caster

Duration: Instantaneous/1d4 rounds

Saving Throw: Reflex half/Will negates; see text

Spell Resistance: Yes

Creature Learned From (BM only): Immense Mandragora

The caster emulates the unsettling shriek of an immense mandragora. All creatures within 30 feet of the caster must make a DC 25 Reflex save or take 15d6 points of sonic damage and a DC 25 Will save or become nauseated for 1d4 rounds. A successful Reflex save halves the sonic damage, while a successful Will save negates the nausea. This is a sonic, mind-affecting effect.

Sickening Breath

Enfeebling

Level: Blue Mage 1

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: 1d4 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Creature Learned From (BM only): Zombie

The caster emulates the foul breath of a zombie. Creatures within the area of effect must make a Fortitude save or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds.

Silence

Enfeebling

Level: Black Mage/White Mage 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the Silence status effect. The victim is unable to cast spells until cured. Casters with the Silent Spell feat can bypass this status effect if used with spells.

Silencega

Enfeebling

Level: Black Mage/White Mage 5
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/two levels (maximum of 5)
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions like *Silence*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Simulacrum

Illusion

Level: Illusionist 7
Casting Time: 12 hours
Range: 0 ft.
Effect: One duplicate creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only half of the real creature's levels or HD (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a simulacrum of a creature whose HD or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times, the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gil per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Material Component: This spell requires powdered rubies worth 500 gil per HD of the simulacrum.

Simulacrum, Lesser

Illusion

Level: Illusionist 4
Casting Time: 1 hour
Duration: 1 hour/level

This spell functions as *simulacrum*, except you can't create a *simulacrum* of a creature whose HD or levels exceed your caster level, and it has no magical abilities. The creature is not under your control, though it recognizes you are its creator.

Material Component: This spell requires powdered rubies worth 50 gil per HD of the simulacrum.

Silent Image

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Skillful Moment

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Upon casting this spell, you channel a future result of one designated course of action into an act you're about to perform. When casting this spell, choose one skill. One the round after you cast this spell, you may take 20 on the chosen skill as a single standard action. You only gain this benefit on the skill noted at the time of the spell's casting, gaining no bonus to any other skill. If you do not make the skill check in the round immediately following the spell's casting, the benefit is lost.

Slay Living

Necromancy

Level: Dark Knight/Necromancer 4

Casting Time: 1 standard action

Range: Touch

Targets: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes $12d6$ points of shadow damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes $3d6$ points of shadow damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

Sleep

Enfeebling

Level: Black Mage/White Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the Sleep status effect. The victim falls into a magical slumber, can only be woken with a standard action.

Sleepga

Enfeebling

Level: Black Mage/White Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/two levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *Sleep*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Sleet Storm

Enfeebling/Elemental (Ice)

Level: Black Mage/Geomancer 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details). The sleet extinguishes torches and small fires.

Slice

Elemental (Wind)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

A piercing gust of wind flows through the target of this spell, slicing for 1d6 points of wind damage per caster level (maximum 10d6) and inflicts the Squalled status effect. A successful Reflex save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Slice II

Elemental (Wind)

Level: Black Mage 7

This spell functions like *Slice*, except it deals 1d8 points of wind damage per caster level (maximum 15d8) and inflicts the Squalled status effect.

Slick

Elemental (Ice)

Level: Black Mage 1

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature afflicted with Frozen status effect

Duration: Instantaneous

Saving Throw: Reflex negate

Spell Resistance: Yes

The target for this spell requires the Frozen status effect to be in effect. Once you cast this spell, the Frozen status effect is removed and a burst of slick ice explodes centered on the target in a 10-ft.-radius burst. Creatures within the area of effect must make a DC 15 Acrobatics check to not fall prone. In addition, the ice hampers the creatures' movements, reducing movement speed by 5 feet until they escape the ice.

Slick II

Elemental (Ice)

Level: Black Mage 2

This spell functions like *slick*, but the area of effect increases to 20-ft.-radius burst and must make a DC 20 Acrobatics check to not fall prone as well as hampering movement by 10 feet.

Slick III

Elemental (Ice)

Level: Black Mage 3

This spell functions like *slick*, but the area of effect increases to 30-ft.-radius burst and must make a DC 25 Acrobatics check to not fall prone as well as hampering movement by 15 feet.

Slipstream

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: Reflex negates (harmless)

Spell Resistance: No

You create a low-cresting wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet—if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

Slow

Chronomancy/Enfeebling

Level: Black Mage/Red Mage/Time Mage/White Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the *Slow* status effect. The victim suffers a -1 penalty on Attack rolls, -1 penalty on Reflex saves, moves at half movement, and can only take 1 standard action a round.

Slowga

Chronomancy/Enfeebling

Level: Black Mage/Red Mage/Time Mage/White Mage 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions like *Slow*, except it affects all creatures within the area of effect

Slow Magic

Chronomancy

Level: Time Mage 2

Slow magic is a time mage's version of the *dispel magic* spell. The spells are identical except where specifically noted. Spells successfully affected by this spell are not *dispelled* but are instead suppressed for 1d4 + 1 rounds. Magic items and spells with an instantaneous duration are unaffected by *slow magic*. *Slow magic* can be used with a counterspell but only against spells with a duration other than instantaneous. The countered spell begins to operate normally after 1d4 + 1 rounds. A suppressed spell can still be detected using *detect magic* and the time spent suppressed counts against the spell's duration.

Slow Skin

Chronomancy

Level: Time Mage 7

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 round / level (D)

This spell delays the onset of damage. While this spell operates, any damage the caster takes is delayed for a limited number of rounds. The casting level of the spell determines the onset delay.

Caster Level	Onset Delay
13 - 16	2 rounds
17 - 20	3 rounds
20 +	4 rounds

The player should record all damage the character takes in a round as normal but he does not actually remove the hit points until the onset delay has elapsed. Even if the spell is suppressed or dispelled, the damage retains its delay in much the same manner as a *fly* spell wears off gradually. This spell only affects hit point damage. This spell normally offers no protection against special effects or ability drain, unless the effect would be negated by damage reduction; if so this spell delays the effect until the duration has elapsed. Damage is calculated at the time of the attack or effect. Nothing the character does after that time can change the amount of damage he will take when the onset-delay elapses.

Sluggish Movement

Chronomancy

Level: Time Mage 1

Casting Time: 1 swift action

Range: 20 ft.

Area: 20-ft.-radius burst centered on you

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Any creature with 5 Hit Dice or less is slowed for 1 round. Creatures beyond the radius of the burst are not slowed. An affected creature under the effect of a *haste* spell has the *haste* spell suppressed (not dispelled) for 1 round.

Soften Earth and Stone

Elemental (Earth)

Level: Geomancer 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. square/level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or

charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (treat as a cave-in with no bury zone, see Environment).

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solipsism

Illusion

Level: Illusionist 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Pangs of loneliness grip your heart as you complete the spell. Upon choosing your target, the feeling subsides even as a ghostly pale yellow mist swirls around your target for a moment. You manipulate the senses of one creature so that it perceives itself to be the only real creature in all of existence and everything around it to be merely an illusion. If the target fails its save, it is convinced of the unreality of every situation it might encounter. It takes no actions, not even purely mental actions, and instead watches the world around it with bemusement. The subject becomes effectively helpless and takes no steps to defend itself from any threat, since it considers any hostile action merely another illusion.

Soul Bind

Enfeebling/Dark

Level: Necromancer 9

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *raise*, *arise*, *arisega*, *breath of life*, or even *full-life*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

The focus for this spell is a black sapphire of at least 1,000 gil value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

Soul-Drained Breath

Dark

Level: Blue Mage 9

Casting Time: 1 standard action

Range: 120 ft. or 60 ft.

Area: 120-ft.-line or 60-ft.-cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Creature Learned From (BM only): Olethrodaemon

The caster emulates shrieking black smoke and wind of an olethrodaemon. The caster can either expel a 120-ft.-line or a 60-ft.-cone of shrieking black smoke and wind. Any living creature in the area of this attack takes 20d10 points of shadow damage, or half on a successful Reflex save. Undead creatures caught in this dark energy are healed for the same amount instead of damaged.

Spark

Elemental (Lightning)

Level: Black Mage 1

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature afflicted with Static status effect

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

The target for this spell requires the Static status effect to be in effect. Once you cast this spell, the Static status effect is removed and a blast of lightning bursts from the target. The blast deals lightning damage equal to your caster level (maximum 5) plus your Intelligence modifier to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 5). The secondary blasts each strike one target and deal half as much lightning damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 10 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Spark II

Elemental (Lightning)

Level: Black Mage 2

This spell functions like *spark*, but deals lightning damage equal to your caster level (maximum 10) plus three times your Intelligence modifier and the secondary targets must all be within 20 feet of the primary target.

Spark III

Elemental (Lightning)

Level: Black Mage 3

This spell functions like *spark*, but deals lightning damage equal to your caster level (maximum 15) plus five times your Intelligence modifier and the secondary targets must all be within 30 feet of the primary target.

Spark Shower

Elemental (Fire)/Elemental (Lightning)

Level: Blue Mage 8

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Creature Learned From (BM only): Rune Giant

The caster emulates the Rune Giant's ability to cause a shower of sparks to erupt in a 30-ft.-cone. Those in the area of effect take 10d6 fire and 10d6 lightning damage, a successful Reflex for half damage.

Spectral Hand

Enhancing/Dark

Level: Necromancer 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One spectral hand

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Charisma modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Spectral Mist

Enhancing

Level: Blue Mage 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 5 minutes

Saving Throw: None

Spell Resistance: No

Creature Learned From (BM only): Agathion Silvanshee

The caster emulates the agathion silvanshee's ability to assume an eerie, mistlike form roughly the size and shape of a cat. This spell has the same effect as a *gaseous form* spell, except the caster retains its own DR and supernatural abilities and can move at its normal speed.

Spectral Touch

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level

Duration: 1 round/level (D); see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

A touch from your hand, which crackles with black energy, weakens the life force of living creatures. Each melee touch attack you successfully make during the spell's duration channels negative energy that bestows one negative level on the target and grants you 5 temporary hit points. This spell cannot give you more temporary hit points than your normal starting hit points (your hit point total cannot exceed two times your normal starting hit points). Both the negative level and the temporary hit points last for up to 1 hour. You can use this attack once per round for a number of rounds equal to your caster level. Any charges of the spell not used by the time the duration expires are lost. An undead creature you touch instead gains 5 temporary hit points and you lose a like amount (no save). Temporary hit points gained in this way last for up to 1 hour.

Spike Stones

Enhancing

Level: Geomancer 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spirit Blades

Summon/Non-elemental

Level: Blue Mage 8

Casting Time: 1 standard action

Range: Personal; 50 feet

Target: Six longsword-shaped force effects

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Creature Learned From (BM only): Asurendra Asura

The caster emulates the blades of force ability of an asurendra asura. The caster calls forth up to six longsword-shaped force effects that float near the caster until directed. The caster can use a standard action to direct one blade to attack a target up to a distance of 50 feet away, or use a full-attack action to cause all six blades to attack up to six different targets up to a distance of 50 feet away, each to a different location if desired. Once the caster directs a spirit blade to attack a foe, the blade continues to make a single attack against that foe each round on the caster's turn until directed otherwise by the caster and as long as the foe remains within 50 feet of the caster. As a move action, the caster can direct all currently attacking blades to switch targets to new foes within 50 feet. These weapons attack using the caster's base attack bonus modified by its Intelligence modifier, and deal 3d6 points of damage plus an amount of force damage equal to the caster's Intelligence modifier.

Physical attacks do not affect these blades, but disintegrate, a sphere of annihilation, or a rod of cancellation (touch AC 25) causes them to vanish. If a spirit blade's target dies or moves beyond a 50-foot range and the caster does not retarget that blade by the end of its turn, the blade vanishes. Likewise, any blades that are not within 50 feet of the caster at the end of its turn also vanish.

Spring Water

Healing/Elemental (Water)

Level: Blue Mage 5

Casting Time: 1 standard action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Leviathan

The caster emulates the powerful water healing ability of Leviathan. All allies within 30 ft. are healed for 10d6 points of damage. Allies affected by status effects are cured of 1 status effect of 4th level or lower with a successful caster level check against the DC of each status effect.

Spirit Worm

Necromancy

Level: Necromancer 1

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level, up to 5 rounds; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You create a lingering decay in the spirit and body of the target. If the target fails its saving throw, it takes 1 point of Constitution damage each round while the spell lasts (maximum 5 points). The victim can attempt a Fortitude saving throw each round, and success negates the Constitution damage for that round and ends the spell.

Stabilize

Healing/Cantrip

Level: Geomancer/Red Mage/Summoner 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Statue

Enfeebling

Level: Black Mage 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Petrify status effect. The victim is turned into a stone statue of itself. This is permanent until cured.

Status

Enhancing

Level: White Mage 2

Casting Time: 1 standard action

Range: Touch

Targets: One living creature touched per three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or any other status effects. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Status, Greater

Enhancing

Level: White Mage 4

As *status*, but you can also cast a limited selection of spells through the link, as if you were touching the target. You can cast any spell that meets all of the following conditions:

Level: 1st or 2nd

Range: Touch

Target: Creature touched

Saving Throw: Harmless

Stone

Elemental (Earth)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Fortitude partial (object); see below

Spell Resistance: Yes (object)

You direct a boulder at your opponent. The target takes 1d6 points of earth damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Weighted status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

Stone II

Elemental (Earth)

Level: Black Mage/Red Mage 2

This spell functions like *Stone*, except it deals 3d6 points of earth damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Weighted status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

Stone III

Elemental (Earth)

Level: Black Mage/Red Mage 3

This spell functions like *Stone*, except it deals 5d6 points of earth damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Weighted status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

Stone Call

Elemental (Earth)

Level: Black Mage/Geomancer 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of earth damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

Stone Fist

Enhancing/Elemental (Earth)

Level: Black Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8.

Stonega

Elemental (Earth)

Level: Black Mage/Red Mage 5

This spell functions like *Stonera*, except it deals 1d8 points of earth damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Stonera

Elemental (Earth)

Level: Black Mage/Red Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *stonera* spell is the area of effect version of the *stone* spell. A blast of rocks and boulders explodes dealing 1d6 points of earth damage per caster level (maximum 10d6) to every creature within the area.

Stone Shape

Elemental (Earth)

Level: White Mage/Black Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Stoneskin

Enhancing/Elemental (Earth)

Level: Black Mage/White Mage/Red Mage/Geomancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You beckon the earth to absorb into the subject's skin reducing the damage from physical attacks. For the duration of the spell, the target receives Damage Reduction 10/adamantine. It ignores the first 10 points of damage each time it takes damage from physical attacks, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Stoneskin, Communal

Enhancing/Elemental (Earth)

Level: Black Mage/White Mage/Red Mage 5/Geomancer 6

Targets: Creatures touched

This spell functions like *stoneskin*, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

Stop

Chronomancy/Enfeebling

Level: Black Mage 9/ Time Mage 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/2 levels (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the Stop status effect. The victim is unable to move and act (is helpless) for the duration of the spell or until cured.

Stopga

Chronomancy/Enfeebling

Level: Time Mage 9

Targets: One creature/2 levels (no two of which may be more than 30 feet apart)

This spell functions as *stop* except it affects multiple creatures within the area of effect.

Stop Gaze

Chronomancy/Enfeebling

Level: Blue Mage 9

Casting Time: 1 standard action

Range: 150 feet.

Area: 150-ft.-cone burst

Duration: 1 minute.

Saving Throw: Will negates

Spell Resistance: Yes

Creature Learned From (BM only): Gazer

The caster emulates the central eye of a gazer. Creatures in the area of effect receives the Stop status effect. The victims are unable to move and act (are helpless) for the duration of the spell or until cured.

Stormbolts

Elemental (Lightning)

Level: Black Mage/Geomancer 8

Casting Time: 1 standard action

Range: 30 ft.

Area: A 30-ft.-radius spread, centered on you

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 1d6 points of lightning damage per caster level (maximum 15d6), inflicted with the Static status effect, and are stunned for 1 round. A successful Saving Throw halves the damage and negates the stun and status effect.

Storm of Vengeance

Elemental (Earth/Water/Wind)

Level: White Mage/Geomancer 9

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for $1d4 \times 10$ minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Hard rain showers down in the area, dealing 1d6 points of water damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of lightning damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 3d6 points of bludgeoning damage and 2d6 points of ice damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

Stretch

Enhancing

Level: Red Mage 1

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: One attack

Saving Throw: None

Spell Resistance: No

The affected weapon stretches, extending toward its target, though it can be wielded normally. The spell adds an additional 5 feet of reach to a melee weapon for a single attack.

Succor

Healing

Level: White Mage 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For every 5 caster levels you possess, succor prevents 1 negative level, 1 level drain, 1 point of ability damage, or 1 point of ability drain (to a maximum of 4 levels or points prevented at 20th caster level) to the creature touched.

Suffocation

Enfeebling/Dark/Elemental (Wind)

Level: Necromancer 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 3 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell extracts the air from the target's lungs, causing swift suffocation. The target can attempt to resist this spell's effects with a Fortitude save, if he succeeds, he is merely staggered for 1 round as he gasps for breath. If the target fails, he immediately begins to suffocate. On the target's next turn, he falls unconscious and is reduced to 0 hit points. One round later, the target drops to -1 hit points and is dying. One round after that, the target dies. Each round, the target can delay that round's effects from occurring by making a successful Fortitude save, but the spell continues for 3 rounds, and each time a target fails his Fortitude save, he moves one step further along the track to suffocation. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath-if the victim fails the initial Saving Throw, the air in his lungs is extracted.

Suffocation, Mass

Enfeebling/Dark/Elemental (Wind)

Level: Necromancer 8

Targets: One living creature/2 levels (no two of which may be more than 30 feet apart)

Duration: 1 round/level

This spell functions as *suffocation* except as noted above. Note that the duration of this spell is much longer, forcing those suffering from the effect to make far more Fortitude saves to stave off eventual suffocation.

Summon Monster I

Summoning

Level: Summoner/Dark Knight 1

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane) with a CR rating of 1/3 or lower. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as raise).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures always have an alignment that matches yours, regardless of their usual alignment.

Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster II

Level: Summoner/Dark Knight 2

This spell functions like Summon Monster I, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 1 or lower or 1d3 1st-level creatures of the same kind.

Summon Monster III

Level: Summoner/Dark Knight 3

This spell functions like Summon Monster I, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 2 or lower, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Summon Monster IV

Level: Summoner/Dark Knight 4

This spell functions like Summon Monster I, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 4 or lower, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Monster V

Level: Summoner 5

This spell functions like Summon Monster I, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 6 or lower, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Monster VI

Level: Summoner 6

This spell functions like Summon Monster I, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 8 or lower, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Monster VII

Level: Summoner 7

This spell functions like Summon Monster I, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 10 or lower, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Monster VIII

Level: Summoner 8

This spell functions like Summon Monster I, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 12 or lower, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Monster IX

Level: Summoner 9

This spell functions like Summon Monster I, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 14 or lower, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally I

Summoning

Level: Geomancer 1

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant) with a CR rating of 1/3 or lower. The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as raise).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Nature's Ally II

Level: Geomancer 2

This spell functions like Summon Nature's Ally I, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 1 or lower or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally III

Level: Geomancer 3

This spell functions like Summon Nature's Ally I, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 2 or lower, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Summon Nature's Ally IV

Level: Geomancer 4

This spell functions like Summon Nature's Ally I, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 4 or lower, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally V

Level: Geomancer 5

This spell functions like Summon Nature's Ally I, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 6 or lower, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally VI

Level: Geomancer 6

This spell functions like Summon Nature's Ally I, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 8 or lower, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally VII

Level: Geomancer 7

This spell functions like Summon Nature's Ally I, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 10 or lower, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally VIII

Level: Geomancer 8

This spell functions like Summon Nature's Ally I, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 12 or lower, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally IX

Level: Geomancer 9

This spell functions like Summon Nature's Ally I, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 14 or lower, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Undead I

Dark/Summoning

Level: Necromancer 1

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned undead creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a single creature of the undead type to do your bidding. The summoned creature can be of any undead subtype that you choose each time you cast the spell with a CR rating of 1/3 or lower. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned undead creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Undead creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as raise).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures always have an alignment that matches yours, regardless of their usual alignment.

Summoning these creatures makes the summoning spell's type match your alignment.

Summon Undead II

Level: Necromancer 2

This spell functions like Summon Undead I, except that you can summon a creature of the undead type with a CR rating of 1 or lower or 1d3 1st-level creatures of the same kind.

Summon Undead III

Level: Necromancer 3

This spell functions like Summon Undead I, except that you can summon a creature of the undead type with a CR rating of 2 or lower, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Summon Undead IV

Level: Necromancer 4

This spell functions like Summon Undead I, except that you can summon a creature of the undead type with a CR rating of 4 or lower, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Undead V

Level: Necromancer 5

This spell functions like Summon Undead I, except that you can summon a creature of the undead type with a CR rating of 6 or lower, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Undead VI

Level: Necromancer 6

This spell functions like Summon Undead I, except that you can summon a creature of the undead type with a CR rating of 8 or lower, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Undead VII

Level: Necromancer 7

This spell functions like Summon Undead I, except that you can summon a creature of the undead type with a CR rating of 10 or lower, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Undead VIII

Level: Necromancer 8

This spell functions like Summon Undead I, except that you can summon a creature of the undead type with a CR rating of 12 or lower, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Undead IX

Level: Necromancer 9

This spell functions like Summon Undead I, except that you can summon a creature of the undead type with a CR rating of 14 or lower, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Sun Metal

Enhancing/Elemental (Fire)

Level: Holy Knight 1

Casting Time: 1 standard action

Range: Touch

Targets: One melee weapon

Duration: 1 round/level (see text)

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the frost or icy burst weapon special ability or any other effect that grants a weapon extra cold damage.

Sure Strike

Enhancing

Level: Red Mage 2

Casting Time: 1 swift action

Range: Personal
Target: You
Duration: 1 round or until discharged
Saving Throw: None
Spell Resistance: No

You cast this spell immediately before you make an attack roll. You can see into the future for that attack, granting you a +1 insight bonus per three caster levels on your next attack roll.

Swim

Enhancing/Elemental (Water)
Level: Black Mage/White Mage/Red Mage/Geomancer 1
Casting Time: 1 standard action
Range: Touch
Targets: Creature touched
Duration: 1 minute/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

Switch Fate

Chronomancy
Level: Time Mage 2
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Using a melee touch attack, the caster of this spell can steal the target's initiative. If the spell is successful, the caster and the creature he targets switch initiatives.

Symbol of Death

Necromancy
Level: Necromancer 8
Casting Time: 10 minutes
Range: 0 ft.; see text
Effect: One symbol
Duration: See text
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death*'s triggering conditions cannot be changed.

In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check (DC 10 + the symbol's spell level). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel* targeted solely on the rune. Destruction of the surface where a *symbol of death* is inscribed destroys the symbol but also triggers it.

Symbol of Slowing

Chronomancy

Level: Time Mage 4

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions as *symbol of death*, except all creatures within 60 feet of a symbol of slowing are slowed (as the slow spell) for 1 round per caster level.

Syphon

Enfeebling/Dark

Level: Black Mage/Necromancer 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

With but a touch, you siphon MP from your victim and increase your own. The target must make a Fortitude save or lose 1d6 points of MP per two caster levels (maximum of 5d6). If the save fails, the caster gains that many in MP.

Tactical Acumen

Enhancing

Level: Holy Knight 1

Casting Time: 1 standard action

Range: 30 ft.

Area: The caster and all allies within a 30-ft.-radius burst, centered on the caster

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess (maximum +4).

Tarutaru's Cunning

Enhancing

Level: Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target becomes smarter. The spell grants a +6 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Black mages (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

Tarutaru's Cunning, Lesser

Enhancing

Level: White Mage 2

This spell functions like *tarutaru's cunning*, except it only grants a +4 enhancement bonus to Intelligence.

Tarutaru's Cunning, Mass

Enhancing

Level: Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *tarutaru's cunning*, except that it affects multiple creatures.

Tek Laser

Non-Elemental

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous; 1d3 rounds

Saving Throw: See below

Spell Resistance: Yes

Creature Learned From (BM only): Warmech

The caster emulates the laser blast of the warmech. All creatures caught within the area of effect take 5d8 points of non-elemental damage, a Reflex save for half damage. Those failing the Reflex save must make a Fortitude save or be stunned for 1d3 rounds.

Teleport Object

Chronomancy

Level: Time Mage 7

Range: Touch

Target: One touched object of up to 50 lbs./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell functions like *bend space and time*, except that it teleports an object, not you. Creatures and magical forces cannot be teleported. If desired, the target object can be sent to on the edge of time. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted *dispel* spell cast on that point brings the vanished item back from the edge of time.

Temper

Enhancing

Level: Black Mage/White Mage/Red Mage/Dark Knight 2

Casting Time: 1 standard action

Range: Touch

Targets: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You magically temper a weapon, temporarily increasing its effectiveness.. The weapon gains a +2 bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no Saving Throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition. You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

Temporal Acceleration

Chronomancy

Level: Time Mage 6

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round (in apparent time); see text

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can cast spells, move, or perform other types of actions, subject to the restrictions outlined below. While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and spells. This means you cannot target a creature with any attack or spell. However, a spell you cast that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this spell ends. You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your *temporal acceleration* lasts. While under the effect of this spell, you cannot enter an area protected by a null magic field or by a spell that neutralizes high-level spells. Normal and magical fire, ice, acid, and the like can still harm you. When your *temporal acceleration* expires, you resume acting during your current turn in the standard time frame. You are shaken for 1 round upon your return to the standard time frame.

Temporal Disjunction

Chronomancy/Enfeebling

Level: Time Mage 6

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Temporal disjunction causes the subject's own perceptions to lag moments behind actual events. The creature suffers a -2 penalty to his AC, attack rolls and saving throws, is considered to be flat-footed at all times and

suffers a 20% miss chance on all his attacks. Targeted spells suffer a 50% chance of failure but area effect spells can be cast normally. This spell may be removed with a successful *dispel* but it is otherwise permanent.

Temporal Jolt

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A colorless beam streaks toward your target, violently throwing the target back and forth in time, aging natural materials and damaging the brittle remains. The ray requires a ranged touch attack to hit and deals 1d6 points of non-elemental damage per 2 caster levels (maximum 10d6). In addition, the beam speeds the decay or corrosion of nonmagical items, aging them hundreds of years in a single moment. Nonmagical armor worn by an affected target permanently loses 1d6 points of Armor Class (to the maximum amount of protection the armor offered) and nonmagical weapons and items being held are instantly destroyed (items in backpacks, pouches, and other containers are unaffected). Armor that has its armor bonus reduced to 0 is destroyed. Magic items are unaffected by this spell.

Temporal Reiteration

Chronomancy

Level: Time Mage 5

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

A temporal fire encompasses your body. Within its time-defying flames, you gain a moment of stasis. The past round does not count as time spent from the duration of ongoing effects on you such as rage, spell duration, and poison. Casting this spell effectively increases their duration for you by 1 round.

Temporal Repair

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: 50 ft.

Effect: 50 ft.-radius-sphere centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You cement the flow of time around you, preventing time-altering effects from affecting those within and returning any area of manipulated time back to normal. Any time altering spell of lower level than *temporal repair* cannot affect creatures within its area of effect. If the target of a time-altering effect that lasts for multiple rounds enters *temporal repair*'s area of effect, that spell is dispelled. For spells of a higher level than *temporal repair*, you must make a caster level check against the opposing caster. If you fail, your opponent's time-

altering spell proves stronger than your *temporal repair* and it functions normally. If you succeed, your opponent's time-altering spell is dispelled.

Temporal Stasis

Chronomancy

Level: Time Mage 8

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel* spell or a *freedom of movement* spell).

Temporary Resurrection

Necromancy

Level: Necromancer 7

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: 24 hours

You restore temporary life to a body that has been dead for less than 48 hours. The spell lasts for 24 hours, after which the target dies again. The target gains 1 permanent negative level while under the effect of this spell; this negative level goes away when the target dies or is permanently raised from the dead (such as with *raise*). The target still counts as a dead corpse (but not undead) for the purpose of spells that revive dead creatures, so a white mage can cast *raise* or a similar spell on the target even while this spell is active. Once a creature has been revived with *temporary resurrection*, this spell cannot be used on it again until it is permanently raised from the dead.

Ten Thousand Needles

Enfeebling/Non-Elemental

Level: Blue Mage 5

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: No

Creature Learned From (BM only): Cactuar Elite

The caster emulates the cactuar elite by conjuring needles and firing them at targets in a 60-ft.-cone. Creatures within the area take 16d4 points of piercing damage and are inflicted with 5 points of bleeding. A successful Reflex save halves the damage and negates the bleeding effect.

Thousand Needles

Non-Elemental

Level: Blue Mage 3

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Creature Learned From (BM only): Cactuar

The caster emulates Cactuar by conjuring needles and firing them at targets in a 30-ft.-cone. Creatures within the area take 8d4 points of non-elemental damage (Reflex save for half damage).

Threefold Aspect

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 24 hours (D)

Threefold aspect allows you to shift your appearance between your natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, your appearance is your own at the appropriate age, rather than that of a new individual.

You may change between these three aspects or your actual age as a standard action. As the young adult, you gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, you gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties you may have from your actual age (which are untyped bonuses)-the bonuses granted by this spell represent your idealized form in this *threefold aspect* rather than simply duplicating your ability scores at any one particular age.

True seeing reveals your natural appearance overlaid with that your aspect, recognizing both as part of your true self. Individuals who study you closely and have interacted with you at another apparent age recognize a resemblance (as though family) with a successful DC 20 Perception check. *Threefold aspect* does not alter your clothing or equipment, and does not heal any deformity or injury unrelated to age.

Thundaga

Elemental (Lightning)

Level: Black Mage/Red Mage 5

This spell functions like *Thundara*, except it deals 1d8 points of lightning damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Thundara

Elemental (Lightning)

Level: Black Mage/Red Mage 3
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A *thundara* spell is the area of effect version of the *thunder* spell. A large bolt of lightning strikes the area and explodes dealing 1d6 points of lightning damage per caster level (maximum 10d6) to every creature within the area.

Thunder

Elemental (Lightning)
Level: Black Mage/Red Mage 1
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Instantaneous; 1d4 rounds
Saving Throw: Reflex partial (object); see below
Spell Resistance: Yes (object)

You direct a bolt of lightning at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of lightning damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Static status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

Thunder II

Elemental (Lightning)
Level: Black Mage/Red Mage 2

This spell functions like *Thunder*, except it deals 3d6 points of lightning damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Static status effect for 1d6 rounds. A successful Reflex save prevents the status effect from taking effect.

Thunder III

Elemental (Lightning)
Level: Black Mage/Red Mage 3

This spell functions like *Thunder*, except it deals 5d6 points of lightning damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Static status effect for 1d8 rounds. A successful Reflex save prevents the status effect from taking effect.

Thunderbolt

Elemental (Lightning)
Level: Blue Mage 5
Casting Time: 1 standard action
Range: 120 ft.
Area: 40-ft.-radius

Duration: Instantaneous/1d4 rounds

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Creature Learned From (BM only): Behemoth

The caster emulates the Behemoth's ability to discharge a large lightning storm. Creatures within the area of effect take 10d6 points of lightning damage and are inflicted with Static status effect for 1d4 rounds. A successful Fortitude save reduces the damage by half and negates the status effect.

Timeless Body

Chronomancy

Level: Time Mage 9

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Your body ignores all harmful (and helpful) effects, beginning when you finish casting this spell and ending at the end of your next turn. While *timeless body* is in effect, you are invulnerable to all attacks and spells. This spell cannot be quickened.

Timer

Illusion/Cantrip

Level: Illusionist/Time Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 80-ft.-radius emanation centered on a point in space

Duration: Until discharged; maximum 2 hours/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Timer sounds an audible alarm after a set time, not to exceed 2 hours per caster level. You choose what type of alarm sound *timer* creates during casting and cannot thereafter change the sound's basic character. Anyone within the area will hear the alarm sound clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. The sound lasts for 1 round. Creatures within a silence spell cannot hear the alarm.

Time Regression

Chronomancy

Level: Time Mage 9

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You can regress apparent time 1 round into the past. In effect, you "replay" the previous round of activity. The spell regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else's actions in the meantime. Once you have used *time regression*, only you retain knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally

to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you'll probably not choose to cast *time regression* during your second pass through the time stream, instead taking completely new actions. Altering the time stream in such a fashion is mentally taxing and you suffer 2 points of ability damage to Charisma, Intelligence, and Wisdom. This damage cannot be ignored through any special effects or abilities, but can be healed as any other ability damage.

Time Shield

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Effect: 30-ft.-radius sphere centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You create a bubble of magically enhanced time that consumes spells at a quickened rate. Upon casting this spell, all spells and spell effects within the *time shield* have their durations consumed at time their normal rate. Any spell with a duration measured in rounds or minutes, whether beneficial or harmful, is affected (spells measured in hours, days, or longer are shortened imperceptibly). Creatures affected by spells cast outside a *time shield* that enter the *time shield* have their spells consumed at the increased rate. Upon leaving the *time shield*, the creature's spells again decrease at their normal rate.

Even spending only a portion a round within a *time shield* causes spells to expire at an accelerated rate. Thus, if a creature begins and ends its turn outside a *time shield* but passes through the area of effect in the interim, any spells that affect the creature lose 2 rounds of duration that round.

A *time shield* cannot affect another *time shield*, thus the spell has no effect on other instances of this spell.

Time Spellsurge

Chronomancy

Level: Time Mage 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Green and yellow sparks fly off your body as a light breeze picks up, lifting loose debris and swirling around with a faint howl. This spell speeds the flow of magic through you, hastening your spellcasting ability. Casting times for chronomancy spells are reduced as follows:

<u>Normal Casting Time</u>	<u>New Casting Time</u>
1 standard action	1 swift action
1 full round	1 standard action
2-10 rounds	1 round less than normal

Time spellsurge has no effect on any spell with a casting time of greater than 1 minute or a casting time not listed on the table. You can't choose to ignore this effect; that is, you can't opt to cast a spell using its normal

casting time. Thus, if all your spells normally have casting times of 1 standard action, they take 1 swift action instead, and because you can't take more than one swift action in a round, you won't be able to cast multiple spells per round while under the effect of *time spellsurge*. (If you have available spells with casting times of 1 full round, you are still able to cast more than one of those spells per round). This spell doesn't stack with any other effect that reduces a spell's casting time.

Time Stop

Chronomancy

Level: Time Mage 9

Duration: 1d4+1 rounds (apparent time); see text

This spell functions as *lesser time stop* except you are free to act for 1d4+1 rounds of apparent time instead.

Time Stop, Lesser

Chronomancy

Level: Time Mage 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1 round of apparent time. Normal and magical fire, ice, gas, and the like can still harm you. While the *lesser time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *lesser time stop* have their normal effects on other creatures once the *lesser time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat. You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

Time to Act

Chronomancy

Level: Time Mage 4

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Time to act gives you the time to perform a single skill check. The skill check must be an actual action, you must have at least one rank in the skill; all necessary equipment must be on your person and ready to use. Skill checks that require extensive time or bulk materials cannot be used with this spell. The skill check cannot be a reaction to outside actions or the actions of others. During the action, you cannot move from your current position but you can perform any other physical aspects of the skill use. You cannot make use of any spell, supernatural or even extraordinary ability-related skill check. To others you seem to blur and then the action is complete.

Time to Act, Greater

Chronomancy

Level: Time Mage 8

This spell is the same as *time to act* except that it gives the caster sufficient time to Take 20 on his check. He may still only make one skill check, and the caster must still abide by all the restrictions of the lesser spell.

Time to Pause

Chronomancy

Level: Time Mage 6

This spell is the same as *time to act* except it gives the caster sufficient time to take 10 on his check. He can still only make one skill check and the caster must still abide by all the restrictions of the lesser spell.

Time Walk

Chronomancy

Level: Time Mage 9**Casting Time:** 1 round**Range:** Personal and touch**Target:** The character and touched objects or other touched willing creatures weighing up to 50 lb./level**Duration:** Instantaneous**Saving Throw:** None and Will negates (object)**Spell Resistance:** No and Yes (object)

A far more powerful version of the *bend space and time* spell, this spell instantly transports the character to the same location, but to a different time. Interplanar travel is not possible, and the spell fails on any plane where time is meaningless. The character can bring along objects and willing creatures totaling up to 50 pounds per caster level. Unwilling creatures cannot be affected by this spell. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

To cast this spell, the character must be able to state the arrival time accurately, down to the minute. The spell never transports the caster and companions to the precise minute desired, but it cannot function at all without a specific minute in time to target. This "drift" effect of not arriving at the precise time desired grows with the "distance" through time (measured in years, months, and weeks) traveled. Thus, a caster teleporting to last month arrives closer to her goal than one traveling 250 years. The minimum temporal distance traveled is 1 day, so this spell is not useful for going back to the beginning of a melee that is still progressing.

This spell requires some knowledge of the destination time, so it cannot transport anyone into the future since the future is entirely unknown to the caster. Even spells that give knowledge of the future cannot give definite enough knowledge to allow this spell to work. It is possible to use this spell to travel forward in time, but only to the point in the caster's life when the caster first went back in time. Since the caster may not know exactly what is transpiring at the destination time, prudent time-travelers prepare for the worst. The errors in arrival for this spell occur in time rather than in location, since the character does not change locations at all. To see how closely the character arrives to the planned arrival time, consult this table.

Temporal Distance Traveled	Temporal Drift*	Chance of Mishap
1 day to 1 month	+/- d8 minutes	5%
1 month to 1 year	+/- d8 hours	7%
1 year to 10 years	+/- d20 hours	10%

10 years to 100 years	+/- d8 days	15%
100 years to 1,000 years	+/- d20 days	20%
1,000 years +	+/- d20 months	25%
* There is a 50% chance that the number is a negative number.		

Add or subtract the temporal drift to the destination time to determine the exact time of arrival. Mishaps result in the spell failing and the character taking 1 point of Intelligence damage for every 10 years of expected time travel due to the mental bombardment that time travel brings with it. Thus, a character trying to transport through 100 years would take 10 points of Intelligence damage. Intelligence can be reduced to 0 through this damage (but not lower).

In the case that a traveler meets himself, the two travelers instantly lose control and attack each other with every ability and item at their disposal. However, should a traveler die while traveling in the past, the traveler's body immediately vanishes from the point of time it traveled to and returns to the point where the spell was cast at the time that the spell was cast. In other words, if a traveler perishes in a fire, the instant that the traveler died in that fire is the instant in which the traveler is no longer in that time period, and the body is never found within that location since it returns to the moment of time in which the traveler finished the spell and began time traveling.

Tongues

Enhancing

Level: Black Mage/White Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues, Communal

Enhancing

Level: Black Mage/White Mage/Red Mage 5

Targets: Creatures touched

This spell functions like *tongues*, except you divide the duration in 10-minute intervals among the creatures touched.

Torchlight

Light/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Illusionist/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Touch of Ages

Chronomancy/Dark/Enfeebling

Level: Blue Mage 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Creature Learned From (BM only): Toshigami

The caster emulates the aging touch of a toshigami. For the duration of this spell, when the caster hits a target with a touch attack or any melee weapon, the target must make a Fortitude save to avoid being magically aged. When the caster strikes a foe, it must decide whether it wishes to physically increase the target's age or mentally reduce the target's age. If it increases the target's physical age, the target takes 1 point of Strength, Dexterity, and Constitution drain. If it decreases the target's mental age, the target takes 1 point of Intelligence, Wisdom, and Charisma drain. Once a target succeeds at its saving throw against the touch of ages, it can no longer be affected by this ability for 1 round. This is a magical aging effect, but does not actually alter the victim's true age—it merely simulates the creeping effect of age on the flesh or the reversion to an increasingly infantile state of mind.

Touch of Fatigue

Dark/Cantrip

Level: Black Mage/Necromancer 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You channel dark energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Touch of Lethargy

Dark/Cantrip

Level: Necromancer 0

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes the target creature touched to gain the staggered condition.

Touch of Torment

Dark/Cantrip

Level: Necromancer 0

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a touch, you cause the subject to suffer sharp pains that impose a -1 circumstance penalty on attack rolls, skill checks, and ability checks.

Touch of Years

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 day/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a touch, your foe becomes visibly enfeebled, as if a sudden weight of years had dropped onto his shoulders. Your touch deals 3 points of drain to the subject's Strength, Dexterity, and Constitution scores; a successful Fortitude save negates this effect and prevents any further harm. If the subject fails its initial saving throw, it takes another 3 points of drain to its Strength, Dexterity, and Constitution scores each day thereafter as long as the spell lasts. A successful Fortitude save negates this drain, but doesn't end the spell's duration. The ability drain from this spell can be eliminated as normal, but doing this doesn't end the spell's duration. If you cast this spell on a creature while another casting of *touch of years* is already in effect on it, the second spell doesn't deal ability drain. Instead, a failed initial Fortitude save renders the creature permanently deafened and blinded. These conditions can be removed by normal means (such as *esuna*), but doing this has no effect on the ability drain. This spell can't be dispelled, but any effect that would remove a curse allows the spellcaster a caster level check (DC 11 + your caster level) to end the spell's duration. This doesn't restore any ability score points already lost.

Transmute Mud to Rock

Elemental (Earth)

Level: Geomancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell permanently transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral).

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

Transmute Rock to Mud

Elemental (Earth)

Level: Geomancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush or similar material thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transmute rock to mud counters and dispels *transmute mud to rock*.

Trifling Image

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One square foot

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You create a very small, immobile illusion of any object, force, or creature you visualize. The illusion does not create sound, smell, texture, or temperature, nor does it move. The resulting illusion matches your visualization exactly, even if the image in your mind differs somehow from the real object, force, or creature—if such exists at all.

True Strike

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Tsunami

Elemental (Water)

Level: Black Mage/Geomancer 9

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: 10-ft.-deep wave 10 ft. wide/level and 2 ft. tall/level

Duration: 5 rounds

Saving Throw: See text

Spell Resistance: No

You create a massive wave of water that then moves in a straight line across water or land—you select the direction the wave travels (which must be perpendicular to its width), but once set in motion, the wave cannot change course. Over the surface of open water, the wave travels at a speed of 60 feet per round—on land or underwater, the wave travels at a speed of 30 feet per round.

Creatures struck by a tsunami take 8d6 points of water damage (a Fortitude save halves this damage). In addition, the tsunami makes a special Attack roll against any creature it strikes, the wave's Attack roll is equal to your caster level + your Intelligence modifier + 8 (for the wave's size). The defender makes an opposed Strength check, if the defender fails, the creature is knocked prone and carried along by the wave. A creature carried along by a tsunami can attempt to escape the wave on its turn as a standard action by making a Swim check opposed by the wave's Attack roll, if a creature fails to escape, it takes another 6d6 points of water damage (Fortitude save for half) and continues being carried along by the wave.

Objects struck by a tsunami are swept up if they are Huge or smaller and are carried along by the wave, deposited in a pile at the end of the wave's journey. Gargantuan or larger objects, as well as structures or objects firmly attached to the ground, take 8d6 points of water damage when a tsunami passes through its space, if this is enough to destroy the object or structure, the remains are carried along by the wave. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. A solid barrier that is taller than the tsunami that is not destroyed by the wave stops that portion of the wave from continuing onward, leaving a gap in the wave as the rest of it continues forward.

Turtle Shell

Enhancing

Level: Blue Mage 6

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Up to 5 rounds (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Adamantoise

The caster emulates the defensive power of an adamantoise. This spell can only be cast when the caster's health is 50% or lower. The caster receives Fast Healing 10, 15/- Damage reduction, +10 armor bonus to AC, and (all) Elemental Resist 15 for up to 5 rounds but cannot perform any other actions.

Ultima

Non-Elemental

Level: Black Mage 9

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 60-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This ultimate destruction spell erupts from the center in a large explosion of raw magical energy dealing 1d12 points of non-elemental damage per caster level (maximum 20d12) to every creature within the area.

Umbral Gaze

Enfeebling/Elemental (Lightning)

Level: Blue Mage 1

Casting Time: 1 standard action

Range: 30 ft.

Effect: Ray

Duration: Instantaneous/1d4 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

Creature Learned From (BM only): Ahriman

The caster emulates the lightning blast of an ahriman. The caster must make a ranged touch attack, and if it hits, the target takes $1d6+2$ points of lightning damage and must make a Fortitude save or be inflicted with Blind status for 1d4 rounds.

Umbral Storm

Elemental (Lightning)/Enfeebling

Level: Blue Mage 4

Casting Time: 1 standard action

Range: 50 ft.

Area: 20-ft.-radius burst

Duration: Instantaneous; $1d4+1$ rounds

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Creature Learned From (BM only): Ahriman Elite

The caster emulates the blinding lightning burst from an ahriman elite. Creatures within the area of effect take $8d6$ points of lightning damage and are inflicted with the Blind status for $1d4+1$ rounds. A successful Reflex halves the damage and negates the status effect.

Undead Torch

Necromancy

Level: Necromancer 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal undead/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You make a dark incantation and smash the firefly between your thumb and forefinger. The undead bursts into blue flames that do not burn. The subject creature deals an extra $2d6$ points of damage on melee attacks against living creatures. If an attacked creature has spell resistance, the resistance is checked the first time the undead subject attacks it. If your caster level check fails, the creature is unaffected by that casting of the undead torch. If the undead creature is destroyed, the undead torch continues to burn at the location of its destruction until the duration ends, and living creatures that pass through that area take $2d6$ points of damage. If the undead creature assumes a nonphysical state (such as a vampire assuming gaseous form), the spell disperses harmlessly.

Undead Touch

Enfeebling/Dark

Level: Necromancer 1

Casting Time: 1 standard action

Range: Touch

Target: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial or Will negates; see text

Spell Resistance: Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels dark energy that deals $1d6$ points of shadow damage. The touched creature also takes 1 point of

Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

Unholy Nimbus

Dark/Enfeebling

Level: Blue Mage 8

Casting Time: 1 swift action

Range: Personal

Area: 60-ft.-radius burst centered on you

Duration: Instantaneous; 1d10 rounds; see text

Saving Throw: Will negate

Spell Resistance: Yes

Creature Learned From (BM only): Nalfeshnee Demon

The caster can emulate the unholy nimbus of a nalfeshnee demon. The caster can create a nimbus of unholy light, causing nauseating beams of writhing color to play around his body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a Will save or be dazed for 1d10 rounds as visions of madness hound it. The caster is immune to this effect.

Unholy Sword

Enhancing/Dark

Level: Dark Knight 4

Casting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel the powers of evil into your sword, or any other melee weapon you choose. The weapon acts as a +5 unholy weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against good opponents). It also emits a *magic circle against good* effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one unholy sword at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with any spells that modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with this spell's enhancement bonus to attack.

Unwilling Shield

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Like *shield other*, unwilling shield creates a mystic connection between you and the target, but unlike *shield other*, the target shares the wounds that you receive. In addition, the link draws upon the target's life force to supplement your own defenses. You gain a +1 luck bonus to AC and on saving throws. You take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target. Forms of harm that do not involve hit points, such as charm effects, ability damage, level draining, and death effects are not affected. If you take a reduction in hit points from a lowered Constitution score, the reduction is not split with the target because it is not hit point damage.

When the spell ends, subsequent damage is no longer divided between you and the subject, but damage already split is not assigned to you.

If you and the target of the spell move out of range of each other, the spell remains active, but damage is no longer shared until you are once again within range of each other.

Vampiric Touch

Enfeebling/Dark

Level: Dark Knight/Necromancer 3

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Spell Resistance: Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of shadow damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Vanish

Illusion

Level: Black Mage/White Mage/Red Mage/Illusionist 4/Dark Knight 2

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lbs./level

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Spell Resistance: Yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Vanishga

Illusion

Level: Black Mage/White Mage/Illusionist 7

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels (maximum of 5)

This spell functions like *vanish*, except it affects one creature per two caster levels (maximum of 5) within 30 feet of each other.

Vanish, Greater

Illusion

Level: Black Mage/White Mage/Red Mage/Illusionist 6/Dark Knight 4

Target: You or creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

This spell functions like *vanish*, except that it doesn't end if the subject attacks.

Vanish, Superior

Illusion

Level: Illusionist 8

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

As you complete the spell, your senses dull somewhat. Upon releasing the spell's energy on your desired subject, your senses clear, although the spell's recipient can no longer be perceived. This powerful illusion functions like *vanish*, except that it masks image, scent, and sound alike, concealing the subject from all senses.

except touch. As with *greater vanish*, this spell doesn't end if the subject attacks. While invisible, the subject exudes no scent and is undetectable by scent, blindsense, tremorsense, and blindsight.

Superior vanish renders the recipient immune to detection by see invisibility, faerie fire, glitterdust, invisibility purge, and dust of appearance, although creatures under the effect of the spell can be detected by true seeing. Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

Veil

Illusion

Level: Illusionist 6

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with Spell Resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the illusion, but Spell Resistance doesn't help.

Veil of Undeath

Necromancy

Level: Necromancer 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Upon completion of the spell, you exhale your last breath and accept a brief embrace from death. You gain many of the traits common to undead creatures. While the spell lasts, you have immunity to mind-affecting spells and abilities, poison, sleep, paralysis, stunning, disease, death, nonlethal damage, death from massive damage, ability drain, energy drain, fatigue, exhaustion, damage to physical ability scores, and any effect requiring a Fortitude save unless it is harmless or affects objects. You need not breathe, eat, or sleep. You don't actually gain the undead type from casting this spell.

Ventriloquism

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intelligible sound, usually speech

Duration: 1 min./level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Vertigo

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: A pattern of distortion in a 10-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates (see text)

Spell Resistance: Yes

A twisting distortion of perceptions occurs, sickening creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first, and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become sickened by the distortion; creatures that move more than half their speed must make an additional Will save or fall prone.

Vestment of the Champion

Enhancing

Level: Dark Knight/Holy Knight 2

Casting Time: 1 standard action

Range: Touch

Target: Armor or shield touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). If the armor or shield is worn or carried by anyone other than you, the spell has no effect, but resumes its effect when you are wearing or carrying it again.

Virtue

Enhancing/Cantrip

Level: Geomancer/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: None

Spell Resistance: Yes (harmless)

With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.

Virulence

Enfeebling/Dark

Level: Necromancer 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell weakens the innate resistance of its target, making him more susceptible to the effects of poison and disease. A victim who fails to save suffers a -2 circumstance penalty to all saving throws versus poison and disease spells and effects for the next minute. While suffering the effects of the spell, the victim is noticeably pallid, shivers as though stricken by cold chills, sweats as though feverish and suffers from minor stomach irritation, as though he were suffering from an extreme form of flu.

Virus Fly

Enfeebling/Dark

Level: Blue Mage 6

Casting Time: 1 standard action

Range: 30 ft.

Effect: Ray

Duration: Instantaneous/1d6 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

Creature Learned From (BM only): Abadon

The caster emulates an Abadon's ability to release a plague of flies upon a single target within 30 ft. The caster must make a ranged touch attack, and if it hits, the target takes 14d6 points of shadow damage and must make a Fortitude save or be inflicted with the Curse status for 1d6 rounds.

Vision of Hell

Illusion

Level: Illusionist 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 50-ft.-radius emanation

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: No

You overlay a realistic illusion of a terrifying hellscape upon an area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on an infernal appearance. While you are prepared for these images and are not affected by them, any other creature within the area must make a Will save or become shaken and also take a -2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area. Devils and any lawful evil creatures suffer no negative effects from this spell.

Void Aura

Enfeebling/Dark

Level: Black Mage/Necromancer 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell surrounds you with an aura of nothingness that channels dark energy. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of shadow damage. In addition, creatures affected by your aura are fatigued, and cannot speak or cast spells or perform songs. Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the fatigue effect, but cannot speak regardless of whether their save is successful as long as they are adjacent to you.

Void Form

Enhancing/Dark

Level: Blue Mage 8

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Creature Learned From (BM only): Void Yai Oni

The caster emulates becoming incorporeal as a void yai oni. In this form, the caster appears as a solid black shadow of its true form. The caster gains the incorporeal subtype and incorporeal defensive ability while in void form. Any gear or armor the caster carries becomes incorporeal as well—it loses its AC bonus from armor and natural armor, but gains a deflection bonus to its AC equal to its Intelligence modifier. The caster may still speak while incorporeal and can still cast spells.

Volcanic Storm

Enfeebling/Elemental (Fire)

Level: Black Mage/Geomancer 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy ash rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

Vortex

Elemental (Water)

Level: Black Mage/Geomancer 7

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Whirlpool 50 ft. deep, 30 ft. wide at top, and 5 ft. wide at base

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

You create a powerful and immobile whirlpool in any body of liquid large enough to contain the spell's effect. Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of water damage. A Medium or smaller creature that fails its first save must succeed on a second one or be pulled into the whirlpool and held suspended in its powerful currents, taking 1d8 points of water damage each round on your turn with no save allowed.

You may direct the whirlpool to eject any carried creatures whenever you wish. A boat that is equal in length or shorter than the vortex's width that passes through a vortex takes 6d6 points of water damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex.

Wall Climb

Enhancing/Elemental (Earth)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A wall climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Wall Climb, Communal

Enhancing/Elemental (Earth)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Targets: Creatures touched

This spell functions like *wall climb*, except you divide the duration in 10-minute intervals among the creatures touched.

Wall of Fire

Elemental (Fire)

Level: Black Mage 4/Geomancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of Lava

Elemental (Earth/Fire)

Level: Black Mage/Geomancer 8

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Lava wall whose area is up to one 5-ft. square/level (S)

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

This spell creates a vertical *wall of lava* that is 1 inch thick for every 4 caster levels and composed of up to one 5-foot square per level. A *wall of lava*'s maximum height cannot exceed half of its width (with a minimum height of 5 feet). The wall cannot be conjured so that it occupies the same space as a creature or object. A section of a *wall of lava* can be destroyed by damage (hardness 4, hp 90), but if a section is destroyed, the remaining lava in the wall immediately fills in any such hole created, reducing the wall's overall size by one 5-foot square but remaining a contiguous barrier. Each time a weapon strikes a *wall of lava*, it takes 2d6 points of fire damage (or the creature who strikes the wall takes 2d6 points of fire damage if the attack was via an unarmed strike or natural attack).

A creature can move through a *wall of lava* as a full-round action by making a DC 25 Strength check-failure indicates that the creature is pushed back out of the wall to the point he just attempted to leave. A creature with a burrow speed can move through the wall using its burrow speed. An attempt to move through a *wall of lava* inflicts 20d6 points of fire damage. A *wall of lava* also radiates heat as if it were a wall of fire, although the heat from a *wall of lava* radiates from both sides.

Once per round as a move action, you can direct the wall of lava to erupt. This causes a plume of lava to fire at any target within 60 feet of either side of the wall, but reduces the wall's overall size by 1d4 5-foot square sections. You must make a ranged touch attack to hit the target, which takes 10d6 points of fire damage on a hit. Holes created in a *wall of lava* from this effect instantly reseal, reducing the overall size of the wall.

All damage inflicted by physical contact with a *wall of lava* continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 5d6 or 10d6 points per round).

Wall of Stone

Elemental (Earth)

Level: Black Mage/White Mage 5/Geomancer 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell creates a wall of rocks that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is $20 + 2$ per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Wandering Star Motes

Illusion/Light

Level: Illusionist 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature and special; see text

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You create sparkling motes of bright light that shoot toward the target and swirl around it in a complex pattern. The pattern clearly outlines the target and radiates light as if it were a sunrod, negating any concealment for the target. The target must make a successful Will save. If the target fails its save, it is dazed for 1 round and must make another save on its next turn or be dazed again for 1 round. The target must continue making Will saves each round. If a target makes its Will save, the *wandering star motes* jump to the nearest enemy within 30 feet, who must now make Will saves every round or be dazed. Any time a target makes its Will save, the *wandering star motes* jump to the next nearest enemy within 30 feet.

A given creature can only be affected by the *wandering star motes* once; once a target has successfully saved against the spell, it cannot be affected again. If there are no new targets within 30 feet of a target that has successfully made its save, the spell immediately ends. The spell only affects enemy creatures; your allies are not affected.

Warp

Non-Elemental

Level: Black Mage/White Mage 8

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell teleports up to one creature per two caster levels to their *Bind* point.

Water

Elemental (Water)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Fortitude partial (object); see below

Spell Resistance: Yes (object)

You direct a blast of pressured water at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of water damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Drenched status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

Water II

Elemental (Water)

Level: Black Mage/Red Mage 2

This spell functions like *Water*, except it deals 3d6 points of water damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Drenched status effect for 1d6 rounds. A successful Fortitude save reduces this damage by half and prevents the status effect from taking effect.

Water III

Elemental (Water)

Level: Black Mage/Red Mage 3

This spell functions like *Water*, except it deals 5d6 points of water damage + your casting modifier (Intelligence or Charisma) + 3 points per caster level (maximum +5) and inflicts the Drenched status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

Waterra

Elemental (Water)

Level: Black Mage/Red Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *waterra* spell is the area of effect version of the *water* spell. A large wave of water strikes the area and explodes dealing 1d6 points of water damage per caster level (maximum 10d6) to every creature within the area.

Water Blast

Elemental (Water)

Level: Black Mage/White Mage/Geomancer 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush combat maneuver against any one creature or object. Your CMB roll for this combat maneuver is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This combat maneuver does not provoke an attack of opportunity. Water blast extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Water Breathing

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Targets: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Waterga

Elemental (Water)

Level: Black Mage/Red Mage 5

This spell functions like *Waterra*, except it deals 1d8 points of water damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Water Lung

Elemental (Water)

Level: Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

The targets are able to breathe water, freely. However, they can no longer breathe air. Divide the duration evenly among all the creatures you touch. This spell has no effect on creatures that can already breathe water.

Water Walk

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Water Walk, Communal

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 4

Targets: Creatures touched

This spell functions like *water walk*, except you divide the duration in 10-minute intervals among the creatures touched.

Waves of Exhaustion

Enfeebling/Dark

Level: Necromancer 7

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Waves of dark energy render all living creatures in the spell's area exhausted. This spell has no effect on a creature that is already exhausted.

Waves of Fatigue

Enfeebling/Dark

Level: Necromancer 5

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Waves of dark energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

Weapon of Awe

Enhancing/Light

Level: Holy Knight 2

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no Saving Throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition. You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

Weird

Illusion

Level: Illusionist 9

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes. If a subject's Fortitude save succeeds, it still takes 3d6 points of non-elemental damage and is stunned for 1 round. The subject also takes 1d4 points of Strength damage.

Weight of the Land

Enfeebling/Elemental (Earth)

Level: Blue Mage 7

Casting Time: 1 standard action

Range: 60 ft.

Area: 3 10-ft.-diameter circles
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: Yes
Creature Learned From (BM only): Titan, the Lord of Crags

The caster emulates the Titan's earth eruptions. The caster chooses 3 10-ft.-diameter circles within 60 feet and causes all creatures within the area of effect to take 5d6 points of earth damage and are inflicted the Weighted status. A successful Reflex save reduces the damage by half and negates the status effect.

Whirlsand

Enfeebling/Elemental (Wind)
Level: Blue Mage 9
Casting Time: 1 standard action
Range: 60 ft.
Area: Creatures within a 60-ft.-radius centered on you
Duration: Instantaneous/1d6 rounds
Saving Throw: See below
Spell Resistance: Yes
Creature Learned From (BM only): Ruby Weapon

The caster emulates the Ruby Weapon's wind blast. Creatures within the area of effect take 15d10 points of wind damage and are inflicted with the Squalled status effect (Reflex save for half damage and negates the status effect). Creatures who fail the Reflex save must also make a Fortitude save or be inflicted with Blind status for 1d6 rounds.

Whirlwind

Elemental (Wind)
Level: Geomancer 8
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall
Duration: 1 round/level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of wind damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of wind damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Whispering Wind

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: 1 mile/level

Area: 10-ft.-radius spread

Duration: No more than 1 hour/level or until discharged (destination is reached)

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. *Whispering wind* cannot speak verbal components, use command words, or activate magical effects.

White Wind

Healing

Level: Blue Mage 3

Casting Time: 1 standard action

Range: 30 ft.

Area: Allies within a 30-ft.-radius centered on you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Creature Learned From (BM only): Valefor

The caster emulates the soft healing wind ability of Valefor. Allies within the area of effect are healed for 4d6 +15 damage.

Wind Armor

Enhancing/Elemental (Wind)

Level: Black Mage/Geomancer/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of wind surrounds the subject of a *wind armor* spell, providing a +2 deflection bonus to AC. Unlike mundane armor, wind armor entails no armor check penalty, spell failure chance, or speed

reduction. Since wind armor is made of wind, incorporeal creatures can't bypass it the way they do normal armor.

Wind Back the Key

Chronomancy

Level: Time Mage 3

Casting Time: 1 hour

Range: Touch

Target: Item touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You reverse the flow of time around an item, restoring it to its original, undamaged state. Any damage the item has is repaired. If the item has been destroyed, then this spell restores it to full, working order.

Wind Barrier

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/- against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Wind Barrier, Communal

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Targets: Creatures touched

This spell functions like *wind barrier*, except you divide the duration in 1-hour intervals among the creatures touched. Once the spell absorbs 10 points of damage per caster level (maximum 100 points) for a subject, the spell's effects end for that subject.

Wind Runner

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Wind Shield

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

An ever-flowing gust of wind surrounds around you. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for whom the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Wind Walk

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 6

Casting Time: 1 standard action

Range: Touch

Targets: You and one touched creature per three levels

Duration: 1 hour/level (D); see text

Saving Throw: None and Will negates (harmless)

Spell Resistance: No and yes (harmless)

You alter the substance of your body to a cloud-like vapor and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Wind Wall

Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Winds of Vengeance

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 9

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space.

Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass though the winds.

In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Fortitude Saving Throw or take 5d8 points of wind damage and be knocked prone (if on the ground). On a failed save, Huge flying creatures are checked and Large-sized or smaller flying creatures are blown away instead of knocked prone. On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).

Wing Cutter

Elemental (Wind)

Level: Blue Mage 2

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Creature Learned From (BM only): Zuu

The caster emulates the Zuu's ability to cause the wind to slice in front of it in a 30-ft.-cone. Creatures within the area of effect take 4d6 points of wind damage, Reflex save for half damage.

Withering

Chronomancy

Level: Time Mage 8

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Spherical blast with a radius of 10 ft. / level

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This horrendous spell ages every living thing in the area. All living things in the area of this effect are aged 5d4 years in the blink of an eye.

World Wave

Elemental (Earth/Water)

Level: Black Mage/White Mage/Geomancer 9

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: 1 round/level or 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: Yes

You cause any sort of natural terrain (including water, forest, desert, tundra, and so on) to surge beneath your feet and safely propel you with devastating force over great distances. This wave of terrain undulates as it passes over the world, harmlessly lifting or stretching objects, creatures, and phenomena with a connection to nature but tearing through and damaging anything else it encounters. When you cast the spell you must choose the wave's type, either a tsunami or a swell. If you choose a tsunami, you create a 30-foot-high tidal wave of earth or water hurtling across the landscape that lasts for 1 round per level. If you choose a swell, you create a more controlled and gentle 5-foot-high wave that lasts for 1 hour per level. Regardless of its form or composition, the crest of the wave extends 10 feet in front of and behind you, and 5 feet per level to both your left and right. You can stand or sit on the crest of this wave without any fear of falling off it and can even lie down and sleep (or take any other actions you could take if standing on solid ground) as it travels. You can grant up to one additional creature per level the ability to safely accompany you on this wave.

When you first create the wave, you must choose its path by facing the direction you wish it to travel. Once you make this decision, you cannot change it. The wave, in either version, moves at eight times your base land speed. Any object, creature, or phenomena strongly connected to, or a part of, the natural world simply rises up and down with the wave as it passes, taking no damage or injury. However, anything else coming into contact

with the wave takes either 6d6 points of earth damage (if the tsunami) or 1d6 points of earth damage (if the swell).

The wave damages any manufactured object or structure. On the Material Plane, it also damages any creature of the aberration, construct, outsider, or undead type, or with the extraplanar subtype. Creatures with the construct or undead type take double damage from the wave. Other creatures, or creatures with even one geomancer class level (regardless of their type), are considered a part of the natural world and are unaffected by the wave. Note that on other planes of existence, what is considered to be a part of the natural world may vary at the GM's discretion.

The wave can travel up or down the sides of natural features so long as it does not exceed a 45-degree angle. You cannot alter the dimensions of the wave as it travels. If the wave encounters terrain that it cannot incorporate into itself, the wave simply flows over or around the obstacle (creatures riding the wave are harmlessly displaced to the side to avoid the obstacle) unless the terrain occupies one-half or more of the area of the wave's crest. In such cases the spell ends in 1d6 rounds as the wave falters and collapses, unless its duration would normally cause it to expire prior to that.

The momentum of the wave carries you forward through this new terrain without any injury until it collapses, at which point you suffer the normal effects of the terrain in which you are deposited. Terrain the wave cannot incorporate includes anything primarily made from fire (such as lava), air (such as an open cliff face), or something man-made (such as a city).

You can only create the wave if standing on the ground. You cannot create it when underground or on terrain that it cannot incorporate.

Wrathful Mantle

Enhancing/Light

Level: Holy Knight 3

Casting Time: 1 standard action

Range: Touch or 5 ft.; see text

Target: Creature touched or all creatures within 5 ft.; see text

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A shimmering mantle of light shrouds the subject, light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels (maximum +5 at 20th level). The subject can end the wrathful mantle at any time as a swift action to deal 2d8 points of holy damage to all creatures within 5 feet.

Zeal

Enhancing

Level: Dark Knight 2

Casting Time: 1 Swift Action

Range: Personal

Target: You

Duration: 1 round/level

Choose a foe as you cast this spell. You gain a +4 deflection bonus to AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.

Zombify

Dark/Enfeebling

Level: Necromancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell inflicts the Zombie status effect on a living creature. This status effect causes the target to have their type changed to [Undead], but without any of the benefits of that type. Those inflicted are now damaged by healing spells and effects, but immune to death spells and effects.

Zombify, Mass

Dark/Enfeebling

Level: Necromancer 7

Area: 20-ft.-radius spread

This spell functions like *Zombify*, but affects all living creatures within the area of effect.

SUMMONS

Abyssal Maw

Summoning/Elemental (Earth)/Enfeebling

Level: Summoner 7

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous; permanent; see text

Saving Throw: Fortitude half and negates; see text

Spell Resistance: Yes

You call forth Jormungand, a large serpent creature who causes the ground to explode and petrifies enemies. Enemies within the area of effect takes 1d6 points of earth damage per caster level (maximum 10d6) and are inflicted with Petrify status unless they make a successful Fortitude save for half damage and negates the status effect.

Aerospark

Summoning/Elemental (Lightning)

Level: Summoner 1

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray (2)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call forth Ixion, a mechanical unicorn which uses its horn to fire a blast of lightning at two different enemy targets. You must make a ranged touch attack to hit for each ray, and if the ray hits, it deals 1d6 points of lightning damage + 1 point per caster level.

Alluring Embrace

Summoning/Healing

Level: Summoner 5

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Lakshmi, a beautiful goddess floating on a bed of blankets who sends a bolt of light that streaks towards the area targeted and bursts, filling the area with a soft, warm white light, healing allies for 1d6 points of damage per caster level (maximum 15d6).

Angel Feathers

Summoning/Healing

Level: Summoner 6

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius centered on you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Seraph, an angelic being who causes feathers to float down upon your dead allies within the area of effect, beckoning them to come back to life. The dead allies are brought back to life at 1 hit point. All dead allies must be dead no longer than 1 round per level to be raised.

Asura's Boon

Summoning/Healing/Enhancing

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Targets: One creature/2 levels (maximum of 5)

Duration: Instantaneous; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Asura, the six-armed Queen of the Avatars with three faces - anger, benevolence, and joy. Roll a d6. 1-2, the Queen shows an angry face and casts *Protect II* spell on each creature. 3-4, the Queen shows a pleased face and casts *Raise* spell on each creature. 5-6, the Queen shows a happy face and casts *Cure II* spell on each creature. Asura uses your casting modifier and spell level for any of the spells.

Bad Breath

Summoning/Enfeebling

Level: Summoner 5

Casting Time: 1 full-round action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level (each)

Saving Throw: See below

Spell Resistance: Yes

You call forth Malboro, a grotesque, strange, plant-life beast with countless tentacles and gaping maws who breathes out a foul breath upon your enemies. All creatures caught within the cone are affected by the following status effects: Berserk (Will save), Blind (Fortitude save), Confuse (Will save), Silence (Fortitude save), Poison (Fortitude save), Slow (Fortitude save).

Black Cauldron

Summoning/Enfeebling

Level: Summoner 8

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous; 1 round/level (each)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

You call forth Hades, a demonic aeon from the lower planes who pours a foul black liquid upon your enemies. Enemies within the area of effect take 1d6 points of shadow damage per level (maximum 10d6) and are inflicted with Poison, Confusion, Sleep, Silence, Mini, Frog, Slow, and Paralysis status for 1 round per level, Fortitude save for each status effect to negate.

Breach Blast

Summoning/Elemental (Water)

Level: Summoner 4

Casting Time: 1 full-round action

Range: 60 ft.

Area: 60-ft.-line

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Bismarck, the whale-like creature from the watery depths who blasts a line of water at your enemies. Enemies in the area of effect take 1d6 points of water damage per level (maximum 10d6) and inflicts the Drenched status effect, a successful Reflex save for half damage and negates the status effect.

Brotherly Love

Summoning/Elemental (Earth)

Level: Summoner 3

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth the Brothers, a pair of minotaurs, one smaller than the other who duo to throw a boulder at your enemies. Enemies within the area of effect take 1d6 points of earth damage per caster level (maximum 10d6) and are inflicted with the Weighted status effect, a successful Reflex save for half damage and negates the status effect.

Cat Rain

Summoning/Enfeebling

Level: Summoner 7

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You call forth Cait Sith, an anthropomorphic black cat who causes confusion to rain upon your enemies. Enemies within the area of effect must make a Will save or become inflicted with the Confused status effect.

Chef's Knife

Summoning/Dark

Level: Summoner 8

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You call forth Tonberry, a short green creature that carries a lantern and a deadly knife that stabs a single enemy. The target must make a Fortitude save or fall to 0 hit points. If the save is successful, the target suffers 5d6 points of shadow elemental damage.

Chocobo Kick

Summoning/Non-elemental

Level: Summoner 1

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You call forth Chocobo, a large yellow bird-like creature who appears and kicks an enemy in the chest. The target takes 1d4 points of non-elemental damage + caster's Charisma modifier and must make a Fortitude save or fall prone.

Chocobo Stomp

Summoning/Non-elemental

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Area: 15-ft.-radius

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth the Fat Chocobo, an enormous chocobo of immense proportions that falls upon your enemies. Enemies within the area of effect take 1d6 points of non-elemental damage (maximum 5d6) and fall prone unless they make a successful Reflex save for half damage and prevents falling prone.

Cleansing

Summoning/Healing

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature/level, within 30 ft. of each other

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Crusader, a holy descendent of Alexander who cures allies of Disease and Poison status effects. You must make a caster level check (1d20 + caster level) against the DC of the Disease or Poison status effect affecting the target. Success means that the status effects are cured.

Climactic Fear

Summoning/Enfeebling/Dark

Level: Summoner 4

Casting Time: 1 full-round action

Range: 15 ft.

Area: Cone-shaped burst

Duration: 1 round/level or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

You call forth Cyclops, a one-eyed, horned, purple giant who causes fear in your enemies. An invisible cone of terror causes each living enemy in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked enemy begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Constrict

Summoning/Enfeebling

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call forth the Remora, a group of piranha-like fishes that attaches themselves to a single enemy, slowing them down. The target of this spell receives the Slow status effect. The victim suffers a -1 penalty on Attack rolls, -1 penalty on Reflex saves, moves at half movement, and can only take 1 standard action a round.

Counter Rockets

Summoning/Enhancing

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Cerberus, a monstrous three-headed dog bestows Haste status upon an ally. The target of this spell receives the Haste status effect. The subject receives a +1 bonus to Attack rolls, +1 bonus to Reflex saves, +30 foot movement, and an extra attack if the subject uses a full-attack option.

Dark Messenger

Summoning/Enfeebling/Dark

Level: Summoner 6

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call forth Diablos, a devil-like aeon who causes your enemies to lose half their health. Enemies in the area of effect must make a Fortitude save or lose half of their current hit point total.

Deathblow

Summoning/Non-elemental

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You call forth Choco/Mog, a unique duo of a moogle riding a chocobo that charges a single enemy. The target takes 5d4 points of non-elemental damage and must make a Fortitude save or be stunned for 1 round.

Demon Eye

Summoning/Enfeebling

Level: Summoner 6

Casting Time: 1 full-round action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call forth Catoblepas, a large pig-like creature whose gaze turns enemies to stone. Enemies within the area of effect must make a Fortitude save or be inflicted with the Petrify status effect. This is permanent until cured.

Descending Darkness

Summoning/Dark

Level: Summoner 8

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Target: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call forth Lich, a vile undead mage who causes a burst of darkness amongst your enemies. Enemies within the area of effect take shadow damage equal to half of their maximum hit points, a successful Fortitude to negate.

Diamond Dust

Summoning/Elemental (Ice)

Level: Summoner 4

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Shiva, the empress of ice, wreathed in frost. Shiva conjures a blizzard of freezing ice on your enemies, dealing 1d6 points of ice damage per caster level (maximum 10d6) and inflicts the Frozen status effect, a successful Reflex save for half damage and negates the status effect.

Earthen Wall

Summoning/Enhancing/Elemental (Earth)

Level: Summoner 6

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Golem, a large elemental-like creature made out of stone who bestows *Stoneskin* and *Protect III* to allies within the area of effect.

Energy Beam

Summoning/Non-elemental

Level: Summoner 1

Casting Time: 1 full-round action

Range: 30 ft.

Area: 30-ft.-line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call forth Valefor, a winged feathery aeon who fires a beam of energy at your enemies. Enemies within the area of effect take 1d4 points of non-elemental damage per level (maximum 5d4), a Reflex save for half damage.

Eternal Breath

Summoning/Non-elemental

Level: Summoner 9

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 60-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call forth Eden, a large space-faring creature that orbital bombards a targeted area in a large explosion of raw magical energy dealing 1d12 points of non-elemental damage per caster level (maximum 20d12) to every enemy within the area.

Fey Light

Summoning/Healing

Level: Summoner 3

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: All allies within a 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Faerie, a tiny feather-winged creature who releases feathers onto the battlefield, healing allies. A soft white glow envelopes the area, all allies within a 30-ft.-radius burst for 1d6 points of damage per caster level (maximum 10d6).

Flames of Rebirth

Summoning/Healing

Level: Summoner 8

Casting Time: 1 full-round action

Range: 30 ft.

Area: All allies within a 30-ft. burst centered on you

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You call forth the Phoenix, an eternal undying bird of flames who causes a column of bright light falls upon the dead allies within the area of effect, beckoning them to come back to life. The dead allies are brought back to life at 1/4th of their maximum hit points.

Gaia's Wrath

Summoning/Elemental (Earth)

Level: Summoner 5

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius spread

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Titan, a great giant who rends the very earth asunder. Titan conjures an earthquake to rumble underneath your enemies within the area of effect, dealing 1d6 points of earth damage per caster level (maximum 15d6) and inflicts the Weighted status effect, a successful Reflex save for half damage and negates the status effect.

Ghostly Veil

Summoning/Enhancing

Level: Summoner 6

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius centered on you

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Phantom, a floating ghost-like creature that bestows the effects of the *Vanish* spell on all allies within the area of effect.

Goblin Punch

Summoning/Elemental (Wind)

Level: Summoner 1

Casting Time: 1 full-round action

Range: 15 ft.

Cone: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call forth Goblin, a small ugly creature with fangs and big ears who launches a blast of wind at your enemies. Creatures in the cone take 1d4 points of wind damage per level (maximum 5d4).

Healing Horn

Summoning/Healing

Level: Summoner 5

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius centered on you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Unicorn, a horse-like creature with a beautiful horn that causes a soft white glow to surround your allies within the area of effect and cure them of all negative status effects except Doom and Stop status.

Hellfire

Summoning/Elemental (Fire)/Enfeebling

Level: Summoner 5

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Ifrit, a powerful djinn with control over scorching flames hot enough to turn the whole world to ashes. Ifrit rains down fire upon your enemies. Creatures within the area of effect take 1d6 points of fire damage per level (maximum 15d6) and are inflicted with the Burning status effect, a Reflex save for half damage and negates the status effect.

Holy Judgment

Summoning/Light

Level: Summoner 9

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous/2d4 rounds

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

You call forth Alexander, an ancient weapon imbued with sacred power to decimate your enemies with holy destruction. Creatures within the area of effect take 1d8 points of holy damage per level and are inflicted with the Doom status for 2d4 rounds. A successful Fortitude save halves the damage and negates the status effect.

Howling Moon

Summoning/Enhancing

Level: Summoner 7

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Fenrir, a giant black wolf with a mane and a long thick tail who howls, granting you and allies evasion. Allies within the area of effect are granted evasion. Those who have evasion already are instead granted improved evasion.

Instant Death

Summoning/Dark

Level: Summoner 9

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You call forth Odin, a legendary knight who rides his beloved horse Sleipnir to deliver a crushing blow to your enemy. The target must make a Fortitude save or dies. If the save is successful, the target suffers 5d6 points of shadow elemental damage.

Judgment Bolt

Summoning/Elemental (Lightning)/Enfeebling

Level: Summoner 4

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: See text

Spell Resistance: Yes

You call forth Ramuh, an ancient, ageless mage bearing the dazzling power of lightning upon your enemies. Creatures within the area of effect take 1d6 points of lightning damage per level (maximum 10d6), a Reflex save for half damage. Those who fail the Reflex save must make a Fortitude save or be inflicted with Silence status for 1 round per level.

Life Guard

Summoning/Healing/Enhancing

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Kirin, the powerful unicorn king who blesses you and your allies in a soft green glow that pulses, providing them with healing over time. The targets receive Fast Healing 2 (heals 2 hit points a round).

Lunatic Voice

Summoning/Enfeebling

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You call forth Siren, a beautiful woman, carrying a harp who plays a soft tune that causes a single enemy to become silent. The target of this spell receives the Silence status effect. The victim is unable to cast spells until cured. Casters with the Silent Spell feat can bypass this status effect if used with spells.

Magic Shield

Summoning/Enhancing

Level: Summoner 2

Casting Time: 1 full-round action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels (maximum of 5)
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You call forth the Zona Seeker, an advanced esper that bestows magical protection upon you and your allies. The subjects of this spell within 30 feet of each other are protected by a shield that helps protect against magical attacks. The targets gain a +2 morale bonus to Saving Throws versus spells for the duration of the spell.

Megaflare

Summoning/Elemental (Fire)
Level: Summoner 9
Casting Time: 1 full-round action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: Yes

You call forth Bahamut, the Dragon King who breathes a cone of flames upon your enemies. Enemies in the area of effect take 1d8 points of fire damage per level and inflicts the Burning status effect, ignoring all elemental resistances, a successful Reflex save for half damage and negates the status effect.

Mind Blast

Summoning/Non-elemental/Enfeebling
Level: Summoner 7
Casting Time: 1 full-round action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous; 1 round/level
Saving Throw: Fortitude half; see text
Spell Resistance: Yes

You call forth Mindflayer, a squid-faced creature who sends a blast of mind energy towards your enemies. Enemies within the area of effect take 1d6 points of non-elemental damage (maximum 10d6) and are inflicted with Disabled and Sap status effects unless they make a successful Fortitude save for half damage and negates the status effects.

Moogles Charm

Summoning/Healing
Level: Summoner 1
Casting Time: 1 full-round action
Range: 15 ft.
Area: Allies within a 15-ft.-radius centered on you
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You call forth Mogri, an immortal moogle king who bestows healing upon your allies. Allies within the area of effect heal for 1d4 points of damage per level (maximum 5d4).

Petrifying Beak

Summoning/Enfeebling

Level: Summoner 4

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call forth Cockatrice, a bird-like creature able to turn an enemy into stone with its beak. The target must make a Fortitude save or be inflicted with the Petrify status effect. This is permanent until cured.

Photosynthesis

Summoning/Healing

Level: Summoner 1

Casting Time: 1 full-round action

Range: 15 ft.

Area: Allies within a 15-ft.-radius centered on you

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Mandragora, a small plant-like humanoid that bestows Fast Healing 1 upon your allies.

Radiant Breath

Summoning/Light/Enfeebling

Level: Summoner 5

Casting Time: 1 full-round action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth the Mist Dragon, a legendary dragon that breathes a blast of light upon your enemies within a 30-ft.-cone. Creatures within the area of effect take 1d6 points of holy damage per level (maximum 10d6) and are inflicted with the Dazzled status effect for 1 round per level, a Reflex save for half damage and negates the status effect.

Ruby Light

Summoning/Enhancing

Level: Summoner 6

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Carbuncle, an aeon with a crimson jewel shining from its forehead who enchants allies with Reflect status. Allies within the area of effect are enchanted with a magical shield that deflects the next spell targeted them back at its caster, and is then discharged.

Runaway Train

Summoning/Enfeebling

Level: Summoner 7

Casting Time: 1 full-round action

Range: 120 ft.

Targets: 120-ft. line

Duration: 1 round/level (each)

Saving Throw: Fortitude negates (each)

Spell Resistance: Yes

You call forth Doomtrain, a hellish sentient train that runs over any creatures in a 120-ft.-line. Creatures within the area of effect are inflicted with Zombie, Blind, Poison, Silence, Slow, Berserk, and Confuse status for 1 round per level, Fortitude save for each status effect to negate.

Self-Destruct

Summoning/Elemental (Fire)

Level: Summoner 3

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 15-ft.-radius burst

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Bomb, a living floating ball of fire who appears in the midst of your enemies and explodes.

Enemies in the area of effect take 1d6 points of fire damage per level (maximum 10d6) and inflicts the Burning status effect, a successful Reflex save for half damage and negates the status effect.

Sonic Dive

Summoning/Enhancing

Level: Summoner 1

Casting Time: 1 full-round action

Range: 15 ft.

Area: Allies within a 15-ft.-radius centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Quetzalli, a massive bird creature who imbues the essence of a dragoon upon your allies. Allies within the area of effect deal an extra 1d6 points of damage when charging.

Summon Avatar

Summoning

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One avatar

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You open a rift between dimensions that summons your avatar.

Treat this as if you had summoned your avatar normally, except that it only remains with you for the duration of this spell. While summoned in this way, your avatar can be sent back to its home plane by dispel.

If you cast this spell while your avatar is already on your plane, this spell has no effect. This spell allows you to summon your avatar even if it has been returned to its home plane due to damage.

Summon Equipment I

Summoning

Level: Summoner 1

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One magical +1 suit of armor, shield, or weapon

Duration: 1 hour (D)

Saving Throw: None

Spell Resistance: No

This spell summons a magical +1 suit of armor, shield, or weapon. The summoned item lasts for an hour. The item disappears and the spell ends if the item is farther than 100 feet from the summoner.

Summon Equipment II

Summoning

Level: Summoner 3

Effect: One magical +2 suit of armor, shield, or weapon

This spell functions like *summon equipment I*, but instead summons a magical +2 suit of armor, shield, or weapon. The summoner may exchange an enhancement bonus for a special ability equivalent to the bonus, but item must have at least a +1 enhancement bonus.

Summon Equipment III

Summoning

Level: Summoner 5

Effect: One magical +3 suit of armor, shield, or weapon

This spell functions like *summon equipment I*, but instead summons a magical +3 suit of armor, shield, or weapon. The summoner may exchange an enhancement bonus for a special ability equivalent to the bonus, but item must have at least a +1 enhancement bonus.

Summon Equipment IV

Summoning

Level: Summoner 7

Effect: One magical +4 suit of armor, shield, or weapon

This spell functions like *summon equipment I*, but instead summons a magical +4 suit of armor, shield, or weapon. The summoner may exchange an enhancement bonus for a special ability equivalent to the bonus, but item must have at least a +1 enhancement bonus.

Summon Equipment V

Summoning

Level: Summoner 9

Effect: One magical +5 suit of armor, shield, or weapon

This spell functions like *summon equipment I*, but instead summons a magical +5 suit of armor, shield, or weapon. The summoner may exchange an enhancement bonus for a special ability equivalent to the bonus, but item must have at least a +1 enhancement bonus.

Summon Materia I

Summoning

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One common level 1 materia

Duration: 1 hour (D)

Saving Throw: None

Spell Resistance: No

This spell summons a common level 1 materia of any type. The summoned materia lasts for an hour and does not gain MXP. The materia disappears and the spell ends if the materia is farther than 100 feet from the summoner.

Summon Materia II

Summoning

Level: Summoner 6

Effect: One common or uncommon level 2 materia

This spell functions like *summon material I*, but instead summons a common or uncommon level 2 materia of any type.

Summon Materia III

Summoning

Level: Summoner 9

Effect: One common, uncommon, or rare level 3 materia

This spell functions like *summon material I*, but instead summons a common, uncommon, or rare level 3 materia of any type.

Summon Monster I

Summoning

Level: Summoner 1

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an extra-planar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table: Summon Monster. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. Visit this website to see what creature you can summon: <http://www.d20pfsrd.com/magic/all-spells/s/summon-monster>

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table: Summon Monster marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster II

Summoning

Level: Summoner 2

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Monster III

Summoning

Level: Summoner 3

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster IV

Summoning

Level: Summoner 4

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster V

Summoning

Level: Summoner 5

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VI

Summoning

Level: Summoner 6

This spell functions like *summon monster I*, except that you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VII

Summoning

Level: Summoner 7

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VIII

Summoning

Level: Summoner 8

This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster IX

Summoning

Level: Summoner 9

This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Swords of Chance

Summoning/Non-elemental or Light

Level: Summoner 9

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You call forth Gilgamesh, a traveling sword collector who brandishes one of his four swords upon your enemies. Roll a 1d4, on a 1, Gilgamesh draws out Excalipoor and deals 1 damage to all enemies within the area of effect. On a 2, Gilgamesh draws out Excalibur and deals 1d6 points of holy damage per level, a Reflex save for half damage. On a 3, Gilgamesh draws out Masamune and deals 1d8 points of non-elemental per level, a Reflex save for half damage. On a 4, Gilgamesh draws out Zantetsuken and instantly kills all enemies, a Fortitude save to negate.

Terra Homing

Summoning/Light

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You call forth Madeen, the guardian of the espers who directs a blast of holy energy at your enemy. You must make a ranged touch attack to hit, and if the ray hits, it deals 5d4 points of holy damage and inflicts the Dazzled status effect unless the creature makes a Fortitude save.

Tetra-Disaster

Summoning/Elemental (Lightning/Ice/Fire)

Level: Summoner 8

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Kujata, a terrifying bull-like beast who fires a blast of lightning, ice, and fire from its large horns. Enemies in the area of effect take 1d8 points of damage per level (maximum 15d8). A third of it is lightning, ice, and fire damage. Those that fail the saving throw must make a Fortitude save or be inflicted with Burning, Frozen, and Static status effects for 1 round per level.

Thousand Needles

Summoning/Non-elemental

Level: Summoner 2

Casting Time: 1 full-round action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call forth Cactuar, a desert dwelling cactus-like creature that sprays sharp needles in a 15-ft.-cone, dealing 1d4 points of non-elemental damage per level (maximum of 10d4).

Thunder Storm

Summoning/Elemental (Lightning)

Level: Summoner 7

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Quetzalcoatl, a winged lightning-based guardian force that conjures a lightning barrage upon your enemies. Enemies within the area of effect take 1d8 points of lightning damage per level (maximum 20d8) and are inflicted with the Static status effect and must make a successful Reflex save for half damage and negates the status effect.

Tidal Wave

Summoning/Elemental (Water)

Level: Summoner 5

Casting Time: 1 full-round action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Leviathan, a massive sea serpent that effortlessly controls water and rules all who dwell in the oceans. Leviathan sends a large wave of water in a 30-ft.-cone dealing 1d6 points of water damage per caster level (maximum 15d6) to every enemy within the area and are inflicted with the Drenched status effect, a Reflex save for half damage and negates the status effect.

Tornado Zone

Summoning/Elemental (Wind)

Level: Summoner 4

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40-ft. high)

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Pandemona, a wind-based guardian force who conjures a tornado in the middle of your enemies. Enemies within the area of effect take 1d6 points of wind damage per caster level (maximum 10d6) and are inflicted with the Squalled status effect, a Reflex save for half damage and negates the status effect.

Ultimate End

Summoning/Non-elemental

Level: Summoner 8

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You call forth the Knights of the Round, a legendary set of thirteen knights who attacks your enemy. Each knight has a separate attack that deals damage which ignores damage reduction and elemental resistance (see below). They use the summoner's level as their base attack bonus and uses the summoner's Charisma modifier for attack and damage rolls.

- The first knight attacks with a knight sword (1d10).
- The second knight attacks with a lance (1d8).
- The third knight wields a fire rod and deals 1d6 fire damage.
- The fourth knight attacks with a heavy mace (1d8).
- The fifth knight attacks with a longsword (1d8).
- The sixth knight attacks with a warhammer (1d8).
- The seventh knight wields an ice rod and deals 1d6 ice damage.
- The eighth knight attacks with a trident (1d8).
- The ninth knight wields an earth staff and deals 1d8 earth damage.
- The tenth knight attacks with a halberd (1d10).
- The eleventh knight attacks with a battleaxe (1d8).
- The twelfth knight attacks with a shortsword (1d6).
- The thirteenth knight attacks with a greatsword (2d6).

Unicorn Horn

Summoning/Healing

Level: Summoner 5

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth a majestic Unicorn, who cures status ailments affecting your allies. This spell functions similar to *Esuna*, except it cures all status effects up to 4th level or lower on all allies within the area of effect, and requiring a caster level check for each status effect.

Whispering Wind

Summoning/Non-elemental/Healing

Level: Summoner 6

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature; see text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

You call forth Sylph, a beautiful creature with gossamer wings who drains an enemy of health and bestows it upon your allies. The target takes 1d6 points of non-elemental damage per level (maximum 10d6), a successful Fortitude save for half damage. Damage dealt is then bestowed upon your allies within a 30-ft.-radius, distributed evenly.

Wyrmfire

Summoning/Elemental (Fire)/Enfeebling

Level: Summoner 4

Casting Time: 1 full-round action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Salamander, a fire-breathing lizard with an appetite for destruction that breathes fire upon your enemies within a 30-ft.-cone. Creatures within the area of effect take 1d6 points of fire damage per level (maximum 10d6) and are inflicted with the Burning status effect, a Reflex save for half damage and negates the status effect.

SONGS

Advancing March

Enhancing

Level: Bard 3

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a rousing march song, inspiring your allies to move and attack faster. Each round this song is in effect, allies within 30 feet of the bard gain the Haste status effect.

Allegro

Enhancing

Level: Bard 2

Range: Personal

Target: You

This song allows you to act more swiftly while maintaining a bardic performance. You must already be maintaining a bardic performance before you can perform *allegro*. You gain the benefits of the spell *haste* for as long as you maintain that bardic performance. If you cease maintaining the bardic performance or it is interrupted, this song's duration ends. As an immediate action while you are maintaining a bardic performance, you can dismiss *allegro* to reroll a Reflex save or Dexterity-based skill check. You must choose to reroll before the result of the original roll is known. You must take the result of the reroll, even if it's worse than the original roll. *Allegro* dispels and is dispelled by *slow*.

Alluring Air

Enfeebling

Level: Bard 6

Range: 30 feet

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You play a soft melody, causing an enemy to be confused. Each round this song is in effect, an enemy within 30 feet of the bard suffers the Confuse status effect.

Amplify

Enhancing

Level: Bard 1

Range: 30 feet

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You cause an amplification of all sounds within the song's area. This decreases the DC to hear those sounds by 20. Those creatures within the song's area do not notice the increased amplification. Thus, anyone whose voice is amplified remains unaware of the increase in volume. The song can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate

the song and can apply spell resistance, if any. Items in a creature's possession receive the benefits of saves and spell resistance, but unattended objects and points in space do not.

Army's Anthem

Enhancing

Level: Bard 3

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a soft-spoken song of healing, bestowing allies around you with HP regeneration. Each round this song is in effect, allies within 30 feet of the bard gain Fast Healing 2.

Army's Anthem II

Enhancing

Level: Bard 6

This song functions like *Army's Anthem*, except it provides Fast Healing 4.

Army's Paeon

Enhancing

Level: Bard 1

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a soft-spoken song of healing, bestowing one ally with HP regeneration. Each round this song is in effect, the target gains Fast Healing 2.

Army's Paeon II

Enhancing

Level: Bard 3

This song functions like *Army's Paeon*, except it provides Fast Healing 4.

Army's Paeon III

Enhancing

Level: Bard 5

This song functions like *Army's Paeon*, except it provides Fast Healing 6.

Battlefield Elegy

Enfeebling

Level: Bard 3

Saving Throw: Fortitude negates

Spell Resistance: Yes

You play a song of sadness and of lost battles, crippling your enemies by slowing them down. Each round this song is in effect, enemies within 30 feet of the bard suffer the Slow status effect.

Blinding Melody

Enfeebling

Level: Bard 4

Range: 30 feet

Area: All enemies within 30 feet

Saving Throw: Will negates

Spell Resistance: Yes

This song functions like *Blurring Melody*, except it affects all enemies within 30 feet of the bard.

Blurring Melody

Enfeebling

Level: Bard 2

Range: 30 feet

Target: One creature

Saving Throw: Fortitude negates

Spell Resistance: Yes

You play a soft melody, blurring an enemy's vision. Each round this song is in effect, an enemy within 30 feet of the bard suffers the Blind status effect.

Body Harmonic

Enfeebling

Level: Bard 5

Target: One living creature

Saving Throw: Will negates

Spell Resistance: Yes

You cause the targeted creature's body begins to vibrate loudly and painfully in harmony. Each round, the victim takes 1d10 points of damage to one ability score. You must select a different ability score each round, and cannot damage any one ability score more than once every 5 rounds. The creature can attempt a Will saving throw each round to negate that round's effect. While the subject is under the effect of *body harmonic*, its body whines and hums discordantly. The victim takes a -20 penalty on Stealth checks.

Boom

Enfeebling/Elemental (Lightning)/Jingle

Level: Bard 0

Range: 30 feet

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

A loud thundercrack is created next to the ear of your target. He instantly suffers 1 point of sonic damage. In addition, he must make a Fortitude save or suffer a -2 penalty to Concentration checks for 1d3 rounds because of the ringing in the ears.

Cacophonic Shield

Enhancing/Enfeebling

Level: Bard 4

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a barrier of sonic energy at a distance of 10 feet from yourself. Creatures on either side of the barrier hear it as a loud but harmless buzzing. Nonmagical sound does not cross the barrier. Supernatural or spell-based sounds or sonic effects penetrate the barrier only if the caster or originator of the effect succeeds on a caster level check (DC 11 + your caster level). A creature that crosses the barrier takes 1d6 points of sonic damage +1 point per caster level (maximum +20) and must make a Fortitude save or be deafened for 1 minute. The sonic vibrations create a 20% miss chance for any missiles (including siege weapon attacks) crossing the barrier in either direction. The barrier moves with you, but you cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If you force a creature to pass through, the barrier has no effect on that creature.

Cacophonous Call

Enfeebling

Level: Bard 2

Range: 30 feet

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You fill your target's mind with a blaring cacophony of discordant sounds, making it hard for the target to act and concentrate. The creature gains the nauseated condition for the duration of the song if it fails its Will save.

Cacophonous Call, Mass

Enfeebling

Level: Bard 5

Targets: All creatures within 30 feet

This song functions as *cacophonous call*, except that it affects multiple creatures.

Clarion Call

Illusion

Level: Bard 1

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this song gains two benefits. First, the affected creature gains the ability to create a sound like the blast of a mighty horn or trumpet simply by miming the action of sounding one. Second, the subject can speak in a booming voice that carries easily over great distances, lowering the DC of any check to hear what is said by -15.

Detune

Enfeebling/Jingle

Level: Bard 0

Range: 30 feet.

Target: 1 instrument

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

While learning this handy jingle is not particularly encouraged at bardic colleges, it still seems to make the rounds among students. With it, you cause a single instrument within range to lose its tuning, giving Perform checks with it a -4 modifier. Re-tuning an instrument takes 1d4 rounds and usually creates a rather irate bard.

Dexterous Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of agility, enhancing your allies' Dexterity to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Dexterity.

Dexterous Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of agility, enhancing one ally's Dexterity to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Dexterity.

Dexterous Etude II

Enhancing

Level: Bard 4

This song functions like *Dexterous Etude*, except it provides a +4 morale bonus to Dexterity.

Dexterous Etude III

Enhancing

Level: Bard 6

This song functions like *Dexterous Etude*, except it provides a +6 morale bonus to Dexterity.

Dirge

Enfeebling

Level: Bard 5

Area: All enemies within a 30-ft.-radius burst centered on you

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your song draws the energies of death and destruction down on your enemies. Each round, any enemy in the area takes 2 points of Strength and Dexterity damage. Subjects can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds.

Dirge of Discord

Enfeebling

Level: Bard 3

Area: 20-ft.-radius spread

Saving Throw: Will negates

Spell Resistance: Yes

Creatures affected by this song take a -4 penalty on attack rolls and Dexterity, a 50% reduction in their speed (to a minimum of 5 feet), and must make a Concentration check to cast any spell (DC equal to this spell's DC + the level of the spell being cast).

Dissonant Chant

Enfeebling

Level: Bard 2

Range: Close (25 ft. + 5 ft./2 levels)

Area: 100-ft.-radius emanation

Saving Throw: None; see text

Spell Resistance: Yes

You create a distracting and discordant chant. Affected creatures that attempt spellcasting or other activities that require concentration must make Concentration checks (DC equal to this spell's DC + the level of the spell being cast). The DCs of activities that already require Concentration checks, such as casting defensively, increase by 4. Creatures within the area gain a +4 bonus on saving throws against language-dependent effects.

Distracting Cacophony

Enfeebling

Level: Bard 2

Area: 20-ft. spread

Saving Throw: None

Spell Resistance: Yes

The air fills with loud and discordant noise, making concentration difficult. Casting a spell in this area of cacophony requires a concentration check (DC 15 + the level of the spell being cast). Any other concentration checks in the area have their DCs increased by 5. The DC of Perception checks involving hearing is likewise increased by 5.

Distressing Tone

Enfeebling

Level: Bard 2

Targets: All creatures within 30 feet

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a powerful tone that vibrates living flesh. Targets must save or gain the sickened condition. Creatures that are immune to critical hits are immune to this song.

Elemental Carol

Enhancing/Elemental (Any)

Level: Bard 1

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of the elements, bestowing your allies with a resistance to elemental spells and effects. The bard chooses an element type: dark, fire, ice, light, lightning, water, or wind. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Saving Throws against the elemental (of the chosen type) spells and effects as well as an Elemental (of the chosen type) Resistance of 5.

Elemental Carol II

Enhancing/Elemental (Any)

Level: Bard 3

This song functions like *Elemental Carol*, except it provides a +4 morale bonus to Saving Throws against elemental (of the chosen type) spells and effects as well as an Elemental (of the chosen type) Resistance of 10.

Elemental Carol III

Enhancing/Elemental (Any)

Level: Bard 5

This song functions like *Elemental Carol*, except it provides a +6 morale bonus to Saving Throws against elemental (of the chosen type) spells and effects as well as an Elemental (of the chosen type) Resistance of 15.

Elemental Threnody

Enfeebling/Elemental (Any)

Level: Bard 1

Saving Throw: Fortitude negates

Spell Resistance: Yes

You play an elemental song, crippling your enemies by lowering their resistance to elemental spells and effects. The bard chooses an element type: dark, fire, ice, light, lightning, water, or wind. Each round this song is in effect, enemies within 30 feet of the bard suffer a -2 penalty to Saving Throws against Elemental (of the chosen type) spells and effects as well as reduces elemental (of the chosen type) resistance by -3.

Elemental Threnody II

Enhancing/Elemental (Any)

Level: Bard 3

This song functions like *Elemental Threnody*, except it causes enemies to suffer a -4 penalty to Saving Throws against Elemental (of the chosen type) spells and effects as well as reduces elemental (of the chosen type) resistance by -6.

Elemental Threnody III

Enhancing/Elemental (Any)

Level: Bard 5

This song functions like *Elemental Threnody*, except it causes enemies to suffer a -6 penalty to Saving Throws against Elemental (of the chosen type) spells and effects as well as reduces elemental (of the chosen type) resistance by -9.

Enchanting Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of wit and charm, enhancing your allies' Charisma to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Charisma.

Enchanting Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of wit and charm, enhancing one ally's Charisma to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Charisma.

Enchanting Etude II

Enhancing

Level: Bard 4

This song functions like *Enchanting Etude*, except it provides a +4 morale bonus to Charisma.

Enchanting Etude III

Enhancing

Level: Bard 6

This song functions like *Enchanting Etude*, except it provides a +6 morale bonus to Charisma.

Exquisite Accompaniment

Illusion

Level: Bard 3

Range: Personal

Effect: Phantom instrument

Saving Throw: None

Spell Resistance: No

You create a phantom instrument, a glowing construct of magic in the form of a portable musical instrument of your choice. The instrument floats beside you, moving as you move (even if you teleport). It cannot be damaged, but can be dispelled. The instrument plays as you direct, and as long as it plays, you do not have to

expend rounds of bardic performance from your daily allotment to maintain an effect. Activating a bardic performance or switching to a new effect still costs a round of your overall bardic performances per day.

Focusing Chant

Enhancing

Level: Bard 1

Range: Personal

Target: You

You gain a +1 circumstance bonus on attack rolls, skill checks, and ability checks for the duration of the song.

Foe Lullaby

Enfeebling

Level: Bard 2

Range: 30 feet

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You play a soft lullaby, lulling an enemy to sleep. Each round this song is in effect, an enemy within 30 feet of the bard suffers the Sleep status effect.

Foe Discord

Non-Elemental

Level: Bard 3

Saving Throw: Fortitude half

Spell Resistance: Yes

You play a song of destruction, damaging those within 30 feet with non-elemental damage. Each round this song is in effect, enemies within 30 feet of the bard suffer $2d6 + \text{Charisma modifier}$ points of non-elemental damage.

Foe Discord II

Non-Elemental

Level: Bard 6

This song functions like *Foe Discord*, except it deals $4d6 + \text{Charisma modifier}$ points of non-elemental damage.

Foe Requiem

Non-Elemental

Level: Bard 1

Saving Throw: Fortitude half

Spell Resistance: Yes

You play a song of destruction, damaging one creature with non-elemental damage. Each round this song is in effect, one creature within 30 feet of the bard suffers $2d6 + \text{Charisma modifier}$ points of non-elemental damage.

Foe Requiem II

Non-Elemental

Level: Bard 3

This song functions like *Foe Requiem*, except it deals 4d6 + Charisma modifier points of non-elemental damage.

Foe Requiem III

Non-Elemental

Level: Bard 5

This song functions like *Foe Requiem*, except it deals 6d6 + Charisma modifier points of non-elemental damage.

Fowl Aubade

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play an energetic song of wakefulness, boosting your allies' resistance to sleep and charm spells and effects. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus on saving throws against sleep and charm spells and effects.

Fowl Aubade II

Enhancing

Level: Bard 4

This song functions like *Fowl Aubade*, except it provides a +4 morale bonus on saving throws against sleep and charm spells and effects.

Fowl Aubade III

Enhancing

Level: Bard 6

This song functions like *Fowl Aubade*, except it provides a +6 morale bonus on saving throws against sleep and charm spells and effects.

Frozen Note

Enfeebling

Level: Bard 5

Area: 30-ft.-radius emanation centered on you

Saving Throw: Will partial; see text

Spell Resistance: Yes

You produce and sustain a single perfect musical note that holds nearby creatures, friend as well as foe, utterly spellbound until you stop singing. Affected creatures are both paralyzed and oblivious to their surroundings so long as you maintain the note.

Maintaining this note requires your absolute attention; if you take damage or take any other action, including moving from your current square, the song instantly ends. Creatures that succeed in their initial Saving Throw must make a new one for each round they spend within the area of the song until they fail and become captivated. Creatures with 4 or more Hit Dice greater than your caster level are not affected by this song. However, those with 4 or more Hit Dice less than your caster level do not receive a Saving Throw to resist it. The note is so clear and flawless that less than extraordinary attempts to avoid hearing it merely grant targets a bonus on their saving throws. Targets get a +2 circumstance bonus on their Saving Throw for each barrier between your voice and their ears. This includes such things as a creature stopping up its ears with wax, closing all windows and doors in a nearby building, or even crawling into a barrel and pulling down the top.

If a target that had previously made its Saving Throw loses the benefit of one or more of its barriers it must immediately make a new Saving Throw. Similarly, any target that had previously failed its Saving Throw gets a new save each time it gains the protection of a barrier.

Fugue

Enfeebling

Level: Bard 5

Area: 30-ft.-radius spread

Saving Throw: Will negates

Spell Resistance: Yes

Creatures that fail their save become affected by the haunting *fugue* in semi-random ways. On each affected creature's turn (as long as it remains in the affected area), you make a Perform check. The check result determines how the victim's mind and body are affected by the song. You can select any of the effects for which your Perform check equals or exceeds the required DC.

DC	Result
15	Victim takes 3d6 points of nonlethal damage
20	Victim takes 3d6 points of sonic damage
25	Victim is knocked prone
30	Victim is nauseated for 1 round
35	Victim is stunned for 1 round
40	Victim attacks nearest target

All creatures that succeed on their saves against the song are disoriented and take a -2 penalty on attack rolls and skill checks as long as they remain in the affected area.

Ghostbane Dirge

Enfeebling

Level: Bard 2

Targets: One incorporeal creature

Saving Throw: Will negates

Spell Resistance: Yes

The target coalesces into a semi-physical form for a short period of time. While subject to the song, the incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects.

Ghostbane Dirge, Mass

Enfeebling

Level: Bard 5

Targets: All incorporeal creatures within 30 feet

This song functions as *ghostbane dirge*, except that it affects multiple targets.

Ghostharp

Summoning/Jingle

Level: Bard 0

You prepare an object that records and replays a song previously played or sung in its vicinity. When performed, the song searches a radius of 50 feet for the lingering notes of a tune played there within the last day. It records these notes and reverberations. At your verbal command, “Play,” the ghostharp replays the music. The tune repeats until you command it to stop, or until its duration comes to an end. The ghostharp does not record conversations. Its imperfect replay can’t reproduce bardic music or other magical effects, nor can it perform bard songs.

Ghost Sound

Illusion/Jingle

Level: Bard 0

Effect: Illusory sounds

Saving Throw: Will disbelief

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when performing it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humes per caster level (maximum 40 humes). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humes running and shouting. A roaring lion is equal to the noise from 16 humes, while a roaring dragon is equal to the noise from 32 humes. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

Giggle

Enfeebling/Jingle

Level: Bard 0

Range: 30 feet

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The target suddenly finds something humorous enough to start giggling, and the laughter lasts for one full round. While the target can still move and attack normally, he is unable to speak, or use bardic abilities or cast spells that rely on verbalization, until he stops giggling.

Goblin Gavotte

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a rousing song of freedom, boosting your allies' resistance to paralysis and petrify spells and effects. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus on saving throws against paralysis and petrify spells and effects.

Goblin Gavotte II

Enhancing

Level: Bard 4

This song functions like *Goblin Gavotte*, except it provides a +4 morale bonus on saving throws against paralysis and petrify spells and effects.

Goblin Gavotte III

Enhancing

Level: Bard 6

This song functions like *Goblin Gavotte*, except it provides a +6 morale bonus on saving throws against paralysis and petrify spells and effects.

Harmonic Chorus

Enhancing

Level: Bard 2

Target: One living creature

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Sweeping your arm as if presenting a gift to someone, you call out to the intended subject of your song. A mantle of sweet tones settles about your subject, whose face is now twisted in concentration. *Harmonic chorus* lets you improve the spellcasting ability of a spellcaster. For the duration of the song, the subject gains a +2 morale bonus to caster level and a +2 morale bonus on save DCs for all spells it casts.

Haunting Choir

Necromancy

Level: Bard 3

Range: 30 feet

Area: 30-ft.-radius emanation

Saving Throw: Will negates

Spell Resistance: Yes

You create a spectral choir and conduct its tortured, ghostly moans, deluding listeners into believing they are suffering the torments of the dead. The transparent singers occupy a 10-foot cube, but they are intangible and do not interfere with creatures in any physical way, nor can they be attacked. Creatures within 30 feet of the choir

experience wracking pain that causes them to take a -2 penalty on attack rolls, skill checks, and ability checks. Individuals who exit the area of effect take these penalties for an additional 2 rounds before the delusion wears off.

Haunting Tune

Enfeebling

Level: Bard 3

Area: 30-ft.-radius emanation centered on you

Saving Throw: Will negates

Spell Resistance: Yes

The effect wrapped within your music makes even the most hard-hearted quail. Targets that fail their saves become shaken.

Herb Pastoral

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of cleansing, boosting your allies' resistance to disease and poison spells and effects. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus on saving throws against disease and poison spells and effects.

Herb Pastoral II

Enhancing

Level: Bard 4

This song functions like *Herb Pastoral*, except it provides a +4 morale bonus on saving throws against disease and poison spells and effects.

Herb Pastoral III

Enhancing

Level: Bard 6

This song functions like *Herb Pastoral*, except it provides a +6 morale bonus on saving throws against disease and poison spells and effects.

Hideous Laughter

Enfeebling

Level: Bard 1

Saving Throw: Will negates

Spell Resistance: Yes

This song afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the song ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the

creature continues laughing for the entire duration. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the bard's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Horde Lullaby

Enfeebling

Level: Bard 4

Saving Throw: Will negates

Spell Resistance: Yes

This song functions like *Foe Lullaby*, except it affects all enemies within 30 feet of the bard.

Hunter's Prelude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of the hunter, granting allies a bonus to range weapon attack rolls. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Attack rolls with ranged weapons.

Hunter's Prelude II

Enhancing

Level: Bard 4

This song functions like *Hunter's Prelude*, except it provides a +4 morale bonus to Attack rolls with ranged weapons.

Hunter's Prelude III

Enhancing

Level: Bard 6

This song functions like *Hunter's Prelude*, except it provides a +6 morale bonus to Attack rolls with ranged weapons.

Insidious Rhythm

Enfeebling

Level: Bard 1

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

The subject takes a -4 penalty on Intelligence-based skill checks and Concentration checks due to an endlessly recycling melody stuck in its mind. Whenever the subject attempts to cast, concentrate on, or direct a spell, it must succeed on a Concentration check (DC equal to *insidious rhythm*'s save DC + spell's level) or fail at the attempt.

Inspirational Boost

Enhancing

Level: Bard 1

Casting Time: 1 swift action

Range: Personal

Target: You

As you finish, the song's chant allows you to segue easily into bolstering your allies. While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends or this song ends, whichever comes first. If you don't begin to use your inspire courage ability before the beginning of your next turn, the song's effect ends.

Irresistible Dance

Enfeebling

Level: Bard 5

Range: 30 feet

Saving Throw: Will negates

Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The song effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any Armor Class bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Joyful Noise

Elemental (Earth)

Level: Bard 1

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

You create sonic vibrations that negate any magical silence effect in the area. This zone of negation moves with you and lasts for the duration of the song. The silence effect is not dispelled but simply held in abeyance; it remains in effect outside the area of the *joyful noise* effect.

Knight's Ballad

Enhancing

Level: Bard 3

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of the knight, enhancing your allies' Armor Class to deflect attacks better. Each round this song is in effect, enemies within 30 feet of the bard gain a +2 deflection bonus to Armor Class.

Knight's Ballad II

Enhancing

Level: Bard 6

This song functions like *Knight's Ballad*, except it provides a +4 deflection bonus to Armor Class.

Knight's Minne

Enhancing

Level: Bard 1

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of the knight, enhancing one ally's Armor Class to deflect attacks better. Each round this song is in effect, the target gains a +2 deflection bonus to Armor Class.

Knight's Minne II

Enhancing

Level: Bard 3

This song functions like *Knight's Minne*, except it provides a +4 deflection bonus to Armor Class.

Knight's Minne III

Enhancing

Level: Bard 5

This song functions like *Knight's Minne*, except it provides a +6 deflection bonus to Armor Class.

Learned Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of knowledge, enhancing your allies' Intelligence to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Intelligence.

Learned Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of knowledge, enhancing one ally's Intelligence to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Intelligence.

Learned Etude II

Enhancing

Level: Bard 4

This song functions like *Learned Etude*, except it provides a +4 morale bonus to Intelligence.

Learned Etude III

Enhancing

Level: Bard 6

This song functions like *Learned Etude*, except it provides a +6 morale bonus to Intelligence.

Lively Step

Enhancing

Level: Bard 2

Area: 30-ft.-radius emanation centered on you

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Once you perform this song, the speed of you and all allies within 30 feet of you increases by 10 feet. This does not stack with any effect that increases movement speed, however.

Lullaby

Enfeebling

Level: Bard 0

Range: 30 feet

Area: Living creatures within a 10-ft.-radius burst

Saving Throw: Will negates

Spell Resistance: Yes

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Perception checks and a -2 penalty on Will saves against sleep effects while the *lullaby* is in effect.

Magic Finale

Enfeebling

Level: Bard 3

Range: 30 feet

Target: One creature

Saving Throw: None

Spell Resistance: No

You play a song of disruption, stripping an opponent of magical effects cast upon him. Each round this song is in effect, an enemy within 30 feet of the bard is affected by a *Dispel* spell.

Music of the Spheres

Healing/Enhancing

Level: Bard 5

Range: 20 ft.

Area: 20-ft.-radius spherical emanation, centered on you

Saving Throw: None

Spell Resistance: Yes (harmless)

With this song, one can amplify the underlying music of the spheres in the song's area of effect to infuse yourself and all creatures within 20 feet of you, friend and foe alike. All creatures that begin their turn within the area of this song's effect gain fast healing 5, resistance 10 to all elemental types, and a +3 sacred bonus on

all saving throws against poison and disease. Any creature that enters the area of effect does not gain the benefits of the *music of the spheres* until it begins its turn in that area.

Nixie's Lure

Enfeebling

Level: Bard 3

Area: All creatures within a 30-ft.-radius burst centered on you

Saving Throw: Will negates

Spell Resistance: Yes

This creates an unearthly and infectious song that seductively summons all who hear it. *Nixie's lure* affects a maximum of 24 Hit Dice of creatures. Creatures in the area who fail their saves are lured by the song and move toward you using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, the creatures each receive a second saving throw to end the effect before moving into peril. Creatures lured by the song can take no actions other than to defend themselves. A victim within 5 feet of you simply stands still and for the duration of the song remains fascinated.

Pied Piping

Enfeebling

Level: Bard 5

Area: 30-ft.-radius emanation, centered on you

Saving Throw: Will partial; see text

Spell Resistance: Yes

You call forth a melody so compelling and attractive that creatures belonging to a group with a specific, identifiable physical trait (such as type, subtype, age, gender, or hair color) find it almost impossible not to approach and follow you. You choose the nature of the creatures you seek to attract when you perform this song and, once you make this choice, cannot alter it. You can only use physical traits to determine your audience. You can never use social and other more voluntary criteria (such as alignment, religion, nationality, or class) to select targets for this spell.

Eligible creatures must make a Saving Throw each round spent within the area of the song and, once they fail, approach you at their normal movement speed and stand as close to you as possible without actually entering an occupied square. If you move, they do their best to maintain their proximity to you and follow. Affected creatures can take no actions other than listening to your music and following you if you move. Those entering the area while the song is in effect must also successfully save or be compelled to come to you.

The attractive power of the song does not cause affected creatures to put themselves in jeopardy and they have enough presence of mind to avoid or negotiate around obstacles and other perilous hazards. If unable to approach or follow you without endangering themselves, they simply wait, swaying to the music, until you pass out of range, at which point they regain their senses. If circumstances change once you move out of range, making it possible for affected creatures to resume their attempts to get near you they do so, and, if they manage to return to within the area of the song before it wears off, the song continues as normal.

If attacked, affected creatures can take defensive measures, even going so far as to avoid existing threats by moving out of the area of the song, but cannot make attacks themselves or take any other actions until the effects of the song wear off.

Piercing Shriek

Enfeebling

Level: Bard 2

Target: One creature

Saving Throw: Fortitude negates

Spell Resistance: Yes

You emit an ear-splitting shriek which can be heard only by the target of this song; all other observers merely see you screaming silently. The target suffers wracking pain from the scream, gaining the staggered condition. This song has no effect on deaf creatures and cannot penetrate an area of silence.

Play Instrument

Enhancing

Level: Bard 1

Range: Personal

Target: You

You may play one instrument of your choice as if you had 1 rank in the appropriate Perform skill. Instead of a conventional instrument, you may use an object as an improvised instrument, such as using a barrel as a drum or a bow as a harp, playing it as if it were crafted to make music.

Purging Finale

Healing

Level: Bard 3

Casting Time: 1 immediate action

Range: 30 feet

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You must have a bardic performance in effect to perform this song. With a flourish, you immediately end your bardic performance, removing one of the following conditions on a creature within range affected by your bardic performance: cowering, dazzled, exhausted, paralyzed, shaken, or stunned.

Quick Ballad

Enhancing

Level: Bard 3

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of fast reflexes, enhancing your allies' Armor Class to dodge attacks better. Each round this song is in effect, enemies within 30 feet of the bard gain a +2 dodge bonus to Armor Class.

Quick Ballad II

Enhancing

Level: Bard 6

This song functions like *Quick Ballad*, except it provides a +4 dodge bonus to Armor Class.

Quick Etude

Enhancing

Level: Bard 1

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of fast reflexes, enhancing one ally's Armor Class to dodge attacks better. Each round this song is in effect, the target gains a +2 dodge bonus to Armor Class.

Quick Etude II

Enhancing

Level: Bard 3

This song functions like *Quick Etude*, except it provides a +4 dodge bonus to Armor Class.

Quick Etude III

Enhancing

Level: Bard 5

This song functions like *Quick Etude*, except it provides a +6 dodge bonus to Armor Class.

Quiet Verse

Enfeebling

Level: Bard 6

Range: 30 feet

Area: All enemies within 30 feet

Saving Throw: Will negates

Spell Resistance: Yes

This song functions like *Silent Verse*, except it affects all enemies within 30 feet of the bard.

Reviving Finale

Healing

Level: Bard 3

Casting Time: 1 immediate action

Area: 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

You must have a bardic performance in effect to perform this song. With a flourish, you immediately end your bardic performance, and allies within the area of the spell regain 2d6 hit points.

Romeo's Ballad

Enfeebling

Level: Bard 3

Range: 30 feet

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You play a soft ballad, causing an enemy to be immobilized. Each round this song is in effect, an enemy within 30 feet of the bard suffers the Immobilize status effect.

Saving Finale

Enhancing

Level: Bard 1

Casting Time: 1 immediate action

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You must have a bardic performance in effect to perform this song. With a flourish, you can immediately end your bardic performance when a creature within range affected by your bardic performance fails a Saving Throw, allowing the subject to immediately reroll the failed Saving Throw.

Scop's Operetta

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of sight and sound, boosting your allies' resistance to silence/blind spells and effects. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus on saving throws against silence and blind spells and effects.

Scop's Operetta II

Enhancing

Level: Bard 4

This song functions like *Scop's Operetta*, except it provides a +4 morale bonus on saving throws against silence and blind spells and effects.

Scop's Operetta III

Enhancing

Level: Bard 6

This song functions like *Scop's Operetta*, except it provides a +6 morale bonus on saving throws against silence and blind spells and effects.

Shadowbard

Illusion

Level: Bard 5

Effect: Phantom singer

Saving Throw: None

Spell Resistance: No

You conjure up a quasi-real phantom singer that is visible as a shifting, shadowy duplicate of yourself. The singer follows you automatically, moving as you move even if you teleport. The singer cannot be damaged, but can be dispelled. When a shadowbard comes into being, it immediately begins a bardic performance of your choice—it has access to all of the bardic performances that you do. It continues that bardic performance until you direct it as a move action to switch to a different performance. Rounds spent by a shadowbard creating a bardic performance do not decrease the number of rounds you can use your own bardic performance, nor can a shadowbard's bardic performance be used to trigger songs that require you to begin or cease a bardic performance.

Sheepfoe Mambo

Enhancing

Level: Bard 1

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of resistance, boosting your allies' saving throws. Each round this song is in effect, allies within 30 feet of the bard gain a +1 morale bonus on saving throws.

Sheepfoe Mambo II

Enhancing

Level: Bard 3

This song functions like *Sheepfoe Mambo*, except it provides a +2 morale bonus on saving throws.

Sheepfoe Mambo III

Enhancing

Level: Bard 5

This song functions like *Sheepfoe Mambo*, except it provides a +3 morale bonus on saving throws.

Silent Verse

Enfeebling

Level: Bard 2

Range: 30 feet

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You play a soft verse, silencing an enemy. Each round this song is in effect, an enemy within 30 feet of the bard suffers the Silence status effect.

Sinewy Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You play a song of might, enhancing your allies' Strength to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Strength.

Sinewy Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of might, enhancing one ally's Strength to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Strength.

Sinewy Etude II

Enhancing

Level: Bard 4

This song functions like *Sinewy Etude*, except it provides a +4 morale bonus to Strength.

Sinewy Etude III

Enhancing

Level: Bard 6

This song functions like *Sinewy Etude*, except it provides a +6 morale bonus to Strength.

Solid Note

Summoning

Level: Bard 1

Effect: One solidified musical note

Saving Throw: None

Spell Resistance: No

You give temporary physical form to a single musical note and can hang it, suspended, wherever you wish within range, allowing you to use it as hook, pulley, door blocker, or anything else your imagination desires. The exact appearance of the solid note depends on your melody. You can make it spiked or smooth, simple or convoluted, and with any color pattern you wish, however, it always has a size approximately equal to that of your outstretched hand. Once created, the solid note resists all attempts to move it but instantly disappears if enough force or weight is brought to bear against it. The note has an effective Strength equal to $10 + \text{your caster level}$. It cannot hold more weight than the equivalent of a heavy load for its Strength without disappearing. Any creature that wins an opposed Strength check against the note (by pushing open a door which the note is holding shut for example) also causes it to disappear. The note can never deal actual harm to a creature and disappears if successfully attacked (AC $10 + \text{your Charisma modifier}$) or overcome with a combat maneuver such as bull rush (CMD $2 + \text{your base attack bonus} + \text{your Charisma modifier}$). Any creature obstructed by the solid note simply fails to budge it and loses that action for the round.

Songbird

Enhancing/Jingle

Level: Bard 0

Range: Personal

Target: You

You acquire an even greater charisma when you perform. Anyone who hears or views your performance becomes favorably inclined toward you. This song grants you a +1 competence bonus on your Charisma-based checks involving any one person who saw the performance.

Song of Healing

Healing

Level: Bard 4

Range: 30 feet

Targets: All creatures within 30 feet

You must have a bardic performance in effect to perform this song (although this song is called song of healing, the bardic performance need not be singing). As long as that performance continues, all creatures affected by the performance gain fast healing 2. When this bardic performance ends or you change to a different bardic performance, the fast healing granted by this song ends as well, but all creatures affected by this song heal 1d8 points of damage + 1 point per caster level (maximum +15) and are cured of any of the following conditions: exhausted, fatigued, nauseated, paralyzed, sickened, or stunned.

Song of Serenity

Healing/Jingle

Level: Bard 0

Range: 30 feet

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You channel positive energy through your song, rejuvenating a fatigued target. The fatigued subject is immediately rejuvenated.

Spirited Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of might, enhancing your allies' Wisdom to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Wisdom.

Spirited Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of might, enhancing one ally's Wisdom to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Wisdom.

Spirited Etude II

Enhancing

Level: Bard 4

This song functions like *Spirited Etude*, except it provides a +4 morale bonus to Wisdom.

Spirited Etude III

Enhancing

Level: Bard 6

This song functions like *Spirited Etude*, except it provides a +6 morale bonus to Wisdom.

Stunning Finale

Enfeebling

Level: Bard 5

Casting Time: 1 immediate action

Targets: Up to 3 creatures, no two of which can be more than 30 ft. apart

Duration: 1 round

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You must have a bardic performance in effect to perform this song. With a flourish, you immediately end your bardic performance, assaulting the senses of the targets with your finale. Each target is stunned for 1 round. On a successful Saving Throw, a target is staggered for 1 round.

Summon Instrument

Summoning/Jingle

Level: Bard 0

Effect: One summoned handheld musical instrument

Saving Throw: None

Spell Resistance: No

This song summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per performing, and it will play only for you. You can't summon an instrument too large to be held in two hands. The summoned instrument disappears at the end of this song.

Sword Madrigal

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of precision, granting allies a bonus to melee weapon attack rolls. Each round this song is in effect, allies within 30 feet of the bard gain a +1 morale bonus to Attack rolls with melee weapons.

Sword Madrigal II

Enhancing

Level: Bard 4

This song functions like *Sword Madrigal*, except it provides a +2 morale bonus to Attack rolls with melee weapons.

Sword Madrigal III

Enhancing

Level: Bard 6

This song functions like *Sword Madrigal*, except it provides a +3 morale bonus to Attack rolls with melee weapons.

Toilsome Chant

Enhancing

Level: Bard 1

Target: One living creature

Saving Throw: Will negates (harmless);

Spell Resistance: Yes (harmless)

You can perform this song as part of the action to begin an inspire competence bardic performance. The benefit of inspire competence persists for as long as is necessary to complete the target's next skill check using the chosen skill, even if you cease your bardic performance.

Valor Minuet

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of valor, granting allies a bonus to melee damage rolls. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to melee damage rolls.

Valor Minuet II

Enhancing

Level: Bard 4

This song functions like *Valor Minuet*, except it provides a +4 morale bonus to melee damage rolls.

Valor Minuet III

Enhancing

Level: Bard 6

This song functions like *Valor Minuet*, except it provides a +6 morale bonus to melee damage rolls.

Virtuoso Performance

Enhancing

Level: Bard 4

Range: Personal

Target: You

While this song is active, you may start a second bardic performance while maintaining another. Starting the second performance costs 2 rounds of bardic performance instead of 1. Maintaining both performances costs a total of 3 rounds of bardic performance for each round they are maintained. When this song ends, one of the performances ends immediately (your choice). *Virtuoso performance* does not stack with any other method of maintaining simultaneous bardic performances.

Vivacious Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of fortitude, enhancing your allies' Constitution to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Constitution.

Vivacious Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of fortitude, enhancing one ally's Constitution to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Constitution.

Vivacious Etude II

Enhancing

Level: Bard 4

This song functions like *Vivacious Etude*, except it provides a +4 morale bonus to Constitution.

Vivacious Etude III

Enhancing

Level: Bard 6

This song functions like *Vivacious Etude*, except it provides a +6 morale bonus to Constitution.

Wall of Sound

Summoning

Level: Bard 4

Range: 30 feet

Effect: Translucent wall of sound up to 20 ft. long/level or a ring of sound with a radius of up to 5 ft./two levels; either form 20 ft. high

Saving Throw: None

Spell Resistance: Yes

A translucent barrier of pure sound springs into existence. This wall is silent except for a faint hum, but bursts with discordant noise when touched by an object or creature. The wall deflects arrows, bolts, loose debris, and small or smaller flying creatures like a *wind wall* spell, except these things rebound harmlessly rather than being directed upward. The burst of discordant noise deals 2d4 points of sonic damage to creatures within 10 feet of the triggering object or creature; touching or passing through the wall deals 2d6 points of sonic damage + 1 point of sonic damage per caster level (maximum +20). If you place the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. A *silence* spell suppresses the wall within its area, but the wall reappears when the silence ends.

CHAPTER 10: MAGICAL ITEMS

MATERIA

Materia are special little crystal orbs that contain magicite that provide a magical effect when affixed to a weapon, shield, or suit of armor (or any other item that grants an armor bonus to AC). These materia are carefully crafted by spellcasters. There are five types of materia (Spell, Support, Independent, Ability, and Summon).

Table 10-1: Materia Types		
Type	Color	Description
Spell	Green 	Use Black Magic spells.
Support	Blue 	Use White Magic spells.
Independent	Purple 	Bestows a unique ability.
Ability	Yellow 	Bestows a feat or skill.
Summon	Red 	Summons an Avatar.

Different materia require different amounts of materia experience points (MXP) in order to level and become more powerful. When you have materia attached, 1/10th of the XP you earn (through combat only) is added to that materia's MXP. (So if you receive 1000 XP, each materia attached earns 100 MXP). Any materia you have but are not attached will not earn any MXP as well as any materia attached to weapons not wielded or drawn during any combat. As a materia earns more MXP, it can eventually advance in level (to a maximum of level 3). The amount of MXP required to increase in level is dependent on the rarity of the materia (see table 11-2). Materia require a level of 1 in order to provide bonuses to your character, so materia of uncommon or higher rarity will not provide any effects until they have earned enough MXP. Materia are often referred to by their name and level. For example, a Lightning materia of level 2 is called a Lightning 2 materia.

Table 10-2: Materia Advancement				
Materia Level	MXP (Common)	MXP (Uncommon)	MXP (Rare)	MXP (Legendary)
0	-	0	0	0
1	0	500	750	1,000
2	500	1,000	1,500	2,000
3	1,000	2,000	3,000	4,000
Mastered ¹	2,000	4,000	6,000	8,000

¹ Mastered Materia produces a second materia with 0 MXP.

When a materia gains enough MXP to become Mastered, it stops gaining MXP and creates a new materia of the same material at level 0. The new materia will be formed instantly from the original and detach in a process similar to mitosis. All non-common new materia begins its life at level 0 and 0 MXP while common materia begins at level 1.

The level of the materia not only describes the relative power level of the materia's effect, but also the minimum required quality or enhancement bonus of the armor, shield, or weapon for the materia to function:

- A 0-level materia gains MXP only whenever it is attached to an object, even if the object itself is not masterwork.

- A 1st-level materia functions only when attached to an object with an enhancement bonus of +1 or higher.
- A 2nd-level materia functions only when attached to an object with an enhancement bonus of +3 or higher.
- A 3rd-level or mastered materia functions only when attached to an object with an enhancement bonus of +5 or higher.

Whenever a materia levels up beyond the required quality or enhancement bonus of an object, it still functions as a level less than it is now until attached to an object that meets the requirements.

For materia to function and gain MXP, it must be attached onto an item. Each item can hold a single materia, but an attached materia can be swapped for another one at any time. Attaching a materia to (or removing it from) an item requires a move action that doesn't provoke attacks of opportunity. Effectively, each eligible item has a single "slot" that can be filled by any appropriate materia. Once attached, it immediately activates and provides the user with all its bonuses. If attached item is sundered, the materia is not destroyed.

Bonuses from the same type of materia don't stack unless they provide different types of bonuses. (Example: Player 1 has a Fire 1 materia equipped to a weapon and another Fire 1 materia equipped to a shield. The +1 fire damage will stack with the +5 to fire resistance since both are different types of bonuses. Player 2 has 2 Ice 1 materia equipped to her mace. She only receives +1 ice damage since both materia provide the same type of bonus.) A level 2 or 3 materia will receive all the bonuses of lower level versions of that materia in addition to the bonus for its level unless those bonuses are of the same type, in which case it will only receive the highest of those bonuses.

Spell Materia

These green materias uses black magic spells to enhance weapons and armor. With the Use Magic Device skill, the user can also cast black magic spells. They can be attached to weapons or armor.

Bio Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint enfeebling

Rarity: Uncommon

Activation: —

This materia provides the user the ability to deal poison damage over time with a weapon or gain a resistance bonus to poison spells and effects. With the Use Magic Device skill, the user can cast Poison and Bio spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This deals 1 point of non-elemental damage to the target for 1 round after the initial hit.	This grants the user a +2 resistance bonus to poison and sap spells and effects.	Poison
2	This deals 1d6 points of non-elemental damage to the target for 1 round after the initial hit.	This grants the user a +4 resistance bonus to poison and sap spells and effects.	Bio
3	This deals 2d6 points of non-elemental damage to the target for 1 round after the initial hit.	This grants the user a +6 resistance bonus to poison and sap spells and effects.	Biora

Dark Materia

Price (Materia Level): 600 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint dark

Rarity: Common

Activation: —

This materia provides the user the ability to deal shadow damage with a weapon or gain an elemental resistance to the Dark element. With the Use Magic Device skill, the user can cast Dark spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of shadow damage to the weapon's damage.	This grants the user a Dark Elemental Resistance of 2.	Dark
2	This adds an extra 1d6 points of shadow damage to the weapon's damage.	This grants the user a Dark Elemental Resistance of 5.	Dark II
3	This adds an extra 2d6 points of shadow damage to the weapon's damage.	This grants the user a Dark Elemental Resistance of 10.	Dark III

Death Materia

Price (Materia Level): 40,000 gil (L1); 70,000 gil (L2); 100,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 18th

Aura: Strong dark

Rarity: Legendary

Activation: —

This materia provides the user the ability to deal shadow damage with a weapon or start becoming strong versus death spells and effects. With the Use Magic Device skill, the user can cast greater Dark spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds an extra 1d6 points of shadow damage to the weapon's damage.	You auto-stabilize at -1 hp and lower.	Countdown
2	This adds an extra 2d6 points of shadow damage to the weapon's damage.	Your death threshold (-1 to -9 hp) increases to 10 + HD (at 10th level it would be -20).	Doom
3	This adds an extra 3d6 points of shadow damage to the weapon's damage. On a critical hit, the target must succeed a Fortitude save (DC 20) or die.	Immunity to Death/Countdown and related spells and effects.	Death

Earth Materia

Price (Materia Level): 600 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal earth damage with a weapon or gain an elemental resistance to the Earth element. With the Use Magic Device skill, the user can cast Stone spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of earth damage to the weapon's damage.	This grants the user an Earth Elemental Resistance of 2.	Stone
2	This adds an extra 1d6 points of earth damage to the weapon's damage.	This grants the user an Earth Elemental Resistance of 5.	Stone II
3	This adds an extra 2d6 points of earth damage to the weapon's damage.	This grants the user an Earth Elemental Resistance of 10.	Stone III

Fire Materia

Price (Materia Level): 600 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal fire damage with a weapon or gain an elemental resistance to the Fire element. With the Use Magic Device skill, the user can cast Fire spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of fire damage to the weapon's damage.	This grants the user a Fire Elemental Resistance of 2.	Fire
2	This adds an extra 1d6 points of fire damage to the weapon's damage.	This grants the user a Fire Elemental Resistance of 5.	Fire II
3	This adds an extra 2d6 points of fire damage to the weapon's damage.	This grants the user a Fire Elemental Resistance of 10.	Fire III

Ice Materia

Price (Materia Level): 600 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal ice damage with a weapon or gain an elemental resistance to the Ice element. With the Use Magic Device skill, the user can cast Blizzard spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of ice damage to the weapon's damage.	This grants the user an Ice Elemental Resistance of 2.	Blizzard
2	This adds an extra 1d6 points of ice damage to the weapon's damage.	This grants the user an Ice Elemental Resistance of 5.	Blizzard II
3	This adds an extra 2d6 points of ice damage to the weapon's damage.	This grants the user an Ice Elemental Resistance of 10.	Blizzard III

Lightning Materia

Price (Materia Level): 600 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal lightning damage with a weapon or gain an elemental resistance to the Lightning element. With the Use Magic Device skill, the user can cast Thunder spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of lightning damage to the weapon's damage.	This grants the user a Lightning Elemental Resistance of 2.	Thunder
2	This adds an extra 1d6 points of lightning damage to the weapon's damage.	This grants the user a Lightning Elemental Resistance of 5.	Thunder II
3	This adds an extra 2d6 points of lightning damage to the weapon's damage.	This grants the user a Lightning Elemental Resistance of 10.	Thunder III

Time Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Strong enhancing

Rarity: Rare

Activation: —

This materia provides the user the ability to strike easier with a weapon or react faster on the initiative. With the Use Magic Device skill, the user can cast Haste and Slow spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	+1 luck bonus to attack rolls.	+2 luck bonus to initiative.	Haste
2	+2 luck bonus to attack rolls.	+4 luck bonus to initiative.	Slow
3	+3 luck bonus to attack rolls.	+6 luck bonus to initiative.	Hastega

Water Materia

Price (Materia Level): 600 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal water damage with a weapon or gain an elemental resistance to the Water element. With the Use Magic Device skill, the user can cast Water spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of water damage to the weapon's damage.	This grants the user a Water Elemental Resistance of 2.	Water
2	This adds an extra 1d6 points of water damage to the weapon's damage.	This grants the user a Water Elemental Resistance of 5.	Water II
3	This adds an extra 2d6 points of water damage to the weapon's damage.	This grants the user a Water Elemental Resistance of 10.	Water III

Wind Materia

Price (Materia Level): 600 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal wind damage with a weapon or gain an elemental resistance to the Wind element. With the Use Magic Device skill, the user can cast Aero spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of wind damage to the weapon's damage.	This grants the user a Wind Elemental Resistance of 2.	Aero
2	This adds an extra 1d6 points of wind damage to the weapon's damage.	This grants the user a Wind Elemental Resistance of 5.	Aero II
3	This adds an extra 2d6 points of wind damage to the weapon's damage.	This grants the user a Wind Elemental Resistance of 10.	Aero III

Support Materia

These blue materias uses white magic spells to enhance weapons and armor. With the Use Magic Device skill, the user can also cast white magic spells. They can be attached to weapons or armor.

Barrier Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Strong enhancing

Rarity: Rare

Activation: —

This materia provides the user the ability to bypass damage reduction with a weapon or gain a damage reduction. With the Use Magic Device skill, the user can cast greater Defensive spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This bypasses 2 points of damage reduction using this weapon.	This grants the user a damage reduction of 1/-.	Barrier
2	This bypasses 5 points of damage reduction using this weapon.	This grants the user a damage reduction of 3/-.	Wall
3	This bypasses 10 points of damage reduction using this weapon.	This grants the user a damage reduction of 5/-.	Stoneskin

Cure Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint healing

Rarity: Common

Activation: —

This materia provides the user the ability to heal damage with a weapon or gain heal damage per round up to 50% health. With the Use Magic Device skill, the user can cast Cure spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This heals the wielder of 1 point of damage using this weapon.	This grants the user Fast Healing 1 until 50% health.	Cure
2	This heals the wielder of 2 points of damage using this weapon.	This grants the user Fast Healing 2 until 50% health.	Cure II
3	This heals the wielder of 3 points of damage using this weapon.	This grants the user Fast Healing 3 until 50% health.	Cure III

Holy Materia

Price (Materia Level): 600 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint light

Rarity: Common

Activation: —

This materia provides the user the ability to deal holy damage with a weapon or gain an elemental resistance to the Light element. With the Use Magic Device skill, the user can cast Light spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of holy damage to the weapon's damage.	This grants the user a Light Elemental Resistance of 2.	Light
2	This adds an extra 1d6 points of holy damage to the weapon's damage.	This grants the user a Light Elemental Resistance of 5.	Light II
3	This adds an extra 2d6 points of holy damage to the weapon's damage.	This grants the user a Light Elemental Resistance of 10.	Light III

Life Materia

Price (Materia Level): 40,000 gil (L1); 70,000 gil (L2); 100,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 18th

Aura: Strong healing

Rarity: Legendary

Activation: —

This materia provides the user the ability to deal holy damage with a weapon or gain the ability to rise back to life from death. With the Use Magic Device skill, the user can cast Raise spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds an extra 1d6 points of holy damage to the weapon's damage.	This grants the user the ability to Auto-Raise once per day.	Raise
2	This adds an extra 2d6 points of holy damage to the weapon's damage.	This grants the user the ability to Auto-Arise once per day.	Arise
3	This adds an extra 3d6 points of holy damage to the weapon's damage. On a critical hit versus undead, the target must succeed a Fortitude save (DC 20) or be destroyed.	This grants the user the ability to Auto-Full-Life once per day.	Full-Life

Protect Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the ability to evade attackers from hitting or gain a deflection bonus to armor class. With the Use Magic Device skill, the user can cast Protect spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This penalizes attackers with a -1 penalty	This grants the user a +1 deflection	Protect

	on Attack rolls against you.	bonus to armor class.	
2	This penalizes attackers with a -2 penalty on Attack rolls against you.	This grants the user a +2 deflection bonus to armor class.	Protect II
3	This penalizes attackers with a -3 penalty on Attack rolls against you.	This grants the user a +3 deflection bonus to armor class.	Protect III

Regen Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint healing and enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the ability to heal damage with a weapon or gain heal damage per round up to 50% health. With the Use Magic Device skill, the user can cast Regen spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This heals the wielder of 2 points of damage using this weapon.	This grants the user Fast Healing 2 until 50% health.	Regen
2	This heals the wielder of 4 points of damage using this weapon.	This grants the user Fast Healing 4 until 50% health.	Regen II
3	This heals the wielder of 6 points of damage using this weapon.	This grants the user Fast Healing 6 until 50% health.	Regen III

Shell Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the ability to bypass elemental resistance or gain spell resistance. With the Use Magic Device skill, the user can cast Shell spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This bypasses 2 points of elemental resistance.	This grants the user Spell Resistance 10.	Shell
2	This bypasses 5 points of elemental resistance.	This grants the user Spell Resistance 15.	Shell II
3	This bypasses 10 points of elemental resistance.	This grants the user Spell Resistance 20.	Shell III

Independent Materia

These purple materias provide the user with unique abilities that function the same whether put into a weapon slot or armor slot. There are a few materia that can only be equipped into certain slots.

Ability Boost Materia

Price (Materia Level): 4,000 gil (L1); 16,000 gil (L2); 36,000 gil (L3)

Attachable Slot: Any

Caster Level: 8th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the enhancement bonus to an attribute.

Level	Bonus
1	This provides a +2 enhancement bonus to either Str, Dex, Con, Int, Wis or Cha. (The stat is chosen when the materia reaches level 1 and may not be changed later.)
2	This provides a +4 enhancement bonus to either Str, Dex, Con, Int, Wis or Cha. (The stat is chosen when the materia reaches level 1 and may not be changed later.)
3	This provides a +6 enhancement bonus to either Str, Dex, Con, Int, Wis or Cha. (The stat is chosen when the materia reaches level 1 and may not be changed later.)

Caster Boost Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Any

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user the bonus to his caster level.

Level	Bonus
1	This provides the user a +1 bonus to caster level.
2	This provides the user a +2 bonus to caster level.
3	This provides the user a +3 bonus to caster level.

Demolition Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia aids the user in dealing with constructs.

Level	Bonus
1	This adds an extra 1d6 points of damage to constructs to the weapon's damage.
2	This adds an extra 2d6 points of damage to constructs to the weapon's damage.
3	As the level 2 ability and allows the user to deliver sneak attacks and critical hits against constructs as if they were living creatures.

Doublecut Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia grants the user the ability to make extra attacks with a full-attack action.

Level	Bonus
1	This grants the user an extra attack with a full-attack action with a -2 penalty to this attack and all other attacks in the round.
2	This grants the user two extra attacks with a full-attack action with a -4 penalty to these attacks and all other attacks in the round.
3	This grants the user three extra attacks with a full-attack action with a -6 penalty to these attacks and all other attacks in the round.

Evasion Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Armor or Shield

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user evasion abilities of a thief.

Level	Bonus
1	This grants the user the Evasion ability as per the thief ability.
2	This grants the user the Uncanny Dodge ability as per the thief ability.
3	This grants the user the Improved Evasion ability as per the thief ability.

Flight Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Any

Caster Level: 5th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user with the ability to fly.

Level	Bonus
1	This grants the user a Fly speed of 20 feet (clumsy).
2	This grants the user a Fly speed of 40 feet (poor).
3	This grants the user a Fly speed of 60 feet (average).

HP Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Any

Caster Level: 5th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user with additional hit points.

Level	Bonus
1	This grants the user a 10 additional hit points.
2	This grants the user a 20 additional hit points.
3	This grants the user a 30 additional hit points.

Light Materia

Price (Materia Level): 300 gil (L1); 600 gil (L2); 1,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint light

Rarity: Uncommon

Activation: Swift action

This materia provides the user with the ability to make a bright illumination around the user.

Level	Bonus
1	This sheds bright illumination in a 5-foot radius and shadowy illumination for 5 feet beyond that.
2	This sheds bright illumination in a 20-foot radius and shadowy illumination for 20 feet beyond that.
3	This sheds bright illumination in a 60-foot radius and shadowy illumination for 60 feet beyond that.

MP Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Any

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user with additional magic points.

Level	Bonus
1	This grants the user a 5 additional magic points.
2	This grants the user a 10 additional magic points.
3	This grants the user a 15 additional magic points.

Safe Materia

Price (Materia Level): 1,000 gil (L1); 9,000 gil (L2); 25,000 gil (L3)

Attachable Slot: Armor or Shield

Caster Level: 5th

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user a resistance bonus to all saving throws.

Level	Bonus
1	This grants the user +1 bonus to all saving throws.
2	This grants the user +3 bonus to all saving throws.
3	This grants the user +5 bonus to all saving throws.

Shadow Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Any

Caster Level: 7th

Aura: Moderate dark

Rarity: Uncommon

Activation: —

This materia provides the user a circumstance bonus to Stealth checks and partial concealment.

Level	Bonus
1	This grants the user a +2 circumstance bonus to Stealth skill checks and a partial concealment (10% miss chance).
2	This grants the user a +4 circumstance bonus to Stealth skill checks and a partial concealment (20% miss chance).
3	This grants the user a +6 circumstance bonus to Stealth skill checks and a partial concealment (30% miss chance).

Spell Reduction Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Any

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user a defense against spells targeting the user.

Level	Bonus
1	Spells targeted against the user count as 1 caster level less for determining numerical values such as damage, duration, distance, etc (not saves).
2	Spells targeted against the user count as 2 caster levels less for determining numerical values such as damage, duration, distance, etc (not saves).
3	Spells targeted against the user count as 3 caster levels less for determining numerical values such as damage, duration, distance, etc (not saves).

Spider Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Any

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user an immunity to webs and snares. It also grants the user a climb speed.

Level	Bonus
1	This grants the user immunity to webs, snares and a Climb speed of 15 feet.
2	This grants the user immunity to webs, snares and a Climb speed of 30 feet.
3	This grants the user immunity to webs, snares and a Climb speed of 45 feet.

Undead Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 7th

Aura: Moderate enhancing and dark

Rarity: Uncommon

Activation: —

This materia aids the user in dealing with the undead.

Level	Bonus
1	This adds an extra 1d6 points of damage to undead to the weapon's damage.
2	As the level 1 ability and allows the user to attack incorporeal undead without the miss chance.
3	As the level 2 ability and adds an extra 2d6 points of damage to undead to the weapon's damage instead.

Underwater Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Any

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user water breathing and the swim speed.

Level	Bonus
1	This grants the user water breathing and a Swim speed of 20 feet.
2	This grants the user water breathing and a Swim speed of 40 feet.
3	This grants the user water breathing and a Swim speed of 60 feet.

Ability Materia

These yellow materias provide the user feats and can be equipped in a weapon or armor/shield slots. Each level of the ability materia grants a feat. You must have the prerequisites to benefit from the feats gain through these materia.

Cleave Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user the Cleave, Cleaving Finish, and Great Cleave feats.

Level	Bonus
1	This grants the user the Cleave feat.
2	This grants the user the Cleaving Finish feat.
3	This grants the user the Great Cleave feat.

Dodge Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Armor or Shield

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the Dodge, Mobility, and Spring Attack feats.

Level	Bonus
1	This grants the user the Dodge feat.
2	This grants the user the Mobility feat.
3	This grants the user the Spring Attack feat.

Endurance Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user the Endurance, Diehard, and Fast Healer feats.

Level	Bonus
1	This grants the user the Endurance feat.
2	This grants the user the Diehard feat.
3	This grants the user the Fast Healer feat.

Expertise Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the Combat Expertise, Improved Trip, and Improved Disarm feats.

Level	Bonus
1	This grants the user the Combat Expertise feat.
2	This grants the user the Improved Trip feat.
3	This grants the user the Improved Disarm feat.

Flank Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user the Improved Feint, Disengaging Feint, and Greater Feint feats.

Level	Bonus
1	This grants the user the Improved Feint feat.
2	This grants the user the Disengaging Feint feat.
3	This grants the user the Greater Feint feat.

Mounted Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user the Mounted Combat, Ride-By Attack, and Spirited Charge feats.

Level	Bonus
1	This grants the user the Mounted Combat feat.
2	This grants the user the Ride-By Attack feat.
3	This grants the user the Spirited Charge feat.

Overwhelm Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the Improved Sunder, Improved Bull Rush, and Improved Overrun feats.

Level	Bonus
1	This grants the user the Improved Sunder feat.
2	This grants the user the Improved Bull Rush feat.
3	This grants the user the Improved Overrun feat.

Power Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 15th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the Power Attack, Furious Focus, and Dreadful Carnage feats.

Level	Bonus
1	This grants the user the Power Attack feat.
2	This grants the user the Furious Focus feat.
3	This grants the user the Dreadful Carnage feat.

Shield Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user the Shield Focus, Shield Specialization, and Greater Shield Focus feats.

Level	Bonus
1	This grants the user the Shield Focus feat.
2	This grants the user the Shield Specialization feat.
3	This grants the user the Greater Shield Focus feat.

Skill Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user the Skill Focus feats.

Level	Bonus
1	This grants the user the Skill Focus feat.
2	This grants the user the Skill Focus feat (can't be same skill as level 1).
3	This grants the user the Skill Focus feat (can't be same skill as level 1 & 2).

Unarmed Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user the Improved Unarmed Strike, Deflect Arrows, and Stunning Fist feats.

Level	Bonus
1	This grants the user the Improved Unarmed Strike feat.
2	This grants the user the Deflect Arrows feat.
3	This grants the user the Stunning Fist feat.

Summon Materia

These red materias provide the user with the ability to summon a summoner's Avatar which also enhances weapons and armor. With the Use Magic Device skill, the user can also cast greater black and white magic spells. They can be attached to weapons or armor.

Bahamut Materia

Price (Materia Level): 40,000 gil (L1); 70,000 gil (L2); 100,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 18th

Aura: Strong elemental

Rarity: Legendary

Activation: Swift action (to change elemental damage type) / Full-Round Action (to summon Bahamut)

This materia provides the user the ability to change the weapon damage to any elemental damage type or gain an elemental resistance to the all elements. This also allows the user to summon Bahamut for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Graviga, Scathe, and Ultima spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to any elemental damage.	This grants the user an Elemental Resistance of 5.	Summon Bahamut (1/day) for 3 rounds.	Graviga
2	This changes the user's weapon damage to any elemental damage and adds an extra 1d6 points of any elemental damage to the weapon's damage.	This grants the user an Elemental Resistance of 10.	Summon Bahamut (2/day) for 6 rounds.	Scathe
3	This changes the user's weapon damage to any elemental damage and adds an extra 2d6 points of any elemental damage to the weapon's damage.	This grants the user an Elemental Resistance of 15.	Summon Bahamut (3/day) for 9 rounds.	Ultima

Carbuncle Materia

Price (Materia Level): 20,000 gil (L1); 30,000 gil (L2); 50,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 9th

Aura: Moderate light

Rarity: Uncommon

Activation: Full-Round Action (to summon Carbuncle)

This materia changes the user's weapon damage to holy damage or gain an elemental resistance to the Light element. This also allows the user to summon Carbuncle for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Light spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to holy damage.	This grants the user a Light Resistance of 5.	Summon Carbuncle (1/day) for 3 rounds.	Light III
2	This changes the user's weapon damage to holy damage and adds an extra 1d6 points of holy damage to the weapon's damage.	This grants the user a Light Resistance of 10.	Summon Carbuncle (2/day) for 6 rounds.	Lightra
3	This changes the user's weapon damage to holy damage and adds an extra 2d6 points of holy damage to the weapon's damage.	This grants the user a Light Resistance of 15.	Summon Carbuncle (3/day) for 9 rounds.	Lightga

Diablo Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate dark

Rarity: Rare

Activation: Full-Round Action (to summon Diablo)

This materia changes the user's weapon damage to shadow damage or gain an elemental resistance to the Dark element. This also allows the user to summon Diablo for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Dark spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to shadow damage.	This grants the user a Dark Resistance of 5.	Summon Diablo (1/day) for 3 rounds.	Dark III
2	This changes the user's weapon damage to shadow damage and adds an extra 1d6 points of shadow damage to the weapon's damage.	This grants the user a Dark Resistance of 10.	Summon Diablo (2/day) for 6 rounds.	Darkra
3	This changes the user's weapon damage to shadow damage and adds an extra 2d6 points of shadow damage to the weapon's damage.	This grants the user a Dark Resistance of 15.	Summon Diablo (3/day) for 9 rounds.	Darkga

Ifrit Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Ifrit)

This materia changes the user's weapon damage to fire damage or gain an elemental resistance to the Fire element. This also allows the user to summon Ifrit for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Fire spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to fire damage.	This grants the user a Fire Resistance of 5.	Summon Ifrit (1/day) for 3 rounds.	Fire III
2	This changes the user's weapon damage to fire damage and adds an extra 1d6 points of fire damage to the weapon's damage.	This grants the user a Fire Resistance of 10.	Summon Ifrit (2/day) for 6 rounds.	Fira
3	This changes the user's weapon damage to fire damage and adds an extra 2d6 points of fire damage to the weapon's damage.	This grants the user a Fire Resistance of 15.	Summon Ifrit (3/day) for 9 rounds.	Firaga

Ixion Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Ixion)

This materia changes the user's weapon damage to lightning damage or gain an elemental resistance to the Lightning element. This also allows the user to summon Ixion for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Thunder spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to lightning damage.	This grants the user a Lightning Resistance of 5.	Summon Ixion (1/day) for 3 rounds.	Thunder III
2	This changes the user's weapon damage to lightning damage and adds an extra 1d6 points of lightning damage to the weapon's damage.	This grants the user a Lightning Resistance of 10.	Summon Ixion (2/day) for 6 rounds.	Thundara
3	This changes the user's weapon damage to lightning damage and adds an extra 2d6 points of lightning damage to the weapon's damage.	This grants the user a Lightning Resistance of 15.	Summon Ixion (3/day) for 9 rounds.	Thundaga

Leviathan Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Leviathan)

This materia changes the user's weapon damage to water damage or gain an elemental resistance to the Water element. This also allows the user to summon Leviathan for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Water spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to water damage.	This grants the user a Water Resistance of 5.	Summon Leviathan (1/day) for 3 rounds.	Water III
2	This changes the user's weapon damage to water damage and adds an extra 1d6 points of water damage to the weapon's damage.	This grants the user a Water Resistance of 10.	Summon Leviathan (2/day) for 6 rounds.	Watera
3	This changes the user's weapon damage to water damage and adds an extra 2d6 points of water damage to the weapon's damage.	This grants the user a Water Resistance of 15.	Summon Leviathan (3/day) for 9 rounds.	Waterga

Phoenix Materia

Price (Materia Level): 40,000 gil (L1); 70,000 gil (L2); 100,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 18th

Aura: Strong elemental

Rarity: Legendary

Activation: Standard Action (to cast Arise) / Full-Round Action (to summon Phoenix)

This materia changes the user's weapon damage to fire and holy (half and half) damage or gain an elemental resistance to the Fire and Light element as well as being able to cast Arise. This also allows the user to summon Phoenix for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast Arise, Flare II, and Full-Life spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to fire and holy damage.	This grants the user a Fire and Light Resistance of 5 and the ability to cast Arise (1/day).	Summon Phoenix (1/day) for 3 rounds.	Arise
2	This changes the user's weapon damage to fire and holy damage and adds an extra 1d6 points of fire and holy damage to the weapon's damage.	This grants the user a Fire and Light Resistance of 10 and the ability to cast Arise (2/day).	Summon Phoenix (2/day) for 6 rounds.	Flare II
3	This changes the user's weapon damage to fire and holy damage and adds an extra 2d6 points of fire and holy damage to the weapon's damage.	This grants the user a Fire and Light Resistance of 15 and the ability to cast Arise (3/day).	Summon Phoenix (3/day) for 9 rounds.	Full-Life

Shiva Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Shiva)

This materia changes the user's weapon damage to ice damage or gain an elemental resistance to the Ice element. This also allows the user to summon Shiva for a short period of time using the caster level of the item

as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Blizzard spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to ice damage.	This grants the user an Ice Resistance of 5.	Summon Shiva (1/day) for 3 rounds.	Blizzard III
2	This changes the user's weapon damage to ice damage and adds an extra 1d6 points of ice damage to the weapon's damage.	This grants the user an Ice Resistance of 10.	Summon Shiva (2/day) for 6 rounds.	Blizzara
3	This changes the user's weapon damage to ice damage and adds an extra 2d6 points of ice damage to the weapon's damage.	This grants the user an Ice Resistance of 15.	Summon Shiva (3/day) for 9 rounds.	Blizzaga

Titan Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Titan)

This materia changes the user's weapon damage to earth damage or gain an elemental resistance to the Earth element. This also allows the user to summon Titan for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Stone spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to earth damage.	This grants the user an Earth Resistance of 5.	Summon Titan (1/day) for 3 rounds.	Stone III
2	This changes the user's weapon damage to earth damage and adds an extra 1d6 points of earth damage to the weapon's damage.	This grants the user an Earth Resistance of 10.	Summon Titan (2/day) for 6 rounds.	Stonera
3	This changes the user's weapon damage to earth damage and adds an extra 2d6 points of earth damage to the weapon's damage.	This grants the user an Earth Resistance of 15.	Summon Titan (3/day) for 9 rounds.	Stonega

Valefor Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Valefor)

This materia changes the user's weapon damage to wind damage or gain an elemental resistance to the Wind element. This also allows the user to summon Valefor for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Aero spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to wind damage.	This grants the user a Wind Resistance of 5.	Summon Valefor (1/day) for 3 rounds.	Aero III
2	This changes the user's weapon damage to wind damage and adds an extra 1d6 points of wind damage to the weapon's damage.	This grants the user a Wind Resistance of 10.	Summon Valefor (2/day) for 6 rounds.	Aera
3	This changes the user's weapon damage to wind damage and adds an extra 2d6 points of wind damage to the weapon's damage.	This grants the user a Wind Resistance of 15.	Summon Valefor (3/day) for 9 rounds.	Aeroga

ALCHEMICAL ITEMS

These items can be used at any time, as a standard action. Items that cure status ailments or restore HP will not work on dead characters. Each item can be used one time only; they are completely consumed. These items can be found at most major cities. Lower-tiered items are often found in the simplest of shops, while higher-tiered items require large cities.

Table 10-3: Alchemical Items

Tier 1		
Potion Name	Cost	Description
Antidote	100 gil	Cures Poison status.
Arctic Wind	200 gil	Inflicts Blizzard II (3d6+5 ice damage).
Black Club	200 gil	Inflicts Dark II (3d6+5 shadow damage).
Bolt Plume	200 gil	Inflicts Thunder II (3d6+5 lightning damage).
Cure Potion	100 gil	Restores 1d8+5 HP.
Deadly Waste	150 gil	Inflicts Poison status for 1d4 rounds.
Dream Powder	75 gil	Inflicts Sleep status for 1d4 rounds.
Earth Drum	200 gil	Inflicts Stone II (3d6+5 earth damage).
Echo Screen	50 gil	Cures Silence status.
Ether	500 gil	Restores 1d6+1 MP.
Eye Drops	50 gil	Cures Blind status.
Fire Fang	200 gil	Inflicts Fire II (3d6+5 fire damage).
Fish Scale	200 gil	Inflicts Water II (3d6+5 water damage).
Gale Winds	200 gil	Inflicts Aero II (3d6+5 wind damage).
Gold Needle	200 gil	Cures Petrify status.
Healing Spring	100 gil	Bestows Regen status for 1d4 rounds.
Light Curtain	50 gil	Bestows Protect status for 1d4 rounds.
Lunar Curtain	50 gil	Bestows Shell status for 1d4 rounds.
Mute Mask	150 gil	Inflicts Silence status for 1d4 rounds.
Smelling Salts	100 gil	Removes Sleep status.
Squid Ink	100 gil	Inflicts Blind status for 1d4 rounds.
Vaccine	150 gil	Cures Disease status.
White Ribbon	200 gil	Inflicts Light II (3d6+5 holy damage).

Tier 1

Antidote: ingested; cures Poison status; faint healing; CL 5th; Craft Alchemical Item; *esuna*; Price 100 gil.

Arctic Wind: contact; inflicts Blizzard II (3d6+5 ice damage); faint elemental; CL 5th; Craft Alchemical Item; *blizzard II*; Price 200 gil.

Black Club: contact; inflicts Dark II (3d6+5 shadow damage); faint dark; CL 5th; Craft Alchemical Item; *dark II*; Price 200 gil.

Bolt Plume: contact; inflicts Thunder II (3d6+5 lightning damage); faint elemental; CL 5th; Craft Alchemical Item; *thunder II*; Price 200 gil.

Cure Potion: ingested; restores 1d8+5 HP; faint healing; CL 5th; Craft Alchemical Item; *cure*; Price 100 gil.

Deadly Waste: contact; inflicts Poison status (DC 14 Fort save) for 1d4 rounds; faint enfeebling; CL 4th; Craft Alchemical Item; *poison*; Price 150 gil.

Dream Powder: contact; inflicts Sleep status (DC 12 Will save) for 1d4 rounds; faint enfeebling; CL 3rd; Craft Alchemical Item; *sleep*; Price 75 gil.

Earth Drum: contact; inflicts Stone II (3d6+5 earth damage); faint elemental; CL 5th; Craft Alchemical Item; *stone II*; Price 200 gil.

Echo Screen: inhaled; cures Silence status; faint healing; CL 3rd; Craft Alchemical Item; *esuna*; Price 50 gil.

Ether: inhaled; restores 1d6+1 MP; moderate healing; CL 9th; Craft Alchemical Item; *cure II*; Price 500 gil.

Eye Drops: contact; cures Blind status; faint healing; CL 5th; Craft Alchemical Item; *esuna*; Price 50 gil.

Fire Fang: contact; inflicts Fire II (3d6+5 fire damage); faint elemental; CL 5th; Craft Alchemical Item; *fire II*; Price 200 gil.

Fish Scale: contact; inflicts Water II (3d6+5 water damage); faint elemental; CL 5th; Craft Alchemical Item; *water II*; Price 200 gil.

Gale Winds: contact; inflicts Aero II (3d6+5 wind damage); faint elemental; CL 5th; Craft Alchemical Item; *aero II*; Price 200 gil.

Gold Needle: contact; cures Petrify status; faint healing; CL 4th; Craft Alchemical Item; *esuna*; Price 200 gil.

Healing Spring: ingested; bestows Regen status for 1d4 rounds; faint healing; CL 3rd; Craft Alchemical Item; *regen*; Price 100 gil.

Light Curtain: contact; bestows Protect status for 1d4 rounds; faint enhancing; CL 3rd; Craft Alchemical Item; *protect*; Price 50 gil.

Lunar Curtain: contact; bestows Shell status for 1d4 rounds; faint enhancing; CL 3rd; Craft Alchemical Item; *shell*; Price 50 gil.

Mute Mask: contact; inflicts Silence status (DC 14 Will save) for 1d4 rounds; faint enfeebling; CL 4th; Craft Alchemical Item; *silence*; Price 150 gil.

Smelling Salts: inhaled; cures Sleep status; faint healing; CL 3rd; Craft Alchemical Item; *sleep*; Price 100 gil.

Squid Ink: contact; inflicts Blind status (DC 12 Will save) for 1d4 rounds; faint enfeebling; CL 3rd; Craft Alchemical Item; *blind*; Price 100 gil.

Vaccine: ingested; cures Disease status; faint healing; CL 5th; Craft Alchemical Item; *esuna*; Price 150 gil.

White Ribbon: contact; inflicts Light II (3d6+5 holy damage); faint light; CL 5th; Craft Alchemical Item; *light II*; Price 200 gil.

Table 10-4: Alchemical Items

Tier 2		
Potion Name	Cost	Description
Baccus Wine	750 gil	Bestows Haste status for 1d6 rounds.
Basilisk Claw	750 gil	Inflicts Petrify status for 1d6 rounds.
Bomb Fragment	500 gil	Inflicts Fire III (5d6+10 fire damage).
Dark Gem	1,000 gil	Inflicts Darkra (10d6 shadow damage).
Dark Matter	500 gil	Inflicts Dark III (5d6+10 shadow damage).
Dazers	750 gil	Inflicts Disable status for 1d6 rounds.
Dragon Scale	500 gil	Inflicts Water III (5d6+10 water damage).
Earth Gem	1,000 gil	Inflicts Stonera (10d6 earth damage).
Earth Mallet	500 gil	Inflicts Stone III (5d6+10 earth damage).
Fire Gem	1,000 gil	Inflicts Fira (10d6 fire damage).
Hi-Ether	1,000 gil	Restores 2d6+3 MP.
Hi-Potion	300 gil	Restores 3d8+10 HP.
Holy Water	500 gil	Cures Curse or Zombie status.
Ice Crystal	500 gil	Inflicts Blizzard III (5d6+10 ice damage).
Ice Gem	1,000 gil	Inflicts Blizzara (10d6 ice damage).
Light Gem	1,000 gil	Inflicts Lightra (10d6 holy damage).
Lightning Gem	1,000 gil	Inflicts Thundara (10d6 lightning damage).
Luck Mallet	300 gil	Cures Mini status.
Magic Tentacles	300 gil	Inflicts Sap status for 1d6 rounds.
Maiden's Kiss	300 gil	Cures Frog status.
Phoenix Down	2,000 gil	Raises one dead person to 1 HP.
Prism Powder	500 gil	Grants Vanish for 1d6 rounds.

Purifying Salt	500 gil	Inflicts Dispel.
Remedy	500 gil	Cures all but Stop and Doom status.
Shrivel	500 gil	Inflicts Mini status for 1d6 rounds.
Silver Hourglass	300 gil	Inflicts Slow status for 1d6 rounds.
Spider Web	300 gil	Inflicts Immobilize status for 1d6 rounds.
Star Curtain	750 gil	Bestows Reflect status for 1d6 rounds.
Swift Bolt	500 gil	Inflicts Thunder III (5d6+10 lightning damage).
Water Gem	1,000 gil	Inflicts Watera (10d6 water damage).
White Globe	500 gil	Inflicts Light III (5d6+10 holy damage).
Wind Chime	500 gil	Inflicts Aero III (5d6+10 wind damage).
Wind Gem	1,000 gil	Inflicts Aera (10d6 wind damage).

Tier 2

Baccus Wine: ingested; bestows Haste status for 1d6 rounds; moderate enhancing; CL 6th; Craft Alchemical Item; *haste*; Price 750 gil.

Basilisk Claw: contact; inflicts Petrify status (DC 16 Fort save) for 1d6 rounds; moderate enfeebling; CL 8th; Craft Alchemical Item; *statue*; Price 750 gil.

Bomb Fragment: contact; inflicts Fire III (5d6+10 fire damage); moderate elemental; CL 10th; Craft Alchemical Item; *fire III*; Price 500 gil.

Dark Gem: contact; inflicts Darkra (10d6 shadow damage, 20' radius, DC 15 Reflex save); moderate dark; CL 8th; Craft Alchemical Item; *darkra*; Price 1,000 gil.

Dark Matter: contact; inflicts Dark III (5d6+10 shadow damage); moderate dark; CL 10th; Craft Alchemical Item; *dark III*; Price 500 gil.

Dazers: contact; inflicts Disable status (DC 16 Will save) for 1d6 rounds; moderate enfeebling; CL 8th; Craft Alchemical Item; *disable*; Price 750 gil.

Dragon Scale: contact; inflicts Water III (5d6+10 water damage); moderate elemental; CL 10th; Craft Alchemical Item; *water III*; Price 500 gil.

Earth Gem: contact; inflicts Stonera (10d6 earth damage, 20' radius, DC 15 Reflex save); moderate elemental; CL 8th; Craft Alchemical Item; *stonera*; Price 1,000 gil.

Earth Mallet: contact; inflicts Stone III (5d6+10 earth damage); moderate elemental; CL 10th; Craft Alchemical Item; *stone III*; Price 500 gil.

Fire Gem: contact; inflicts Fira (10d6 fire damage, 20' radius, DC 15 Reflex save); moderate elemental; CL 8th; Craft Alchemical Item; *fira*; Price 1,000 gil.

Hi-Ether: inhaled; restores 2d6+3 MP; strong healing; CL 11th; Craft Alchemical Item; *cure III*; Price 1,000 gil.

Hi-Potion: ingested; restores 3d8+10 HP; moderate healing; CL 10th; Craft Alchemical Item; *cure III*; Price 300 gil.

Holy Water: contact; cures the Curse or Zombie status; moderate healing; CL 6th; Craft Alchemical Item; *esuna*; Price 500 gil.

Ice Crystal: contact; inflicts Blizzard III (5d6+10 ice damage); moderate elemental; CL 10th; Craft Alchemical Item; *blizzard III*; Price 500 gil.

Ice Gem: contact; inflicts Blizzara (10d6 ice damage, 20' radius, DC 15 Reflex save); moderate elemental; CL 8th; Craft Alchemical Item; *blizzara*; Price 1,000 gil.

Light Gem: contact; inflicts Lightra (10d6 holy damage, 20' radius, DC 15 Reflex save); moderate light; CL 8th; Craft Alchemical Item; *lightra*; Price 1,000 gil.

Lightning Gem: contact; inflicts Thundara (10d6 lightning damage, 20' radius, DC 15 Reflex save); moderate elemental; CL 8th; Craft Alchemical Item; *thundara*; Price 1,000 gil.

Luck Mallet: contact; cures Mini status; moderate healing; CL 6th; Craft Alchemical Item; *esuna*; Price 300 gil.

Magic Tentacles: contact; inflicts Sap status (DC 14 Fort save) for 1d6 rounds; moderate enfeebling; CL 6th; Craft Alchemical Item; *bio*; Price 300 gil.

Maiden's Kiss: contact; cures Frog status; moderate healing; CL 6th; Craft Alchemical Item; *esuna*; Price 300 gil.

Phoenix Down: contact; revives 1 dead ally that has been dead no longer than 1 minute; moderate healing; CL 9th; Craft Alchemical Item; *raise*; Price 2,000 gil.

Prism Powder: contact; grants Vanish for 1d6 rounds; moderate healing; CL 6th; Craft Alchemical Item; *vanish*; Price 500 gil.

Purifying Salt: contact; inflicts Dispel; moderate enfeebling; CL 6th; Craft Alchemical Item; *dispel*; Price 500 gil.

Remedy: ingested; cures 1 magical status effect of 4th level or lower; moderate healing; CL 6th; Craft Alchemical Item; *esuna*; Price 500 gil.

Shrivel: contact; inflicts Mini status (DC 16 Fort save) for 1d6 rounds; moderate enfeebling; CL 8th; Craft Alchemical Item; *mini*; Price 500 gil.

Silver Hourglass: contact; inflicts Slow status (DC 14 Fort save) for 1d6 rounds; moderate enfeebling; CL 6th; Craft Alchemical Item; *slow*; Price 300 gil.

Spider Web: contact; inflicts Immobilize status (DC 14 Will save) for 1d6 rounds; moderate enfeebling; CL 6th; Craft Alchemical Item; *immobilize*; Price 300 gil.

Star Curtain: contact; bestows Reflect status for 1d6 rounds or until discharged; moderate enhancing; CL 8th; Craft Alchemical Item; *reflect*; Price 750 gil.

Swift Bolt: contact; inflicts Thunder III (5d6+10 lightning damage); moderate elemental; CL 10th; Craft Alchemical Item; *thunder III*; Price 500 gil.

Water Gem: contact; inflicts Watera (10d6 water damage, 20' radius, DC 15 Reflex save); moderate elemental; CL 8th; Craft Alchemical Item; *watera*; Price 1,000 gil.

White Globe: contact; inflicts Light III (5d6+10 holy damage); moderate light; CL 10th; Craft Alchemical Item; *light III*; Price 500 gil.

Wind Chime: contact; inflicts Aero III (5d6+10 wind damage); moderate elemental; CL 10th; Craft Alchemical Item; *aero III*; Price 500 gil.

Wind Gem: contact; inflicts Aera (10d6 wind damage, 20' radius, DC 15 Reflex save); moderate elemental; CL 10th; Craft Alchemical Item; *aera*; Price 1,000 gil.

Table 10-5: Alchemical Items

Tier 3		
Potion Name	Cost	Description
Bomb's Wrath	2,500 gil	Inflicts Firaga (15d8 fire damage).
Chocobo Wing	2,000 gil	Bestows Haste on all allies for 1d8 rounds.
Elixir	2,500 gil	Restores 50 HP and 25 MP.
Graviball	1,500 gil	Inflicts Gravity.
Loco Weed	1,500 gil	Inflicts Confuse status for 1d8 rounds.
War Gong	1,500 gil	Inflicts Berserk status for 1d8 rounds.
White Musk	1,500 gil	Inflicts Holy (15d4 holy damage).
X-Ether	1,500 gil	Restores 3d6+5 MP.
X-Potion	1,000 gil	Restores 5d8+15 HP.

Tier 3

Bomb's Wrath: contact; inflicts Firaga (15d8 fire damage, 30' radius, DC 19 Reflex save); strong elemental; CL 15th; Craft Alchemical Item; *firaga*; Price 2,500 gil.

Chocobo Wing: contact; bestows Haste status to all allies within 30 feet for 1d8 rounds; strong enhancing; CL 12th; Craft Alchemical Item; *hastega*; Price 2,000 gil.

Elixir: ingested; restores 50 HP and 25 MP; strong healing; CL 15th; Craft Alchemical Item; *arise*; Price 2,500 gil.

Graviball: contact; inflicts Gravity (DC 17 Fort save); strong enfeebling and dark; CL 10th; Craft Alchemical Item; *gravity*; Price 1,500 gil.

Loco Weed: contact; inflicts Confuse status (DC 19 Will save) for 1d8 rounds; strong enfeebling; CL 12th; Craft Alchemical Item; *confusion*; Price 1,500 gil.

War Gong: contact; inflicts Berserk status (DC 19 Will save) for 1d8 rounds; strong enfeebling; CL 12th; Craft Alchemical Item; *berserk*; Price 1,500 gil.

White Musk: contact; inflicts Holy (15d4 holy damage); strong light; CL 15th; Craft Alchemical Item; *holy*; Price 1,500 gil.

X-Ether: ingested; restores 3d6+5 MP; strong healing; CL 15th; Craft Alchemical Item; *bless*; Price 1,500 gil.

X-Potion: ingested; restores 5d8+15 HP; strong healing; CL 15th; Craft Alchemical Item; *bless*; Price 1,000 gil.

Table 10-6: Alchemical Items

Tier 4		
Potion Name	Cost	Description
Black Hole	2,000 gil	Inflicts Graviga.
Chronos Tear	2,500 gil	Cures Stop status.
Gold Hourglass	2,500 gil	Inflicts Stop status for 1 minute.
Mega Phoenix	5,000 gil	Revives 1 dead ally and fully restores HP & MP.
Megalixir	5,000 gil	Restores full HP and MP.
Turbo Ether	3,000 gil	Restores full MP.

Tier 4

Black Hole: contact; inflicts Graviga (up to 5 targets within 30 feet, DC 20 Fort save); strong enfeebling and dark; CL 14th; Craft Alchemical Item; *graviga*; Price 2,000 gil.

Chronos Tear: contact; removes Stop status; strong healing; CL 18th; Craft Alchemical Item; *greater esuna*; Price 2,500 gil.

Gold Hourglass: contact; inflicts Stop status (DC 23 Will save) for 1 minute; strong enfeebling; CL 18th; Craft Alchemical Item; *stop*; Price 2,500 gil.

Mega Phoenix: contact; revives a dead ally that has been dead no longer than 3 hours and fully restores HP & MP; strong healing; CL 20th; Craft Alchemical Item; *full-life*; Price 5,000 gil.

Megalixir: inhaled; fully restores HP & MP; strong healing; CL 20th; Craft Alchemical Item; *full-life*; Price 5,000 gil.

Turbo Ether: inhaled; fully restores MP; strong healing; CL 18th; Craft Alchemical Item; *full-cure*; Price 3,000 gil.

Wondrous Items

Table 10-7: Wondrous Items (Wrist)

Magical Item	Location	Cost	Description
Aero Armlet	Wrist	64,000 gil	Nullifies Wind elemental damage.
Agile Bracer	Wrist	56,000 gil	Grants +4 Dex/Con, prevents Poison status.
Air Armlet	Wrist	96,000 gil	Absorbs Wind elemental damage.
Aqua Armlet	Wrist	96,000 gil	Absorbs Water elemental damage.
Blaze Armlet	Wrist	96,000 gil	Absorbs Fire elemental damage.
Bolt Armlet	Wrist	96,000 gil	Absorbs Lightning elemental damage.
Bronze Bangle	Wrist	16,000 gil	Grants +10 HPs.
Carbon Bangle	Wrist	48,000 gil	Grants +30 HPs.
Charm Bracelet	Wrist	10,000 gil	Grants +2 Con/Cha.
Copper Armlet	Wrist	25,000 gil	Grants +5 MP pool.
Crystal Bracelet	Wrist	122,000 gil	Grants +6 Int/Wis, prevents Poison and Curse status.
Defense Bracer	Wrist	60,000 gil	Grants <i>Auto-Protect II</i> and <i>Auto-Shell II</i> abilities.
Diamond Bracelet	Wrist	56,000 gil	Grants +4 Int/Wis, prevents Poison status.
Dragon Bracelet	Wrist	200,000 gil	Nullifies all elemental damage.
Earth Armlet	Wrist	16,000 gil	Halves Earth elemental damage.
Escort Bracelet	Wrist	64,000 gil	Halves all elemental damage.
Fire Armlet	Wrist	16,000 gil	Halves Fire elemental damage.
Flame Armlet	Wrist	64,000 gil	Nullifies Fire elemental damage.
Force Bracelet	Wrist	10,000 gil	Grants +2 Int/Wis.
Freeze Armlet	Wrist	96,000 gil	Absorbs Ice elemental damage.
Frost Armlet	Wrist	64,000 gil	Nullifies Ice elemental damage.
Gold Armlet	Wrist	75,000 gil	Grants +15 MP pool.
Haste Armlet	Wrist	16,000 gil	Grants <i>Auto-Haste</i> ability at 25% health.
Ice Armlet	Wrist	16,000 gil	Halves Ice elemental damage.
Iron Bangle	Wrist	32,000 gil	Grants +20 HPs.
Lightning Armlet	Wrist	16,000 gil	Halves Lightning elemental damage.
Mithril Armlet	Wrist	125,000 gil	Grants +25 MP pool.
Moon Bracer	Wrist	96,000 gil	Grants <i>Auto-Protect III</i> ability.
Nimble Bracer	Wrist	10,000 gil	Grants +2 Dex/Wis.
Platinum Bangle	Wrist	82,000 gil	Grants +50 HPs.
Power Wristband	Wrist	4,000 gil	Grants +2 Str.
Quick Bracer	Wrist	122,000 gil	Grants +6 Dex/Wis, prevents Poison and Curse status.
Recovery Bracer	Wrist	75,000 gil	Grants <i>Auto-Regen</i> ability.
Rock Armlet	Wrist	64,000 gil	Nullifies Earth elemental damage.
Rune Armlet	Wrist	100,000 gil	Grants +20 MP pool.
Shining Bracer	Wrist	96,000 gil	Grants <i>Auto-Shell III</i> ability.
Shock Armlet	Wrist	64,000 gil	Nullifies Lightning elemental damage.
Silver Armlet	Wrist	50,000 gil	Grants +10 MP pool.
Speed Bracer	Wrist	75,000 gil	Grants <i>Auto-Haste</i> ability.
Stone Armlet	Wrist	96,000 gil	Absorbs Earth elemental damage.
Tide Armlet	Wrist	64,000 gil	Nullifies Water elemental damage.
Titanium Bangle	Wrist	64,000 gil	Grants +40 HPs.
Water Armlet	Wrist	16,000 gil	Halves Water elemental damage.
Wind Armlet	Wrist	16,000 gil	Halves Wind elemental damage.
Wizard Bracelet	Wrist	300,000 gil	Absorbs all elemental damage.

Aero Armlet: This armlet nullifies all Wind elemental damage.

Moderate elemental (air); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Agile Bracer: This belt grants a +4 enhancement bonus to Dexterity and Wisdom, and prevents the wearer from being inflicted with Poison status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser mithra's grace, lesser cetra's wisdom, bar-status*; Cost 56,000 gil.

Air Armlet: This armlet absorbs all Wind elemental damage, healing the wearer.

Moderate elemental (air); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Aqua Armlet: This armlet absorbs all Water elemental damage, healing the wearer.

Moderate elemental (water); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Blaze Armlet: This armlet absorbs all Fire elemental damage, healing the wearer.

Moderate elemental (fire); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Bolt Armlet: This armlet absorbs all Lightning elemental damage, healing the wearer.

Moderate elemental (lightning); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Bronze Bangle: This bangle grants the wearer +10 additional hit points.

Moderate enhancing; CL 4th; Craft Wondrous Item; *aid*; Cost 16,000 gil.

Crystal Bangle: This bangle grants the wearer +30 additional hit points.

Moderate enhancing; CL 12th; Craft Wondrous Item; *aid*; Cost 48,000 gil.

Charm Bracelet: This bracelet grants a +2 enhancement bonus to Charisma and Constitution.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser elvaan's splendor, lesser dwarf's endurance*; Cost 10,000 gil.

Copper Armlet: This armlet grants a +5 MP to the wearer's maximum MP pool.

Moderate enhancing; CL 8th; Craft Wondrous Item; *restora*; Cost 25,000 gil.

Crystal Bracelet: This bracelet grants a +6 enhancement bonus to Intelligence and Wisdom, and prevents the wearer from being inflicted with Poison and Curse status.

Strong enhancing; CL 18th; Craft Wondrous Item; *tarutaru's cunning, cetra's wisdom, bar-status*; Cost 122,000 gil.

Defense Bracer: This bracer grants the wearer the *Auto-Protect II* and *Auto-Shell II* abilities. The wearer has the Protect and Shell status constantly. *Dispel* will only turn them off for 1 round.

Strong enhancing; CL 8th; Craft Wondrous Item; *protect II, shell II*; Cost 60,000 gil.

Diamond Bracelet: This bracelet grants a +4 enhancement bonus to Wisdom and Intelligence, and prevents the wearer from being inflicted with Poison status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser cetra's wisdom, lesser tarutaru's cunning, bar-status*; Cost 56,000 gil.

Dragon Bracelet: This bracelet nullifies all elemental damage.

Strong elemental (all); CL 18th; Craft Wondrous Item; *protection from elements*; Cost 200,000 gil.

Earth Armlet: This armlet halves all Earth elemental damage.

Faint elemental (earth); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Escort Bracelet: This bracelet halves all elemental damage.

Strong elemental (all); CL 16th; Craft Wondrous Item; *elemental resistance*; Cost 64,000 gil.

Fire Armlet: This armlet halves all Fire elemental damage.

Faint elemental (fire); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Flame Armlet: This armlet nullifies all Fire elemental damage.

Moderate elemental (fire); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Force Bracelet: This bracelet grants a +2 enhancement bonus to Wisdom and Intelligence.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser cetra's wisdom, lesser tarutaru's cunning*; Cost 10,000 gil.

Freeze Armlet: This armlet absorbs all Ice elemental damage, healing the wearer.

Moderate elemental (ice); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Frost Armlet: This armlet nullifies all Ice elemental damage.

Moderate elemental (ice); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Gold Armlet: This armlet grants a +15 MP to the wearer's maximum MP pool.

Moderate enhancing; CL 12th; Craft Wondrous Item; *restora*; Cost 75,000 gil.

Haste Armlet: This armlet grants the wearer the *Auto-Haste* ability while at 25% health or less. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 6th; Craft Wondrous Item; *haste*; Cost 16,000 gil.

Ice Armlet: This armlet halves all Ice elemental damage.

Faint elemental (ice); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Iron Bangle: This bangle grants the wearer the +20 additional hit points.

Moderate enhancing; CL 8th; Craft Wondrous Item; *aid*; Cost 32,000 gil.

Lightning Armlet: This armlet halves all Lightning elemental damage.

Faint elemental (lightning); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Mithril Armlet: This armlet grants a +25 MP to the wearer's maximum MP pool.

Strong enhancing; CL 18th; Craft Wondrous Item; *restora*; Cost 125,000 gil.

Moon Bracer: This bracer grants the wearer the *Auto-Protect III* ability. The wearer has the Protect status constantly. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 10th; Craft Wondrous Item; *protect III*; Cost 100,000 gil.

Nimble Bracer: This bracer grants a +2 enhancement bonus to Dexterity and Wisdom.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser mithra's grace, lesser cetra's wisdom*; Cost 10,000 gil.

Platinum Bangle: This bangle grants the wearer the +50 additional hit points.

Strong enhancing; CL 20th; Craft Wondrous Item; *aid*; Cost 82,000 gil.

Power Wristband: This wristband grants a +2 enhancement bonus to Strength.

Faint enhancing; CL 4th; Craft Wondrous Item; *lesser galika's strength*; Cost 4,000 gil.

Quick Bracer: This bracer grants a +6 enhancement bonus to Dexterity and Wisdom, and prevents the wearer from being inflicted with Poison and Curse status.

Strong enhancing; CL 18th; Craft Wondrous Item; *mithra's grace, cetra's wisdom, bar-status*; Cost 122,000 gil.

Recovery Bracer: This bracer grants the wearer the *Auto-Regen* ability. The wearer has the Regen status constantly. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 14th; Craft Wondrous Item; *regen*; Cost 75,000 gil.

Rock Armlet: This armlet nullifies all Earth elemental damage.

Moderate elemental (earth); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Rune Armlet: This armlet grants a +20 MP to the wearer's maximum MP pool.

Strong enhancing; CL 16th; Craft Wondrous Item; *restora*; Cost 100,000 gil.

Shining Bracer: This bracer grants the wearer the *Auto-Shell III* ability. The wearer has the Shell status constantly. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 12th; Craft Wondrous Item; *shell III*; Cost 100,000 gil.

Shock Armlet: This armlet nullifies all Lightning elemental damage.

Moderate elemental (lightning); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Silver Armlet: This armlet grants a +10 MP to the wearer's maximum MP pool.

Strong enhancing; CL 12th; Craft Wondrous Item; *restora*; Cost 50,000 gil.

Speed Bracer: This bracer grants the wearer the *Auto-Haste* ability. The wearer has the Haste status constantly. *Dispel* will only turn it off for 1 round.

Strong enhancing; CL 16th; Craft Wondrous Item; *haste*; Cost 75,000 gil.

Stone Armlet: This armlet absorbs all Earth elemental damage, healing the wearer.

Moderate elemental (earth); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Tide Armlet: This armlet nullifies all Water elemental damage.

Moderate elemental (water); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Titanium Bangle: This bangle grants the wearer the +40 additional hit points.

Strong enhancing; CL 16th; Craft Wondrous Item; *aid*; Cost 76,000 gil.

Water Armlet: This armlet halves all Water elemental damage.

Faint elemental (water); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Wind Armlet: This armlet halves all Wind elemental damage.

Faint elemental (wind); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Wizard Bracelet: This bracelet absorbs all elemental damage.

Strong elemental (all); CL 20th; Craft Wondrous Item; *protection from elements*; Cost 300,000 gil.

Table 10-8: Wondrous Items (Neck)

Magical Item	Location	Cost	Description
Beaded Necklace	Neck	32,000 gil	Prevents Silence and Blind status.
Black Choker	Neck	48,000 gil	Prevents Confuse status.
Cat's Bell Necklace	Neck	5,000 gil	Grants Fast Healing 1 up to 50% health.
Crystal Amulet	Neck	122,000 gil	Grants +6 Con/Wis, prevents Silence and Immobilize status.
Diamond Amulet	Neck	56,000 gil	Grants +4 Con/Wis, prevents Silence status.
Goddess's Amulet	Neck	200,000 gil	Immunity to all magic.
Golden Amulet	Neck	48,000 gil	Doubles MXP earned.
Gris-Gris Necklace	Neck	32,000 gil	Prevents Curse status.
Jade Collar	Neck	32,000 gil	Grants Dodge feat.
Rose Amulet	Neck	16,000 gil	Prevents Silence status.
Rune Amulet	Neck	10,000 gil	Grants +2 Con/Wis.
Star Pendant	Neck	16,000 gil	Prevents Poison status.
Steel Collar	Neck	18,000 gil	Grants +6 Str at 25% health.
Witty Amulet	Neck	56,000 gil	Grants +4 Cha/Con, prevents Curse status.
Wizard Amulet	Neck	64,000 gil	Regen 1 MP an hour.

Beaded Necklace: This necklace prevents the wearer from being inflicted with Silence and Blind status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 32,000 gil.

Black Choker: This choker prevents the wearer from being inflicted with Confuse status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *bar-status*; Cost 48,000 gil.

Cat's Eye Necklace: This necklace grants the wearer Fast Healing 1 up to 50% health.

Faint healing; CL 4th; Craft Wondrous Item; *regen*; Cost 5,000 gil.

Crystal Amulet: This amulet grants a +6 enhancement bonus to Constitution and Wisdom, and prevents the wearer from being inflicted with Silence and Immobilize status.

Strong enhancing; CL 18th; Craft Wondrous Item; *dwarf's endurance, cетra's wisdom, bar-status*; Cost 122,000 gil.

Diamond Amulet: This amulet grants a +4 enhancement bonus to Wisdom and Constitution, and prevents the wearer from being inflicted with Silence status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser cетra's wisdom, lesser dwarf's endurance, bar-status*; Cost 56,000 gil.

Goddess's Amulet: This amulet grants the wearer immunity to all magic, harmful and beneficial. Once worn, it cannot be taken off unless destroyed.

Strong enhancing; CL 20th; Craft Wondrous Item; *magic barrier*; Cost 200,000 gil.

Golden Amulet: The wearer of this amulet gains double MXP for all his/her materia.

Moderate enhancing; CL 12th; Craft Wondrous Item; *status*; Cost 48,000 gil.

Gris-Gris Necklace: This necklace prevents the wearer from being inflicted with Curse status.

Faint enhancing; CL 8th; Craft Wondrous Item; *bar-status*; Cost 32,000 gil.

Jade Collar: This collar grants the wearer the Dodge feat.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser mithra's grace*; Cost 32,000 gil.

Rose Amulet: This amulet prevents the wearer from being inflicted with Silence status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 16,000 gil.

Rune Amulet: These gloves grant a +2 enhancement bonus to Wisdom and Constitution.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser cetra's wisdom, lesser dwarf's endurance*; Cost 10,000 gil.

Star Pendant: This pendant prevents the wearer from being inflicted with Poison status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 16,000 gil.

Steel Collar: This collar grants a +6 enhancement bonus to Strength but only while at 25% health or less.

Moderate enhancing; CL 14th; Craft Wondrous Item; *galka's strength*; Cost 18,000 gil.

Witty Amulet: This amulet grants a +4 enhancement bonus to Charisma and Constitution, and prevents the wearer from being inflicted with Curse status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser elvaan's splendor, lesser dwarf's endurance*; *bar-status*; Cost 56,000 gil.

Wizard Amulet: The wearer of this amulet regens 1 MP an hour.

Moderate enhancing; CL 8th; Craft Wondrous Item; *restora*; Cost 64,000 gil.

Table 10-9: Wondrous Items (Waist)

Magical Item	Location	Cost	Description
Black Belt	Waist	56,000 gil	Grants +4 Str/Con, prevents Poison status.
Champion Belt	Waist	122,000 gil	Grants +6 Str/Con, prevents Poison and Curse status.
Glass Belt	Waist	32,000 gil	Prevents Poison and Sleep status.
Muscle Belt	Waist	10,000 gil	Grants +2 Str/Con.

Black Belt: This belt grants a +4 enhancement bonus to Strength and Constitution, and prevents the wearer from being inflicted with Poison status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser galka's strength, lesser dwarf's endurance*; *bar-status*; Cost 56,000 gil.

Champion Belt: This belt grants a +6 enhancement bonus to Strength and Constitution, and prevents the wearer from being inflicted with Poison and Curse status.

Strong enhancing; CL 18th; Craft Wondrous Item; *galka's strength, dwarf's endurance*; *bar-status*; Cost 122,000 gil.

Glass Belt: This belt prevents the wearer from being inflicted with Sleep and Poison status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 32,000 gil.

Muscle Belt: This belt grants a +2 enhancement bonus to Strength and Constitution.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser galka's strength, lesser dwarf's endurance*; Cost 10,000 gil.

Table 10-10: Wondrous Items (Hands)

Magical Item	Location	Cost	Description
Blazer Gloves	Hands	18,000 gil	Grants +6 Str while at full health.
Blind Gloves	Hands	4,000 gil	Melee/ranged attacks inflict Blind status.
Chaos Gloves	Hands	78,000 gil	Melee/ranged attacks inflict Confuse status.
Crystal Gloves	Hands	122,000 gil	Grants +6 Con/Int, prevents Poison and Silence status.
Diamond Gloves	Hands	56,000 gil	Grants +4 Con/Int, prevents Silence status.
Dream Gloves	Hands	4,000 gil	Melee/ranged attacks inflict Sleep status.
Lag Gloves	Hands	18,000 gil	Melee/ranged attacks inflict Slow status.
Mute Gloves	Hands	8,000 gil	Melee/ranged attacks inflict Silence status.
Mythril Gloves	Hands	10,000 gil	Grants +2 Con/Int.
Paralyzing Gloves	Hands	18,000 gil	Melee/ranged attacks inflict Immobilize status.
Sneak Gloves	Hands	2,700 gil	Increases Sleight of Hand skill checks by 10.
Stone Gloves	Hands	32,000 gil	Melee/ranged attacks inflict Petrify status.

Venom Gloves	Hands	18,000 gil	Melee/ranged attacks inflict Poison status.
Zombie Gloves	Hands	50,000 gil	Melee/ranged attacks inflict Zombie status.

Blazer Gloves: These gloves grant a +6 enhancement bonus to Strength but only while at full health.

Strong enhancing; CL 16th; Craft Wondrous Item; *galka's strength*; Cost 18,000 gil.

Blind Gloves: These gloves grant your melee/ranged attacks a chance to inflict Blind status (Fortitude DC 12). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Faint enfeebling; CL 4th; Craft Wondrous Item; *blind*; Cost 4,000 gil.

Chaos Gloves: These gloves grant your melee/ranged attacks a chance to inflict Confuse status (Will DC 16). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Moderate enfeebling; CL 12th; Craft Wondrous Item; *confusion*; Cost 78,000 gil.

Crystal Gloves: This bracelet grants a +6 enhancement bonus to Intelligence and Constitution, and prevents the wearer from being inflicted with Poison and Silence status.

Strong enhancing; CL 18th; Craft Wondrous Item; *tarutaru's cunning, dwarf's endurance; bar-status*; Cost 122,000 gil.

Diamond Gloves: These gloves grant a +4 enhancement bonus to Intelligence and Constitution, and prevents the wearer from being inflicted with Silence status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *tarutaru's cunning, dwarf's endurance; bar-status*; Cost 56,000 gil.

Dream Gloves: These gloves grant your melee/ranged attacks a chance to inflict Sleep status (Will DC 12). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Faint enfeebling; CL 4th; Craft Wondrous Item; *sleep*; Cost 4,000 gil.

Lag Gloves: These gloves grant your melee/ranged attacks a chance to inflict Slow status (Fortitude DC 14). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Moderate enfeebling; CL 6th; Craft Wondrous Item; *slow*; Cost 18,000 gil.

Mute Gloves: These gloves grant your melee/ranged attacks a chance to inflict Silence status (Will DC 14). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Faint enfeebling; CL 4th; Craft Wondrous Item; *silence*; Cost 8,000 gil.

Mythril Gloves: These gloves grant a +2 enhancement bonus to Intelligence and Constitution.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser tarutaru's cunning, lesser dwarf's endurance*; Cost 10,000 gil.

Paralyzing Gloves: These gloves grant your melee/ranged attacks a chance to inflict Immobilize status (Will DC 14). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Moderate enfeebling; CL 6th; Craft Wondrous Item; *immobilize*; Cost 18,000 gil.

Sneak Gloves: These gloves grant a +10 circumstance bonus to Sleight of Hand skill checks.

Moderate enhancing; CL 12th; Craft Wondrous Item; *guidance*, creator must have 2+ ranks in Sleight of Hand; Cost 2,700 gil.

Stone Gloves: These gloves grant your melee/ranged attacks a chance to inflict Petrify status (Fortitude DC 16). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Moderate enfeebling; CL 8th; Craft Wondrous Item; *statue*; Cost 32,000 gil.

Venom Gloves: These gloves grant your melee/ranged attacks a chance to inflict Poison status (Fortitude DC 14). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Faint enfeebling; CL 4th; Craft Wondrous Item; *poison*; Cost 8,000 gil.

Zombie Gloves: These gloves grant your melee/ranged attacks a chance to inflict Zombie status (Fortitude DC 16). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Moderate enfeebling; CL 10th; Craft Wondrous Item; *zombify*; Cost 50,000 gil.

Table 10-11: Wondrous Items (Head)

Magical Item	Location	Cost	Description
Captain's Hat	Head	100,000 gil	Grants Airship Operations feat and skills (see below)

Doc's Hat	Head	40,000 gil	Grants <i>Auto-Potion</i> ability.
Gold Hairpin	Head	250,000 gil	Grants +50 MP pool.
Ribbon	Head	150,000 gil	Prevents all negative status effects except Doom and Stop.
Super Ribbon	Head	300,000 gil	Prevents all negative status effects.

Captain's Hat: This hat grants the wearer the Airship Operations feat. It also grants the wearer 10 ranks in Profession (Sailor), Navigation, and Pilot skills. While wearing the hat, up to 8 hours, the wearer cannot be fatigued or exhausted. Upon removing the hat or using up the entire 8 hours, the wearer is immediately exhausted and must sleep triple the amount of hours while wearing the hat.

Strong enhancing; CL 18th; Craft Wondrous Item; *seamantle, restora*; Cost 100,000 gil.

Doc's Hat: This hat grants *Auto-Potion* ability. The wearer can take an immediate action upon getting hit by melee or spells to quaff a potion. He must have a free hand to do so. He can only use this ability once a round.. *Dispel* will only turn this ability off for 1 round.

Moderate enhancing; CL 10th; Craft Wondrous Item; *mithra's grace*; Cost 40,000 gil.

Gold Hairpin: This hairpin grants a +50 MP to the wearer's maximum MP pool.

Strong enhancing; CL 18th; Craft Wondrous Item; *restora*; Cost 250,000 gil.

Ribbon: This red ribbon prevents the wearer from being inflicted with all negative status effects except Doom and Stop.

Strong enhancing; CL 16th; Craft Wondrous Item; *magic barrier*; Cost 150,000 gil.

Super Ribbon: This elaborate, red ribbon prevents the wearer from being inflicted with all negative status effects.

Strong enhancing; CL 20th; Craft Wondrous Item; *magic barrier*; Cost 300,000 gil.

Table 10-12: Wondrous Items (Headband)

Magical Item	Location	Cost	Description
Twisted Headband	Head	16,000 gil	Prevents Sleep status.

Twisted Headband: This headband prevents the wearer from being inflicted with Sleep status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 16,000 gil.

Table 10-13: Wondrous Items (Slotless)

Magical Item	Location	Cost	Description
Faerie Earrings	Ears	96,000 gil	Prevents Confuse and Berserk status.
Gold Earrings	Ears	32,000 gil	Prevents Petrify status.

Faerie Earrings: These earrings prevent the wearer from being inflicted with Confuse and Berserk status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *bar-status*; Cost 96,000 gil.

Gold Earrings: These earrings prevent the wearer from being inflicted with Petrify status.

Moderate enhancing; CL 8th; Craft Wondrous Item; *bar-status*; Cost 32,000 gil.

Table 10-14: Wondrous Items (Feet)

Magical Item	Location	Cost	Description
Freedom Boots	Feet	24,000 gil	Prevents Immobilize status.
Quasimodo Boots	Feet	32,000 gil	Prevents Sap status.
Sprint Shoes	Feet	50,000 gil	Grants Improved Initiative feat and +30 ft. movement speed.

Freedom Boots: These boots prevent the wearer from being inflicted with Immobilize status.

Moderate enhancing; CL 6th; Craft Wondrous Item; *bar-status*; Cost 24,000 gil.

Quasimodo Boots: These boots prevent the wearer from being inflicted with Sap status.

Moderate enhancing; CL 8th; Craft Wondrous Item; *bar-status*; Cost 32,000 gil.

Sprint Shoes: These shoes grant the wearer the Improved Initiative feat and +30 ft. movement speed.
 Moderate enhancing; CL 14th; Craft Wondrous Item; *haste, lesser mithra's grace*; Cost 50,000 gil.

Table 10-15: Wondrous Items (Eyes)			
Wondrous Item	Location	Cost	Description
Safety Goggles	Face	64,000 gil	Prevents Doom status.
Silver Glasses	Face	16,000 gil	Prevents Blind status.

Safety Goggles: These goggles prevent the wearer from being inflicted with Doom status.
 Strong enhancing; CL 16th; Craft Wondrous Item; *bar-status*; Cost 64,000 gil.
Silver Glasses: These glasses prevent the wearer from being inflicted with Blind status.
 Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 16,000 gil.

Table 10-16: Wondrous Items (Shoulders)			
Wondrous Item	Location	Cost	Description
Kinesis Cloak	Back	100,000 gil	Prevents Slow and Stop status.
White Cape	Back	64,000 gil	Prevents Frog and Mini status.

Kinesis Cloak: This cloak prevents the wearer from being inflicted with Slow and Stop status.
 Strong enhancing; CL 18th; Craft Wondrous Item; *bar-status*; Cost 100,000 gil.
White Cape: This necklace prevents the wearer from being inflicted with Frog and Mini status.
 Moderate enhancing; CL 8th; Craft Wondrous Item; *bar-status*; Cost 64,000 gil.

Rings

Table 10-17: Rings			
Magical Item	Location	Cost	Description
Earth Ring	Finger	4,000 gil	Adds +1d6 Earth elemental damage to melee/ranged attacks.
Faerie Ring	Finger	32,000 gil	Prevents Poison and Blind status.
Fire Ring	Finger	4,000 gil	Adds +1d6 Fire elemental damage to melee/ranged attacks.
Fury Ring	Finger	32,000 gil	Grants Extend Berserk feat to a Beastmaster.
Ice Ring	Finger	4,000 gil	Adds +1d6 Ice elemental damage to melee/ranged attacks.
Lightning Ring	Finger	4,000 gil	Adds +1d6 Lightning elemental damage to melee/ranged attacks.
Phoenix Ring	Finger	102,000 gil	Grants <i>Auto-Raise</i> ability.
Protect Ring	Finger	16,000 gil	Grants <i>Auto-Protect</i> ability.
Reflect Ring	Finger	80,000 gil	Grants <i>Auto-Reflect</i> ability.
Regen Ring	Finger	4,000 gil	Grants <i>Auto-Regen</i> ability at 25% health.
Ring of Renewal	Finger	200,000 gil	Grants <i>Auto-Regen</i> , <i>Auto-Protect III</i> , and <i>Auto-Shell III</i> abilities.
Tough Ring	Finger	4,000 gil	Grants +2 Con.
Wall Ring	Finger	50,000 gil	Grants <i>Auto-Protect III</i> and <i>Auto-Shell III</i> abilities at 25% health.
Water Ring	Finger	4,000 gil	Adds +1d6 Water elemental damage to melee/ranged attacks.
Wind Ring	Finger	4,000 gil	Adds +1d6 Wind elemental damage to melee/ranged attacks.

Earth Ring: This ring adds +1d6 points of Earth elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.
 Moderate elemental (earth); CL 4th; Forge Ring; *stone*; Cost 4,000 gil.
Faerie Ring: This ring prevents the wearer from being inflicted with Poison and Blind status.
 Moderate enhancing; CL 4th; Forge Ring; *bar-status*; Cost 32,000 gil.
Fire Ring: This ring adds +1d6 points of Fire elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (fire); CL 4th; Forge Ring; *fire*; Cost 4,000 gil.

Fury Ring: This ring (if worn by a beastmaster) gains the Extend Rage feat. A non-beastmaster gains nothing.

Moderate enhancing; CL 12th; Forge Ring; *berserk*; Cost 32,000 gil.

Ice Ring: This ring adds +1d6 points of Ice elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (ice); CL 4th; Forge Ring; *blizzard*; Cost 4,000 gil.

Lightning Ring: This ring adds +1d6 points of Lightning elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (lightning); CL 4th; Forge Ring; *thunder*; Cost 4,000 gil.

Personality Ring: This ring grants a +6 enhancement bonus to Charisma and Constitution, and prevents the wearer from being inflicted with Silence and Curse status.

Strong enhancing; CL 18th; Forge Ring; *elvaan's splendor, dwarf's endurance, bar-status*; Cost 122,000 gil.

Phoenix Ring: This ring grants the wearer the *Auto-Raise* ability. The wearer has the Reraise status constantly.

Dispel will only turn it off for 1 round.

Strong enhancing; CL 16th; Forge Ring; *auto-raise*; Cost 102,000 gil.

Protect Ring: This ring grants the wearer the *Auto-Protect* ability. The wearer has the Protect status constantly. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 8th; Forge Ring; *protect*; Cost 16,000 gil.

Reflect Ring: This ring grants the wearer the *Auto-Reflect* ability. The wearer has the Reflect status constantly. *Dispel* will only turn it off for 1 round.

Strong enhancing; CL 10th; Forge Ring; *reflect*; Cost 80,000 gil.

Regen Ring: This ring grants the wearer the *Auto-Regen* ability while at 25% health or less. The wearer has the Regen status constantly while at 25% health or less. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 4th; Forge Ring; *regen*; Cost 4,000 gil.

Ring of Renewal: This ring grants the wearer the *Auto-Regen*, *Auto-Protect III*, and *Auto-Shell III* abilities. The wearer has the Regen, Protect, and Shell status constantly. *Dispel* will only turn it off for 1 round.

Strong enhancing; CL 10th; Forge Ring; *regen, protect III, shell III*; Cost 200,000 gil.

Tough Ring: This ring grants a +2 enhancement bonus to Constitution.

Faint enhancing; CL 4th; Forge Ring; *lesser dwarf's endurance*; Cost 4,000 gil.

Wall Ring: This ring grants the wearer the *Auto-Protect III* and *Auto-Shell III* abilities while at 25% health. The wearer has the Protect and Shell status constantly while at 25% health. *Dispel* will only turn them off for 1 round.

Moderate enhancing; CL 14th; Forge Ring; *protect III, shell III*; Cost 50,000 gil.

Water Ring: This ring adds +1d6 points of Water elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (water); CL 8th; Forge Ring; *water*; Cost 4,000 gil.

Wind Ring: This ring adds +1d6 points of Wind elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (wind); CL 8th; Forge Ring; *aero*; Cost 4,000 gil.

Magical Weapons Special Abilities

Shining: On command, this weapon leaves a trail of light behind it when swung, as if an aurora is trying to escape from the striking portion of the weapon. The weapon deals +1d6 holy damage on a successful hit.

Moderate light; CL 8th; Craft Magic Arms and Armor; *light or lightra*; Cost: +1 bonus

Shining Burst: As *shining*, but on confirmation of a critical hit the weapon emits a dazzling explosion of light that causes an extra 1d10 holy damage if the weapon deals x2 critical hit damage. If the weapon deals x3 critical damage, the bonus damage is increased to 2d10 and if the critical hit damage is x4, the bonus damage is increased to 3d10.

Strong light; CL 12th; Craft Magic Arms and Armor; *light III or holy*; Cost: +2 bonus

Greater Major Specific Magic Weapons

Excalibur

Old, but not worn; large, but not heavy; artfully made, but not gaudy or ostentatious - This knight sword is a marvel of construction and always seems to shine with a pure light, even in the darkest night.

Possibly the greatest example of a knightsword the world has known, the Excalibur is a legendary weapon that few have had the privilege to bear. True, some other swords might be more powerful, but the Excalibur stands as a testament to the principles of knighthood - honor, faith and charity to those in need. Excalibur is a +4 holy shining knight sword that sheds light as a *torchlight* spell. The light cannot be suppressed except by covering the weapon.

Strong Enhancing/Light; CL 18th; Craft Magic Arms and Armor; *holy aura*, creator must be good; Cost 98,353 gil

Excalipoor

The knight sword in your hands fits the description of the legendary blade Excalibur perfectly - right down to the intricate carvings and the heft of the blade. Sure, it's a different color to what the legend described, but it's definitely the coveted blade... right?

Excalipoor, the blade few men know and even fewer will admit to the fact. Whether it was made as a replica of the Excalibur and went horribly wrong or was intended as a practical joke that went horribly right is unknown. What is known is that this weapon has spelt the doom of many an unsuspecting adventurer throughout the years. Excalipoor appears to be functionally identical to the Excalibur, even acting as a +4 holy shining knight sword in training. When used in combat, however, the holy and shining abilities do not function to cause extra damage and the weapon causes only 1 damage on a successful hit. This ability only affects the current holder of Excalipoor at the time of impact.

Strong Enhancing/Light; CL 18th; Craft Magic Arms and Armor; *holy aura*, creator must be good; Cost 65,569 gil

Excalibur II

A blade so fine as to almost vanish when looked at the wrong way, a light that seems to not only radiate light, but actively vanquish shadow and a feeling of pure, uplifting assurance in what is truly right... this sword does not live up to the legends, it surpasses them in every way.

If legend speaks of the Excalibur in hushed tones, then history itself dares not speak of the successor, the perfected blade known as Excalibur II for fear of besmirching the name of the blade. The pinnacle of what can

be achieved with mortal craftsmanship, the Excalibur II is one of the strongest weapons and symbols of virtue known to man.

Excalibur II is a +5 *holy shining burst keen* knight sword that sheds light as the *torchlight* spell. Additionally, once per day the user may make use of the Limit Break *Honor Bound*. The user must fulfill all requirements for performing a Limit Break before using Honor Bound.

Honor Bound (Su): By calling upon your desire to protect and bring just punishment to the wicked, the Excalibur II can make your desire happen. Entire swathes of enemies come under assault from what could only be described as a wave of belief made manifest, some falling while others stand in awe of the power.

Any evil foe within 60 feet suffers 10d6 points of holy damage and suffers a status effect, depending on a Will save (DC 20, + the wielder's Charisma modifier). A successful Will save decreases the damage by half and negates the status effect.

If the target failed the save, the target is dazzled by the bright display of light burning his evil eyes. If the target failed the save by 3 or more, the target is also fascinated by the display. If the target failed the save by 5 or more, the target is considered stunned, suddenly realizing the ramifications of his evil ways. If the target fails the save by 7 or more, his HP is reduced to 0 and he is knocked unconscious. Each status effect lasts for 2d4 rounds or until dispelled except for the unconsciousness. A character rendered unconscious by this ability must be healed to HP greater than 0 to recover.

Strong Enhancing/Light; CL 20th; Craft Magic Arms and Armor; *holy aura*, creator must be good; Cost 216,353 gil

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This game was designed by Alan Willig with art and illustrations by Eric Apfel. Other credits are noted inside for their contributions.

