Tsolus

There are those who find neither the time nor the will to purse one path to mastery. Some take the path of the wizard spending their days pouring over tomes and texts, or the path of the warrior or monk perfecting the skill with weapons or body. For a few, their talents are broader, but would remain unfocused except for one event that unites them, the beckoning of the elements in their blood. The tsolus awakens a connection to an element, and dedicates himself to that element. Whether it be a hint of planar kin in their blood, or a story of a dragon in the family tree, or even just simply studying philosophy that causes this quickening, Tsoli are often drawn together, whether by happenstance or intent, to learn from each other and find their own ways. As they grow in power, they forge new paths, blending diverse skills to be unique, warriors, scholars and craftsmen.
Tsoli are often confused with magi, to the amusement of the former and the annoyance of the later. While both classes mix spell and blade, the tsolus prides himself on the breath of his skills and abilities, not the focus the magi have. While some tsoli can become as focused and driven as the most dedicated magi, most prefer to dabble more than dedicate.

Role: Tsoli are as likely to be explorers as home bound craftsmen perfecting their art. A tsolus may travel as a simple minstrel, using spell and sword to fight injustice where they can. He might also be a smith, or craftsman, making his trade and glad to see another of his element. He could be training a fighting school, or a small school of wizardry and taking 'special' students for his advanced classes. He could be a noble born, finding the truth of the calling in his blood after a ritual that awoke the lightning within him.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 5d6 × 10 gp (average 170 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class skills

The tsolus' class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Table 1, the Tsoli

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						Cantrips	1st	2nd	3rd	4th	5th	6th
1st	0	0	+2	+2	Cantrips, Elemental Path, Spells	3	1	—	—	—	—	—
2nd	+1	0	+3	+3	Path of Steel	4	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Arcane Strike	4	3	—	—	—	—	—
4th	+3	+1	+4	+4	Expanded Knowledge (1st)	4	3	1	—	—	—	—
5th	+3	+1	+4	+4	Energy Resistance 5	4	4	2	—	—	—	—
6th	+4	+2	+5	+5	Elemental Infusion	5	4	3	—	—	—	—
7th	+5	+2	+5	+5	Second element, Traveler's Path	5	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Expanded Knowledge (2nd),	5	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Bonus Feat	5	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Warrior’s Path	5	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Greater Elemental Infusion	5	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Expanded Knowledge (3rd)	5	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Third Element,	5	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Bonus Feat	5	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Empower Magic	5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Expanded Knowledge (4th)	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Quicken Magic	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+10	+10		5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Expanded Knowledge (5th), Bonus Feat	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Elemental Paragon	5	5	5	5	5	5	5

Class Features

Weapon and Armor Proficiency

Vigilantes are proficient with all simple and martial weapons, light armor, and shields (except tower shields). A tsolus can cast tsoli spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a tsoli wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass tsoli still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells

A tsolus casts arcane spells and cantrips as a magus. He prepares spells using a spellbook, choosing them from the 6th-level and lower spells from the sorcerer/wizard spell list; higher-level sorcerer/wizard spells are not on the tsoli spell list.

Spellbook: A tsolus has a spellbook that functions in the same way as a magus's spellbook but uses the 6th-level and lower spells from the sorcerer/wizard spell list.

Elemental Path (SU)

At first level, a tsolus awakens an affinity for elemental energy. The tsolus must choose one element (earth, air, fire or water). This is their primary element. Spells of the opposition element are more difficult for the tsolus to cast, such spells take two spell slots instead of one.

Each element gives a +4 insight bonus to a skill.

- Earth: +4 insight bonus to Appraise.
- Air: +4 insight bonus to one Perform skill of the player's choice.
- Fire: +4 insight bonus to one Craft skill of the player's choice.
- Water: +4 insight bonus to one Profession skill of the player's choice.

A tsolus can channel elemental energy into a strike at will by shooting a bolt or touching her foe. A melee elemental strike requires the target to be within reach, and a ranged elemental strike is a ranged attack with a range of close (25 feet +5 feet/2 levels). An elemental strike deals 1d6 points of damage, plus 1d6 at 7th, 12th, and 17th level. Earth tsoli use acid their elemental strike, Air dedicated tsoli use lightning, water use cold, and fire use fire (of course).

Channeling an elemental strike requires the hand to be free, but the strike appears only briefly, so a tsolus using an elemental strike has a free hand any time she isn't attacking with an elemental strike. A tsolus can channel (but not attack with) an elemental strike even when it isn't his turn; as long as he isn't flat footed he is always able to threaten. Abilities that affect all weapon attacks the warlock makes, such as arcane strike or weapon focus (elemental strike) function with elemental strike. At third level, one elemental strike per round becomes a ranged touch attack. At 8th level, all elemental strikes are touch attacks.

At 6th level and every 7 tsoli levels after the tsolus chooses another element that is not their opposition element gaining the associated skill bonus, or can take the same element again, unlocking additional benefits.

- Earth: First specialization: Acid strikes do 1d6 points of damage in subsequent rounds. This damage lasts for 1 round per die of the initial strike, subsequent strikes extend the duration. The tsolus also can take 10 with their associated skill, even if threatened or otherwise unable to. Second specialization: The subsequent damage increases to 2d6, and the tsolus gains the skill unlock for their associated skill.
- Air: First specialization: Electrical strikes can stagger the target (fortitude save negates DC 10+ half tsolus level + Int modifie) for 1d4 rounds, subsequent strikes and failed saves extend the duration. The tsolus also can take 10 with their associated skill, even if threatened or otherwise unable to. Second specialization: The strike does 2d6 sonic damage in addition to the electrical damage. And the tsolus gains the skill unlock for their associated skill.
- Fire: First specialization: Fire strikes require the target to make a reflex save (DC 10+ half tsolus level + Int modifier) or catch fire taking 1d6 points of fire damage at the start of its turn. This works as the Burn (Ex) ability. The tsolus also can perform mundane uses of their associated skill in half the time, doing 8 hours of work in 4. Second specialization: The burn increases to 2d6, and the tsolus gains the skill unlock for their associated skill.
- Water: First specialization: Cold strikes can fatigue the target (fortitude negates save DC 10+ half tsolus level + Int modifier) subsequent strikes cannot exhaust the target, but a target fatigued by other sources can be exhausted. The tsolus also can take 10 with his associated skill, even if threatened or otherwise unable to. Second specialization: The strike does 1d4 points of Dexterity damage in addition to the cold damage. The tsolus gains the skill unlock for their associated skill and can complete 8 hours of work in that skill in 4 hours.

Path of Steel (EX)

At second level, the tsolus picks a style of combat, reflecting their element and their growth. The tsolus may choose the Lethal Grace, Shield of Blades or Strike the Unseen vigilante talent. He treats his tsolus level as his vigilante level for the feat effects.

Arcane Strike (SU)

The tsolus gains arcaen strike as a bonus feat. He must choose the plane corresponding to his chosen element.

Expanded Knowledge (EX)

At 4th level, the tsolus' studies open new paths of arcane knowledge. He may add a spell of first level or less from the Magus or Bard spell lists as a bonus spell. He may add a spell of 2nd level or less at 8th level, 3rd level or less at 12th level, 4th level or less at 16th level, and 5th level or less at 19th level. These spells must be prepared and memorized as if they were tsoli spells, and the tsolus must have them in his spell book.

Energy Resistance (SU)

At 5th level the tsolus' affinity with their element allows them to ignore its effects. He gains energy resistance 5 to his primary elemental type. This increases to 10 at 10th level and immunity at 15th level.

Elemental Infusion (SU)

At 6th level, the tsolus instinctively channels his element into his attacks. On a successful critical hit, the attack does additional damage equal to the weapon's critical multiplier. This damage is of his primary element. This additional damage can be suppressed for one round as a free action.

Traveler's Way (EX)

The tsolus's studies give insight on self-sufficiency or understanding the need for allies. At 7th level the tsolus either gains the Unkillable vigilante talent, using his tsolus level as his vigilante level, or he gains a familiar as a wizard of the same level.

Bonus Feat (EX)

The tsolus gains a combat feat as a bonus feat at 9th level. He gains an additional feat at 14th level, and again at 19th level.

Warrior's Path (EX)

At 10th level the Tsolus discovers insight in himself and the nature of battle. He gains weapon focus and weapon specialization with one weapon he is proficient in. The can be his elemental strike.

Greater Elemental Infusion (SU)

When using their arcane strike feat, a tsolus can pour more energy through their attacks. At 11th level the tsolus can, as a free action when using arcane strike, grant his weapon the corrosive, flaming, frost or shock weapon special ability. If the tsolus has an elemental specialization, he may choose corrosive burst, flaming burst, icy burst or shocking burst. If he has taken a second specialization in an element the duration increases to 1 minute instead of one round for that element.

Empower Magic (SU)

At 15th level, the tsolus can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the casting time or the level of the spell.

Quicken Magic (SU)

The tsoli can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the level of the spell.

Elemental Paragon (SU)

At 20th level, the tsolus gains mastery of elements. He no longer needs two spell slots to prepare spells of his opposition element. He may choose a 4th element, or another specialization. If he takes a third specialization in his chosen element, he gains the following alternate capstone.

Elemental master (SU):

The tsolus is connected to his chosen element as few are, whether it be by embracing his draconic heritage, tapping into the core of the elemental plane, or understanding the unchanging Form of the element. Half the damage from his elemental strikes and spells with the same energy type bypass energy resistance and immunity, and he gains a +2 to spell resistance checks where applicable. As a swift action he may switch any spell with an energy descriptor to his chosen element, with no increase in casting time (So an acid ball or a cone of lightning).