

Variant Multiclassing

Source [PUC](#)

This optional system allows a character to trade out half her feats in order to gain the benefits of a secondary class. These rules enable characters to gain many of the benefits of multiclassing without sacrificing advancement in their primary classes, and creates opportunities to explore novel character concepts, such as a [barbarian](#) whose rage stems from being afflicted by the gods with an [oracle's](#) curse and revelations.

Under the standard rules, multiclassing can lead to a wide disparity in character ability. With this system, each character can choose a secondary class at 1st level that she trains in throughout her career, without giving up levels in her primary class. Once selected, this choice is permanent (though if using the [retraining rules](#), the secondary class can be retrained by paying half the cost of retraining all her class levels). A character who selects this option doesn't gain feats at 3rd, 7th, 11th, 15th, and 19th levels, but instead gains class features from her secondary class as described on **Table: Multiclass Character Advancement**. It is probably a good idea to use either this variant system or normal multiclassing, but it's possible for the two systems to be used together. In a game using both systems, a character can't take levels in the secondary class she gains from this variant.

For the purposes of pre-requisites, a character under this system is considered a member of their secondary class, but they do not possess any levels of their secondary class. For example, a fighter with VMC wizard who chooses Wizard Spellcasting is considered both a wizard and an arcane spellcaster, but he does not possess any wizard levels nor does he have any arcane spellcaster levels.

In addition to normal variant multiclassing, there is variant prestige multiclassing and variant archetype multiclassing. Prestige multiclassing allows a character to give up feats at 5th, 9th, 13th, and 17th levels for class features of specific prestige classes. If a character takes a variant prestige multiclass, she cannot take any levels in the prestige class she gains from this variant. Variant archetype multiclassing allows a character to give up certain class features gained through variant multiclassing for different class features.

Secondary Class Casting: Classes with 6- and 9-level spellcasting gain the option of 1/3 caster level progression in place of one class feature, or 1/2 caster level progression in the place of two class features. They are treated as a member of their class with levels equal to one-third or one-half of their character level respectively for the purposes

of determining spells known and spells per day, as well as for determining their caster level. They *do not* get bonus spells per day from a high casting stat. Prepared spell casters who do not begin knowing all their spells gain spells as would a member of their class, except that they do not gain bonus spells known from their casting stat for any reason. Example: A wizard normally gains 2 spells per level, and 2 + int spells known at first level. Wizard as a secondary class grants 2 spells each time the character gains new spells per day from leveling (either every 3 or 2 levels, depending on progression) including for the 1st level. Additionally, casting derived from secondary classes is not a valid choice for prestige classes which provide extra spells per day. Example: an 11th level Fighter with wizard as a secondary class could take wizard spellcasting twice to gain 3rd level spells at 11, qualifying them for the Eldritch Knight prestige class. Despite being able to enter the class, the character can not choose to further increase his wizard spells per day via the Eldritch Knight's class feature.

Multiple Companions: A character cannot use variant multiclassing to gain access to two companions from the the following list: animal companion, eidolon, or phantom. These creatures do not play well with each other. Animal companions will refuse to cooperate in the presence of other companions and eidolons and phantoms will refuse to manifest if other companions are present.

Optional Rule (Fighter, Monk and Rogue Training): Fighters, Rogues, Unchained Rogues or Unchained Monks may give up some of their bonus feats, talents and ki powers to take a secondary class instead of base feats: A fighter trades his bonus feats at 2, 6, 10, 14, and 18; a rogue or unchained rogue trades rogue talents at 2, 6, 10, 14, and 18; and a monk trades his bonus feat at 2, and ki powers at 6, 10, 14 and 18. If the character takes an archetype that trades away bonus feats, rogue talents or ki powers at these levels, they may not take a secondary class in this fashion. Additionally, they must begin at 1st level as a member of one of these classes, and if they multiclass out of their initial class, they must pay the remaining feats out of their base feats, e.g. if a fighter starts multiclassing into paladin at level 11 (10 fighter/1 paladin), the character's feats at 11, 15 and 19 are forfeit, even if the character subsequently raises his fighter level. If the character avoids paying or is unable to pay the full five feats for any reason, the character loses all access to the secondary class and its abilities.

Optional Rule (Bonus Class Skill): In order to provide more class flavor for those who take a secondary class, characters may choose one skill from the list of class skills of their secondary class. They may count this skill as a class skill.

Optional Rule (Retraining): A character can choose to retrain their secondary class using the rules laid out in the Gamemastery Guide, or to revert their secondary class back into normal feats. A character who chooses to retrain their secondary class into a

different secondary class does this as if they were retraining class levels, with an effective secondary class level equal to their character level. A character who chooses to retrain their secondary class into feats does this as if they were retraining feats. A character must retrain all of their secondary class features into their new secondary class or feats, they cannot retain certain chosen features of the old secondary class.

Additional Resources:

Third Party Variant Multiclassing

[Prestige Variant Multiclassing](#)

VMC Class Template

A character who chooses a class as his secondary class gains the following secondary class features.

Entry Feature: At 1st level, some classes gain core features necessary for a character to join a class. Examples of this are bonus languages (e.g. druidic), alignment restrictions and codes (e.g. clerics and paladins), weapon proficiencies required for the class (e.g. gunslinger, cleric), and curses (oracle).

Minor Feature: At 3rd level, he gains a flavorful, minor class feature. This should provide minor utility without being a major focus of the class, e.g. *Detect Evil* for paladin, or Alchemy for alchemists. Some classes violate this rule (e.g. Barbarian, Magus), but this is because they possess a class feature necessary for the rest of their abilities to function.

Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from a list of three. These should be major class features with significant flavor from the class. Choices that might be taken repeatedly (e.g. Rogue Talents) must explicitly list it if that is an option. 6 and 9 level casting classes provide casting at 1/3 character level as one of the choices.

- **Class Feature 1:**
- **Class Feature 2:**
- **Class Feature 3:**

Capstone Feature: At 15th level, he gains a class feature with significant utility and class flavor. This ability should generally be no higher than 13th level, and may entail some restrictions compared to the full class feature.

Core Classes

Barbarian

A character who chooses barbarian as her secondary class gains the following secondary class features.

Alignment: At 1st level she must be non-lawful. If she becomes lawful she loses the ability to rage and cannot gain new class abilities of the variant multiclass barbarian. She retains all other aspects of the variant multiclass.

Rage: At 3rd level, she gains the rage class feature for a number of rounds per day equal to her Constitution modifier + her character level.

Barbarian Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Damage Reduction:** she gains the Damage Reduction of a barbarian of her character level.
- **Rage Power:** she gains a rage power. For the purpose of which rage powers she can select, her effective barbarian level is equal to 1/2 of her character level, but for the purpose of the rage power's effect, her effective barbarian level is equal to her full character level. She may choose this ability up to two times.
- **Uncanny Dodge:** she gains uncanny dodge. If you select this a second time, you gain improved uncanny dodge.

Greater Rage: At 15th level, she gains greater rage.

Bard

A character who chooses bard as his secondary class gains the following secondary class features.

Bardic Knowledge: At 3rd level, he gains the bardic knowledge class feature, treating his character level as his effective bard level.

Bard Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Bard Spellcasting:** he gains the ability to learn, prepare and cast spells as a Bard of 1/3 his character level. Additionally, he suffers no arcane spell failure chance when wearing light armor. He may take this a second time to function as a Bard of 1/2 his character level.
- **Bardic Performance:** he gains the ability to inspire courage and inspire competence as a bard of his character level -4 for a number of rounds per day equal to his Charisma modifier + his character level.
- **Versatile Performance:** he gains versatile performance in one Perform skill of his choice. He can retrain his ranks in the two associated skills for free.

Loremaster: At 15th level, he gains the loremaster and jack of all trades abilities as a bard of his level - 4.

Cleric

A character who chooses cleric as her secondary class gains the following secondary class features.

Deity: At 1st level, she must select a deity within one alignment step of her own. She gains the cleric's aura, bonus languages, code of conduct, and restriction from casting spells of opposed alignments, as well as proficiency with her deity's favored weapon.

Spontaneous Casting: At 3rd level, she gains the cleric's spontaneous casting ability, which she can use with any prepared casting classes that have the appropriate spells on her spell lists. If she is a spontaneous caster with those spells on her class spell list, she instead gains them as spells known.

Cleric Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Cleric Spellcasting:** she gains the ability to learn, prepare, and cast the spells of a cleric 1/3 her character level. She may take this a second time to function as a cleric of 1/2 her character level. The cleric only gains domain slots if they have taken the domain class feature at least once.
- **Channel Energy:** a number of times per day equal to 1 + her charisma modifier, she may channel energy as a cleric of her level.
- **Domain:** she selects one domain her deity grants, gaining that domain's 1st level granted power, and treating her character level as her effective cleric level. If she chooses this ability a second time, she gains her domain's 8th level ability as well.

Deific Obedience: At 15th level, she gains Deific Obedience as a bonus feat, even if she does not meet the pre-requisites. If she already has Deific Obedience as a feat, or gains it, she instead gains Diverse Obedience as a bonus feat.

Cleric (Unchained)

A character who chooses unchained cleric as her secondary class gains the following secondary class features.

Deity: At 1st level, she must select a deity within one alignment step of her own. She gains the cleric's aura, bonus languages, code of conduct, and restriction from casting spells of opposed alignments, as well as proficiency with her deity's favored weapon. Once per day she may perform her deity's obedience to gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for her god.

Deity's Favor: At 3rd level, she gains the Deity's Favor class feature with a maximum favor pool equal to her Charisma modifier + 1 (minimum 1).

Cleric Class Feature I: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Cleric Spellcasting:** she gains the ability to learn, prepare, and cast the spells of a cleric 1/3 her character level. She may take this a second time to function as a cleric of 1/2 her character level. If she has chosen the domain class feature, she may spontaneously cast her domain spells with cleric spellcasting.
- **Grace:** she gains one new grace. For the purpose of which grace she can select, her effective cleric level is equal to her character level. She may choose this ability more than once.
- **Domain:** she selects one domain her deity grants, gaining that domain's 1st level granted power, and treating her character level as her effective cleric level. This also grants the cleric the ability to complete her domain's rite of faith. If she chooses this ability a second time, she gains her domain's 8th level ability as well.

Holy Altar: At 15th level, she gains the Holy Altar class ability of a cleric of her character level.

Druid

A character who chooses druid as her secondary class gains the following secondary class features.

Code and Alignment: At 1st level, she gains Druidic as a bonus language and must abide by the druidic code of conduct -- respecting nature, not teaching the Druidic language to outsiders, not wearing metal armor, and so on. Her alignment must be any neutral.

Nature Sense: At 3rd level, she gains the nature sense and wild empathy druid abilities, treating her character level as her effective druid level.

Druid Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Druid Spellcasting:** she gains the ability to learn, prepare, and cast the spells of a druid 1/3 her character level. She may take this a second time to function as a druid of 1/2 her character level.
- **Companion:** she gains an animal companion as a druid of her character level.

- **Wild Shape:** she gains the ability to use wild shape to turn into a Small or Medium animal two times per day for up to 1 hour per character level each time. She can choose ability a second time to include 6th level druid options.

Thousand Faces: At 15th level, she gains the Thousand Faces class ability.

Fighter

A character who chooses fighter as his secondary class gains the following secondary class features.

Martial Training: At 1st level, he gains proficiency with a single fighter weapon group. He also gains training with light armor and bucklers. If the character already has training with light armor, he instead gains training with medium armor. If he has training with bucklers, he instead gains training with shields.

Bravery: At 3rd level, he gains the bravery class feature as a fighter of his character level. If you are using the optional stamina system, you gain Combat Stamina as a bonus feat.

Fighter Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Expanded Martial Training:** The fighter gains proficiency with all martial weapons. Additionally, he gains proficiency with all types of armor and shields (but not tower shields) if he does not already have them..
- **Armor Training:** he gains armor training 1. If he chooses this ability a second time, he gains the benefits of armor training 2.
- **Weapon Training:** he gains weapon training 1. If he chooses this ability a second time, he gains the benefits of weapon training 2.

Fighter Bonus Feat: At 15th level, he gains a fighter bonus feat as if he were a fighter of a level equal to his character level - 4. He also counts as a fighter of his level - 4 for any feats that require his chosen feat as a prerequisite, and may retrain up to two feats to take advantage of this for free.

Fighter (Legendary)

A character who chooses fighter as his secondary class gains the following secondary class features.

Martial Training: At 1st level, he gains proficiency with a single fighter weapon group. He also gains training with light armor and bucklers. If the character already has training with light armor, he instead gains training with medium armor. If he has training with bucklers, he instead gains training with shields.

Perseverance: At 3rd level, he gains a fighter perseverance as a fighter of his level. He must meet the prerequisites of the perseverance. If you are using the optional stamina system, you gain Combat Stamina as a bonus feat.

Fighter Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Prowess:** The fighter gains a fighter prowess. He must meet any prerequisites required by the prowess.. Additionally, he gains proficiency with all types of armor and shields (but not tower shields) if he does not already have them. If he chooses this ability a second time, he gains proficiency with all martial weapons, and may choose a second prowess,
- **Armor Training:** he gains armor training, and may choose two advanced armor training options.. If he chooses this ability a second time, he gains another two advanced armor training options.
- **Weapon Training:** he gains weapon training +1 and may choose an advanced weapon training option. If he chooses this ability a second time, he his bonus increases to +2 and he gains another advanced weapon training option..

Tenacious Grip: At 15th level, he gains tenacious grip and autonomic grasp as a fighter of his level - 2. Additionally, he gains the latent feat feature of a fighter his level - 2, and may retrain feats as a fighter to take advantage of the feature.

Monk (Unchained)

A character who chooses monk as his secondary class gains the following secondary class features.

Armor and alignment: At 1st level, he gains a +2 dodge bonus to AC while unarmored. He must also be lawful. If he becomes non-lawful he cannot gain new variant multiclass abilities as a monk but retains all monk abilities except ki pool.

Unarmed Strike: At 3rd level, he gains the Improved Unarmed Strike feat and the unarmed damage of a monk of his character level - 4 (minimum 1). This ability does not stack with the unarmed strike damage scaling from brawler levels or other class abilities that would improve unarmed strike damage. If a character has multiple features that improve unarmed strike damage, they may choose which feature to use.

Monk Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Evasion:** he character gains the evasion class ability. If he selects this a second time, he gains improved evasion instead. He loses access to these class features when armored.
- **Ki Pool:** he gains the ki pool class feature of a monk of his character level - 4 with a number of ki points equal to 1/2 his character level. He may choose this ability additional times, each time gaining one ki power.
- **Fast Movement:** he gains fast movement as a monk half his level. He loses access to this class feature when armored.

Style Strike: At 15th level, he chooses one style strike. As a swift action, he may use this style strike anytime during a full-round attack action, or during a flurry of blows or brawler's flurry ability he gains from another class.

Paladin

A character who chooses paladin as her secondary class gains the following secondary class features.

Alignment and Code: At 1st level she must follow the paladin's code of conduct and gains the paladin's aura of good. She must be lawful good.

Detect Evil: At 3rd level, she can detect evil as a paladin of her level - 2.

Paladin Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Aura of Courage:** she gains the aura of courage class ability. She may choose this ability one additional time to also gain Aura of Resolve.
- **Smite Evil:** she gains the ability to smite evil once per day as a paladin of her level -4
- **Lay on Hands:** she gains the lay on hands ability a number of times per day equal to 1/2 her character level, healing as much as a paladin of her character level -4. She may choose this ability a second time, if she does, she gains a single mercy available to an paladin of her character level - 4.

Divine Bond: At 15th level, she gains a divine bond as a paladin of her character level - 3.

Ranger

A character who chooses ranger as his secondary class gains the following secondary class features.

Track: The ranger treats survival as a class skill, and at 3rd level, he gains the track class feature, treating his character level as his effective ranger level.

Ranger Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Combat Style:** he chooses a combat style. He gains a bonus combat feat from his combat style's list, even if he doesn't meet the prerequisites. He may choose this ability twice. Each time he does so, he chooses another feat from those available for his combat style..
- **Favored Enemy:** he gains the 1st favored enemy class feature. He may choose this ability an additional time to gain a 2nd favored enemy and increase his favored enemy bonus versus one of the two chosen enemies by +2.
- **Master Tracker:** he gains woodland stride as a ranger of his level and at level 11 gains swift tracker.

Quarry: At 15th level, he gains the quarry class feature.

Rogue (Unchained)

A character who chooses rogue as her secondary class gains the following secondary class features.

Disable Device: At level 1 the rogue gains disable device as a class skill, in addition to the class skill she normally gets to choose at 1st level..

Trapfinding: At 3rd level, she gains the trapfinding class feature.

Rogue Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Sneak Attack:** she gains the sneak attack class feature. She can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 4d6 at 19th level..
- **Rogue Talent:** she gains a rogue talent. Her effective rogue level is 1/2 her character level for the purpose of determining which rogue talents she can select, but her effective rogue level is equal to her character level for the purpose of determining a talent's effect. She can choose this ability multiple times.
- **Rogue Skill Unlocks:** she gains the signature skill feat for one chosen skill. She may choose this ability multiple times, choosing a different skill each time.

Debilitating Injury: At 15th level, the rogue gains debilitating injury as a rogue of half her level. If she does not have sneak attack, she may still apply the debuff once per round when she strikes an opponent who is flat-footed, flanked or denied their Dex bonus to AC.

Sorcerer

A character who chooses sorcerer as her secondary class gains the following secondary class features.

Bloodline: At 1st level, she must select a sorcerer bloodline. She treats her character level as her effective sorcerer level for all bloodline powers, and gains the bloodline's associated skill as a class skill in addition to the one she chooses at first level.

Bloodline Power: At 3rd level, she gains her bloodline's 1st-level bloodline power..

Sorcerer Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Improved Bloodline Power:** she gains her bloodline's 3rd-level bloodline power. If she chooses this ability a second time, she gains the bloodline's 9th level bloodline power. If she chooses this a third time, she gains the bloodline's 15th level bloodline power..
- **Sorcerer Spellcasting:** she gains the ability to learn, prepare, and cast the spells of a sorcerer of $\frac{1}{3}$ her character level. She may take this a second time to function as a sorcerer of $\frac{1}{2}$ her character level.
- **Bloodline Arcana:** She gains the sorcerer's bloodline arcana class ability associated with her bloodline.

Bloodline Feat: She gains Eschew Materials as a bonus feat, and gains the benefits of a bloodline feat. If she already has Eschew Materials, she may instead choose a second bloodline feat.

Wizard

A character who chooses wizard as her secondary class gains the following secondary class features.

School: At 1st level, he chooses a school of magic in which to specialize. For all powers of that school, he treats his character level as his effective wizard level.

Familiar: At 3rd level, he gains a familiar, treating his character level as his effective wizard level.

Wizard Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Magical Crafter:** he gains Scribe Scroll, and one item creation feat as a bonus feats.
- **School Power:** he gains the 1st-level powers of his chosen school. If any of those powers grant an extra effect at 20th level, the character does not gain that extra effect. He may take this a second time. If he does, he gains the 8th-level power of his chosen school.
- **Wizard Spellcasting:** he gains the ability to learn, prepare, and cast the spells of a wizard of $\frac{1}{3}$ his character level. He may take this a second time to function as a wizard of $\frac{1}{2}$ his character level. The wizard only

gains slots from specialization if they have taken the school power feature at least once.

Arcane Discovery: At 15th level, he gains an arcane discovery or wizard bonus feat, treating his character level as his effective wizard level..

Base Classes

Alchemist

A character who chooses alchemist as his secondary class gains the following secondary class features.

Alchemy: At 3rd level, he adds his character level as a competence bonus on all Craft (alchemy) checks and can use Craft (alchemy) to identify potions.

Alchemist Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Alchemist Extracts:** he gains the ability to learn, prepare, and create extracts of an alchemist $\frac{1}{3}$ his character level. He may take this a second time to function as an alchemist of $\frac{1}{2}$ his character level.
- **Bombs:** he gains the ability to create a number of bombs per day equal to her Intelligence modifier + $\frac{1}{2}$ of his character level. The bombs deal damage as an alchemist of his character level, and he gains Throw Anything as a bonus feat, but he does not add his Intelligence modifier to the damage.
- **Mutagen:** he gains the mutagen class feature, with a duration equal to 10 minutes per character level, counting as an alchemist of his level - 3 for the purposes of this class feature.

Alchemist Discovery: At 15th level, he gains a single alchemist discovery, treating his character level as his effective alchemist level. He must meet the prerequisites of the chosen discovery.

Cavalier

A character who chooses cavalier as his secondary class gains the following secondary class features.

Order: At 1st level he chooses an order. He must follow the edicts of his order.

Challenge: At 3rd level, he gains the ability to issue a challenge as a cavalier of his character level -2 once per day. He adds the appropriate order adjustment to his challenge based on the order he selected.

Cavalier Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Mount:** he gains an animal companion as a cavalier of his character level, and gains Ride as a class skill if he does not already have it. If you choose this ability a second time, you no longer take an armor check penalty to ride checks, and gain Mounted Combat as a bonus feat.
- **Order Ability:** he gains the 2nd level ability of his chosen order, treating his character level as his effective cavalier level. He may choose this ability a second time, gaining the 8th level ability of his chosen order.
- **Tactician:** he gains the tactician class feature, treating his character level as his effective cavalier level.

Cavalier's Charge: At 15th level, he gains the cavalier's charge class feature.

Gunslinger

A character who chooses gunslinger as her secondary class gains the following secondary class features.

Gunsmith: At 1st level, she gains proficiency in all firearms and gains the gunslinger's Gunsmith class ability, including gaining a battered firearm.

Grit: At 3rd level she gains a grit pool of two points, and once per day may regain a grit point for a killing blow scored with a firearm, and gains the quick clear gunslinger deed.

Gunslinger Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Deed:** She gains a deed of her choice. For the purpose of which deed she can select, her effective gunslinger level is equal to her character level - 6, but for the purpose of the power's effect, her effective gunslinger level is equal to his full character level. This ability may be chosen more than once.
- **Nimble:** she gains the Nimble class feature as a gunslinger of her level - 4.
- **Gun Training:** she gains gun training class ability, except she does not add her dexterity to damage. If she selects this a second time, she may add dexterity to damage as per the gun training ability.

Improved Grit: At 15th level, she may add her wisdom to her grit pool, may regain grit via both critical hits and killing blows up to three times per day, and may choose one dare.

Inquisitor

A character who chooses inquisitor as her secondary class gains the following secondary class features.

Deity: At 1st level, she must select a deity within one alignment step of her alignment. She gains the inquisitor's code of conduct and restriction on casting spells of opposed alignments.

Stern Gaze: At 3rd level, she gains the stern gaze class feature, treating her character level as her effective inquisitor level.

Inquisitor Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Inquisitor Spellcasting:** she gains the ability to learn, prepare, and cast the spells of an Inquisitor $\frac{1}{3}$ her character level. She may take this a second time to function as an inquisitor of $\frac{1}{2}$ her character level.
- **Judgment:** once per day, she can use the judgment class feature as an inquisitor of her character level - 3. She may select this ability a second time. If she does, she may either use judgment one more time per day, or benefit from the second judgment ability when using her judgment.
- **Solo Tactics:** she gains one teamwork feat as a bonus feat and gains the solo tactics class feature. Unlike an inquisitor, she may not change her selected teamwork feat. If she chooses this a second time, she may pick a second teamwork feat as a bonus feat, and may change that feat once per day as a standard action.

Bane: At 15th level, she may use bane a number of rounds per day equal to $\frac{1}{2}$ her character level

Magus

A character who chooses magus as his secondary class gains the following secondary class features.

Arcane Pool: At 3rd level, he gains the arcane pool class feature as a magus of his character level - 2.

Magus Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Magus Arcana:** he gains one magus arcana. He treats his character level as his effective magus level when determining whether or not he can select an arcana. He may select this ability up to two times.
- **Magus Spellcasting:** he gains the ability to learn, prepare, and cast the spells of a magus 1/3 his character level. Additionally, he suffers no arcane spell failure chance when wearing light armor. He may take this a second time to function as a magus of 1/2 his character level. If he does, he also suffers no arcane spell failure chance when wearing medium armor.
- **Spellstrike:** he gains the spellstrike class feature, but he can only use it with spells that are on the magus spell list, even though he can cast them using another class's spell slots.

Spell Recall: At 15th level, he learns to use his arcane pool to recall spells he has already cast. With a [swift action](#) he can recall any single spell on the magus spell-list that he has already cast that day by expending a number of points from his arcane pool equal to twice the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast. The character may not use this on spells higher than 6th level, regardless of how many points he has in his arcane pool.

Oracle

A character who chooses oracle as her secondary class gains the following secondary class features.

Mystery: At 1st level, she must select a mystery. She never qualifies for the Extra Revelation feat.

Curse: At 1st level, she must select a curse. She gains all the effects of the curse, treating her effective oracle level as equal to 1/2 her character level.

Orison: At 3rd level, if she has a charisma score of 10 or higher, she gains the ability to cast orisons as a oracle of her level.

Oracle Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Oracle Bonus Spells:** If the oracle can cast spells, she gains the bonus spells of her mystery as an oracle of her level - 3, as either spells known or if she prepares spells, adds them to her spellbook. If the spells are not on that class's spell list, she casts or prepares them as if they were a level higher.
- **Oracle Spellcasting:** she gains the ability to learn and cast the spells of a oracle $\frac{1}{3}$ her character level. She may take this a second time to function as an oracle of $\frac{1}{2}$ her character level.
- **Revelation:** she gains one of the following revelations from the list of those available to her mystery as an oracle of her character level - 6. She must have an effective oracle level high enough to select the revelation. She may select this ability up to two times. Note: Specific revelations may be excluded subject to the GM's discretion. Examples of commonly excluded abilities include nature's whispers, sidestep secret and mental acuity.

Revelation and Curse Focus: At 15th level, she adds 5 to her effective oracle level for the purposes of determining her curse's effects, and she may choose one revelation she has already chosen. For this revelation she treats her oracle level as equal to her character level - 3.

Shifter (Legendary)

A character who chooses shifter as her secondary class gains the following secondary class features.

Bonus Languages: At 1st level, a shifter may choose to learn Druidic as a bonus language. If she does, she is prohibited to teaching the language to outsiders. If she breaks this rule, she cannot take any further variant shifter multiclass features, though she otherwise suffers no penalties.

Shifter aspect: At 3rd level, she chooses a shifter [aspect](#). She can shift into her aspect's form as a 1st-level shifter for a number of minutes per day equal to $1 + \frac{1}{2}$ her character level.

Shifter Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Improved Shifter Aspect:** when she shifts into her aspect's form, it is now as a shifter of her character level - 4, and she can choose a second aspect which functions as a 1st-level shifter. If she chooses this ability a second time, her second aspect functions as a shifter of her character level - 4, and she may choose a third aspect which functions as a 1st-level shifter..
- **Shifter Evolution:** She gains the shifter evolution class feature, but she only gains claws, not a bite attack, with the damage dice of a shifter her character level - 4.
- **Shifter Shape:** she gains the ability to use wild shape to turn into a Small or Medium animal two times per day for up to 1 hour per character level each time. She can choose ability a second time to include 6th level shifter options.

Enduring Shifter Aspect: At 15th level, she may maintain her shifter aspect indefinitely.

Summoner (Unchained)

A character who chooses summoner as her secondary class gains the following secondary class features.

Eidolon: At 3rd level, he chooses an eidolon subtype and gains an eidolon of that type with his summoner level equal to his character level - 4 (minimum 1), and half the normal number of evolution points.

Summoner Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Improved Eidolon:** he is now considered to have a summoner level equal to his class level for determining his eidolon abilities and evolutions, though the eidolon still has half the normal evolution points. If he takes this ability a second time, he gains the bond senses and shield ally class abilities as a summoner of his level.
- **Summoner Spellcasting:** he gains the ability to learn, prepare, and cast the spells of an summoner of 1/3 his character level. Additionally, he suffers no arcane spell failure chance when wearing light armor. He may take this a second time to function as a summoner of 1/2 his character level.

- **Summon Monster:** he gains the summoner's summon monster [spell-like ability](#) as a [summoner](#) of his character level – 2. He can use this ability 1 + his charisma modifier times per day; the [casting time](#) is 1 standard action, and the duration is 1 round per [summoner](#) level. If he chooses this ability a second time, his summons last for minutes per level instead of rounds per level.

Aspect: At 15th level, she gains the aspect class ability.

Vigilante

A character who chooses vigilante as his secondary class gains the following secondary class features.

Disguise: At 1st level he gains disguise as a class feature.

Dual Identity: At 3rd level, he gains the dual identity and seamless guise class features, except seamless guise offers a +10 circumstance bonus instead of +20.

Vigilante Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Social Talent:** he gains a social talent of his choice. His effective vigilante level is equal to his full character level. This ability may be chosen up to two times.
- **Vigilante Specialization:** he chooses to be either an avenger or a stalker. An avenger gains a morale bonus to attack rolls equal to +1 per 6 character levels he possesses. A stalker gains an ability called hidden strike. He can deal 1d8 points of extra damage against unaware foes within 30 feet. This extra damage increases by 1d8 for every 4 levels beyond 7th, to a maximum of 4d8 at 19th level.
- **Vigilante Talent:** he gains a vigilante talent of his choice. His effective vigilante level is equal to his full character level. This ability may be chosen up to two times. He may not choose Lethal Grace using this ability.

Frightening Appearance: At 15th level, he gains the Frightening Appearance class feature. His effective vigilante level is equal to his full character level.

Witch

A character who chooses witch as her secondary class gains the following secondary class features.

Patron: At 1st level, she chooses a patron. She never qualifies for the Extra Hex feat.

Familiar: At 3rd level, she gains a familiar, treating her character level as her effective witch level..

Witch Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Hex:** she gains a hex of her choice as a 1st-level witch. If she chooses the slumber hex, it can affect only creatures with Hit Dice less than or equal to her character level. She may choose this ability a second time, if she does, she gains a second hex as a 1st-level witch, and her first hex advances as if she were an 8th-level witch.
- **Witch Spellcasting:** she gains the ability to learn, prepare, and cast the spells of a witch of 1/3 her character level. She may take this a second time to function as a witch of 1/2 her character level.
- **Patron Spells:** Her familiar gains patron spells as a witch of her level - 5. She may treat these as spells known or spells which she can prepare for another spellcasting class she possesses, or for her witch spellcasting secondary class ability. If the spells are not on her spell list, she casts or prepares them as if they were one spell level higher.

Major Hex: At 15th level, she gains a [major hex](#) as a 10th-level [witch](#). She cannot gain the [ice tomb](#) hex.

Alternate Classes

Antipaladin

A character who chooses antipaladin as his secondary class gains the following secondary class features.

Alignment and Code: At 1st level he must follow the antipaladin's code of conduct and gains the antipaladin's aura of evil. He must be chaotic evil.

Detect Good: At 3rd level, he can detect good as an anti-paladin of his level - 2.

Antipaladin Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Aura of Cowardice:** he gains the aura of cowardice class ability.
- **Smite Good:** he gains the ability to smite good once per day as an antipaladin of his level -4
- **Touch of Corruption:** he gains the touch of corruption ability a number of times per day equal to 1/2 his character level, dealing as much damage as an antipaladin of his character level -4. You may choose this ability a second time, if you do, you gain a single cruelty available to an antipaladin of your character level - 4.

Fiendish Boon: At 15th level, he gains a fiendish boon as an antipaladin of his character level - 3.

Ninja (Unchained)

A character who chooses ninja as her secondary class gains the following secondary class features.

Poison Use: At 3rd level, she gains the poison use class feature.

Ninja Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Ninja Trick:** she gains a ninja trick. Her effective ninja level is 1/2 her character level for the purpose of determining which ninja tricks she can select, but her effective ninja level is equal to her character level for the purpose of determining a trick's effect. She can select this ability more than once.
- **Sneak Attack:** she gains the sneak attack class feature. She can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 4d6 at 19th level.
- **Ki Pool:** she gains the ki pool class feature of a ninja of her character level - 2, with a number of ki points equal to 1/2 her character level. She can select this ability an additional time, choosing a style strike as the monk class feature when she does. Whenever she spends *ki* from her [ki pool](#) to make an additional attack, she can designate that additional attack as a style strike, regardless of the weapon she uses to make the attack. Unlike a monk, she does not gain the ability to designate more than one attack as a style strike per round.

Improved Uncanny Dodge: At 15th level, she gains improved uncanny dodge, treating her character level as her effective ninja level.

Samurai

A character who chooses samurai as his secondary class gains the following secondary class features.

Order: At 1st level he chooses an order. He must follow the edicts of his order. He also gains proficiency with either the Katana or Wakizashi.

Challenge: At 3rd level, he gains the ability to issue a challenge as a samurai of his character level - 2 once per day. He adds the appropriate order adjustment to his challenge based on the order he selected.

Samurai Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Banner:** he gains the banner ability with his samurai level equal to his character level - 2.
- **Order Ability:** he gains the 2nd level ability of his chosen order, treating his character level as his effective samurai level. He may choose this ability a second time, gaining the 8th level ability of his chosen order.

- **Resolve:** he gains the resolve class feature, treating his character level as his effective samurai level.

Honorable Stand: At 15th level, he gains the honorable stand class feature.

Hybrid Classes

Arcanist

A character who chooses arcanist as her secondary class gains the following secondary class features.

Arcane Reservoir: At 3rd level, she gains the arcane reservoir and consume spells class features, with a maximum of arcane reservoir points equal to $1 + \frac{1}{2}$ her character level, but unlike an arcanist, gains no points when she prepares spells for the day. Both abilities may be used with spells of any type the character has access to, so long as the spells are 1st level or higher.

Arcanist Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Arcanist Exploit:** she gains an arcanist exploit as an arcanist of her level - 6. She may choose this ability up to two times.
- **Arcanist Spellcasting:** she gains the ability to learn, prepare and cast spells as an arcanist of $\frac{1}{3}$ her character level. She may take this a second time to function as an arcanist of $\frac{1}{2}$ her character level.
- **Greater Arcanist Exploit:** she gains a greater arcanist exploit of her choice. She must have taken Arcanist Exploit to choose Greater Arcanist Exploit. Her arcanist level for the purposes of the greater arcanist exploit is her character level - 6 (minimum 11).

Improved Arcane Reservoir: At 15th level, each day when she prepares or regains her spells, or by meditating for an hour if she has no spellcasting ability, she regains a number of points equal to $1 + 1$ per 4 character levels she has.

Bloodrager

A character who chooses bloodrager as his secondary class gains the following secondary class features.

Bloodline: At 1st level, he must select a bloodrager bloodline. He does not gain new bloodline powers automatically.

Bloodrage: At 3rd level, he gains the bloodrage class feature for a number of rounds per day equal to his Constitution modifier + his character level.

Bloodrager Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Damage Reduction:** he gains the Damage Reduction of a bloodrager of his character level.
- **Bloodline Power:** he gains bloodline power. For the purpose of which bloodline power he can select, his effective bloodrager level is equal to his character level - 3, but for the purpose of the power's effect, his effective bloodrager level is equal to his full character level. He may choose this ability up to three times.
- **Broadcasting:** he gains the broadcasting ability, except it may apply to spells of 4th-level or lower of a single class of his choice while bloodraging.

Bloodline Spells: At 15th level, he gains bonus spells to his spells known as a bloodrager of his level while bloodraging. If he would normally prepare spells, he may cast these spells spontaneously while bloodraging by expending a slot of an equivalent level. If he cannot cast, he may instead cast each bloodline spell he has access to as a spell-like ability once per day while bloodraging. His caster level for the spell-like abilities is equivalent to his character level.

Brawler

A character who chooses brawler as her secondary class gains the following secondary class features.

Armor: At 1st level she loses all benefits from the brawler variant multiclass while immobilized or [helpless](#), wearing medium or heavy armor, or carrying a medium or heavy load.

Unarmed Strike: At 3rd level, she gains Improved Unarmed Strike as a bonus feat and the unarmed damage of a brawler of her character level - 4 (minimum 1). This ability does not stack with the unarmed strike damage scaling from monk levels or other class abilities that would improve unarmed strike damage. If a character has multiple features that improve unarmed strike damage, they may choose which feature to use.

Brawler Class Feature I: At 7th level, she chooses one class feature from the following list:

- **Knockout:** she gains the knockout ability once per day. Her character level counts as her effective brawler level to determine the effect and DC.
- **Martial Flexibility:** she gains the martial flexibility class feature once per day. Her effective brawler level while using this class feature is equal to her character level - 3.
- **Close Weapon Mastery:** when wielding a weapon from the close fighter weapon group, she may have it deal damage as an unarmed strike from a monk of their character level -6. In addition, if they possess the flurry of blows ability, they can use close weapons to do so, even if those weapons do not possess the “monk” weapon property.

Awesome Blow: At 15th level, she gains awesome blow as a bonus feat, even if she doesn't meet the prerequisites.

Hunter

A character who chooses hunter as her secondary class gains the following secondary class features.

Animal Companion: At 3rd level, she gains an animal companion as a hunter of her level - 4 (minimum 1). .

Hunter Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Improved Companion:** her hunter level for determining her animal companion is now equal to her character level, and she gains the improved empathic link class feature. At level 11 she gains the raise animal companion class feature as a character of her level - 4 (minimum 10).

- **Animal Focus:** she gains the animal focus class feature useable a number of rounds per day equal to her character level - 2. If she chooses this a second time, she may instead use it for minutes per level.
- **Hunter Spellcasting:** she gains the ability to learn, prepare, and cast the spells of a hunter 1/3 her character level. She may take this a second time to function as a hunter of 1/2 her character level.

Hunter Tactics: At 15th level, she gains the Hunter Tactics class feature. She also gains a teamwork feat as a bonus feat.

Investigator

A character who chooses investigator as his secondary class gains the following secondary class features.

Trapfinding: At 3rd level, he gains the trapfinding class feature.

Investigator Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Investigator Extracts:** he gains the ability to learn, prepare, and cast the spells of an Investigator 1/3 his character level. He may take this a second time to function as an investigator of 1/2 his character level.
- **Investigator Talent:** he gains an investigator talent. His effective investigator level is 1/2 his character level for the purpose of determining which talents he can select, but his effective investigator level is equal to his character level for the purpose of determining a talent's effect. He may choose this ability up to two times.
- **Inspiration:** he gains the inspiration class feature of an investigator of his level -2 with a number of inspiration points equal to 1/2 his character level

Studied Combat: At 15th level, he gains the studied combat class feature, treating his investigator level at half of his character level.

Shaman

A character who chooses shaman as her secondary class gains the following secondary class features.

Spirit: At 1st level, she chooses a spirit.

Spirit Animal: At 3rd level, she gains a spirit animal, treating her character level as her effective shaman level.

Shaman Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Hex:** she may select a hex from the list of hexes available to her chosen spirit as a 1st level shaman. If she chooses the slumber hex, it can affect only characters with Hit Dice less than or equal to her character level. She may choose this ability an additional time, advancing her first hex as if she were an 8th level shaman and gaining a second hex as a 1st level shaman. She may not gain extra hexes with this ability using the Extra Hex feat.
- **Spirit Ability:** she gains the spirit ability of her chosen spirit as a shaman of her character level -4. She may choose this a second time to gain the greater spirit ability of her chosen spirit as a shaman of her character level - 4.
- **Shaman Spellcasting:** she gains the ability to learn, prepare, and cast the spells of a shaman 1/3 her character level. She may take this a second time to function as a shaman of 1/2 her character level.

Wandering Spirit: At 15th level, she gains the Wandering Spirit class ability as a 4th level Shaman.

Skald

A character who chooses skald as his secondary class gains the following secondary class features.

Bardic Knowledge: At 3rd level, he gains the bardic knowledge class feature, treating his character level as his effective bard level.

Skald Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Skald Spellcasting:** he gains the ability to learn and cast spells as a skald of 1/3 his character level. He may take this a second time to function as a skald of 1/2 his character level.

- **Raging Song:** he gains the inspired rage and song of marching raging songs as a skald of his character level - 4 for a number of rounds per day equal to his Charisma modifier + his character level. He may choose this ability a second time. If he does, he gains a rage power. For the purpose of which rage powers he can select, his effective skald level is equal to 1/2 his character level, but for the purpose of the rage power's effect, his effective skald level is equal to his full character level.
- **Uncanny Dodge:** he gains uncanny dodge. He may select this ability a second time to gain Improved Uncanny Dodge.

Spell Kenning: At 15th level, once per day, he can cast any 4th level or lower spell on the [bard](#), [cleric](#), or [sorcerer/wizard](#) spell list as if it were one of his spells known or a spell he had prepared by expending a spell slot of the same spell level to cast the desired spell. Casting a spell with spell kenning always has a minimum [casting time](#) of 1 full round, regardless of the [casting time](#) of the spell. If he does not have the ability to cast any spells, he may instead cast any 3rd level or lower spell on the bard, cleric, or sorcerer/wizard spell list as a spell-like-ability. This spell-like ability has a minimum casting time of 1 full round.

Slayer

A character who chooses slayer as his secondary class gains the following secondary class features.

Studied Target: At 3rd level, he gains the studied target class feature of a slayer of half his character level (minimum 1), except it only applies to skill checks, not attack and damage rolls, nor does it increase the DC of any slayer abilities..

Slayer Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Improved Studied Target:** His studied target ability also applies to attack and damage rolls, and increases the DC of his slayer abilities..
- **Sneak Attack:** he gains the sneak attack class feature. He can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 5 levels beyond 7th, to a maximum of 3d6 at 17th level.

- **Slayer Talent:** he gains a slayer talent. His effective slayer level is 1/2 his character level for the purpose of determining which slayer talents he can select, but his effective slayer level is equal to his character level for the purpose of determining a talent's effect. He can choose this ability up to two times.

Slayer's Advance: At 15th level, he may use the slayer's advance class ability once per day.

Swashbuckler

A character who chooses swashbuckler as her secondary class gains the following secondary class features.

Swashbuckler Weapon Proficiency: At 1st level she gains martial weapon proficiency with either one-handed piercing or one-handed slashing weapons.

Swashbuckler Finesse: At 3rd level, she gains the swashbuckler finesse class feature.

Swashbuckler Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Deed:** she gains a pool of 2 panache and a deed of her choice. Once per day she may regain 1 panache for a killing blow with a light or one-handed melee piercing weapon. For the purpose of which deed she can select, her effective swashbuckler level is equal to her character level - 6, but for the purpose of the power's effect, her effective swashbuckler level is equal to her full character level. This ability may be chosen more than once. She may not choose the precise strike deed.
- **Nimble:** she gains a +1 bonus to AC when wearing light or no armor. This bonus increases by 1 for every 6 levels beyond 7th to a maximum of +3 at 19th level.
- **Swashbuckler Weapon Training:** she gains swashbuckler weapon training 1. She can choose this ability up to two times.

Charmed Life: At 15th level, she gains the charmed life class feature twice per day.

Warpriest

A character who chooses warpriest as his secondary class gains the following secondary class features.

Deity: At 1st level, he must select a deity within one alignment step of his own. She gains the warpriest's aura, code of conduct, and restriction from casting spells of opposed alignments.

Deity's Favored Weapon: At 1st level, he gains proficiency with his deity's favored weapon.

Blessing: At 3rd level, he selects one domain that his deity grants, gaining that domain's minor blessing, treating his character level as his effective warpriest level.

Warpriest Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Improved Blessing:** he may either choose one additional domain, gaining that domain's minor blessing or he may gain the major blessing of his domain. If he chooses this ability a second time, he may not choose the same option again.
- **Sacred Weapon:** he gains the sacred weapon ability of a warpriest of his character level - 6, but only gains weapon damage scaling. He may choose this ability a second time, if so, he also gains the ability to enchant his sacred weapon at his character level - 6.
- **Warpriest Spells:** he gains the ability to learn and cast spells as a warpriest of 1/3 his character level. He may take this a second time to function as a warpriest of 1/2 his character level.

Fervor: At 15th level, he gains the fervor class feature of a warpriest of his character level - 4 up to three times per day. He can only use this to cast any spell on the warpriest spell list of up to 6th level. This ability may otherwise be used with spells of any type the character has access to, so long as the spells are 1st level or higher.

Occult Classes

Kineticist

A character who chooses kineticist as her secondary class gains the following secondary class features.

Burn: At 1st level, she gains the burn class feature, being allowed to accept 1 burn per round and an amount of burn per day equal to her Constitution modifier. If she possesses the burn class feature from another class, the amount of burn these class features allow per round and per day do not stack, and they suffer the penalties for taking burn as described in that class's burn feature.

Elemental Focus: At 3rd level, she gains the elemental focus class feature. The simple blast that they choose deals damage as if from a kineticist 1/2 their character level. If they already possess a kinetic blast, they add this damage to their kinetic blast's normal damage, but they cannot exceed the amount of damage normally dealt by a kineticist of their character level.

Kineticist Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Elemental Defense:** she gains the defensive wild talent of her chosen element as a kineticist of her character level.
- **Infusion:** she gains an infusion of her chosen element, treating her kineticist level as their character level - 4 to determine the level of infusion they can select. She may select this ability more than once.
- **Utility Wild Talent:** she gains one utility wild talent of her chosen element, treating her kineticist level her character level - 4 to determine the level of wild talent they can select. She may select this ability more than once.

Gather Power: At 15th level, she may use the gather power class feature, but can only use it as a move action.

Medium

A character who chooses medium as his secondary class gains the following secondary class features.

Seance: At 3rd level, he gains the medium's ability to perform a seance as per the spirit class ability and shared seance class abilities for a medium of his class level - 2. Completing a seance grants the chosen spirit's seance boon to him and all the allies that participated in the seance.

Medium Class Feature: At 7th level, he chooses one class feature from the following list:

- **Spirit:** he gains the ability to channel spirits as a medium. This functions identically to the spirit class feature. Whenever he channels a spirit he begins with one point of influence, and gains the associated spirit bonus of a medium of half his character level, and the spirit's lesser spirit power. If he chooses this ability a second time, he also gains the intermediate spirit power of the chosen spirit. If he gains 3 influence, he is subject to the spirit's influence penalty, and at 5 he becomes an NPC under the GM's control for 24 hours. Note: For purposes of this ability, the archmage and hierophant lesser spirit powers provide spellcasting with spells known as a medium of 1/3 the character's level, and spells per day as a mesmerist of 1/3 the character's level. The character chooses the medium spells known the first time he channels the spirit, after which they cannot be changed.
- **Haunt Channeler:** he gains haunt channeler class ability, with an effective medium level equal to his character level.
- **Location Channel:** he gains the location channel class feature as a medium of his character level. He can choose this ability this an additional time to gain Connection Channel.

Ask the Spirits: At 15th level, he gains the Ask the Spirits class feature.

Mesmerist

A character who chooses mesmerist as his secondary class gains the following secondary class features.

Hypnotic Stare: At 3rd level, he gains the hypnotic stare class feature, treating his effective mesmerist level as his character level - 2.

Mesmerist Class Feature I: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. He may not choose an ability twice unless that ability explicitly allows it.

- **Bold Stare:** he gains a bold stare. He may choose this ability up to two times.
- **Mesmerist Spellcasting:** he gains the ability to learn, prepare, and cast the spells of a mesmerist 1/3 his character level. He may take this a second time to function as a mesmerist of 1/2 his character level.
- **Mesmerist Trick:** he gains a mesmerist trick. He can implant a number of these tricks equal to 1 per 4 character levels. For the purpose of using mesmerist tricks, he uses his character level as his effective mesmerist level. He may choose this ability up to two times.

Mental Potency: At 15th level, he gains the Mental Potency class feature.

Occultist

A character who chooses occultist as his secondary class gains the following secondary class features.

Implement School: At 1st level, he selects one implement school, but does not acquire any abilities from it. At 7th he gains a second implement school, and at 15th he gains a third.

Mental Focus: At 3rd level, he gains the mental focus class feature, with a mental focus pool equal to half of his character level. For the purpose of determining the effects of his resonance power, his effective occultist level is equal to $\frac{1}{2}$ his character level.

Occultist Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Focus Power:** he gains the base focus power associated with one of his chosen implement schools, along with a choice of a single Focus power from that implement. He may choose this ability more than once, gaining another focus power associated with that chosen implement school each time. For the purpose of qualifying for a focus power, he treats his effective occultist level as his character level - 6.
- **Occultist Spellcasting:** he gains the ability to learn, prepare, and cast the spells of an occultist $\frac{1}{3}$ his character level. He may take this a second time to function as a occultist of $\frac{1}{2}$ his character level.
- **Improved Resonant Power:** for the purpose of determining the effects of his resonance power, his effective occultist level is equal to his character level.

Magic Circles: At 15th level, he gains the Magic Circles Occultist class feature and can use the Outside Contact class ability as an 8th level occultist.

Psychic

A character who chooses psychic as her secondary class gains the following secondary class features.

Psychic Discipline: At 1st level, she chooses a discipline. For all powers of that discipline, she treats her character level as her effective psychic level.

Detect Thoughts: At 3rd level she gains the ability to use *Detect Thoughts* as a spell-like-ability once per day.

Psychic Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Phrenic Pool and Amplification:** She acquires a phrenic pool, possessing a number of points equal to $\frac{1}{4}$ her character level + her Wisdom or Charisma modifier, as determined by her discipline. Additionally, she acquires access to a single phrenic amplification. For the purpose of this amplification, she treats her character level as her effective psychic level. She may choose this ability multiple times, choosing additional phrenic amplifications each time.
- **Discipline Power:** she gains the 1st level power of her chosen discipline. She may choose this multiple times, gaining the 8th and 13th level powers of her chosen discipline respectively.
- **Psychic Spellcasting:** she gains the ability to learn, prepare, and cast the spells of a psychic $\frac{1}{3}$ her character level. She may take this a second time to function as a psychic of $\frac{1}{2}$ her character level.
- **Resonant Power:** he gains access to the resonant power associated with his chosen implement school.

Telepathy: At 15th level, she gains the ability to use *Telepathy* as a spell-like-ability once per day.

Spiritualist

A character who chooses spiritualist as her secondary class gains the following secondary class features.

Emotional Focus: At 1st level, she chooses an emotional focus.

Shared Consciousness: At 3rd level, she gains the shared consciousness class feature as a 1st level spiritualist, however she only gains skill focus with the two skills associated with her phantom's emotional focus and nothing else. She possesses a phantom, but is incapable of manifesting it.

Spiritualist Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Bonded Manifestation:** she gains the bonded manifestation class feature, choosing either the ability to manifest the ectoplasmic or incorporeal form. She is treated as having an effective spiritualist level equal to her character level -4, and it is usable a number of rounds per day equal to her character level. If she takes this ability a second time, she may manifest her spiritualist in either the ectoplasmic or incorporeal form.
- **Etheric Tether:** she gains the Etheric tether class ability and gains a phantom of her chosen Emotional Focus. Her phantom has the statistics of a spiritualist level equal to her class level for determining her phantom, except for the purpose of acquiring abilities from their emotional focus, for which they are treated as being of a spiritualist of half her character level. If she takes this ability a second time, she gains the bond senses and spiritual interference abilities as a spiritualist of her level.
- **Spiritualist Spellcasting:** she gains the ability to learn, prepare, and cast the spells of a spiritualist of 1/3 her character level. She may take this a second time to function as a spiritualist of 1/2 her character level.

Improved Shared Consciousness: At 15th level, she gains the full shared consciousness class feature of a level 1 spiritualist.

Variant Prestige Classes

Prestige classes in Pathfinder fall into two categories: Those that add specific fluff/theming and mechanics to support that, e.g. Dwarven Defender or Dragon Disciple; and classes that provide a hybrid of two classes for supporting a hybrid build, e.g. Eldritch Knight, Arcane Trickster and Mystic Theurge. For the former, a VMC prestige class can be crafted in much the same way as the VMC classes presented above, without need for adding spells per day for prestige classes that would normally add that.

For the hybrid classes, however, this approach is not warranted. Instead we wish to create a situation where a character who is, for example, a 10 fighter/10 wizard can function in a level 20 party. Prestige classes solved this problem by adding 10 levels of “hybrid”, which generally contained little in the way of class features or flavor, mostly just granting additional BAB, Spells per day, or sneak attack progression, such that a 5 fighter/5 wizard/10 eldritch knight would functionally be a 15 fighter/15 wizard. In

practice, however, the onerous entry requirements and power of spellcasting generally encourage minimizing one or the other of the hybrid components, especially where 9th level casting can be maintained in one of the classes. This leads to the view of prestige classes being used for extreme optimization of very specific builds, instead of for the originally intended purpose of enabling a hybrid playstyle.

The goal of a Variant Prestige Class of this kind, therefore, should be to provide a character that at level 20 functions as a 15/15 hybrid, while keeping a wider assortment of class features available for flavor, eliminating the entry requirements for hybrid builds, and preventing optimization techniques that encourage finding ways to avoid sacrificing 9th level casting while retaining the benefits gained from hybridization.

Arcane Trickster

A character who chooses Arcane Trickster as her secondary prestige class gains the following secondary class features.

Training Focus: At 1st level, the Arcane Trickster must choose two separate classes, one which provides the sneak attack class feature--hereafter her sneak class--and one arcane spellcasting class--hereafter her arcane class. Once chosen, the class features of Arcane Trickster apply only to these two classes and no others.

Cross-training: At 3rd level, their focus on combining their skills in both classes begins to pay off. As long as the two classes remain within one level of each other, the Arcane Trickster may add half the class levels of their arcane class to their sneak class for purposes of determining their sneak attack damage. They also add half the levels of their sneak class to their arcane class for determining caster level, spells per day and spells known in that class.

In addition, the Arcane Trickster gains the following ability:

Ranged Legerdemain (Su): An arcane trickster can use [Disable Device](#) and [Sleight of Hand](#) at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and she may not take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. She can only use this ability if she has at least 1 rank in the skill being used.

Arcane Trickster Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Tricky Spells (Su):** she can cast her spells without their somatic or verbal components, as if using the [Still Spell](#) and [Silent Spell](#) feats. Spells cast using this ability do not increase in spell level or casting time. She can use this ability once per day at 7, and an extra time at 11 and 15...
- **Impromptu Sneak Attack (Ex):** once per day an arcane trickster 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). At 11th level she may use this ability twice per day.
- **Invisible Thief (Su):** she can become [invisible](#), as if under the effects of [greater invisibility](#), as a free action. She can remain [invisible](#) for a number of rounds per day equal to half her character level. Her caster level for this effect is equal to the caster level of her arcane class. These rounds need not be consecutive.

Surprise Spells: At 15th level, she can add her sneak attack damage to any spell that deals damage, if the targets are [flat-footed](#). This additional damage only applies to spells that deal hit point damage, and 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.

Eldritch Knight

A character who chooses Eldritch Knight as her secondary prestige class gains the following secondary class features.

Training Focus: At 1st level, the Eldritch Knight must choose two separate classes, one which provides high BAB progression--hereafter his martial class--and one arcane spellcasting class--hereafter his arcane class. Once chosen, the class features of Eldritch Knight apply only to these two classes and no others.

Cross-training: At 3rd level, his focus on combining their skills in both classes begins to pay off. As long as the two classes remain within one level of each other, the Arcane Trickster may add half the class levels of his arcane class to their martial class for purposes of determining **<WHAT?>**. They also add half the levels of their martial class to their arcane class for determining caster level, spells per day and spells known in that class. In addition, he gains the following ability:

Diverse Training (Su): An Eldritch Knight adds half the levels of his arcane class to his martial class for the purpose of meeting the prerequisites for feats or selected class abilities such as Slayer Talents, Monk Ki Powers, etc. Note this does not grant you additional choices based off of level or new class features which you have not already received through leveling.

Eldritch Knight Class Feature: At 7th level, 11th level and 19th level, he chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Arcane Armor Training (Ex):** he gains the ability to cast without chance of arcane spell failure while using light armor and bucklers. If he can already cast in light armor without chance of arcane spell failure, he instead gains the ability to cast while using medium armor and shields (excluding Tower Shields). This ability can be taken a second time; if it is, he gains the ability to cast without spell failure while using medium armor and shields, or if he can already cast in medium armor without spell failure, he may cast in heavy armor without chance of arcane spell failure. Note: This ability does not grant proficiency in any armors he is not already proficient in.
- **Eldritch Rhythm (Ex):** Whenever the Eldritch Knight makes a special attack action or full-attack action, he gains a bonus to concentration checks equal to half his character level until the end of his next round. Whenever he uses a standard action to cast a spell, he may choose to delay his move action for that round until the beginning of his next round. He may do so even if he takes a 5 foot step during his turn.

- **Invisible Thief (Su):** she can become [invisible](#), as if under the effects of [greater invisibility](#), as a free action. She can remain [invisible](#) for a number of rounds per day equal to half her character level. Her caster level for this effect is equal to the caster level of her arcane class. These rounds need not be consecutive.

Spell Critical: At 15th level, whenever an eldritch knight successfully confirms a [critical hit](#), he can cast a spell as a [swift action](#). The spell must include the target of the attack as one of its targets or in its area of effect. Casting this spell does not provoke an [attack of opportunity](#). The caster must still meet all of the spell's [components](#) and must roll for arcane spell failure if necessary.

Mystic Theurge

A character who chooses Arcane Trickster as her secondary prestige class gains the following secondary class features.

Training Focus: At 1st level, the Arcane Trickster must choose two separate classes, one which provides the sneak attack class feature--hereafter her sneak class--and one arcane spellcasting class--hereafter her arcane class. Once chosen, the class features of Arcane Trickster apply only to these two classes and no others.

Cross-training: At 3rd level, their focus on combining their skills in both classes begins to pay off. As long as the two classes remain within one level of each other, the Arcane Trickster may add half the class levels of their arcane class to their sneak class for purposes of determining their sneak attack damage. They also add half the levels of their sneak class to their arcane class for determining caster level, spells per day and spells known in that class.

In addition, the Arcane Trickster gains the following ability:

Ranged Legerdemain (Su): An arcane trickster can use [Disable Device](#) and [Sleight of Hand](#) at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and she may not take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. She can only use this ability if she has at least 1 rank in the skill being used.

Arcane Trickster Class Feature: At 7th level, 11th level and 19th level, she chooses one class feature from the following list. She may not choose an ability twice unless that ability explicitly allows it.

- **Tricky Spells (Su):** she can cast her spells without their somatic or verbal components, as if using the [Still Spell](#) and [Silent Spell](#) feats. Spells cast using this ability do not increase in spell level or casting time. She can use this ability 3 times per day..
- **Impromptu Sneak Attack (Ex):** once per day an arcane trickster 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). At 11th level she may use this ability twice per day.
- **Invisible Thief (Su):** she can become [invisible](#), as if under the effects of [greater invisibility](#), as a free action. She can remain [invisible](#) for a number of rounds per day equal to half her character level. Her caster level for this effect is equal to the caster level of her arcane class. These rounds need not be consecutive.

Surprise Spells: At 15th level, she can add her sneak attack damage to any spell that deals damage, if the targets are [flat-footed](#). This additional damage only applies to spells that deal hit point damage, and 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.

Hybrid

A character who chooses Hybrid as their secondary class sacrifices flexibility for increased focus on developing their abilities in two separate classes.

Training Focus: At 1st level, a hybrid character must choose two separate classes, referred to as her main and alternate classes. Once chosen, the class features of hybrid apply only to her main and alternate class and no others..

Cross-training: Choose a single class feature from your main and alternate classes. While your main and alternate class remain within 1 level of each other, for each feature you may add half the level of the other class to determine their effective class level for those features (main to alternate and vice versa). Under no circumstances may this cause a chosen class feature to function at a class level higher than your character level.

Expanded Cross-Training: At 7th, 11th and 15th level, she may choose an additional class feature from either her main or alternate class. These class features are affected by her Cross-training Hybrid class feature.