

# Preamble

Let me preface this rework by saying that I personally do not believe the Medium is an objectively bad class. However, when it comes to fulfilling their intended role of a 'versatile' party member? Yes. Their proficiencies are terrible for 2 of their spirits, they're locked into their role for 24 hours - or have none whatsoever - and some of the spirit powers are really terribly designed.

My intention going into this project was not to 'fix' the Medium, but to align the class better with its intended purpose. This was accomplished primarily through abilities allowing them to change feats and spirits with greater reliability, and easier access to certain spirits.

Maybe this rework isn't enough. Maybe it's too much. I'm not sure - I created this in roughly 12 hours, so I'm sure it needs SOME tweaks. Either way, I feel satisfied with the outcome, and I hope you agree.

# Class Features

## Class Features

*Only changed features are listed! Anything highlighted in blue is changed.*

**Weapon and Armor Proficiency:** Mediums are proficient with all simple [and martial](#) weapons. A medium is also proficient in light armor and medium armor, but not with shields.

**Spirit (Su):** A medium serves as a vessel to channel spirits—astral echoes of powerful souls from ages past that live on in myth and legend. Each day, a medium can channel a spirit through a ritual known as a seance. Seances take 1 hour to perform and require the medium's concentration. At the end of a seance, the medium invites a local spirit to inhabit him and serve as his spirit for that day.

Each spirit arises from one of six legends, which are described further beginning on page 33. Each spirit has a favored location it usually inhabits, though spirits may be present at other locations; such locations are listed in each legend's Favored Locations entry. The medium gains the spirit's listed seance boon and lesser spirit power for 24 hours. The medium also gains the spirit's intermediate spirit power at 6th level, its greater spirit power at 11th level, and its supreme spirit power at 17th level. After 24 hours, the medium loses contact with the channeled spirit and can perform another seance.

A medium can invite his allies to participate in his seance—shared seance and certain spirit powers affect other participants. A character counts as participating so long as she maintains physical contact with another participating character and willfully opens herself to the spirit; unlike the medium, other participating characters can take other actions during this time. Only creatures with an Intelligence score of at least 3 can participate in a seance. [If a seance is conducted in the favored location of the legend being channeled, the seance boon is doubled for anyone who participated.](#)

In addition to granting power to the medium, a channeled spirit can influence the medium. By channeling a spirit, the medium allows the spirit to gain 1 point of influence over him. If the medium loses that 1 point of influence, he loses contact with the spirit.

When a spirit gains at least 3 points of influence over the medium, the dual impulses housed within the same body cause the medium to meld with his spirit's consciousness. The resulting muddled sense of self and struggle for control causes the medium to take a –2 penalty on initiative checks as well as a specific additional penalty listed in each spirit's entry. However, the spirit's mental presence grants the medium a +4 bonus against possession effects and a +2 bonus on saving throws against mind-affecting effects that are not related to possession.

If a spirit ever attains 5 or more points of influence over the medium, the medium completely loses control to the spirit. He effectively becomes an NPC under the GM's control until after he awakens the next day with the spirit gone.

When the spirit leaves after the 24-hour duration and before the next seance, the spirit's influence over the medium resets to 0. Certain abilities allow the medium to gain additional power in exchange for allowing the spirit more influence over him.

During his seance, the medium can choose to channel a weaker spirit to gain its help without incurring as much of its influence. If he does so, he can forgo any number of spirit powers, starting with his most powerful spirit power. For each spirit power he forgoes, the medium can use his spirit surge ability twice without incurring influence.

**Legendary Influence(Su):** During the seance conducted to channel a spirit, the medium can select a number of feats she holds, with a maximum equal to her spirit bonus, and swap them for feats of a type listed in each legend's Feats entry. You cannot swap a feat that is a prerequisite for another feat you possess. When the spirit leaves the medium's body, she loses the feats gained from Legendary Influence and regains the original feats. Feats you gain from Legendary Influence can be used as the prerequisite for other feats gained from Legendary Influence.

**Artist's Note:** for Champion, Guardian, and Trickster, examples of feats are provided. You are NOT bound by this list and can take any feats that fit the general theme of the feat list. In addition, this ability replaces the Legendary Influence feat.

**Taboo (Ex):** At 2nd level, during his daily seance, a medium can accept a taboo in order to appease his spirit. Each spirit lists example taboos, and the GM may allow additional taboos as well. Accepting a taboo allows the medium to use his spirit surge ability twice without incurring influence. The medium can select only a single taboo. The medium is not magically prevented from breaking his taboo, but if he breaks the taboo for any reason, he takes a –2 penalty on attack rolls, damage rolls, ability checks, skill checks, and saving throws for 1 hour and his spirit gains 1 point of influence over him. If the medium continues violating the taboo while taking the penalty, the duration of the penalty extends, but the spirit doesn't gain additional influence over the medium. If a spirit **exceeds the medium's maximum influence** because of a violated taboo, instead of possessing the medium, the spirit leaves the medium's body entirely. **The medium cannot channel spirits of that legend for 1 week, and the next time the medium channels a spirit of that legend, it starts with 2 points of influence over him instead of 1.**

**Expel Spirit(Ex):** At 3rd level, a medium learns techniques to quickly break connections with spirits. As a full-round action, a medium can take an amount of nonlethal damage equal to her spirit bonus to force a spirit out of her body. If the medium has lost control, or is being possessed, the amount of nonlethal damage taken is **tripled**. This damage can't be healed by any means other than getting a full night's rest and cannot be reduced or redirected. The medium can always use this ability, even if they are being possessed. If a spirit is expelled with Expel Spirit, it cannot be channeled for 24 hours.

*Expel Spirit replaces the Haunt Channeler class feature, but can be replaced by archetypes which would replace the Haunt Channeler class feature.*

**Secondary Seance(Su):** At 3rd level, if a medium is without a spirit and has performed a seance in the last 24 hours, she can instead conduct a lesser seance to quickly obtain a weaker spirit's aid. This seance takes only 30 minutes, but the following modifiers apply:

- The spirit does not offer a seance boon
- The spirit bonus is halved.
- Channeled spirits start with 1 more influence(cumulative) until you perform an ordinary seance.
- The medium cannot accept a taboo.
- The medium does not gain the spirit's Supreme Spirit Power.

***Artist's Note:** Spell slots granted by the Archmage and Hierophant are considered to be the same spell slots - if you channeled the Archmage, used your 5th-level spell slots, and then channeled the Heirophant, those same spell slots would still be used.*

**Swift Seance(Su):** At 5th level, your knowledge of channeling techniques expands. You only need 30 minutes to conduct a Seance, and 15 minutes to conduct a Secondary Seance. At level 10, you can conduct a Seance in just 10 minutes, and a Secondary Seance in 5 minutes.

# Spirits

## The Archmage

An archmage spirit is a font of knowledge and arcane power.

**spirit bonus:** When you channel an archmage, your spirit bonus applies on concentration checks, Intelligence checks, and Intelligence-based skill checks.

**Seance Boon:** Your damaging spells deal an additional 2 points of damage of the same type that they would normally deal to each target.

**Favored Locations:** Arcane redoubts, areas of unusual magic, libraries, schools.

**Influence Penalty:** Your body begins to respond as if you were a frail, aged scholar. You take a penalty equal to your spirit bonus on Strength checks, Strength-based skill checks, Constitution checks, attack rolls, and non-spell damage rolls.

**Taboos:** Choose one: You eschew all faith in the divine, so you must not be the willing target of divine spells or abilities and you must attempt a Will saving throw against even harmless divine spells and abilities; you must not pass up the opportunity to learn something new and significant (a nontrivial piece of information with a Knowledge check of DC 20 or higher) when that opportunity is directly present; you must use your own magical solution to a challenge if you can, even if a mundane solution that would require fewer resources is available.

**Feats:** [Metamagic Feats](#), [Spellcasting Feats](#)

**Archmage Arcana (Lesser, Su):** Instead of your normal spells per day for your medium level, you use the spells per day from Table 1–4: Mesmerist. For each level of spell you can now cast (including level 0), each time you channel an archmage spirit, select a single spell of that level from the sorcerer/wizard spell list to add to your medium spell list and spells known until you lose contact with the archmage. When you cast these spells, they count as arcane (though not for the purpose of fulfilling prerequisites), and thus you must provide verbal and somatic components instead of thought and emotion components (see page 144).

**Arcane Font (Intermediate, Su):** [When you modify a spell with metamagic, you can allow the archmage to gain influence over you to reduce the level increase associated with the metamagic by an amount equal to the influence gained.](#)

**Arcane Surge (Intermediate, Su):** You can allow the archmage spirit to gain 1 point of influence over you in order to cast one of your medium spells known without expending a spell slot. When you do so, you can't apply metamagic to the spell.

**Legendary Archmage (Supreme, Su):** Once per day, you can cast any spell on the sorcerer/wizard spell list as if using the wild arcana ability, except the archmage doesn't gain 1 point of influence over you, the spell doesn't require a spell slot, and you can select a spell of any level.

## The Champion

A champion spirit is a paragon of skill at arms.

**spirit bonus:** When you channel a champion, your spirit bonus applies on attack rolls, non-spell damage rolls, Strength checks, Strength-based skill checks, and Fortitude saves.



**Seance Boon:** You gain a +2 bonus on all non-spell damage rolls.

**Favored Locations:** Arenas, battlefields, places of violence, practice yards.

**Influence Penalty:** You are quick to violence and prefer a weapon to spells or contemplation. You take a penalty equal to your spirit bonus on Intelligence checks and Intelligence-based skill checks, and to your caster level (to a minimum of caster level 0); as usual, a reduced caster level may render you unable to cast spells. You can't benefit from effects that increase your caster level.

**Taboos:** Choose one: you are superstitious about arcane spellcasting, so you must not be the willing target of arcane spells or abilities and you must attempt a Will saving throw against even harmless arcane spells and abilities; you may not make an attack with any weapon except a specific manufactured weapon (such as "my father's +2 *falchion*") that you choose when you take the taboo, and you may not choose unarmed strike for this taboo; you must accept any challenge to prove your prowess in battle, including challenges to single combat—if you or an ally breaks the rules of the challenge, you break this taboo.

**Feats:** Offensive Combat Feats(Power Smash, Weapon Focus, Critical Focus, Improved Combat Maneuver, Point-Blank Shot, Rapid Shot, etc) or Style Feats

**Champion's Prowess(Lesser, Su):** When you conduct the seance to summon the Champion, choose one weapon. You gain the Weapon Focus and Critical Focus feats, applying to that weapon. These feats can be used as prerequisites for feats gained from Legendary Influence.

**Sudden Attack (Intermediate, Su):** Whenever you take a full-attack action, you gain one additional attack at your highest base attack bonus. This ability stacks with the extra attack from haste, but it doesn't stack with special actions that grant extra attacks, such as flurry of blows or spell combat. Sudden attack works as normal with full-attack options such as two-weapon fighting.

**Fleet Charge (Greater, Su):** You can take a swift action and a full-round action to move up to your speed and then make a full attack. This special action doesn't combine with sudden attack, but works as normal with effects such as *haste* and two-weapon fighting. As soon as you begin moving, you are considered to have begun the full-round action, even if circumstances prevent you from attacking at the end of your movement.

**Legendary Champion (Supreme, Su):** Once per day, when you make a full attack, you can use a free action to activate this ability and automatically threaten a critical hit on every attack.

## The Guardian

A guardian spirit is an exemplar of protection and defense.

**spirit bonus:** When you channel a guardian, your spirit bonus applies to your AC and on Constitution checks, Fortitude saves, and Reflex saves.

**Seance Boon:** You gain a +1 [dodge](#) bonus to AC.

**Favored Locations:** City walls, forts, gates, and keeps.

**Influence Penalty:** You are incredibly cautious and guarded in all things, and your caution sometimes gets in the way. When attacking, you always fight defensively, and when casting a spell, you always cast defensively. Because of your focus on defense, you take a penalty on damage rolls equal to your spirit bonus.

**Taboos:** Choose one: you must always protect others from danger when you can (including defeated enemies, but not enemies that are an active threat to you and others); you must keep your body in fit physical condition, and you break this taboo every time you drop below half your maximum hit points; [you must plan for every scenario, and break this taboo when you initiate a fight without a plan or are surprised.](#)

**Feats:** Defensive Combat Feats or Style Feats

**Sudden Block(Lesser, Su):** You gain proficiency in heavy armor and shields (including tower shields). [If an ally is attacked within your line of sight, as an immediate action, you can use spirit surge to increase the victim's AC, potentially causing the attack to miss.](#)

**Absorb Blow (Intermediate, Su):** [Whenever you directly grant someone\(self included\) an AC bonus, they](#) gain DR/— and resistance to acid, cold, electricity, fire, and sonic equal to half your medium level. Add *paladin's sacrifice*<sup>APG</sup> to your medium spells known as a 2nd-level spell.

**Reactionary Attack (Greater, Su):** [If an AC bonus you provide would cause an attack to miss, as an immediate action, you may move half your movement speed towards the attacker, and if you end your movement within range, make an attack at your highest base attack bonus.](#)

**Legendary Guardian (Supreme, Su):** Once per day, [you can grant yourself an extra immediate action. This is an instantaneous ability that does not require an action and can be done at any time.](#)

## The Hierophant

A hierophant spirit is a being of true and pure faith.

**spirit bonus:** When you channel a hierophant, your spirit bonus applies on Wisdom checks, Wisdom-based skill checks, [Knowledge\(Religion or Nature\) skill checks](#) and Will saves.

**Seance Boon:** Your healing spells and abilities heal an additional 2 points of damage to each target. This does not affect healing conferred by magic items, nor does it add to fast healing or similar effects.

**Favored Locations:** Altars, churches, sacred groves, shrines.

**Influence Penalty:** Whether the spirit hopes to offer a chance for redemption or to sacrifice foes later on a dark altar, you must strike for nonlethal damage in combat whenever possible. You take a penalty equal to your spirit bonus on all Charisma checks and Charisma-based skill checks involving worshipers of faiths other than the spirit's, except checks to convince others to convert to the spirit's faith.

**Taboos:** Choose one: you must strongly revere nature and may not wear metal armor or shields; you must follow a paladin or antipaladin code as appropriate for the spirit's deity; you may not deliberately speak any lies, including bluffing, exaggerating, stating half-truths with intent to deceive, lies by omission, and so on, and if you know the answer to a question that someone asks you, you must give the answer.

**Feats:** Channeling Feats, Feats relating to deities.

**Divine Surge (Lesser, Su):** This power functions as the archmage arcana spirit power, except that you add spells from the cleric/oracle list instead of the sorcerer/wizard list (these spells count as divine), and you need a divine focus if the spell requires one.

**Energy Font (Intermediate, Su):** You can channel energy a number of times per day equal to 1 + your Charisma modifier. Choose whether you channel positive or negative energy each time you contact a hierophant spirit; this choice must match the spirit's faith. If you choose positive energy, add *cure* spells of each level you can cast from the cleric list to your medium spell list and spells known. Otherwise, add *inflict* spells in the same way. These spells count as divine, as in the divine surge spirit power.

**Overflowing Grace (Greater, Su):** *When you heal a creature, any healing that exceeds their max HP is converted into temporary HP. In addition, you may allow the Hierophant to gain 1 influence over you to roll the maximum amount of healing when you cast a cure/inflict spell or channel energy.*

**Legendary Hierophant (Supreme, Su):** Once per day, you can request a minor miracle. This request must be in line with the options for *miracle* that don't cost powdered diamond. As usual for a *miracle*, the deity or other being the spirit worships can choose whether or not to grant the request at its whim.

## The Marshal

A marshal spirit is a towering presence and an inspiration to others.

**spirit bonus:** When you channel a marshal, your spirit bonus applies on Charisma checks and Charisma-based skill checks, as well as on spirit surge rolls. This allows the bonus to apply twice to the total result if you use a spirit surge on a Charisma check or on a Charisma-based skill check.

**Seance Boon:** *Numerical bonuses from teamwork feats are increased by 2.*

**Favored Locations:** Council rooms, stages, theaters, throne rooms.

**Influence Penalty:** The time you spend concentrating on your allies prevents you from attending to other important matters. You take a penalty equal to your spirit bonus on Wisdom checks and Wisdom-based skill checks. Additionally, if you are not at least nominally in charge of your present allies, you lose the marshal's spirit bonus and seance boon.

**Taboos:** Choose one: you may not allow yourself or your allies to prevent a fleeing enemy from escaping, since an at-large villain makes a better tale (this applies only to enemies seeking to escape, not to those retreating to alert others or fight again from a better position); you may never leave an ally behind or allow yourself or your allies to sacrifice another ally, even a summoned creature; you must embrace any opportunity to spread the legend of yourself and your allies, even when a low profile would be helpful.

**Feats:** Teamwork Feats

**Marshal's Order (Lesser, Su):** You can use your spirit surge on attack rolls, saving throws, ability checks, concentration checks, and skill checks rolled by you or any allies who participated in your seance as long as you have line of sight and line of effect, and are within 30 feet of the chosen ally. You can still use spirit surge only once per round.

**Inspiring Call (Intermediate, Su):** *As a move action, you can allow the marshal to gain 1 point of influence to grant any teamwork feat you possess to all allies within 30 feet, for a number of minutes equal to your caster level. You do not have to grant the same teamwork feat to every ally.*

**Decisive Strike (Greater, Su):** You can allow the marshal to gain 1 point of influence over you as a swift action to allow an ally within 30 feet who can see and hear you to make a single melee or ranged attack during your turn. You can use this ability as a standard action to instead allow the ally to perform any standard action.

**Legendary Marshal (Supreme, Su):** You can use a lesser spirit surge without incurring influence. This lesser surge adds a maximum of 1d6 to the roll and does not apply your spirit bonus, regardless of other effects or abilities you have that alter your spirit surge. A lesser surge still counts as a spirit surge for the purpose of the limit of one spirit surge per round, but it does not consume any free uses of spirit surge you may have from effects such as taboo.

## The Trickster

A trickster spirit is a savvy and manipulative master of skills.

**spirit bonus:** When you channel a trickster, your spirit bonus applies on Dexterity checks, skill checks, and Reflex saves.

**Seance Boon:** Choose one skill when you gain this seance boon. You gain a +1 bonus on skill checks using that skill, and that skill counts as a class skill for you.

**Favored Locations:** Alleys, mazes, taverns, trap-filled locations.

**Influence Penalty:** The trickster within you is a protean manipulator, and you begin to see the possibility that everyone around you might have ulterior motives as well. You never count as an ally for the purpose of gaining benefits from another creature's abilities, nor do you count as a willing target for spells. Anyone attempting to target you with a touch range spell, even a beneficial spell, must succeed at a melee touch attack, though you need not attempt saving throws against harmless spells. You gain no benefit from another creature's aid another attempts, as you are too busy making sure they aren't secretly tricking or sabotaging you.

**Taboos:** Choose one: you can't abide revealing your true identity, and you break this taboo when anyone pierces your disguise, even your own allies; you can never tell the truth; you can never pass up a more lucrative offer, even if it causes you to switch sides.

**Feats:** Any noncombat feats that improve skill use case(Bolstering Bluff, Confabulist, Deceitful, Dilettante, Disable Dweomer, etc)

**Trickster's Edge (Lesser, Su):** Choose any two skills. These skills count as class skills for you, and you are treated as if you had an additional number of ranks in those skills equal to your medium level (to a maximum of your character level).

**Surprise Strike (Intermediate, Su):** When you attack an opponent that's denied its Dexterity bonus to AC, you deal 1d6 points of extra precision damage for every 3 medium levels. Your target counts as flat-footed against the first attack you make against that target in a day, regardless of abilities like uncanny dodge. After your first attack, that target is immune to being made flat-footed by your surprise strike for 24 hours.

**Transfer Magic (Greater, Su):** You can allow the trickster to gain 1 point of influence over you to make a melee touch attack against another creature as a standard action. If the attack succeeds, you learn one of the spells that the creature can cast, of the highest level available to you. You can retain the spell for an amount of minutes equal to your medium level.

**Legendary Trickster (Supreme, Su):** Once per day, instead of rolling for a skill check, you can choose your d20 result. Additionally, you gain the ability to change form at will as if using *greater polymorph*, except that you can mimic the form of a specific individual.

# Feats

## Resist Influence

*Your ability to control the spirits you channel is improved.*

**Prerequisite(s):** Spirits class feature

Spirits need to gain 1 more influence before assuming control over you.

## Spirit Link

*Through prolonged mystic practice, you have gained a permanent link to one of your spirits.*

**Prerequisite(s):** Spirits class feature.

Choose one of the spirit bonuses provided by your spirits(eg, strength-based skills from Champion). You permanently gain that spirit bonus. If you are channeling any spirit other than the one you have a spirit link with, halve the spirit bonus provided by spirit bonus(as if you had channeled the spirit through a lesser seance).