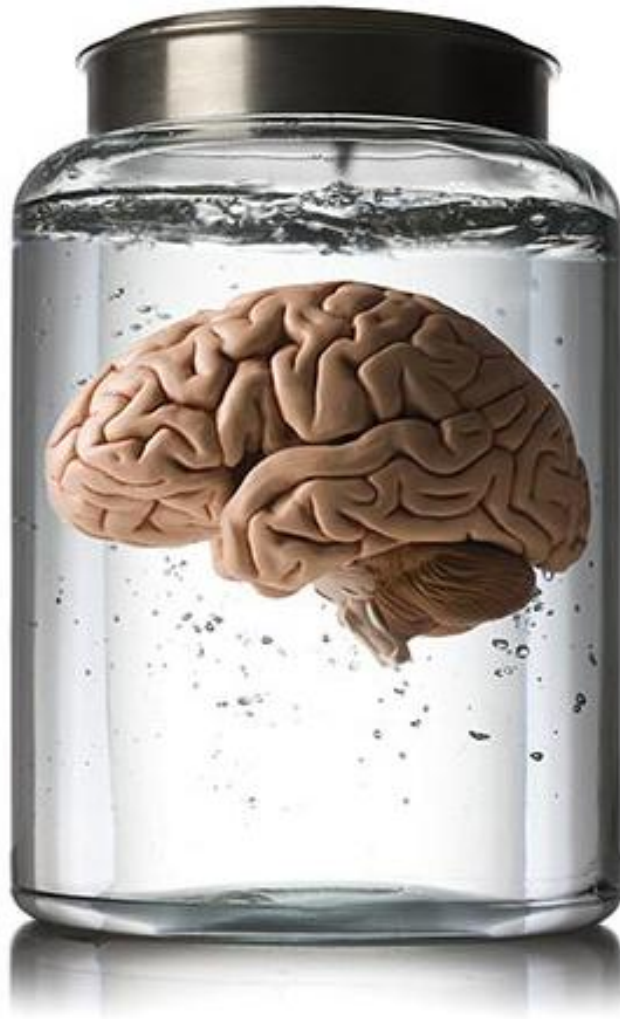


Maxximilius's Archetypes

- Part 1 : From Alchemist to Monk -
More grey matter for your game !



A compilation of archetypes for use in your game, brought by your favorite (and only) Brain-In-A-Jar.

[Maxximilius's Archetypes - Part 2 : from Ninja to Wizard](#)
OFFICIAL THREAD

Brain-in-a-Jar : Benjamin "Maxximilius" Rombeaut

Adviser Brain : Will "Cheapy" McCardell

Be sure to also check on our published work once you're done with the free candies :

The Secrets of Tactical Archetypes II for Rite Publishing : **14 new archetypes** are waiting for you !

"This pdf is quite frankly the best archetype-book for PFRPG I've read so far. While I'd detract half a star for the minor glitches, the pdf is just TOO GOOD. Authors Will McCardell and Benjamin Rombeaut have created a stellar book of smart options guaranteed to enrich your games, especially when looking for options to smart fighting. My final verdict will thus be 5 stars and the Endzeitgeist seal of approval." - Endzeitgeist

- Full-Sized Preview ! -

Legal mentions :

The Host is inspired by Hitoshi Iwaaki's *Parasyte*, and John Carpenter's *The Thing*.
All pictures are the property of their legal owners.

Product Identity: The name Maxximilius's Archetypes and the phrase "Maxximilius's Archetypes" are product identity, as defined in defined in the [Open Game License](#) version 1.0a Section 1(e), all rights reserved.

Open Game Content: With the exception of content which is product identity, as defined above, all content in this document is hereby declared Open Game Content, as defined in the [Open Game License](#) version 1.0a Section 1(d), to the fullest extent permissible by law.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

But most of all, have fun !

Thanks to everyone who helped flesh out these archetypes by their comments and suggestions !

Table of content :

Pink : Published by a 3rd Party Publisher ! (Available at the same time than it will be on a PRD.)

Blue : Should be balanced and integrable without any tweaking ! (With some green, be cautious.)

Green : Balanced under number-crunching, some unbalancing features may appear during play.

Red : Handle with precaution, exact balance unknown because of lack of feedback/experimental mechanics.

Black : Revisited version of official Paizo archetype. Can't be more broken than the original, but be cautious.

Tip : Click the coloured name of an archetype to access it quickly with its bookmark.

If the link does not work, its because the archetype has been reorganized in [Part 2](#).

Alchemist :

- [The Host](#), a symbiont providing flesh-warping mutations to his host
- [The Plaguebringer](#), spreading contagion and body deformations on his path
- The Ragechemist revisited, because RAGECHEMIST SMASH !
- [The Spellchymist](#), a gifted researcher emulating the spells of others at range

Barbarian :

- [The Cannibal](#), absorbing fallen enemies to gain their strengths
- [The Savage Tactician](#), pedagogue barbarian versed in the art of guerrilla warfare
- The Titan Mauler revisited, downer of behemoths
- The Wild Rager revisited, fighting like a berserker with reckless abandon

Bard :

- [The Sword Dancer](#), maneuvering allies and enemies around the battlefield
- [The Bateleur](#), a resourceful, roguish performer
- [The Freak Shower](#), a performer summoning a wondrous creature to entertain or protect him
- [The Mime Artist](#), silently warping reality to protect himself and his allies
- [The Rocker](#), a loud performer putting the room on fire while striking with his instrument
- [The Umbral Weaver](#), manipulating and listening to the forgotten secrets of shadows
- Also, check the [Kunmodo](#) style feats, complementing agile swordsmen.

Cavalier/Samurai :

- [The Kenshi Ronin/Errant Swordsman](#), a mount-less, wandering master living and dying by the way of the Sword.

Cleric :

- The Ghost Walker, whispering to spirits

- [The Pious Sentinel](#), able to change the tide of battle by inspiring allies with pious insight

Druid :

- [The Elementalurgist](#), using the very building blocks of nature to aid his allies
- The Herborist, brewing magic potions out of nature's gifts
- [The Master of Many Shapes](#), a true shapeshifting druid

Fighter :

- [The Braggart](#), using Grit mechanics for deeds of versatility
- [The Bravo](#), using Grit mechanics for deeds of swashbuckling
- [The Gloriosus](#), using Grit mechanics for deeds of power
- The Crossbowman revisited, medieval marksman
- [The Peltast](#), crippling skirmishers and masters in the art of hurling weapons
- The Thunderstriker revisited, smashing with a two-handed weapon and a shield

Gunslinger :

- The Gun Tank revisited, thundering terror of the battlefields
- [The Pistol Spade](#), blending swordsmanship and marksmanship

Inquisitor :

- [The Grand Inquisitor](#), imposing figure striking divine fear upon the unworthy

Magus :

- [The Glyph Scholar](#), wielding scrolls and summoning items from glyphs
- [The Gunmage](#), blending powder and magic for *explosive* results
- [The Mageochist](#), sharing the pain and enjoying the devastation of magic

Monk :

- [The Force Knight](#), a sword wielder which is pretty much exactly what you just thought about
 - ... and his Qinggong variant powers, who would have guessed ?
- [The Gun-Fu Master](#), a firearms-wielding martial artist...
 - ... and his Qinggong variant powers for tactical acumen
- [The War Scholar](#), born-strategist that can reverse the most uneven odds through planning

(FOR THE FOLLOWING, SEE [Maximilius's Archetypes - Part 2 : from Ninja to Wizard](#))

Ninja (only) :

- [The Inugami](#), a mystic scoundrel using clones and various tricks to get past foes

Oracle :

- **The Aetherurgist**, binding spirits to do her bidding

Paladin/Antipaladin :

- The Holy Gun revisited, smiting baddies with the powers of blackpowder and holy law...
 - ... in both a quick conversion, and Maxximilius's Redux version !
- The Hellgunner, striking fear and unleashing black powder destruction
- **The Purifier**, militant healer providing warmth, comfort, and health to the innocent

Ranger :

- The Trapper revisited, specialist in setting hunting trap

Rogue/Ninja :

- **The Dandy**, a magnificent bastard using his charming looks as a weapon
- **The Knife Thrower**, because is there any problem that cannot be solved with a dagger in the face ?
- **The Saboteur**, a Rogue/Ninja archetype to deal more than simple low blows
- **The Scamp**, a charismatic thug leading the streets from his iron fists
- **The Vicious Opportunist**, always striking at the best moment for maximum effect

Sorcerer :

- **The Cursed Bloodlines**, assimilation of magical curses, turned into weapons...
 - **The Ectoplasmic bloodline**, to haunt your foes and feast on their fear
 - **The Lycanthropic bloodline**, to devour and howl under the moonlight
 - **The Vampiric bloodline**, to drink blood because men only are little piles of secrets
- **The Magilith**, arcane battery disrupting and empowering magic around herself

Witch :

- **The Circle Warden**, unifying fellow creatures inside a ring of abjuration
- The Shaman, whispering to spirits with the help of a ghost familiar

Wizard :

- **The Chronomage**, warping space and time alike
- **The Force Commander**, playing with his foes as with pawns on a chess board.

Playing an alchemist or poisoner rogue ?
For revisited, custom poison crafting rules, please check :

[Maxximilius's Cookbook for poisons, venoms, toxins and marshmallows : a brainy Guide to toxicants](#)

- [Official thread](#) -

“Well, that’s cool and all, but I didn’t find what I need...”

No problem : be sure to check [Epic Meepo's archetypes](#) !

For a true, non-druidic shapeshifter : check Rite Publishing’s [The Secrets to The Taskshaper](#).

For a mortal hero with the blood of a god : check Super Genius Games’s [Genius Guide to the Godling](#).

For a chronomancer manipulating Time itself : check Super Genius Games’s [Genius Guide to the Time Thief](#).

For an artificer, mechanist character : check Louis Porter Jr. Design’s (from NeoExodus’s) [Machinesmith](#).

You are guaranteed to find quality rules.

“Awesome ! But are these classes supported ?”

These classes got a lot of supporting, additional content, like feats, powers and archetypes.

Check them on Paizo.com ! :)

... and speaking about these classes, I recently had the pleasure to write:

The Secrets of Renegade Archetypes for Rite Publishing : **17 new archetypes** dedicated to some of the most appreciated 3PP classes out there (including the Taskshaper, Godling, Time Thief and Machinesmith) !

- [Full-Sized Preview !](#) -

Be sure to check on these and feel free to ask any questions under the supplement’s comments !

Wishing you a good read and an awesome game,
Brain-in-a-Jar Benjamin “*Maxximilius*” Rombeaut.

Alchemist

"I think you should submit this archetype in the next RPG Superstar." - Azten
"Now I want to play a Symbiont Vivisectionist, having formed around some sort of animal. That seems like it would be pretty fun. [...] *Cackles madly*" - Edgar Lamoureux

The [Host](#), an alchemist archetype sharing his body with an aberration providing him mutations and eidolon evolutions. I can hear and smell you drool from the other side of the room, zerg lovers.

Host

In rare occasions, like a rift through planes, an unborn chimeric twin, a failed spell, or as a result of horrible experiments, may spawn from the void aliens beings commonly known by scholars as aberrations. While most of these creatures end up scattering madness on their path, at best claiming the depths of the darkest dungeons to fest on adventurers, others are parasites. At birth, these parasites attempt to sneak on the nearest most powerful creature in the intent of invading its brain to assume control, in which case they turn into shape-shifting horrors... but some parasites fail to take over the body, and because the parasite's very survival now depends on its victim's well-being, the creature becomes a Host. While few hosts enjoy sharing their body with this strange ally, only the most strong-willed or craziest individuals are able to acknowledge the powers granted by this unswerving ally able to warp his host's body with twisted, but biological features.

Weapon and Armor Proficiencies

Hosts are proficient with simple weapons. Hosts gain no proficiency in armors and shields.

Symbiont

At 1st level, a host is invaded by a parasitic aberration, sometimes as part of a ritual or accident. Such entity enters the body by digging a way through skin and muscle, but usually ends up stuck in a body part into which the host was able to cut blood flow when it attempted to reach his brain. The parasite fuses with the body part as a survival reflex; but other circumstances influence the position of the symbiont, and parasites merging in the wrong way while trying to save the life of a dying host (and thus, their own) aren't unheard of. Ultimately, a symbiont may be placed anywhere on a host body, this is a purely cosmetic choice.

A symbiont is a creature with its own mind and Intelligence, though its way of apprehending life is usually cold and mechanical, thinking only about its own survival. A symbiont is incorruptibly loyal to its host, since the host's death pretty much signifies theirs : a symbiont may attempt to merge with another host, but such operation is so dangerous that few to none would attempt it. As such, all symbionts begin as strictly Neutral, often suggesting to their host the best course to follow, keeping his morale high, checking his blood pressure or nutritious inputs, and complying to his desires, including those that could put it in danger. But the symbiont isn't a slave, and may not hesitate to deprive its host of any « un-needed » feature (a judgement the host wouldn't probably agree with), should he prove overly aggressive and determined enough to



get rid of it. As such, a symbiont and a host usually have a close, weird relation and tend to work in concert.

Despite not controlling the brain, a symbiont controls the body part it is stuck in when it desires so, and can speak all of its host languages. A symbiont may assume the normal appearance of the body part it is stuck in, or distort, extend, and bend in twisted ways up to several feet of distance to move and carry (but not wield) light items on its own, like keys or books, up to 1 foot and 1/2 lbs. per level. It can freely create eyes or mouths of diverse sizes and on diverse places of the body part, which are required to speak, or see its surroundings. When a host sleeps, a symbiont enters into hibernation and becomes unconscious. A symbiont may enter into hibernation at any time while the host is awake to give him back the control of the body part, and immediately exit hibernation when the host is endangered or calling for its assistance.

But the most beneficial way a symbiont interacts with its host is by its offensive and defensive enhancements to the host's body. On these aspects, a symbiont is similar to a synthesist summoner's eidolon, with the exception that a symbiont does not have its own physical scores or statistics, and totally depends on the « quality » of its host body, which it enhances by the ability to shape blade-like weapons from the body part, assume a hardened coating around the body, create membranous wings, etc.

A host wearing armor loses any benefit provided by the symbiont, as it disrupts the symbiont's shapeshifting powers.

A symbiont has no hit points or magic item slots on its own. It shares the host's physical stats, but has a score in each mental stat equal to the Intelligence of a familiar of appropriate level for the host. A symbiont uses the host's skill ranks (with its own modifiers) and saving throws, which it improves with diverse abilities by gaining levels.

The symbiont and the host are treated as a single creature and thus cannot take separate actions in combat; even though they sometimes seem to attack on their own, this is merely for a common goal, and attacks made from the symbiont aren't different from an attack made by the host. The host uses his own BAB and feats to attack. If the host is put unconscious by an attack, the symbiont may immediately perform a Constitution check to stabilize the host and hibernates until the host possesses again half his hit points. The link between the host and his symbiont is odd and powerful : if the host dies, the symbiont dies; and if the host is bring back to life, the symbiont is too.

Because of its nature, a symbiont reacts badly to mutagens, and as such, ingesting one is treated as a poison dealing instantly the ability damage it is intended to improve, once per round during 4 rounds, requiring one save with a DC equal to 10 + the alchemist level + the Intelligence modifier of the alchemist who brew it.

The symbiont must hibernate 8 hours before providing any benefit.

Once fully reposed, by sharing a nervous connection with its host during 1 minute, the symbiont provides the following benefits as long as the host is conscious.

This ability replaces mutagen, throw anything and the brew potion class features.

The following abilities indicate what benefits a conscious Host gains from its symbiont after having shared a nervous connection.

Symbiotic Mutation (Ex)

At 1st level, the symbiont provides a +1 natural armor bonus to the host. This bonuses increases by +1 at level 2, then each three levels later (5, 8, 11...) up to +8 at level 20.

The symbiont also reinforces its host's body, giving him a +1 bonus to one of his physical stats (Strength, Dexterity or Constitution); this choice is made at level 1 and is definitive. This bonus increases by 1 at level 4, then every four levels later, up to +6 at level 20. At level 8, the host chooses another physical stat to which its symbiont provides a +1 bonus; this bonus increases at the same levels than the first physical stat. At level 16, the host gains a bonus to his

third physical stat, this bonus increases as normal (up to +6/+4/+2 at level 20).

To the contrary of evolutions, these bonuses are preserved even when the symbiont hibernates, as they improve the host to a cellular level.

The symbiont also gains an evolution pool and a number of evolutions points like an eidolon of its level - it receives either the Claws or Bite, plus the Unnatural Aura [Paizo's Ultimate Magic] evolutions for free.

Its base form and caster level for the purposes of qualifying for evolutions is that of its host; it must still meet the prerequisites of the evolutions it chooses. For example, a symbiont on a human host would be considered biped, and could not take Pounce (quadruped base form required); but it could take Pounce if one of its host's shapes is quadruped (like a werewolf), in which case Pounce would only work when the host is in the appropriate shape. If the host possesses abilities allowing him to change in an appropriate shape (like a Druid's Wild Shape, or a Beast Shape alchemical extract), this allows the symbiont to qualify for these evolutions; in which case these evolutions only work when the host is in the appropriate shape.

The maximum number of natural attacks of a host is that of an eidolon's of same level -1. The save DC against an evolution is based on the host's Hit Dice plus his stat modifiers. The host gains access to all his symbiont's evolutions, and may select the Extra Evolution feat for his own purposes as normal for a summoner.

At the difference of an eidolon, any visible evolutions and their associated evolutions may be hidden, or shaped as a move action. An evolution that is hidden is considered dormant and unusable at the time. For instance, a level 1 host may spend a move action to shape his Clawed Limbs(arms), or another to hide them; while a more powerful host could later grow or reduce his size as a move action. Most evolutions, like Scent, Grab, Trip... present no true visual features, and don't need to be hidden in order to be almost undetectable to the naked eye. Any reduction to the host's or its symbiont's Intelligence modifier (like by wearing a +4 Headband made unusable in an antimagic field), also removes an appropriate number of evolution points and their associated evolutions; the choice of the temporary lost evolutions is made by the host when the reduction occurs.

Depending on the host and his symbiont's accomplice-ship, the host may refuse to let the symbiont grow evolutions anywhere else than on the body part the symbiont is stuck in; this is again merely a cosmetic choice that does not influence the evolutions efficiency.

Finally, the symbiont gains any special abilities like an eidolon, like Darkvision, Link, and Share Spells. The host gains all his symbiont's special abilities.

(Reduced Alchemy (Ex)

A host focuses less on understanding the principles of alchemy. He receives one less extract per day per spell level than indicated on the table (minimum 1/day.)

Symbiont Familiar (Ex)

At 2nd level, the host gains the Tumor Familiar discovery, using his symbiont as a familiar that provides him a +3 competence bonus to Intimidation checks. This also allows the symbiont to detach a part of itself from the host; doing so does not affect the benefits provided to the host, including if the familiar is killed (though the familiar itself must still be replaced as normal).

Gory Shield (Ex)

At 4th level, thanks to its symbiont assuming the shape of a ribbed shield of bones, skin, muscle and blood vessels whenever attacked, the host gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving



throws.

Overwhelming Tactics (Ex)

At 6th level, once per round, the symbiont may actively help its master. The host may now use the Aid Another action on himself in place of an attack roll to receive a +2 bonus to AC against the next attack of an opponent, or a +2 bonus on his next attack against the opponent.

At 10th level, the host and the symbiont learn to act in concert on their own to distract enemies and become more of a threat. When doing a melee attack against a creature, the host may attack the creature as if he was flanking it. These abilities may be used a number of times per day equal to the host's plus the symbiont's Intelligence modifier, shared between the two abilities.

Hardened Shield (Ex)

At 12th level, the symbiont improves its ability to absorb hits and put its host out of danger. its gory shield now provides a +4 shield bonus to the host's Armor Class, and a +4 circumstance bonus on his saving throws. These bonuses replace the bonuses provided by the Gory Shield ability.

Last Defense (Ex)

At 16th level, the symbiont is able to protect the body of its host even when it is put unconscious. Once per day, when the host's hit points reach -1, he is stabilized, and gains a number of temporary hit points equal to his level during one hour. The symbiont may keep moving and acting as if it was the host as long as the body has at least 1 temporary hit point.

Perfect Symbiosis (Ex)

At 20th level, a host and his symbiont fully merge, both in body and soul. Their personalities, if it wasn't already the case, converge into one. Hiding or shaping an evolution becomes a free action. The host does not need to sleep, and the symbiont does not need to hibernate anymore, including when the host is put unconscious; allowing the merged organism to keep living and fighting as long as it is able to regenerate its wounds.

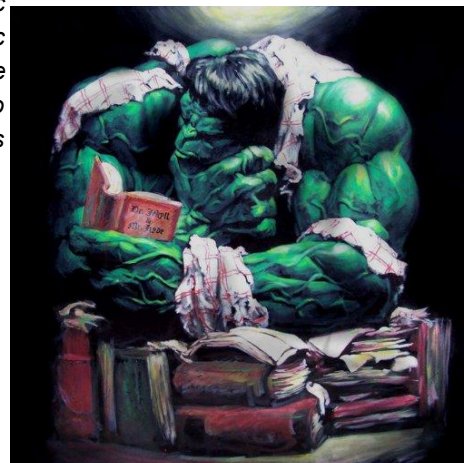
These abilities replace the discovery and true discovery class features.

A ragechemist will be [the bad guy](#) in the next Nolan's Batman movie.
Yes, starting from today, ***you could be the guy who beat The Batman.***

Ragechemist

Some alchemists cannot use mutagens. Not because they refuse to accept their efficiency, or didn't study them; such alchemists may not use mutagens because they simply are immune to their effects. Either because of a failed experiment or by accidental exposure to massive amounts of mutagenic substances, a ragechemist's body is irremediably bursting with mutagenic residues and reacts violently to adrenaline and emotions; simple mutagens don't have any effect anymore on such alchemists, who tap into a primal anger that fuels their physical transformation. These alchemists have little control over their altered selves that emerge from their anger.

Mutate (Ex)



At 1st level, as a result of massive exposure to violent mutagenic substances, the ragechemist can assume a mutagenic form by focusing on his anger and bloodthirst. The ragechemist must not be fatigued, and must have at least one full hour of rest before he can mutate.

The mutagenic form usually is a grotesque, bulkier version of the ragechemist that presents a visible skin distinction, like a weird skin pigmentation or a scaly texture; it also has a personality of its own (see the Mutagenic Form class feature description below). While assuming this form, it grants the ragechemist a +6 morale bonus to Strength, a +2 natural armor bonus, and a –2 penalty to Intelligence. While in mutagenic form, a ragechemist cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A mutagenic form lasts for 10 minutes per alchemist level, after which the ragechemist is fatigued during an amount of time equal to the time spent in mutagenic form. If the ragechemist possesses the Roused Anger power, or if he forcefully enters his mutagenic form while being fatigued or exhausted, he becomes respectively exhausted or unconscious during the same amount of time. A ragechemist may otherwise not enter voluntarily in mutagenic form while fatigued or exhausted.

A ragechemist may have to assume his mutagenic form against his will by stress or damage. Anytime the character is in his normal form, he may be forced to switch after suffering a critical hit, failing a Fortitude save, or being subject to an emotional shock. In these situations, the ragechemist must make a DC 15 Will save; if he fails, on his next turn he uses a standard action to change to his mutagenic form. If a ragechemist is fatigued or exhausted when this happens, the DC increases respectively by +5 or +10 and the ragechemist is confused, as per the spell. At the end of this round, and each round thereafter, he can attempt a new saving throw to end the confusion effect at the same DC he needed to avoid enter mutagenic form.

For the purposes of discoveries and the Master Chymist prestige class prerequisites, mutate is considered as the Mutagen class feature; and assuming a mutagenic form, as imbibing a mutagen.

If the ragechemist possesses the Greater Mutagen discovery, it provides him instead a +8 morale bonus to strength, a +4 natural armor bonus and a +4 morale bonus to a second physical stat. The ragechemist takes a –4 penalty to his Intelligence and a -2 penalty to his second associated mental score as long as he is in mutagenic form.

The Grand Mutagen discovery provides him a +10 morale bonus to strength, a +6 natural armor bonus, a +6 morale bonus to a second physical stat and a +4 morale bonus to a third physical stat. The ragechemist takes a –4 penalty to his Intelligence, a -4 penalty to his second associated mental score and a -2 to his third mental score as long as he is in mutagenic form.

The True Mutagen discovery provides him a +10 Morale bonus to Strength, Dexterity and Constitution, a +10 natural armor bonus, and a –4 penalty to his Intelligence, Wisdom, and Charisma as long as he is in mutagenic form.

A ragechemist is immune to mutagens, and thus gains no benefit by imbibing one.

As long as he is mutating, the ragechemist uses his new Intelligence score after application of the appropriate penalty to determine if his Intelligence is high enough to use extracts, and to determine his bonus spells per day. Bonus spell slots lost of each spell level are deduced from his current amount of extracts for the duration of his mutation - while extracts lost remain prepared, the ragechemist may only imbibe a limited amount of them, and must often rely on lower level, simpler extracts.

This replaces the alchemist's Mutagen ability.

Mutagenic Form (Ex)

At 1st level, the ragechemist gains this ability, as per the Master Chymist class feature of the same name.

Rage Study (Ex)

At 2nd level, a ragechemist gains a rage power, as per the barbarian class feature. In addition, each time he could select a discovery, the ragechemist may instead select a rage power. Powers usable once per rage are instead usable once per mutagenic transformation.

His effective barbarian level for the purposes of rage powers is equal to his ragechemist level -2 (minimum 1); these levels stack with barbarian levels.

This ability replaces poison use and swift poisoning.

Discoveries: The following discoveries complement the ragechemist: feral mutagen, grand mutagen, greater mutagen, tentacle, and vestigial arm.

Rage powers: The following rage powers complement the ragechemist archetype: animal fury, bloody blow, body bludgeon, brawler, greater brawler, ground breaker, greater ground breaker, intimidating glare, mighty swing, no escape, powerful blow, roused anger and quick reflexes.

Barbarian

"Creepy and flavorful and awesome." - Brambleman
"Very, very cool." - Trinam (AM BARBARIAN's Seal of Approval !)

The Cannibal, a barbarian archetype who obtains special powers by eating her victims.
Don't throw her a bone !

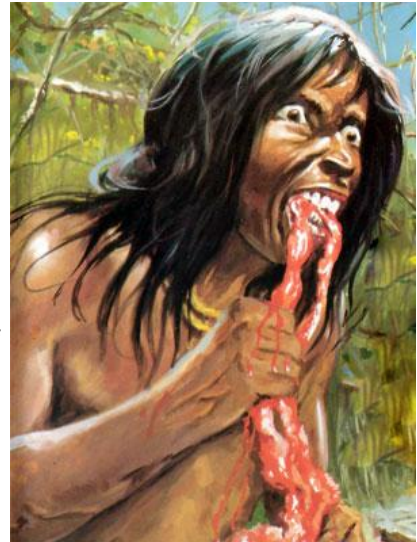
Cannibal

Despite being a deeply taboo activity in most civilized societies, some barbarians, either by superstition, wicked tastes, or daily famine, don't fear to indulge themselves in the regular consumption of creatures, and notably of intelligent beings. Most cannibals take pride in ingesting the most dangerous foes available whenever possible, thinking this ritual provides them the strength and the courage of the fallen, through literal ingestion of their soul under their own power. While some barbarians are surprisingly skilled gourmets, and others, bestial man-eaters eating their preys alive, it is never a good idea to excite their frenzy by spilling blood – especially yours.

Blood Frenzy (Ex)

A cannibal's rage functions as normal like a barbarian's or barbarian archetype's rage, except that once per day, whenever she is able to scent, track or taste fresh blood of a living creature with less than half its hit points, either through a survival skill check, the Scent ability, a bite attack on a creature suffering from a bleed effect, or a critical hit with a bite attack, she gains a +2 bonus to her Strength, and an additional -2 penalty to AC during one minute or until the bleeding creature is dead.

A cannibal may not stop her frenzy voluntarily, though she may restrain herself from attacking and focus her hostility on something else if the bleeding target is an ally. This does not furthermore affect her mental abilities during the rage.



Some Like It Raw (Ex)

At 2nd level, a cannibal gains the Razortusk feat as a bonus feat. She does not need to be a half-orc. If the barbarian has a primary bite attack from another source, like from a rage power or racial trait, increase the damage dice of one step for each additional source, and add one to the damage of the bite whenever the damage step increases for the bite (1d4, 1d6+1, 1d8+2, etc). This is a primary natural weapon. In addition, once per day, if the barbarian engages in the consumption of a creature she helped to kill or at least put unconscious in the last 24 hours, she may gain one of the following bonuses during 24 hours, depending on the body part she devours :

- **Blood:** The barbarian gains a number of temporary hit points equal to $\frac{1}{2}$ the creature's number of hit dice + the creature's Constitution modifier. These temporary hit points stack with temporary hit points provided by a temporary increase to the cannibal's Constitution modifier.
- **Brains:** The barbarian gains a +2 enhancement bonus to one mental stat of her choice, usually the highest of the creature eaten. Once during the following 24 hours, the cannibal may gain the effects of an *Augury* spell-like ability, using her barbarian level as her caster level.
- **Eyes:** The barbarian gains a +2 bonus to Perception checks. Once during the following 24 hours, the cannibal may gain the effects of a *See Invisibility* spell-like ability, using her barbarian level as her caster level.
- **Heart:** The barbarian gains a +2 sacred bonus to saves against fear and mind-affecting effects.

- Marrow: The barbarian gains DR 1/-. This stacks with any DR received from a class feature.
- Muscles: Once during the following day, the barbarian may gain a +2 bonus to Strength during one round as an immediate action.

Feasting on a creature that has fewer Hit Dice than half the cannibal's character level does not provide any bonus. On the opposite, the bonuses provided by eating a creature with at least three more class levels, or more than double the barbarian's Hit Dice last for one week, and do not count in the daily limit of body parts a cannibal may gain benefits from. This allows a cannibal to benefit from a specific organ during one week, and of another one each day.

A cannibal may eat more than one body part on the same meal, but only one of them ritualistically provides a bonus to the cannibal, and a barbarian may never gain the benefits of a specific body part twice at the same time. This choice is made when the meal is taken.

Eating the raw flesh has a 5% risk of transmitting Disentry, Shakes or Firegut, a 10% risk to transmit Filth Fever or Red Ache, and a 10% risk to transmit Ghoul Fever if taken from an undead. Roll the risk and sickness when the meal is taken. These numbers double every 4 hours if the meat is left unattended. These risks are reduced by -5% if the flesh is extracted or eaten from a living creature, in which case it is an evil act; or by -50% by cooking the flesh. Cooking or preparing properly the flesh needs 30 minutes of preparation, and the food begins to rot as if extracted from a living creature after 6 hours.

Devouring a body part on an unconscious creature is treated as a coup de grace. Devouring one organ from a dead creature is a full-round action which provokes an attack of opportunity.

This ability has no effect on constructs, oozes, incorporeal creatures, and globally on any creature without a discernable biological anatomy.

This ability replaces uncanny dodge.

Fat is Life (Su)

At 5th level, a cannibal gains the Cook People hex. This ability works as per the Witch hex, with the following differences : the cannibal does not need a cauldron (though this does not remove the need for cooking tools), she may not produce a homunculus, and cooking or eating the food made from an evil intelligent humanoid that is already dead, even if taboo, isn't an evil act, merely a neutral one. With proper conservation, a meal made with this hex may be conserved up to a number of days equal to 1 for every 4 levels the cannibal has attained.

In addition, a number of times per day equal to half her level, when a cannibal hits with a bite attack, she may tear off and devour a bit of the creature to heal a number of HPs equal to the base damage dice rolled as a free action, also inflicting 1 point of bleed damage to the target.

The cannibal cannot gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The cannibal may not regain HP from constructs, oozes, and incorporeal creatures unless she has the eat anything rage power.

This ability replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the cannibal archetype: animal fury, bleeding blow, come and get me, crippling blow, devourer, eat anything, eater of magic, mighty swing, primal scent, powerful blow, scent, strength surge, superstition.

Additional Rage Powers :

(No prerequisites)

Devourer, lesser (Ex): While raging, the barbarian gains the benefits of the ranger's Favored Enemy class feature against any creature sharing the type (and if necessary, the subtype) of a creature from which she ate a body part. She must have eaten the body part in the 24 hours following the creature's death (see the Some like it raw Cannibal class feature for the disease risk involved in eating a creature). A barbarian may only benefit of this rage power against one type -or the associated subtype- of creature at a time, and during 24 hours after the meal has been taken.

(Prerequisites : Level 6, Devourer, lesser)

Devourer (Ex): While she is raging, the barbarian gains the Some like it raw class feature from the Cannibal barbarian archetype, allowing her to gain bonuses from eating body parts of an unconscious or dead creature. If she already has this class feature, she instead may eat an organ while raging in addition to another one during the day; allowing her to gain bonuses from two organs per day instead of one as long as one of them is consumed during a rage.

(Prerequisites : Level 12, Devourer)

Devourer, greater (Su): Eating a creature killed during the last 24 hours literally provides the barbarian with its traits, powers and abilities.

If the consumed creature possessed special abilities in the following list, the barbarian may choose to gain the benefits of one ability per organ eaten (and giving her a bonus through the Some like it raw class feature) when she is raging :

Burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, blood frenzy, breath weapon, cold vigor, constrict, elven immunities, ferocity, freeze, grab, halfling luck, horrific appearance, illusion resistance, jet, mimicry, natural cunning, overwhelming, poison, pounce, rake, rend, roar, sound mimicry, speak with sharks, spikes, trample, trip, and web.

(Prerequisite : Devourer)

Eat Anything (Ex): A barbarian with this power is immune to diseases catch from eating raw or rotten flesh. When she is raging, she may tear apart and consume body parts of constructs and oozes as if they were respectively marrow and blood without damaging herself. Since these are mindless creatures, doing so isn't an evil act.

Special : A barbarian with the ghost rager rage power may consume incorporeal creatures during a rage, as if they were corporeal and dead.

Titan Mauler

IMPORTANT : The original developer of the Titan Mauler archetype [provided here](#) a rectified version of his work, that would make the following writing no longer necessary.

In lands overrun by giants, dragons, and other hulking beasts, exist exceptional barbarians who, either by tradition or obligation, excel at bringing low these massive foes. While her enemies' size makes the creatures strong, the titan mauler is even stronger, looting from her fallen foes or crafting weapons that no lesser warrior can lift. While for most people these weapons look more like large hunks of iron, wood, or whatever part of a creature the titan mauler extracted them from, she is able to wield them to crush any foes, as monumental they could be.

Big Game Hunter (Ex)

A titan mauler gains a +1 bonus on attack rolls and a +1 dodge bonus to AC in melee with creatures larger than themselves.

This ability replaces fast movement.

Jotungrip (Ex)

At 2nd level, when a titan mauler is raging, she may use a two-handed melee weapon up to one size larger than herself as an one-handed weapon. It is treated as one-handed for the purposes of damage and feats like Power Attack. Also, if a weapon would normally be too large to use because of inappropriate size, she may still use it two handed. When wielding such weapon, the titan mauler still suffer the normal penalties for wielding inappropriately sized weapons (-2 per size category larger than herself).

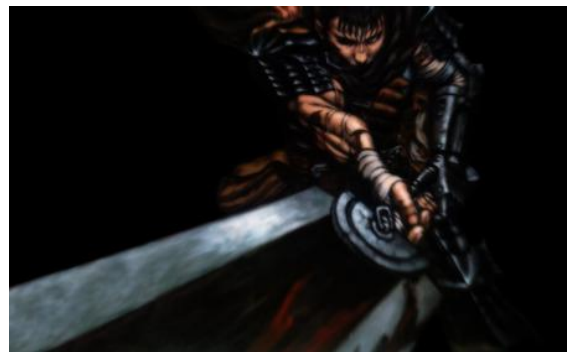
This ability supersedes the rule saying that a creature cannot wield a weapon so big she cannot use it even as a two-handed weapon.

This ability replaces uncanny dodge.

Massive Weapons (Ex)

At 3rd level, a titan mauler becomes skilled in the use of massive weapons looted or crafted from her titanic foes. The attack roll penalty for using weapons too large for her size is reduced by 1, and this reduction increases by 1 for every three levels beyond 3rd (6, 9, 12, 15, 18), to a minimum of -2 when wielding weapons four size categories larger.

She also gains a +1 bonus to damage with weapons that may be wielded two-handed, whether she is using Jotungrip or not. This bonus increases by 1 each five levels later (8, 13, 18), up to +1 to damage per size category (respectively +1 for an appropriately sized weapon, +2 for a weapon one size larger, +3 for a weapon two sizes larger and +4 for a weapon three sizes larger or more).



This ability replaces trap sense.

Evade Reach (Ex)

At 5th level, as a swift action, a titan mauler may choose one creature within her line of sight. Until the end of her turn, that target's reach is treated as if it were 5 feet shorter with respect to reaching the titan mauler, and this reduction increases by 5 feet for every five levels beyond 5th.

This ability replaces improved uncanny dodge.

Rending Fury (Ex)

At 14th level, when the Titan Mauler is raging, she deals double damage whenever she does only one attack during her round. She rolls damage normally, then adds the result to her damage on this attack, before applying any additional bonus dice from special weapon abilities or feats like vital strike. This additional damage is not multiplied on a critical hit.

This ability replaces indomitable will.

Rage Powers: The following rage powers complement the titan mauler archetype: body bludgeon, greater ground breaker, ground breaker, knockback, mighty swing, powerful blow, roused anger, smasher, and strength surge.

Wild Rager

Some barbarians are legendary for their ability to rage and fight with incredibly reckless abandon, even to the eyes of other savage warriors.

Unleashed Rage (Ex)

A wild rager's rage functions as normal like a barbarian's or barbarian archetype's rage, except for the following.

While raging, a wild rager suffers a -4 penalty to AC and benefits from an additional +2 bonus on saves against mind-affecting effects and to Intimidate checks. She is mentally unable to fight defensively, retreat, use the total defense action or use rage powers that increase her AC; but she regains one daily round of rage whenever she puts unconscious or kills a creature with at least half her hit dice. In addition, the wild rager gains a +1 bonus to attack and damage rolls against any creature attacking her, or putting unconscious an ally within 30 feet with at least as much hit dice as herself - this bonus lasts for one round, and does not stack with itself.

Finally, once per day, if the wild rager should be staggered or put unconscious due to negative hit points, she may choose to be blinded instead and rage up to a maximum number of rounds equal to her Charisma modifier (minimum 1); at which point she becomes exhausted, falls unconscious and starts dying as normal.



Wild Fighting (Ex)

At 2nd level, wild ragers often fight with reckless, savage abandon. A wild rager using the full-attack action while raging can make one extra attack per round at her highest base attack bonus. Until the beginning of her next turn, however, she takes a -2 penalty on attack rolls and to AC.

This ability replaces uncanny dodge.

Rage Conversion (Ex)

At 5th level, a wild rager who fails a saving throw against any mind-affecting effect can attempt a single new saving throw at the beginning of her next turn. If the save succeeds, that effect ends and she instead rages and becomes confused for one round.

This ability replaces improved uncanny dodge.

Bard

Sword Dancer

Some artists are masters of the aesthetics of dance in its most classical form. Leaving the study of music itself to

more dedicated bards, and focusing on the finest visual accompaniment of such masterpieces, sword dancers learn to swirl as well on the ballroom than in the heat of combat, where their mastery of movement distracts enemies, and helps the sword dancer reposition allies on the right place at the right time without doing any faux-pas; all the while literally fighting in tandem in a lethal but awe-inspiring acrobatic choreography of clashing metal. More than any other bard, they are the ones leading their dancing partners to their glory... or their bloody demise.

Dancing Agility (Ex)

At 1st level, a sword dancer gains the Agile Maneuvers feat. He adds half his level to Acrobatics checks.

This ability replaces countersong.

Tandem (Ex)

At 2nd level, and every four levels later (6, 10, 14, 18), the sword dancer may choose to learn a teamwork feat for which he meets the prerequisites. The sword dancer may select a combat maneuver feat instead, in which case he uses his level as his base attack bonus and can ignore the Power Attack and Combat Expertise prerequisites of such feats.

A mime may select one feat in place of the benefit normally granted by the versatile performance class feature at 2nd, 6th, 10th, 14th, or 18th level; losing the benefit of this class feature for this level only.

Bardic Performance

A sword dancer receives the following kind of bardic performances :

Takes Two To Tango (Ex): Beginning at 1st level, the sword dancer can begin a performance to direct allies and hinder enemies. As long as he maintains the performance and has a free hand, each round, he may sacrifice one move action to reposition a willing ally into an adjacent square to another adjacent square of his choice; this movement does not provoke attacks of opportunity. At level 5, the sword dancer may also sacrifice his 5-foot step to provide it to an adjacent ally. This 5-foot step is made during the sword dancer's round, and the ally may still take a 5-foot step during his own turn as normal. At level 11, the sword dancer may move both himself and an adjacent willing ally at half his base speed as a move action, as if moving a grappled foe. This movement does not subtract any distance from the ally's movement for the round. At level 11, the sword dancer extends its influence, and can cast a spell with a range of personal on an adjacent creature. At level 17, if both the sword dancer and an ally threaten the same creature, it is treated as flanked against their attacks; also, the sword dancer may now move his partner at his base full speed whenever doing a move action.

Against an unwilling creature, the sword dancer may attempt a grapple check. Any move made as part of maintaining the grapple provokes attacks of opportunity from both the sword dancer and his unwilling partner. As part of maintaining the grapple, the sword dancer may use the drag, bull rush, reposition and trip maneuvers against the grappled target. All these maneuvers are made using the sword dancer's level as his base attack bonus, and do not provoke attacks of opportunity.

At levels 1, 5, 11 and 17, the sword dancer gains a +1 bonus to his CMB and CMD when using this bardic performance. Takes Two To Tango can use audible or visual components. The bard must choose which component to use when starting his performance.

This performance replaces Inspire Courage.

Tactical Choreography (Ex): At 3rd level, the sword dancer can provide tactical insight to his companions as to

optimize their moves and battle prowesses. As a standard action, he may grant to all allies within 30 feet able to perceive his performance one teamwork or combat maneuver feat he possesses. The allies gain this feat as a bonus feat for as long as the sword dancer maintains the performance. All allies must receive the same feat, but do not need to meet the prerequisites of this bonus feat. Changing the bonus feat granted is a swift action.

Choreograph Tactician depends on audible and visual components.

This performance replaces Inspire Competence.

Battle Choreography (Sp): At 9th level, the sword dancer can use his performance to foster two allies with an uncanny coordination in combat. This is a spell-like ability that works as per the *Battlemind Link* spell, except for the following : the sword dancer must select two willing allies within 30 feet. For every three levels a sword dancer attains beyond 9th, he can target one additional ally while using this performance (up to a maximum of four at 18th level). While the sword dancer may affect several allies at the same time with *Battlemind Link*, an ally can only roll twice on a single roll. This is a mind-affecting ability that relies on audible and visual components.

This performance replaces Inspire Greatness.

Irresistible Invitation (Sp): At 15th level, the sword dancer can exhort a creature to accept his hand and dance. As a standard action, with a melee touch attack, the sword dancer can befuddle a creature into dancing straight where it stands. This is a spell-like ability that works as per the *Irresistible Dance* spell (Will save, DC 10 + half the sword dancer level + his Charisma modifier), except that the target dances as long as the sword dancer maintains the performance, and suffers a -2 penalty to Will save against his enchantment spells if it would normally have lustful feelings toward the sword dancer.

This is a mind-affecting ability that relies on audible and visual components.

This performance replaces Inspire Heroics.

Danse Macabre (Su): At 20th level, the sword dancer can force a creature to dance until it dies of exhaustion. Once per day, the sword dancer can choose to inflict 1d4 points of Constitution drain per round to a creature he invited to dance through his Takes Two To Tango or Irresistible Invitation bardic performance.

This performance replaces Deadly Performance.

The following combat style is available to any character, but complement the sword dancer archetype :

Kunmudo Style : Practitioners of the kunmudo style are renowned for their graceful blending of dance, weapons, and unarmed combat. This style is often used by swordsmen or geishas in times of peace as a training and for its artistic value, but the nimbleness of its moves isn't to be taken lightly by any opponent.

Kunmudo Dance

With graceful balance between your body and your weapon, you can avoid attacks at the last second.

Prerequisite: Perform (Dance) 3 ranks, Weapon Focus with a slashing weapon.

Benefit: You gain a +2 bonus on Perform (Dance) checks. While using the Kunmudo style feat, if you have a free hand and wield a weapon for which you possess the Weapon Focus feat, you can spend an immediate action to

make a Perform (Dance) check when an opponent hits you with a melee or ranged attack. You can use the result of this check as your AC or touch AC against that attack. You must be aware of the attack and not flat-footed. If the AC that results from this check is higher than the opposite attack roll, the attack misses.

Kunmudo Strike

Your flowing moves always find the weaknesses to strike true.

Prerequisite: Kunmudo Dance, Perform (Dance) 5 ranks, Weapon Focus with a slashing weapon.

Benefit: You gain a +2 bonus to your CMD against disarm attacks, attempts to sunder your wielded weapons, and effects that cause you to lose your grip on your weapons (such as *grease*) or damage them. While using the Kunmudo Dance feat, whenever you score a critical threat, you can make a Perform (Dance) check in place of the attack roll to confirm the critical hit. If the critical hit is confirmed, you gain a precision bonus to the damage roll equal to your Charisma modifier.

Kunmudo Equilibrium

You are swift and agile as a scarf in the wind, parrying attacks like if you were playing a well-known choreography.

Prerequisite: Combat Reflexes, Kunmudo Dance, Kunmudo Strike, Perform (Dance) 9 ranks, Weapon Focus with a slashing weapon.

Benefit: You gain a +2 bonus to Acrobatics rolls. While using the Kunmudo Dance feat, deflecting an attack with a Perform (Dance) check is made as an attack of opportunity whenever you are hit instead of an immediate action, allowing you as much attempts to deflect attacks as you have attacks of opportunity for the round; though you take a cumulative -2 penalty during your round to each Perform (Dance) check after the first made to parry an attack.

Bateleaur

Some bards are raised in the streets, making their way among the various talents of marvelous fairgrounds, into which they aspire to perform as itinerant artists. Learning every trick to distract various populations with incredible deeds of agility and sleight of hand; or taming savage beasts for the pleasure of the populace, most bateleurs live to gain the gold needed to travel to the next city and perpetuate the tradition. But unforgiving to the fool are the rules on the streets; and when times are harder for artists than the wealthy and blue blood, such gold isn't always honestly earned.

Weapon Proficiency

In addition to their normal proficiencies, bateleurs are proficient with chakrams.

Bateleaur's Adaptation

A bateleur adds half his class levels on Knowledge (Local), Knowledge (Geography), Bluff, Disguise and Linguistics checks.

This ability replaces bardic knowledge.

Golden Hands (Ex)



A bateleur can substitute a Perform (Act, Comedy or Dance) check to his Sleight of Hand checks as long as he has at least one free hand. He can use his bonus in that Perform skill in place of his bonus in the Sleight of Hand skill. When substituting in this way, the bard uses his total Perform skill bonus, including class skill bonus, in place of its Sleight of Hand skill bonus, whether or not he has ranks in that skill or if it is a class skill.

This ability replaces well-versed.

Rogue Talent

At level 4, a bateleur gains a rogue talent, as per the rogue ability of the same name. He gains an additional rogue talent for every four levels of bateleur gained after 4th level (8th, 12th, 16th, 20th).

This rogue talent replaces one of the highest spells known to the bateleur; a bateleur knows one less spell of the highest level he can cast at the time he gains a new rogue talent (so a level 4 or more bateleur would have one less 2nd-level bard spell known than indicated in the table: Bard Spells Known).

Bateleur Talents

In addition, a bateleur adds the following bateleur talents to the list of rogue talents he may choose from :

Animal Companion (Ex): The bateleur gains an animal companion, as a ranger of his bard level. Bard levels aren't treated as ranger levels for the purpose of any animal companion gained through another class. This animal's first trick is always Perform.

A bateleur uses the ranger's list of animals from which he may choose from, to which he adds the bear and ape.

Cheater (Ex): Whenever the bateleur plays a hazard game, he may do a DC 20 Sleight of Hand check to cheat. The bateleur typically rerolls a dice after the result is revealed (slightly pushing the table or blowing), or picks an additional random card during distribution to trade it for another in his hand during the game. In case of doubt, allow a reroll of a random effect of the game. If the opposite player has never been confronted to this kind of cheat, the Sleight of Hand check is made with a +5 bonus; if the player once discovered someone using this kind of cheat and understood the trick, the check is made with a -5 penalty. If used against another character with this talent, the check suffers a -10 total penalty.

A success by 10 points or more lets the player decide of the exact outcome of a random element of the game (picking a specific card or result on a single dice), otherwise this bonus may never make the game impossible to lose for the player but may decide of the game's outcome. Failure by 10 points or more reveals the cheating attempt. A cheater gaining suspiciously too much, often or simply getting caught may suffer a harsh punishment by the population or by local authorities, such simple fact must be acknowledged as a risk when using this talent.

Evasion (Ex): The bateleur gains Evasion, as the rogue class feature of the same name.

Sneaky Performance (Ex): All allies able to perceive a bateleur's performance gain an additional +2 damage against



creatures suffering from a detrimental condition (as per Cheapy's Vicious Opportunist's rogue archetype sneak attack variant); or 1d6 precision damage against flat-footed or flanked creatures (the choice is definitive).

Contingency Disappearance (Ex): The bateleur can take 10 on Stealth checks and use Bluff to create a diversion as a move action. Bluffed creatures cannot see a bateleur who succeeded on his Stealth check. The bluff check takes a -5 penalty per creature able to see the bateleur; the bateleur may also bluff a small crowd by taking a -10 penalty, or a -15 penalty against big crowds.

Uncanny Dodge (Ex): The bateleur gains uncanny dodge, as the rogue class feature of the same name

Advanced Talent

At level 12, then every four levels later, a bateleur may choose a talent from the list of advanced rogue talents instead of a rogue talent.

Bardic Performance

A bateleur receives the following kind of bardic performances :

Fire Breathing (Su) : A bateleur may start a performance as a standard action to breathe fire. Usually, this power is used by getting a hold on a fire source (as a torch, a cigarette or a simple lucifer), setting it ablaze, imbibing a supposed dangerous liquid then expelling it in a fireball. This could be a performer spitting alchemical oil on a torch; a card player sitting at a table and imbibing alcohol from a glass to spit it through his cigar; or simply a magic trick. Such moves are made for the spectacle or to create diversion, as the bateleur does not need access to an inflammable liquid and fire source to perform this action. The bateleur may breathe fire once per round. This is a standard action, or part of the standard action required to start the performance. Maintaining the performance is a free action. This attack is a 15 feet cone dealing 1d4 fire damage per two bateleur levels plus his Charisma modifier, with a Reflex save for half-damage (DC 10 + $\frac{1}{2}$ the bateleur's level + his Charisma modifier). If a creature rolls a 1 on his Reflex save, it catches fire and suffers 1d6 fire damage per round until extinguished.

This performance replaces Inspire Competence.

Maddening Tricks (Su) : As long as the bateleur uses this performance, once per round he may do a Steal or Dirty Trick combat maneuver as a free action as part of a successful melee attack or combat maneuver. His BAB for the purposes of this maneuver is equal to his level. He uses his Charisma modifier instead of his Strength modifier to the roll, and this maneuver does not provoke attacks of opportunity.

This performance replaces Inspire Greatness.

Freak Shower

Some bards, usually solitary misfits with few to none friends and a boiling imagination, discover at a very young age the keys to summon their originally imaginary friend : a creature, as would a dedicated summoner, to help them feel less alone. Unlike their peers, and unlike the spellcasters from which they copycat the power of summoning a powerful ally, such creature called a Prestige is always flamboyant, truly alien-looking and more strange than dangerous - though such judgement would not be wise, as what a prestige lacks in bestiality, it makes up in versatility and ability that could prove more lethal than a thousand bites and claws. Such bards are called freak showers, as the



activity of performing prestiges is always an exotic event praised both by the people and the nobility, and which spawned a scholar movement of thought believing that most creatures considered as incredibly rare or mythological may actually have been, at some time in the past, a Prestige; before the creature being described, told and distorted by each generation as a timeless tale.

Reduced Spellcasting (Su)

A freak shower may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Charisma allows bonus spells of that level.

Prestige

A freak shower's eidolon is more alien and marvelous to behold than usual. The freak shower gains the Extra Evolution feat at levels 2, 5, 10, 15 and 20.

This ability replaces versatile performance, lore master and jack-of-all-trades.

Life Link (Su)

At 2nd level, a freak shower gains the Life Link ability when using the Prestige performance, as per the summoner ability of the same name.

This ability replaces versatile performance.

Broad Spellcasting

In addition, a freak shower's class spell list includes the following :

- 1. Rejuvenate Eidolon, lesser**
- 2. Summon Eidolon**
- 3. Rejuvenate Eidolon, Restore Eidolon**
- 4. Transmogrify**
- 5. Rejuvenate Eidolon, greater**
- 6. Sympathy**

Bardic Performance

A freak shower receives the following kind of bardic performance :

Prestige (Su) : A freak shower is able to start a performance as a standard action to summon and dramatically narrate the supposed deeds of an odd and never-seen yet creature, called a prestige. This creature is similar to an eidolon, but possesses more features than usual, at the cost of reduced ferocity and natural attacks. A Prestige is unique beyond others, and most freak shower take pride in presenting them for the money of the curious without revealing their true magical origin; both by using legends as a starting point to shape their Prestige, and creating new stories on their path as their creature ever changes and becomes subject of many discussions by the population. Chupacabras, demons, mermaids, angels or elephant men are fine examples of prestiges intermingled with legend. Prestige is considered and works in every way as the summoner's eidolon class feature, including for the amount of hit points the prestige possesses when summoned; with the following differences : It gets +2 to his number of skill points at first level. At levels 5, 10, 15 and 20, this bonus increases by +2. A prestige also gets one less attack to his number of Max Attacks at levels 1, 9 and 19. The prestige appears when the performance starts, and vanishes as

soon as the performance ends without it having a rune on the forehead; which feeds a bit more the questionings and incredulous reactions of the spectators when the creature is nowhere to be seen on the backstage where the freak shower performs.

Unlike other bardic performances, you may keep another performance active in addition to this one; you may start a second bardic performance while maintaining prestige. Starting the second performance costs 2 rounds of bardic performance instead of 1. Maintaining both performances costs a total of 3 rounds of bardic performance for each round they are maintained. This does not stack with any other method of maintaining simultaneous bardic performances.

When a prestige is summoned through this ability, he may not be summoned at the same time with a spell.

This performance replaces Inspire Courage.

Nope, you'll not need to be silent when roleplaying this weird character !:)
(**BEWARE** : Starring intensively at the game master may provoke dice throwing and nightmares.)

Mime Artist

Some bards don't rely on music or dance to fascinate crowds. Masters of expressive arts, mimes create all kinds of magical effects by modeling them, warping reality to meet their needs through weird moves and stunning make-believe performances. While not the most inspiring when it comes to soothe combat performances, the influence of a mime is more than often what makes the difference between down, bleeding allies, and a flawless victory.

Weapon and Armor Proficiency

Mimes are not proficient in any armor or shield; unlike bards, mimes are subject to arcane spell failure even when casting in light armor or when using a shield.

Disturbing Acting (Ex)

Beginning at 1st level, a mime artist's weird attitude, moves and looks catch opponents off-guard. When wearing no armor and not using a shield, a mime artist adds 1 point of Charisma bonus (if any) per bard class level to his Dexterity bonus to modify Armor Class. If a mime is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

Expressive Courtesy (Su)

A mime adds half his class level (minimum 1) on Bluff, Diplomacy, Sense Motive and Stealth checks.

This ability replaces bardic knowledge.

Bardic Performance



A mime's bardic performance works as the ability of the same name, with the following exception : treat all bardic performances as relying only on visual performances.

A mime gains the following types of bardic performance:

Protective Expression (Su): A 1st level mime can use his performance to protect his allies (including himself) from attacks and spells, improving their defensive abilities through subtle manipulation of their moves, and the quick interposition of defensive sheets of force. To be affected, an ally must be under 30 feet of the mime. An affected ally receives a +1 deflection bonus on Armor Class, a +1 morale bonus on saving throws and DR 1/magic. At 5th level, and every six bard levels thereafter, these bonuses increase by +1, to a maximum of +4 at 17th level. At 5th level, and every six bard levels thereafter, the mime chooses one of the following kind of weapons that he may now add to the DR provided by the performance in addition to magic : bludgeoning, piercing, slashing.

The kind of damage to defend against must be selected at the beginning of the performance (one at a time). The DR does not stack with any other DR from another source, and only the higher applies at a time.

This performance replaces but is treated as inspire courage for the purposes of feats. Any effect increasing the competence bonus provided by the inspire courage performance may improve or reduce the bonuses provided by a protective expression as normal.

Pastiche Expression (Su): At 1st level, a mime can use performance to influence his surroundings and create magic effects warping space and time to his convenience. To use this ability, the mime typically pretends to interact with an unseen item or obstacle, either close or distant, like a wall, a cord or a flower. Doing so produces diverse effects the mime obtains and may choose from by gaining levels. Casting one of these spells is a spell-like ability which consumes a number of bardic performance rounds equal to the level of the spell -1 (minimum 0), in addition to the round used to maintain the performance. The mime must still provide any eventual costly material component to cast a spell this way.

A mime must be of a high enough level to select one of the following spells, and this choice is definitive. He chooses one spell to cast during this performance at level 1, one more at level 4 and each three levels later, up to 7 different spells usable during this performance at level 19. A mime may also decide to spend a feat to choose an additional Pastiche Expression spell he qualifies for.

1st level (Level 1 spells):

Animate Rope
Hold Portal
Shield
Stumble Gap
Unseen Servant

4th level (Level 2 spells):

Mage Armor
Pilfering Hand
Retrieve Item
Silence

7th level (Level 3 spells):

Control Summoned Creature
Force Punch
Phantom Driver
Phantom Steed



10th level (Level 4 spells):

Emergency Force Sphere

Resilient Sphere

Magic Jar

Wall of Force

13th level (Level 5 spells):

Interposing Hand

Telekinesis

Passwall

Spell Turning

Level 16 (Level 6 spells):

Force Cage

Grasping Hand

Mage's Sword

Walk through Space

Level 19 (Level 6 spells):

Clenched Fist

Dimensional Lock

Screen

Telekinetic Sphere

This performance replaces countersong, suggestion and mass suggestion.

Vanishing Expression (Su): At 9th level, a mime can use performance to disappear in a place and reappear in another, looking like he falls through the ground or downs imaginary stairs, as though casting Dimension Door. Using this ability is a move action which consumes one round of bardic performance, in addition to the round needed to maintain the performance. His caster level for this effect is equal to his bard level. He cannot take other creatures with him when he uses this ability.

This ability works like the Abundant Step monk ability for the purposes of the Dimensional Ability feat.

This performance replaces inspire greatness.

Corporeal Mime Strike (Su)

At 2nd level, a mime can choose one melee or ranged weapon he is proficient with. By spending one round of his daily allotment of bardic performance as a free action, a mime can materialize this weapon during one round. When materializing a weapon in this way, the mime typically pretends to hold the weapon in a common, exaggerated fashion, or as if his arms or fingers were part of the weapon. The weapon is invisible, and only a vague crystalline, shimmering silhouette of it appears when it is used to make an attack.

A melee weapon deals 1d4 + the bard's Charisma modifier damage on a successful hit, or 1d8 + 1–1/2 times the bard's Charisma modifier if the weapon is two-handed (respectively 1d3 and 1d6 for a small creature).

A ranged weapon deals half its base damage dice, uses Charisma instead of Strength for the purposes of composite bows, and materializes unloaded. Basic ammunition specific to the chosen weapon, including powder, is created when the mime reloads this weapon and vanishes if unloaded, though real ammunition may be used with a mimetic weapon. Weapons created this way and thrown reappear in the mime's hand after the attack is resolved. Otherwise,

the weapon has the same properties than the original weapon, including critical range and modifier, special weapon properties, damage type, resistance, hit points, reloading time, misfire range, etc.

The mime is the only one able to wield such a weapon. It vanishes as a free action whenever the mime decides it or at the beginning of his next round, though he may then spend one round of bardic performance as a free action for the weapon to stay into existence.

At level 6, and every four levels later, the mime may choose another weapon he can materialize this way.

At 2nd level, the materialized weapon is treated as having the masterwork quality. At 4th, 6th, 10th, 14th and 18th level, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 18th level.

At 10th level, he can spend three rounds of bardic performance instead to materialize a weapon dealing force damage instead of normal weapon damage.

A mime may select one weapon he is proficient with to materialize in place of the benefit normally granted by the versatile performance class feature at 2nd, 6th, 10th, 14th, or 18th level; losing the benefit of this class feature for this level only.

Silent Understanding (Su)

At 1st level, the mime must take a Vow of Silence, as per the monk Vows. Casting a spell with a verbal component does not count as breaking the vow, but casting any spell dealing sound damage or creating a loud effect is forbidden.

Whenever the mime tries to communicate with a creature, said creature is affected by the effects of a Comprehend Languages spell, which allows it to understand the global meaning of a mime's expressions as if they were words or scriptures. This does not give full insight about the mime's communicated words. If the creature can feel the magic effect, it knows it is harmless.

The mime loses the effects of this ability during 24 hours if he voluntarily breaks his vow.

This ability replaces well-versed.

Reactive Force Field (Su)

At 5th level, the mime is able to naturally sustain force fields to protect himself against attacks. Whenever he maintains a bardic performance, the mime gains a +2 bonus to AC. When attacked or the target of a spell, the mime may overload this force field as an immediate action to either double the bonus to his AC against the next attack, or to apply the bonus to his saving throws against the effects of this spell. When used this way, the force field breaks at the end of the attacker's round, and disappears until next time the mime starts a new bardic performance.

At 10th level, the mime may activate his protective expression as an immediate action when attacked by spending two rounds of bardic performance. Doing so interrupts and stops any other bardic performance that would be in effect at the time if the mime is unable to maintain two performances at once.

This ability replaces lore master and jack of all-trades.

Puppeteer Expression (Su)

A mime of 20th level or higher can use his performance to create an effect equivalent to Dominate Monster, using the bard's level as the caster level. To be affected, the target must be able to see and hear the mime perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the bard's level + the mime's Cha modifier) to negate the effect. If the creature's saving throw succeeds, the target is subject to a Suggestion spell for 1d4 rounds, and the mime cannot use puppeteer expression on that creature again for 24 hours. If a creature's saving throw fails, it is dominated, and follows every visual orders given by the mime as a free action, as if it was a living

puppet. Puppeteer expression is a mind-affecting effect that relies on visual components.

This ability replaces deadly performance.

"Why would I want the game to reflect my real life ?" - Bruunwald, whose life is made of smashing monsters with his holy guitar on top of flaming treasure hoards, while drinking the blood of dragons.

The [Rocker](#), a bard archetype putting the sound to eleven and putting ablaze the concert hall while smashing guys with his instruments !

Rocker

Some bards wish to be more than simple artists, aiming for a dream lifestyle of fame, party and easy money; but while there are as much kinds of rockers than there are of domains of performance, they always know how to impress and make themselves unforgettable.

Weapon Proficiency

Rockers tend to favor heavy weapons with an impressive look, which allow them to shine and stand out in battle. They gain proficiency with greataxes, bastard swords and greatswords; or with one exotic two-handed weapon of their choice.

Toasty

At 1st level, a rocker is naturally impressive, either by fame or by always improving its iconic, emblematic personality; some adopt heavy make-up, a recognizable piece of clothing, inimitable moves during performance, strange piercings, an unique voice, excentric looks and attitude... which helps them getting more and more famous and influence people.

The rocker adds half his class level to Intimidate and Perform checks, and is treated as having the "famous" class feature for the purposes of feats.

This ability replaces Bardic Knowledge.

Metal is Heavy (Ex)

At 2nd level, a rocker's taste for action and thrill allows him to meld weapons and instruments as a single, deadly entity. This ability may be used in two different fashions :

- A rocker may use any instrument as a weapon or a shield he is proficient with. This ability assumes a different shape depending on the instrument used and the way it is wielded.
- A rocker may use any weapon or shield he is proficient with as an instrument. This ability assumes a different shape depending on the weapon used and the



instrument desired.

Refer to the following list to know what kind of weapon you can get from an instrument; and what kind of instrument you can get from a weapon. If you wish to use an instrument that is not listed, refer to the closest-looking one. The rocker may choose one of these at level 2, plus one each 4 levels later (up to 5 mastered instruments-weapons at level 18).

Dance :

Dancing moves = Unarmed strikes, the Rocker gains the Improved Unarmed Strike feat.

Keyboard :

Melodica = Bastard sword or blowgun.

Percussion :

Drum = Light shield or club.

Drumstick = Dagger or Wooden Stake.

String :

Violin = Light shield or club.

Violin bow = Shortsword.

Violoncello = Heavy shield or greatclub.

Violoncello box = Longsword.

Harp = Shortbow.

Bass = Heavy shield or Warhammer.

Guitar/luth = Greataxe, Bastard Sword or Greatsword.

Wind :

Flute = Blowgun or Rapier.

Ocarina = Sap.

Trumpet/Voice = Gain a growl melee touch attack dealing 1d4 + the Rocker's charisma modifier of bludgeoning damage, 20x2. On a critical hit, inflicts deafness for 1 minute (Fort negate, DC 10+1/2 bard level + Cha modifier).

If the instrument is composed of several parts, like a drum with its drumsticks or a violin with his bow, each part must be enhanced separately if the rocker wishes to use them as weapons or shields. Thus, a rocker using a violin's bow as a weapon and the violin as a shield may enhance the bow as a weapon and the violin as a shield, but these enhancements wouldn't apply if he used them the opposite way. Using an instrument as a weapon or shield, when possible, is a decision made at the beginning of the round and lasting until the beginning of the rocker's next round. The rocker needs not to pay several times the masterwork quality for an instrument made of several parts.

A rocker may select one instrument-weapon to master in place of the benefit normally granted by the versatile performance class feature at 2nd, 6th, 10th, 14th, or 18th level; losing the benefit of this class feature for this level only.

Burning Spotlights (Ex)

At 4th level, the rocker gains the Fire Music feat. He does not need to meet the prerequisites of the feat.

Also, whenever he inflicts or creates an effect inflicting sound damage through either a spell or bardic performance, he may add 1 point of fire damage per rocker level; this bonus is reduced as normal if the effect allows a save, and is a



supernatural effect.

Shining Star (Su)

At 9th level, the rocker gains the ability to captivate even more those fascinated by his abilities. This is identical to the shining star ability of the celebrity bard archetype.

This replaces inspire greatness.

Bardic Performance

A rocker gains the following type of bardic performance:

Feuer Frei (Su): At 3rd level, the rocker bard can start a bardic performance as a standard action, allowing him to direct once per round a burst of sonically charged words in a 15-foot cone, as long as he keeps the performance. Using this ability is part of starting a performance, or a standard action when keeping it. This performance deals 1d4 points of sonic damage plus the rocker's level, halved on a successful reflex save (DC 10 + 1/2 the rocker level + the rocker's Charisma modifier).

This performance replaces inspire competence.

Gather Crowd (Ex): At 5th level, the rocker gains the ability to quickly gather a crowd. This is identical to the gather crowd ability of the celebrity bard archetype.

This ability replaces lore master.

Up To Eleven (Su): At 6th level, a rocker can start a performance as a standard action. This performance dramatically increases any sound the rocker emits and seemingly perfects the acoustics, creating an aura of loud music, symphonic and rhythmic effects around the rocker. This aura deals 1d8 sonic damage plus the rocker's Charisma modifier to all enemy creatures within 10 feet at the beginning of the rocker's round, halved on a successful fortitude save (DC 10 + 1/2 the rocker level + the rocker's Charisma modifier). At levels 12 and 18, the aura's size increases by 10 feet.

This performance replaces suggestion and mass suggestion.

Entranced (Ex)

At 10th level, any friendly creature in the rocker's range of his Up to Eleven bardic performance when it is performed gain a +2 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

This ability replaces jack-of-all-trades.

Immortal Fame (Ex)

A rocker of 20th level or higher becomes legends material. The rocker's life expectancy becomes the higher for his race. Should he die, the rocker would come back as a ghost to keep performing, usually in a place of great importance to him; even if no one is present or the place does not exist anymore as it was when the rocker was alive. If slain, the ghost of a rocker returns after 1d4 days as long as at least one living person in the world remembers fondly his performance (or his musical legacy remains in her repertoire).

This ability replaces deadly performance.

Cavalier

People complained that you could not play Miyamoto Musaishi, or the whole kimono and robe wandering killing machine. Oh, and that horse. And mounted archery for a wandering swordsman. And banner.

Pesky class features !

So, here you go ! There comes the [kenshi ronin/errant swordsman](#), a samurai without master, without armor, without bow, without mount, living and dying by the sword. (Or by any nasty critter you thought off, you sick DMs.)

Sky Cavalier

Weapons and Armor Proficiency

Sky cavaliers are proficient with all simple and melee martial weapons, plus crossbows and firearms. They are only

proficient with light armors.

Glider (Ex)

Sky cavaliers do not receive a mount like other cavaliers. Instead, they build or are granted a mechanical glider one size category larger than themselves at the beginning of their career. A glider must be wielded in two hands to be used as a mount and requires fly checks instead of ride checks (a sky cavalier treats her ranks and bonuses in the fly skill as the ride skill for all purposes involving her glider, including class abilities, feats and magic items). When using her glider as a mount, the sky cavalier receives a 30' fly speed as long as she performs a charge beforehand to receive proper momentum, walking a minimum of 5 feet per level of wind force under . 1/day, a sky cavalier may activate a

Kenshi Ronin/Errant Swordsman

Kenshi ronins/errant swordsmen are self-taught warriors wandering the land, sometimes selling their skills at arms or trying to gain the attention of a master through learnt to deflect blows

Weapons and Armor Proficiency

Kenshi ronins are proficient with all simple and melee martial weapons, plus the katana, naginata, wakizashi and the bastard sword. They are not proficient with any armor or shields. This replaces the samurai's weapons and armor proficiencies.

Way Of The Sword (Ex)

At 1st level, the kenshi ronin may improve his swordsmanship by focusing upon his senses and internal energy. This is a free action, and the kenshi ronin may focus for a number of rounds at a time equal to his Wisdom modifier. When focusing this way, the kenshi ronin emanates a deadly aura providing him with a +1 bonus to Intimidation checks. At 5th level, and every five levels thereafter (10th, 15th, 20th), this bonus to Intimidation increases by +1.



In addition, as long as he is focusing, the kenshi ronin grants to one melee weapon (or one end of a double weapon) he currently wields a +1 bonus to damage. At 4th level, he grants instead a +1 bonus to attack and damage. For every four levels beyond 4th (8th, 12th, 16th, 20th), the weapon gains another +1 bonus to attack and damage, to a maximum of +5 at 20th level. Beginning at level 4, the kenshi ronin may sacrifice part of this bonus to emulate the benefits of one of the following weapon properties : agile*, defending, dueling*, guided, keen, ki focus, merciful, mighty cleaving, wounding, speed, vorpal. (*Paizo's *Pathfinder Society Field Guide*) These properties are of extraordinary origin and thus cannot be dispelled or suppressed.

Adding these properties consumes an amount of attack and damage bonus equal to the property's enhancement cost (see Table: Melee Weapon Special Abilities). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. The bonuses and properties granted by this ability are determined when the kenshi ronin starts focusing, and cannot be changed until he releases his attention and focuses again. A kenshi ronin can use this ability once per day at level 1, plus an additional time per day at level 4 and every four

levels later (8th, 12th, 16th, 20th), up to 6 times per day at level 20.

This ability replaces mount.

Overwhelming Resolve (Ex)

This ability acts as a samurai's resolve ability in every way, except that a kenshi ronin may also use this resolve in the following fashion while using way of the sword.

Overwhelming Resolve (Ex): While he is focusing, the kenshi ronin has the ability to spend one use of his resolve to perform an Intimidate check against his enemies as a full-round action, as per the Dazzling Display feat. Enemies suffer a -2 penalty to attack rolls against the kenshi ronin as long as they remain shaken by this ability.

Iron Fist, Velvet Glove (Ex)

At level 5, the kenshi ronin gains the Combat Expertise feat. He treats his Wisdom modifier as his Intelligence modifier for the purposes of qualifying for feats.

At level 14, when the kenshi ronin uses combat expertise, he gains a bonus to melee damage equal to twice his penalty to attack; or 1/1-2 this bonus if he wields a weapon two-handed.

This ability replaces banner and greater banner.

Armorless Combatant (Ex)

At 1st level, a kenshi ronin, often by lack of wealth to buy training gear, is adept at fighting without wearing armor, using his uncanny senses to dodge lethal blows instead. When unarmored and unencumbered, the kenshi ronin adds his Wisdom bonus (if any) to his AC and his CMD. In addition, he gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four kenshi ronin levels thereafter (8th, 12th, 16th, 20th), up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the kenshi ronin is flat-footed. He loses these bonuses if he is immobilized or helpless, he wears any armor, he carries a shield, or a medium or heavy load.

At 4th level, as long as he is threatened by at least two enemies, a kenshi ronin also gains a +1 dodge bonus to AC for each enemy adjacent to him, up to a maximum bonus equal to his Wisdom modifier (minimum 1).

This ability replaces the mounted archer ability.

Uncanny Agility (Ex)

At 1st level, a kenshi ronin gains Dodge as a bonus feat.

He loses the benefits of this feat and all other feats using Dodge as a prerequisite if he loses his Wisdom bonus to AC provided by the armorless combatant class feature.

Kenshi Ronin/Errant Swordsman Order

Most ronins never had the opportunity to become a samurai or knight. Born in a poverty-stricken family, rebelling against the path chosen by their parents, skilled soldiers on a lord's army or heirs of a former nobility; honing their skills from the lowest ranks of society, often with a heirloom weapon or a sword found and kept secret from a negligent, local lord, these warriors are self-taught masters of swordmanship. Known as kenshi ronin, these samurais wander the lands, serving their own code of ideals and following the way of the sword - often to meet a brutal end by

its edge in their quest for strength, notoriety, wealth or recognition. While kenshi ronin are significantly freer to live as they wish, they do not receive the same respect and support that a more dedicated samurai can count on; and are sometimes shunned as bandits, or wandering murderers.

Note that cavaliers can select this order, but they are typically called errant swordsmen instead of kenshi ronins.

Becoming Kenshi Ronin: Being a kenshi ronin is rarely if ever the result of a choice for any samurai; as kenshi ronins tend to never have such opportunity to begin with, and to be given any respect only by virtue of their admirable skill at arms. A kenshi ronin is dedicated to the only thing in life he's able to do best. In exceptional cases, a disillusioned samurai may become a kenshi ronin by using the normal rules of dedicating himself to another order. If a kenshi ronin wishes to dedicate himself to another order, he must do so using the normal rules, but he keeps the kenshi ronin archetype.



Edicts: Kenshi ronins follow their own personal code of ethics and honor. As such, their edicts are extremely flexible and subject to change; but most of them value martial valor and strength. Each kenshi ronin should determine his own edicts, which should include at least three provisions. These edicts are subject to GM approval.

Challenge: Whenever a kenshi ronin declares a challenge, he gains a +1 bonus on critical confirmation checks made against the target of his challenge. If the ronin is the target of a challenge, a smite, a quarry, or similar effect, and he then issues a challenge against that character in return, he also gains a +1 dodge bonus to his AC against attacks made by the target of his challenge. These bonuses increase by +1 for every four class levels the samurai possesses (to a maximum of +5 at 20th level).

Skills: A kenshi ronin adds Knowledge (local) (Int) and Survival (Wis) to his list of class skills.

Order Abilities: A kenshi ronin gains special abilities as he increases in level, exactly as per the ronin order abilities.

Druid

ts a bit like playing Mowgly, if Mowgly was able to talk to animals and send them destroy, burn and pillage the human village he does not like, while assuming the shape of a tigerbear.

(Spoiler = he totally did it in the original, non-Disney version. Well, except the tigerbear part.)

Master of Many Shapes

Some individuals, blessed by the spirits of wild animals or cursed with a lack of affinity with the most mystical aspects of nature, are able to change shape with a gifted easiness. These druids usually hide in the wildest places of nature, sometimes living among other creatures acknowledging them as a member of the pack, even in their original shape. Others live closer to the cities, curious as they feel that their true home may have been among their own kind instead of the pack. These masters of many shapes are able to assume any form whenever needed, gaining an uncanny stealth and versatility against obstacles at the cost of reduced spellcasting abilities and a greater vulnerability to ailments of the wild life.



Weapon and Armor Proficiency

Masters of many shapes are proficient only with the club, dagger, dart, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume when shapeshifting (see below). Masters of many shapes are only proficient with light armors; they still are prohibited to wear metal armors.

Diminished Spellcasting

A master of many shapes may cast one spell less per level and per day. If this puts a number of spells per day to 0, a master of many shapes may only cast a spell of this level if she possesses a high enough Wisdom modifier to get bonus spells of this level.

This ability also replaces orisons, but the master of many shapes may prepare Read Magic and Detect Magic as 1st level spells.

Spontaneous Casting

A druid can channel stored spell energy into shapeshifting spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any spell of the same level or lower through the following list :

- A level 1 spell or more can be used to cast Animal Aspect,
- A level 2 spell or more can be used to cast Greater Animal Aspect,
- A level 3 to 8 spell or more can be used to cast any spell including the words "Shape", "Form", "Physique", "Elemental Body" or "Undead Anatomy" of same level or lower from the wizard/sorcerer spell list,
- Finally, a level 9 spell can be used to cast Shapechange.

Nature Bond (Ex)

A master of many shapes druid must choose a domain as his nature bond. This domain does not provide the druid with any domain spell slot, instead adding the indicated domain spells to her druid spell list.

Shapeshifter (Su)

Beginning at 1st level, a druid gains the ability to turn herself into any small or medium humanoid or animal and back again once per day. This ability functions like the alter self or the beast shape I spell, in which case her options for new forms include all creatures with the animal type; except for the following noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to humanoid/animal or back) is a standard action and does not provoke an attack of opportunity. The form chosen must be that of an humanoid or an animal the druid is familiar with.

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

A druid can use this ability an additional time per day at 4th level and every two levels thereafter, for a total of ten times at 18th level. At 20th level, a druid can use shapeshifter at will. As a druid gains in levels, this ability allows her to take on the form of larger and smaller animals, humanoids, elementals, plants, undeads, magical creatures... and even dragons. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, a master of many shapes can use shapeshifter to reproduce the effects of a 4th level spell including the words "Shape", "Form", "Physique", "Elemental Body" or "Undead Anatomy" from the wizard/sorcerer spell list. Each two levels later (8, 10, 12, 14, 16), a master of many shape can use his shapeshifter ability to reproduce the effects of a spell one level higher including the words "Shape", "Form", "Physique", "Elemental Body" or "Undead Anatomy" from the wizard/sorcerer spell list.

Like the ability gained at first level, the effect of all these spells lasts for 1 hour per druid level, or until she changes back. Changing form (to the appropriate creature or back) is a standard action and does not provoke an attack of opportunity. The form chosen must be that of a creature the druid is familiar with.

This ability replaces Wild Shape.

A Thousand Face (Su)

At 9th level, a master of many shapes gains A Thousand Face, as per the druid ability.

This ability replaces venom immunity.

Dual Shapeshifter

At 13th level, a master of many shapes may be affected by the effects of two polymorph spells at once. This allows a druid to take on a hybrid form of two different creatures with two consecutive uses of her wild shape, by casting a polymorph spell before using her wild shape, or by casting two polymorph spells. Any polymorph effect used this way lasts half the normal duration.

Size bonuses and natural armor bonuses provided by two polymorph effects do not stack. When you assume the shape of two creatures of same size (or two creatures both smaller or bigger than your base shape), only the highest



bonuses and penalties are applied.

If you attempt to assume the form of two totally different creature sizes, like by assuming both the shape of a Large and a Tiny creature, you add together the size bonuses and penalties. To know your final size, consider your base size as 0, and add the size modifiers of both shapes (equal to base size : 0, one step smaller : -1, two steps smaller : -2, one step bigger : +1, two steps bigger : +2, etc.). Your final size is equal to this final modifier; for instance, a medium-sized level 14 master of many shapes assuming the shape of both a Huge (+2) dragon through Form of the Dragon III and a Small (-1) mandragora through Plant Shape I would have a modifier of +1, and become a Large creature, thus gaining the benefits and drawbacks of a dragon's Large size category.

The shapeshifted druid cannot use more natural attacks per round than the higher amount provided by one of the shapes; but she may replace some of these natural attacks by those provided by her other shape. Any modified attack is still treated as a primary or secondary natural weapons according to the shape giving the most natural attacks per round, even if traded with a natural attack that is treated otherwise by the secondary shape.

This ability replaces the druid's ability a thousand face.

Fighter

Braggart

Most fighters tend to avoid unnecessary conflict, relying on their acts and reputation to attest for their true worth. But some of them are not so silent when it comes to recount their deeds. These warriors are known as braggarts. Often loud-mouthed and prompt to defy anyone unfortunate enough to doubt their word; or showing enough presence and scars to make any adventurer shiver at the sight of one, all braggarts have one thing in common : for them, a legend is never better written than with impressive achievements. Because of this, they are willing to take all the risks needed to become part of history – and better, to tell the tale by themselves.

Skills

Bluff (Cha), Diplomacy (Cha), Appraise (Int), Perception (Wis), Perform (Cha) and Sense Motive (Wis) are class skills for a braggart.

Grit (Ex)

A braggart gains the grit class feature like a gunslinger, with the following differences : the grit pool is based on the fighter's Charisma bonus, and regaining grit can be done with any kind of weapon, only with killing blows.

Grit points obtained from this ability don't stack with the grit class feature obtained through braggart levels. Only the higher grit pool applies at a time.



Deeds (Ex)

Braggarts spend grit points to accomplish deeds. Most deeds grant the braggart some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the braggart has at least 1 grit point. The following is the list of base braggart deeds. A braggart can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Braggart (Ex): At 2nd level, the braggart may use the Order of the Cockatrice cavalier's ability of the same name, with the following differences : as long as he has at least 1 grit point, he receives the Dazzling Display feat as a bonus feat. He can spend 1 grit point to use this feat as a standard action and extol his own accomplishments and battle prowess. He does not need a weapon in hand to use this ability. The braggart receives a +2 morale bonus on melee attack rolls made against demoralized targets. If the braggart gets or already has this class feature through cavalier levels, he may instead spend 1 grit point to add his current grit pool amount as a bonus to his intimidate check when using this ability.

Braggart's Luck (Ex): At 2nd level, the braggart gains the formidable ability to turn the tides of battle whenever he needs it the most. When an attack is made against the braggart, he can spend 1 grit point as an immediate action to add his Charisma bonus (if any), up to 1 point per braggart class level, as a luck bonus to his Armor Class against this attack. If this bonus is enough to avoid a blow, the attack fails. Alternatively, the braggart can spend 1 grit point as

an immediate action to add his Charisma bonus (if any), up to 1 point per braggart class level, as a luck bonus to a critical threat confirmation or damage roll.

And Stay Down (Ex): At 2nd level, when he uses a melee weapon to confirm a critical threat, the braggart can choose to give the broken condition to this weapon to add his Charisma modifier as a bonus to the roll. He may also choose to reduce his weapon to 0 HP, effectively destroying it, to add his Charisma modifier to the damage roll. This bonus to damage is multiplied on a critical hit. The braggart must have at least 1 grit point to perform this deed.

Strong Impression (Ex): At 4th level, as long as the braggart has at least 1 grit point, he may use his Charisma modifier instead of his Dexterity modifier for the purposes of determining his Armor Class. This bonus isn't lost when the braggart would be denied his Dexterity bonus to AC, like if caught flat-footed or fighting an invisible opponent. He still loses this bonus if immobilized or if an opponent successfully uses the feint action (see Combat) against him, and any Dexterity penalty (if any) is still added to his AC.

Vicious Headbutt (Ex): At 4th level, the braggart can surprise enemies trying to hinder him through a well-placed headbutt. He can make an attack of opportunity against creatures he threatens that attempt a combat maneuver against him, even if they possess the Improved feat for these maneuvers, or special attacks like Grab. If the creature possesses such feats or abilities, the braggart suffers a -5 penalty to his attack of opportunity. This unarmed attack does not provoke attacks of opportunity, even if the braggart does not have the Improved Unarmed Strike feat. Performing this deed costs 1 grit point.

I Can Do Everything (Ex): At 8th level, once per day, the braggart may choose one feat he qualifies for. During 24 hours, as long as he has at least 1 grit point, he gains the benefits of this feat, as if he choose it when gaining a level; the braggart does not count as having this feat for the purpose of qualifying for a feat gained by leveling. This choice is made at the beginning of the day, after at least 8 hours of rest or meditation and 1 hour of training; these hours do not need to be consecutive.

Here I Come (Ex): At 8th level, a braggart may spend 1 grit point as a swift action to increase his speed by 20 feet for 1 round.

Versatile Fighter (Ex): At 8th level, as long as the braggart has at least 1 grit point, he can apply the effects of any Weapon Focus and Weapon Specialization feats to any other weapon that shares a weapon group with the selected weapon, as per the Weapon Training class feature. This does not apply to Greater Weapon Focus and Greater Weapon Specialization.

Bleeding Wound (Ex): At 12th level, when the braggart hits a living creature with an attack, he can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the braggart's stat modifier used on this attack (usually Strength for melee weapons and Dexterity for ranged weapons). Alternatively, the braggart can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (braggart's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Monster Impaler (Ex): At 12th level, as a full-round action, the braggart may spend 1 grit point to climb an adjacent creature at least one size bigger than himself and attack a weak point with a slashing or piercing weapon. He may prepare this full-round action to climb creatures attacking from reach. To climb the creature, the braggart must beat the creature's CMD with an Acrobatics or Climb check. The braggart suffers a -5 penalty to this check if he does not have at least one free hand. The creature is considered flat-footed against the following attack, and the critical range for this attack is one point higher than normal (applied after any effect increasing critical range, like a keen weapon). The braggart may benefit from the Vital Strike feats during this full-round action. Once the attack is resolved, the creature is impaled on the weapon. While impaled in this way, at the beginning of its turn, it suffers damage equal to

the weapon's damage dice plus the extra damage dice from any weapon's properties. As an immediate action, the braggart can pull the weapon out of his opponent. The opponent can also spend a move action to pull the weapon out. When the weapon comes out, the opponent takes damage as if starting his turn impaled. While impaling an opponent with its weapon, the braggart cannot use it to attack, but may draw another one to keep fighting, needing a new Acrobatics or Climb check each round to not fall. If the braggart holds on the impaled weapon, he gains a +5 bonus to this check and to his CMD against grapple checks to make him fall. When on the creature, a critical hit or a successful grapple check on the braggart pushes him off, in addition making him suffer normal fall damage. If using a bludgeoning weapon, the creature isn't impaled but suffers normal damage and must make a fortitude save or be dazed during 1 round. The DC against this effect is equal to 10 + the braggart's base attack bonus.

Even The Impossible (Ex): At 16th level, a braggart may spend 1 grit point at any time to gain the benefits of a feat for which he meets the prerequisites until the beginning of his next round.

Versatility Master (Ex): At 16th level, as long as the braggart has at least 1 grit point, he can apply the effects of any Greater Weapon Focus and Greater Weapon Specialization feats to any other weapon that shares a weapon group with the selected weapon, as per the Weapon Training class feature.

Braggart's Fortune (Ex): At 16th level, the braggart can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The braggart must take the result of the second roll, even if it is lower. The deed's cost cannot be reduced.

Live Another Day (Ex): At 20th level, whenever the braggart is reduced to 0 or fewer hit points, he can spend all of his remaining grit points (minimum 1) to instead be reduced to 1 hit point.

This ability and the Grit class feature replace the fighter bonus feats gained at levels 2, 4, 10, 14, and 18.

The Bravo, a spadassin using the grit mechanics with its own deeds, to kick asses and take names !

Bravo

Even in braggarts ranks, there are women and men so proud of their uncanny looks and luck that it seems these nimble fighters are under the blessing of some god, whether of war, seduction or alcohol. Proudly or humbly, but never without assurance, these fighters are called bravos.

Weapon and Armor Proficiency

A bravo is not proficient with medium armors, heavy armors and heavy shields (including tower shields). Instead he gains the Weapon Finesse feat at 1st level as a bonus feat. This bonus feat is in addition to the bonus feat a fighter gains at 1st level.

Skills

Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Escape Artist (Dex), Appraise (Int), Knowledge (Local) are class skills for a bravo.

A bravo does not get Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int) and Survival (Wis) as class



skills.

Grit (Ex)

A bravo gains the grit class feature like a gunslinger, with the following differences : the grit pool is based on the fighter's Charisma bonus, and regaining grit can be done with any weapon usable with weapon finesse.

Grit points obtained from this ability don't stack with the grit class feature obtained through gunslinger levels. Only the higher grit pool applies at a time.

Deeds (Ex)

Bravos spend grit points to accomplish deeds. Most deeds grant the bravo some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the bravo has at least 1 grit point. The following is the list of base bravo deeds. A bravo can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Hot-blooded Assault (Ex): At 2nd level, the bravo can perform a charge through allies and difficult terrain. Performing this deed costs 1 grit point. The bravo still suffers the –2 penalty on AC from charging when he performs this deed.

Bravo's Luck (Ex): At 2nd level, the bravo gains the formidable ability to turn the tides of battle whenever he needs it the most. When an attack is made against the bravo, he can spend 1 grit point as an immediate action to add his Charisma bonus (if any), up to 1 point per bravo class level, as a luck bonus to his Armor Class against this attack. If this bonus is enough to avoid a blow, the attack fails. Alternatively, the bravo can spend 1 grit point as an immediate action to add his Charisma bonus (if any), up to 1 point per bravo class level, as a luck bonus to an attack, critical threat confirmation or damage roll. This choice can be made after the roll is made, but before the results are known.

Intimidating Confidence (Ex): At 2nd level, as long as the bravo has at least 1 grit point, he may choose one creature during a surprise round in which he can act and do an Intimidation check against it. If the creature is intimidated, instead of being shaken, it suffers a penalty to its initiative roll equal to the bravo's current grit pool.

Not So Fast (Ex): At 4th level, as long as the bravo has at least 1 grit point, he gains the uncanny dodge rogue class feature.

Agile Blade (Ex): At 4th level, as long as the bravo has at least 1 grit point, he can choose to apply his Dexterity modifier to damage rolls with his weapon in place of his Strength modifier when attacking with a weapon usable with the Weapon Finesse feat.

Come Closer (Ex): At 8th level, as an immediate action, the bravo can spend 1 grit point to deflect an incoming ranged attack, as per the Deflect Arrows feat. As the attack is deflected by the weapon, the braggart does not need to have a free hand and the attack cannot apply effects based on touch, like poison.

Your Guard Is Weak (Ex): At 8th level, a bravo may spend 1 grit point to gain the benefits of the Lunge feat. If he already has this feat, he instead may spend 1 grit point to take no penalty to AC when using it.

Find The Breach (Ex): At 8th level, a bravo may spend 1 grit point as a swift action to reduce the reach of a creature he can see by 5 feet during one round against him.

Bleeding Wound (Ex): At 12th level, when the bravo hits a living creature with an attack, he can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the bravo's stat

modifier used on this attack (usually Strength for melee weapons and Dexterity for ranged weapons). Alternatively, the bravo can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (bravo's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Monster Climber (Ex): At 12th level, as a full-round action, the bravo may spend 1 grit point to climb an adjacent creature at least one size bigger than himself and attack a weak point. He may prepare this full-round action to climb creatures attacking from reach. To climb the creature, the bravo must beat the creature's CMD with an Acrobatics check. The bravo suffers a -5 penalty to this check if he does not have at least one free hand. The creature is considered flat-footed against the following attack, and the critical range for this attack is one point higher than normal (applied after any effect increasing critical range, like a keen weapon). Once the attack is resolved, the bravo must succeed each round with another acrobatics check to remain on the creature, until he decides to get off it or is forced to do so by a successful opposite grapple check or critical hit with a weapon, suffering normal fall damage in addition.

Evasive (Ex): At 16th level, when the bravo has at least 1 grit point, he gains the benefit of the improved uncanny dodge and evasion rogue class features. He uses his fighter level as his rogue level for improved uncanny dodge.

Hit The Weak Point (Ex): At 16th level, the bravo may spend 2 grit points as a standard action to make an attack against a creature's touch armor class.

Bravo's Fortune (Ex): At 16th level, the bravo can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The bravo must take the result of the second roll, even if it is lower. The deed's cost cannot be reduced.

Live Another Day (Ex): At 20th level, whenever the bravo is reduced to 0 or fewer hit points, he can spend all of his remaining grit points (minimum 1) to instead be reduced to 1 hit point.

This ability and the Grit class feature replace the fighter bonus feats gained at levels 2, 4, 10, 14, and 18.

Gloriosus

While many fighters are the subjects of legends and classic tales, even in the ranks of the chosen ones, there are warriors whose prowesses are so amazing that they tend to intermingle myth and history. Such fighter, either gifted by a natural trust in its own abilities, an unsanctioned rashness, or a presumed godly ascendance, is called a gloriosus – a more than often prophetic title. Even though their erratic training deprives them of the forte attained by the most specialized combattants, gloriosuses's deeds make them natural leaders and model veterans in armies or adventurers groups.

Skills

Bluff (Cha), Diplomacy (Cha), Knowledge (local), Knowledge (geography) and Perception (Wis) are class skills for a gloriosus.

Grit (Ex)

A gloriosus gains the grit class feature like a gunslinger, with the following differences : the grit pool is based on the fighter's Charisma bonus, and regaining grit can be done with any weapon.

Grit points obtained from this ability don't stack with the grit class feature obtained through gunslinger levels. Only the



higher grit pool applies at a time.

Deeds (Ex)

Gloriosuses spend grit points to accomplish deeds. Most deeds grant the gloriosus some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the gloriosus has at least 1 grit point. The following is the list of base gloriosus deeds. A gloriosus can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Head First (Ex): At 2nd level, as long as the gloriosus has at least 1 grit point, he can perform a charge as a standard action, and through difficult terrain. The gloriosus suffers only a –1 penalty to AC from charging when he performs this deed.

Gloriosus's Luck (Ex): At 2nd level, the gloriosus gains the formidable ability to turn the tides of battle whenever he needs it the most. When an attack is made against the gloriosus, he can spend 1 grit point as an immediate action to add his Charisma bonus (if any), up to 1 point per gloriosus class level, as a luck bonus to his Armor Class against this attack. If this bonus is enough to avoid a blow, the attack fails. Alternatively, the gloriosus can spend 1 grit point as an immediate action to add his Charisma bonus (if any), up to 1 point per gloriosus class level, as a luck bonus to an attack, critical threat confirmation or damage roll.

Inspiring Presence (Ex): At 2nd level, the gloriosus can spend 1 grit point as a move action or as part of a charge to inspire his companions. Allies within 30 feet of the gloriosus (including himself) are heartened and gain a +1 morale bonus on damage rolls. This bonus increases by 1 at level 5 and each five levels later (up to +5 at level 20), and lasts a number of rounds equal to the gloriosus's Charisma bonus.

Quick-Witted Warrior (Ex): At 4th level, as long as the gloriosus has at least 1 grit point, he may add his Charisma modifier on initiative checks, in addition to his Dexterity modifier.

Legendary Will (Ex): At 4th level, as long as the gloriosus has at least 1 grit point, he can choose to apply his Charisma modifier to Will saves instead of his Wisdom modifier.

Timely Maneuver (Ex): At 8th level, as an immediate action, the gloriosus can spend 1 grit point to do a combat maneuver in which he is untrained without provoking an attack of opportunity, and add his current grit pool to this combat maneuver check.

Daunting Finish (Ex): At 8th level, a gloriosus may spend 1 grit point when he puts a creature down to 0 Hit Points or less to do an intimidation check against all enemies within 30 feet.

Timely Precision (Ex): At 8th level, a gloriosus may spend 1 grit point as a swift action to reroll an attack roll with a –5 penalty. He must choose the result of the second roll, even if it is worse.

Bleeding Wound (Ex): At 12th level, when the gloriosus hits a living creature with an attack, he can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the gloriosus's stat modifier used on this attack (usually Strength for melee weapons and Dexterity for ranged weapons).

Alternatively, the gloriosus can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (gloriosus's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Monster Catcher (Ex): At 12th level, as a full-round action, the gloriosus may spend 1 grit point to climb an adjacent

creature at least one size bigger than himself and attack a weak point. He may prepare this full-round action to climb creatures attacking from reach. To climb the creature, the gloriosus must beat the creature's CMD with a climb check. The gloriosus suffers a -5 penalty to this check if he does not have at least one free hand. The creature is considered flat-footed against the following attack, and the critical range for this attack is one point higher than normal (applied after any effect increasing critical range, like a keen weapon). Once the attack is resolved, the gloriosus and the creature are considered grappled, and he must succeed each round with another climb check to remain on the creature, until he decides to get off it or is forced to do so by a successful opposite grapple check or critical hit with a weapon, suffering normal fall damage in addition.

Legendary Stature (Su): At 16th level, when the gloriosus has at least 1 grit point, once per day he may gain the benefits of one of the following spells : bear's endurance, bull's strength, or cat's grace. His caster level for this ability is equal to his fighter level. This choice is made at the beginning of the day, after at least 8 hours of rest or meditation and 1 hour of training; these hours do not need to be consecutive.

Glorious Finish (Ex): At 16th level, the gloriosus may spend 2 grit points to confirm a critical hit.

Gloriosus's Fortune (Ex): At 16th level, the gloriosus can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The gloriosus must take the result of the second roll, even if it is lower. The deed's cost cannot be reduced.

Live Another Day (Ex): At 20th level, whenever the gloriosus is reduced to 0 or fewer hit points, he can spend all of his remaining grit points (minimum 1) to instead be reduced to 1 hit point.

This ability and the Grit class feature replace the fighter bonus feats gained at levels 2, 4, 10, 14, and 18.

If this one does not almost make you want to play a crossbowman someday, just for the pleasure to Ready/Vital Strike a double crossbow on a wizard casting a spell, then you should be ashamed of yourself.

Crossbowman

Those who wield weapons aren't always hardened warriors. Sometimes pushed to resort to violence against invaders or brigands against which conventional weapons could be useless, most cunning peasants, farmers, and civilians found in the crossbow the perfect weapon to deal against armored foes. Simple, cheap and efficient, the crossbow quickly became a weapon of predilection beyond poor people and dedicated armies to defend against invaders; but rare individuals, named crossbowmen, perfected the use of the crossbow to a deadly art, turning the cheap weapon into a lethal tool able to exploit the weaknesses of any foe within range of bolt.

Weapon and Armor Proficiency

A crossbowman is not proficient with medium and heavy armor.

A crossbowman is proficient only with simple crossbows, plus one exotic crossbow or balista of his choice which he treats as a crossbow.

Piercing Shots (Ex)

At 1st-level, a crossbowman gains the Armor Piercer feat, even if he does not meet the prerequisites.

(Armor Piercer (Combat))

Prerequisites: Point-blank Shot, Precise Shot.

Benefits: When shooting with a crossbow, you ignore a number of points from your target's armor or natural armor bonus equal to your Intelligence modifier, up to half your BAB.)

Iron Curtain Standoff (Ex)

At 3rd level, when a crossbowman makes a full attack with a crossbow, he gains a +1 bonus to AC against melee attacks until the beginning of his next turn. If he readies an action, he gains a +1 bonus to AC against ranged attacks until the beginning of his next turn. These bonuses increase by +1 every four levels after 3rd.

This ability replaces Armor Training 1.

Crossbow Expert (Ex)

At 5th level, a crossbowman adds 1/2 his Dexterity modifier to the damage of crossbows. Each four levels after 5th, he also gains a +1 bonus on damage rolls with crossbows.

This ability replaces Weapon Training 1.

Perforating Shot (Ex)

At 7th level, when a crossbowman attacks with a crossbow during a readied action, he treats his weapon's base damage dice as if the weapon was one size category larger, as per the *enlarge person* spell. The crossbowman may ready attacks normally made as a standard action (as per the Pinpoint Targeting or Focused Shot feats, for example), and may apply the benefits of Vital Strike feats to any attack made during a readied action.

This ability replaces Armor Training 2.

Safe Shot (Ex)

At 9th level, a crossbowman does not provoke attacks of opportunity when making ranged attacks with a crossbow.

This ability replaces Weapon Training 2.

Weak Spotter (Ex)

At 11th level, when a crossbowman attacks with a crossbow during a readied action, he adds his Intelligence modifier (minimum +1) on the damage roll of this attack. If he rolls a critical hit during this attack, he also adds his Intelligence modifier on his confirmation roll.

This ability replaces Armor Training 3.

Surprise Retaliation (Ex)



At 13th level, when a crossbowman is hit while readying an attack with his crossbow, he can redirect this attack and shoot at his attacker as an immediate action. If the crossbowman is able to reload his crossbow as a free action, he may reload his weapon after this attack is resolved and ready another attack with the same conditions.

This ability replaces Weapon Training 3.

Pinpoint Targeting (Ex)

At 15th level, a crossbowman gains Pinpoint Targeting as a bonus feat.

This ability replaces Armor Training 4.

Meteor Shot (Ex)

At 17th level, while readying a crossbow attack, a crossbowman may choose to suffer a –5 penalty to his next attack roll. If the crossbow hits, it inflicts damage normally and the target is subject to a bull rush or a trip maneuver using the attack roll as the combat maneuver check. The crossbowman must decide which maneuver to attempt before making his attack roll.

This ability replaces Weapon Training 4.

Penetrating Shot (Ex)

At 19th level, when a crossbowman confirms a critical hit with a crossbow, the bolt pierces the target and can strike another creature in line behind it. The crossbowman must be able to trace a line starting at his space and passing through both targets to make this additional attack. The secondary attack is made at a –4 penalty, in addition to any modifiers for added range. If this attack is also a critical hit, the bolt can continue to hit another target, but the penalties stack.

This ability replaces Armor Mastery.

Weapon Mastery (Ex)

A crossbowman must choose a type of crossbow for his Weapon Mastery class feature.

Thunderstriker

Strapped [Shield](#) (Ex)

At 3rd level, a thunderstriker takes no [penalty](#) on [attack rolls](#) when using a weapon in two hands while wearing a buckler. He may decide at the beginning of his [round](#) to take a -2 [penalty](#) to all [attack rolls](#) to keep the [shield bonus](#) to AC provided by his buckler; this [penalty](#) lasts for one [round](#).

This ability replaces armor training 1.

Hardbuckler (Ex)

At 7th level, a thunderstriker may make [shield](#) bash attacks with a buckler as if it were a [light shield](#). This allows a thunderstriker to use [two-weapon fighting](#) with a two-handed weapon and his buckler.

This ability replaces armor training 2.

Knockback Smash (Ex)

At 11th level, when a thunderstriker uses his buckler to attack, he gains a bonus equal to the [enhancement bonus](#) of the buckler on both attack and damage rolls.

This ability replaces armor training 3.

Hammer and Anvil (Ex)

At 13th level, when a thunderstriker uses a buckler as his off-hand weapon, he suffers only half the normal penalties for [two-weapon fighting](#).

This ability replaces weapon training 3.

Buckler Defense (Ex)

At 15th level, when wielding a buckler, a thunderstriker may fight defensively with a -2 [penalty](#) instead of the normal -4 [penalty](#) for fighting defensively.

This ability replaces armor training 4.

Balanced Bashing (Ex)

At 17th level, a thunderstriker no longer suffers [two-weapon fighting](#) penalties on [attack rolls](#) made using a buckler as his off-hand weapon.

This ability replaces weapon training 4.

Improved Buckler Defense (Ex)

At 19th level, a thunderstriker needs not suffer a -2 [penalty](#) to [attack rolls](#) to retain his [shield bonus](#) to AC from a buckler, even when fighting with a weapon in two hands.

This ability replaces armor mastery.

Gunslinger

Please behold, ladies and gentleman : towering under her heavy armor and shield, firing highly

dangerous weapons point-blank, and even *reloading her weapons like the goddamn Terminator*, the...

Gun Tank

Those who once met a gunslinger, either by some hazard of life or because they wished to behold one's deeds, could swear that all people of their kind are fiery, blazing tornadoes, cold sharpshooters, wannabee legends, or a combination of these traits; but even on the ranks of people having witnessed the deeds of a gunslinger, few had the chance to meet the most unusual, and the most frightening of these firearms users. Like living armors showering the battlefield with lead, thunder and smoke, gun tanks are the few who use and modify their armor to protect themselves from both traditional weapons and gunfire. These gunslingers trundle into battle with barrels blazing, dealing out punishment with their firearms while knowing few can penetrate their hard protective shells.

Weapons and Armor Proficiency

A gun tank is proficient with all armors and shields, including tower shields. She is proficient only with her shields as martial weapons, firearms with the scatter special property, and firearm siege engines. She must take Exotic Weapon Proficiency (firearm) to gain proficiency with all others one-handed and two-handed firearms.



Gunsmith

At 1st level, a gunslinger must choose a blunderbuss or dragon pistol. This ability is otherwise identical to the gunslinger's gunsmith first level ability.

Deeds

A gun tank swaps a pair of deeds for the following. The new deed descriptions include information on which deeds from the gunslinger class feature these new deeds replace.

Gun Tank's Resolve (Ex)

At 1st level, the gun tank can shrug off the most serious of attacks. When the gun tank is wearing medium or heavy armor and is subject to a critical hit or sneak attack, she can spend 1 grit point as an immediate action to attempt to negate the critical hit or sneak attack damage. At 1st level, she has a 25% chance of doing so. At 10th level, the chance increases to 50%. At 15th level, the chance increases to 75%. While a gun tank's resolve does not stack with the fortification armor special ability, it does work in concert with that armor special ability or similar effects, so a gun tank can use this ability even after an ongoing effect has failed to negate the critical hit or sneak attack damage.

This deed replaces the gunslinger's Dodge deed.

Wall Of Lead (Ex)

At 1st level, the gun tank can use modified grape shot on her weapons with the scatter weapon quality to reach farther enemies. When doing an attack with a scattering shot, the gun tank may increase the scatter range of her firearm by 5 feet, suffering a cumulative -2 penalty to attack and increasing the misfire range of her firearm by 2. Performing this deed costs 1 grit point per 5 feet of range added to the scattering shot.

This deed replaces the gunslinger's deadeye deed.

Black Teeth (Ex)

At 1st level, the gun tank already masters an efficient technique to reload a firearm while protecting herself behind a shield; because the most usual trick for a gun tank is to use her teeth to hold and manipulate reloading tools, they are commonly described as having a row of teeth darkened, and threadbared by powder and burnt residues. As long as she has at least 1 grit point, the gun tank may reload a one-handed firearm without a free hand while holding a shield. This deed does not change the firearm's reloading time.

This deed replaces the gunslinger's quick clear deed.

Flip-Cocking (Ex)

At 3rd level, the gun tank improves her technique to reload a firearm while protecting herself behind a shield. She may add a mechanism containing the needed quantity of powder and ammunition for one shot to any two-handed firearm, allowing her to reload the weapon with a quick counterclockwise rotation called a flip-cock, and fire it with a strong grip. As long as she has at least 1 grit point, the gun tank may reload a two-handed firearm without a free hand while holding a shield, and may shoot an appropriately sized two-handed firearm with one-hand by suffering a -2 penalty to attack, in addition to any other penalty (like from using the wall of lead deed, or by wielding a tower shield). This deed does not change the firearm's reloading time.

This deed replaces the pistol-whip deed.

Shrapnel (Ex)

At 3rd level, the gun tank is able to easily shred to bits any group of opponents thanks to her skills with scattering firearms. When she attacks with a scattering shot, the gun tank can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses with the attack, she grazes the targets, dealing half the extra damage anyway. She must choose to spend the grit point before she makes the attack roll. This is precision damage and is not multiplied if the attack is a critical hit. This precision damage increases to 2d6 at 7th level, to 3d6 at 11th level, to 4d6 at 15th level, and to 5d6 at 19th level. If using a Dragon's Breath cartridge, the weapon misfires only if the gun tank rolls a number of 1s on its d6s equal to 1 + the number of extra damage dice. This precision damage stacks with sneak attack and other forms of precision damage.

This deed replaces the gunslinger's initiative deed.

Aim For The Head (Ex)

At 7th level, as long as she possesses at least one grit point in her pool, the gun tank can take careful aim and pool all of her attack potential into a single, deadly shot. Whenever she does a single attack during the round with a firearm that possesses the ability to do scattering shots, she treats her firearm's base damage dice as two size categories larger (as per the Improved Natural Attack feat).

This deed replaces the dead shot deed.

Thundering Terror (Ex)

At 7th level, a gun tank can spend 1 grit point as a standard action to purposely shoot in the air with a scattering shot. When she does, all creatures under 30 feet become shaken until the beginning of her next round. The DC of the Will

save against this effect is equal to $10 + \frac{1}{2}$ the gunslinger's level + the gunslinger's Wisdom modifier. Thundering Terror is a mind-affecting fear effect, and it relies on audible and visual components.

This deed replaces the startling shot deed.

Precise Scatter (Ex)

At 7th level, a gun tank with at least 1 grit point can apply damage increasing feats like Deadly Aim to the damage of her scattering shots.

This deed replaces the targeting deed.

Gun Tank's Resilience (Ex)

At 15th level, when the gun tank has at least 1 grit point and makes a successful Fortitude saving throw against an attack that would deal half damage or have a partial effect, she takes no damage or other effects from that attack. Furthermore, she gains a +2 bonus on all saving throws against fear and mind-affecting effects.

This deed replaces the evasive deed.

Bullet Deflection (Ex)

A gun tank is adept at modifying, and using her armor and shield to stop firearm attacks. Starting at 2nd level, whenever she is wearing armor, the armor check penalty is reduced by 1 (to a minimum of 0) and the maximum Dexterity bonus allowed by her armor increases by 1. The maximum dexterity bonus allowed by a gun tank's tower shield also increases by 1. Every four levels thereafter (6th, 10th, and 14th), the bonus increases by 1, to a maximum of a –4 reduction of the armor check penalty and a +4 increase to the maximum Dexterity bonus allowed. This ability does not stack with the fighter's Armor Training class ability. If the gun tank has both class features, she takes the most advantageous benefit of the two class features.

In addition, the gun tank may add half her armor's bonus plus the armor's enhancement bonus (if any) as a deflection bonus to her touch AC against any splash weapon (including the alchemist's bomb class ability; Advanced Player's Guide 28) or non-siege firearm. This ability has no effect on spells, spell-like abilities, or supernatural abilities that make a touch attack.

This ability replaces nimble.

Shotgun Training (Ex)

Starting at 5th level, a gun tank increases her skill with firearms doing scattering shots. She gains a bonus on damage rolls equal to her Dexterity modifier with these firearms. Within a gun tank's hands, a blunderbuss has a scattering range of 20 feet instead of 15, and a critical range of 20x3. If using alchemical cartridges or if her weapon explodes, the reflex save to reduce damage from the explosion radius increases by 1. Every four levels thereafter (9th, 13th, and 17th), the reflex save increases by +1. At 13th level, a gun tank's misfire range on her scattering weapons is reduced by 2.

This replaces gun training 1, 2, 3, and 4.

Oh, how I wish the system could allow me to become the epitome of sword-and-pistol fighting ! ...

Pistol Spade

Most gunslingers take pride in becoming the best triggers of their country. Shooting at a reasonable distance of danger is also for them the best way to stay alive long enough for bards to tell their legend. Some gunslingers, on the other hand, believe that legends don't write themselves by hiding behind an attitude, and become dashing tornadoes wielding pistols and swords to go toe to toe against their foes. These gunslingers are called pistol spades. While they lack the flexibility and security of their peers, their skill at shooting at close range is feared by all, and their swordplay is only second to their brashness when it comes to seduce ladies and fluster enemies.



Weapon Proficiency

A pistol spade only gains proficiency with simple weapons, one-handed firearms, one-handed martial weapons and whips. She must take Exotic Weapon Proficiency (firearm) to gain proficiency with two-handed firearms and firearm siege engines.

Gunsmith

A pistol spade must take a pistol when she chooses a battered firearm at 1st level.

Grit (Ex)

A pistol spade is a force to be reckoned with. Instead of using her Wisdom to determine the number of grit points she gains at the start of each day, she uses Charisma. This ability works in all other ways like the Gunslinger's grit class feature.

Furthermore, when the pistol spade rolls a 20 or lands a killing blow with any melee weapon she is proficient with, she regains grit as if using a firearm; she also regains grit from firearms the same way.

Deeds

A pistol spade swaps or changes several deeds for the following.

Couldn't-Care-Less (Ex)

At 1st level, the pistol spade is already adept at using one-handed firearms in melee against every odds. Once per combat as a swift action, the pistol spade can choose one target within sight against which she will not provoke attacks of opportunity when shooting or reloading a firearm. This effect remains until the target is dead or the fight is over. If needed, she can spend 1 grit point as a free action to choose another target against which she will not provoke when shooting or reloading a firearm during one round.

Furthermore, she does not suffer any penalty to attack or damage for using a broken firearm; the misfire range still increases as normal and the weapon can explode. This deed works as long as the pistol spade has at least one grit point left.

This deed replaces the deadeye deed.

Please Don't Interrupt Me (Ex)

At 1st level, the pistol spade is able to avoid attacks with an uncanny luck and to retaliate against those who offended her. When an attack is made against the gunslinger, she can spend 1 grit point as an immediate action to gain a +1 luck bonus to AC against the triggering attack and perform an attack of opportunity with a ranged or melee weapon against the enemy once the triggering attack is resolved. This riposte is made at their best BAB with a -5 penalty to attack. The gunslinger can only perform this deed while wearing light or no armor, and while carrying no more than a light load.

This deed replaces the gunslinger's dodge deed.

Come Closer (Ex)

At 7th level, the gunslinger can dare an enemy using ranged weapons to come and fight. As long as the gunslinger is wielding a melee weapon, she can spend 1 grit point as a free action when she would normally be hit with an attack from a ranged weapon to deflect it so that she takes no damage from it. The gunslinger must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack does not count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects cannot be deflected. The cost of using this deed cannot be reduced with the Signature Deed feat, the true grit class feature, or any similar effect.

This deed replaces the startling shot deed.

Blazing Assault (Ex)

At 11th level, the gunslinger can quickly close distance with a foe by showering it under a hail of bullets, finishing with a mortal blow. The gunslinger can spend 1 grit point to shoot with her firearm during a charge and finish with a melee attack. She can draw a single melee weapon at any time as part of the charge. During a blazing assault, the gunslinger can shoot her firearm each time she moves at least 10' in a straight line, up to a maximum of attacks equal to her firearm capacity or her normal full-attack limit with her main weapon, whichever comes first. Thus, a gunslinger moving 20' could for example shoot two times, once with a pistol which she drops when she reaches 10', and a second time with another pistol drawn as a free action with the Quick Draw feat when reaching 20'. This charge and these attacks provoke as normal. The final melee attack is made as an off-hand attack, at full BAB. While charging this way, instead of the normal bonuses and penalties of a charge, the gunslinger takes a -2 penalty to all firearm attacks, in top of the normal two-weapon fighting penalties and any applicable penalties like Rapid Shot, cover, firing two barrels at once, etc. Charging gives the gunslinger a -2 penalty to AC. Because of the shock, anyone hit by a firearm attack made with this deed suffers a cumulative -1 penalty to AC against the gunslinger's final melee attack, and on attacks of opportunity made against the gunslinger until the end of her round.

This deed replaces the lightning reload deed.

Sword and Pistol Training (Ex)

Starting at 5th level, a pistol spade increases her skill with one-handed firearms and melee weapons. She gains a +1 bonus to melee attacks when holding a one-handed firearm. She also gets a bonus on one-handed firearm damage rolls equal to her Dexterity modifier. Every four levels thereafter (9th, 13th, and 17th), the bonus on attack and damage rolls increases by +1. At level 13, she can use the full critical range of her melee weapons for regaining grit, and the misfire penalty of one-handed firearms increases by 2 instead of 4.

This ability replaces firearm training.

(Suggested feats : Two-Weapon Fighting, Opening Volley, Weapon Finesse, Point Blank Shot, Quick Draw, Snap Shot tree.)

Magus

Glyph Scholar

Glyphs are visual sceals, representative of the magic energy present in every element, creature or object, and which hold the power to



unleash the magical energies for anyone skilled enough to use them. Some maguses are trained in the recognition and use of glyphs, witting – or carving – them into their flesh to harness quickly on their power. And while such maguses are called glyph scholars, forgoing any weapon training, it would be a mistake to reduce them as simple bookworms, as they are able to use the power of scriptures as true weapons.

Diminished Spellcasting

Glyph scholars may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Weapon Proficiency

A glyph scholar uses the magic of glyphs and scriptures as weapons and as a mean of protection. As such, he is proficient only with simple weapons and light armors.

This replaces the normal magus weapon and armor proficiency feature.

Glyphs (Su)

At 1st level, a glyph scholar begins the study of glyphs, eldritch depictions of the true nature of any item similar to what true names are to outsiders. A glyph scholar studies spells like a magus, but uses arcane tattoos or scarifications to shape his flesh into a spellbook. While a glyph scholar possesses a spellbook on its own, he may write an amount of spell levels equal to his level + his Intelligence modifier onto his body as esoteric glyphs. The magus does not need to see the glyphs when preparing his spells for the day, as he senses their energetic presence on his body; this works as per the Spell Mastery feat. Writing a spell on his body follows the same rules as writing a spell into a spellbook; and any spells removed from the body are simply erased during the process of writing another spell. Deciphering a specific spell from the glyphs on a glyph scholar's body requires a Spellcraft check with a DC equal to 20 + twice the level of the spell.

As a result of this uncanny knowledge in magical writings and drawings, a glyph scholar gains the Scribe Scroll feat as a bonus feat at first level.

A glyph scholar is also able to extract the essence of an item, and to summon it whenever needed. By spending 1 point from his arcane pool as a free action, the glyph scholar may then summon and dismiss during one minute an item whose essence was learnt, or absorbed and turned into a glyph. A glyph scholar begins play by knowing 1 non-magical weapon or shield at level 1, then learns a new one at levels 5, 10, 15 and 20 (at which point he may select a magus arcana instead of gaining a new known glyph slot). At the beginning of the day, when preparing his spells, the magus may « prepare » this item by engraving the corresponding glyph onto one of his shoulders up to his hand; he may then summon this item in the corresponding hand by spending points from his arcane pool. As this summoned object represents the finest quality ever achievable with such an item, it is treated as having the masterwork quality whenever possible. This item vanishes instantly after being released (enough to execute a single thrown attack roll), requiring the magus to spend another point from his arcane pool to recover a new copy of this item if he loses grip on it.

As glyphs are intimately tied to his powers, a glyph scholar possesses an uncanny understanding of their nature, and is proficient with any item summoned through a glyph. A ranged weapon produces its own masterwork projectiles at the time of reloading, unless the magus decides to use ammunition of his own. These projectiles disappear once they hit or are unloaded.

Finally, a glyph scholar may choose to replace a known glyph by the essence of any other specific item (or a stock of

50 projectiles) of his choice, including magic items. Doing so requires a 8 hours ritual, at which point the item turns to ashes assuming the shape of a magic glyph which permeates the magus's skin. A summoned item works as normal; as such, the glyph of an item with limited uses (like a scroll) disappears once the item (or the stock of projectiles) is fully expended, a broken item would be summoned as such, and a destroyed one disappears. If this essence is expanded or disappears, it is replaced by the glyph which occupied this slot. Removing it voluntarily requires another 8 hours ritual, which summons the item in the shape it was last seen.

Most intelligent items would attempt to exert dominance upon the magus if he tried to turn them into glyphs, in which case they gain a +4 bonus to their ego score. Even as a glyph, an intelligent item automatically integrates the magus's body to supersede one of his known glyphs. An intelligent glyph shares his soul with the magus, and cannot be erased or replaced without providing a new body deemed worthy enough by the intelligent item.

This ability replaces cantrips, fighter training, and modifies the spellbook ability, but the glyph scholar gains the detect magic and read magic cantrips and places them in his spellbook. He can cast either of these as 1st-level spells.

Sharp Scriptures (Ex)

A glyph scholar is proficient with any specific weapon or shield he currently holds the essence of as one of his glyphs (see the glyphs class feature). In addition, the glyph scholar gains the Scroll Blade and the Scroll Shield class features, as per the *scrollmaster* wizard archetype; but the enhancement bonuses provided by such scrolls depends on the highest spell level on the scroll, and isn't based only on wizard spells. Finally, light and heavy shields summoned from a glyph do not impose the normal arcane spell failure chance to the magus.

Glyph Scholar Arcanas

At 3rd level, and later on, a glyph scholar may select one of the following abilities in place of a magus arcana :

Cunning Glyphs (Su)

The glyphs used by the glyph scholar are able to recognize similar auras and summon them whenever needed. Any glyph used by the glyph scholar does not disappear if the associated item has been destroyed or expanded, as long as the magus possesses on his person an identical item. For instance, a magus summoning a scroll of Shocking Grasp (caster level 5) and expanding it, could keep on summoning any other scroll of Shocking Grasp (caster level 5) he currently transports.

Glyph Crafting (Sp)

The glyph scholar may summon a lasting copy of one of his known glyphs by expanding the normal crafting price of such item.

Glyph Studies (Su)

The glyph scholar may expand 1 point from his arcane pool to cast an arcane spell from a scroll, as if the spell was on his class spell list. He may also spend 2 points from his arcane pool to cast a divine spell from a scroll, as if the spell was on his class spell list. He must still do a corresponding Use Magic Device check, losing the arcane pool points even in case of failure.

Metaglyphs (Su)

Prerequisite : Magus level 6, two known glyphs.

The glyph scholar is able to associate the magic energies of two known glyphs onto a single shoulder. A metaglyph expands two slots of known glyphs. He may summon/dismiss any of them as a free action during the minute they are summoned, for example allowing him to alternate attacks with two different weapons; or attack normally with a weapon then summon a shield in the same hand to protect himself at the end of his round.

Quick Summon (Su)

The glyph scholar may summon an item as an immediate action. Any weapon summoned and thrown teleports itself in the magus's hand immediately after the attack is resolved, allowing a magus to throw weapons with an uncanny speed. If a summoned weapon is forcefully removed from the magus's hand or catch on the fly, as per the disarm combat maneuver, the magus must spend 1 arcane point as a swift action to recover his weapon, or 2 points if the weapon is held by someone unwilling to let the weapon loose.

Scroll Mastery (Ex)

Whenever the magus uses a scroll, he calculates the DC for any spell it contains using his own appropriate mental stat modifiers, instead of the minimum modifier needed to cast a spell of that level.

Scroll Wielder (Ex)

The magus can activate a scroll in place of casting a spell when using spell combat. Such scroll keeps its properties until the end of the round, at which point it is consumed.

Magus Arcana: The following magus arcana complement the glyph scholar archetype, in addition to the magus arcana accessible to the glyph scholar: accurate strike, arcane edge, precise prowess, reflection, spell shield, spell blending.

Gunmage

Adepts of both black powder and explosive magic, some magi aren't content with the patience and risks involved in becoming spellslingers. Such magi favoring versatility with guns and martial prowess over arcane knowledge are called gunmages, and channel spells through their pistols.

Weapon Proficiency

A gunmage only gains proficiency with one-handed firearms.

Gunsmith

At 1st level, a gunmage gains the Gunsmithing feat as a bonus feat. He also gains a battered weapon identical to the one gained by the Gunslinger; this weapon must be a pistol.



This ability replaces cantrips, but the gunmage gains the detect magic and read magic cantrips and places them in his spellbook. He can cast either of these as 1st-level spells.

Firearm Caster

A gunmage adds the following list of spells to his class spell list. He must still select or discover them as normal before adding them to his spellbook :

1st-Level Spells

Peacebond
Abundant Ammunition
Air Bubble
Weaken Powder

2nd-Level Spells

Bullet Shield
Magic Siege Engine
Ricochet Shot
Destabilize Powder
Recoil Fire
Stabilize Powder
Thunder Fire

3rd-Level Spells

Flash Fire
Touch Injection

4th-Level Spells

Named Bullet
Hostile Juxtaposition

5th-Level Spells

Greater Magic Siege Engine

6th-Level Spells

Greater Named Bullet
Greater Hostile Juxtaposition

Ranged Spell Combat (Ex)

At 1st level, a magus learns to cast spells and wield his firearm at the same time. This functions much like two-weapon fighting, but the light off-hand weapon is a spell that is being cast. To use this ability, the magus must have one hand free (even if the spell being cast does not have somatic components), while wielding a pistol in the other hand. As a full-round action, he can make all of his attacks with his ranged weapon at a –2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A magus can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

This ability replaces spell combat.

Bullet Bond

At 1st level, a gunmage chooses whether he wishes to later bond with the battered firearm he gains at first level or not. If he decides to do so, he follows the rules of the bladebound magus, using his firearm instead of a one-handed melee weapon as his black blade; if he does not choose to do so, he does not suffer any drawbacks nor benefits of the bladebound archetype.

Ranged Spellstrike (Su)

At 2nd level, a gunmage can use spellstrike to cast a single-target touch attack ranged spell and deliver it through a ranged firearm attack. Even if the spell can normally affect multiple targets, only a single missile, ray, or effect accompanies the attack. At 9th level, a gunmage using a multiple-target spell with this ability may deliver one ray or line of effect with each attack when using a full-attack action, up to the maximum allowed by the spell (in the case of ray effects). Any effects not used in the round the spell is cast are lost.

This ability replaces spellstrike and the magus arcana gained at 9th level.

Gunmage Arcana

At 3rd level, and later on, a gunmage may select one of the following abilities in place of a magus arcana :

Snap Draw (Su)

As an immediate action, the gunmage may spend two arcane points to gain a +4 Insight bonus to his Initiative roll and teleport a firearm sheathed on himself.

Acrobatic Mage (Su)

As a swift action, the gunmage may spend one arcane point to get up from prone position without provoking attacks of opportunity or gain a +5 bonus to acrobatics checks during one round.

Expendable Gun (Su)

Prerequisite : Must not have established a Bullet Bond with an intelligent firearm.

As an immediate action, by spending one point from his arcane pool, the gunmage may give the broken condition to his firearm to confirm a critical shot.

Shotgun Opera (Su)

Prerequisite : Magus level 9

As a standard action, by spending one arcane point, the gunmage may channel a spell that requires a touch attack through the scatter special attack of a pistol with the scatter quality. This attack deals normal damage and in addition, the spell affects all creatures in the cone that are hit by the scatter attack as if they were all hit by the spell. If the spell requires a ranged touch attack and fires multiple rays, each target can only be affected by one ray, up to the maximum allowed by the spell. If the spell requires a melee touch attack, a successful reflex saving throw (DC 10 + $\frac{1}{2}$ the gunmage's level + his Intelligence modifier) halves the damage suffered, but the spell is resolved as normal, including additional saving throws or effects. The misfire range of the pistol increases by 1 per level of the spell cast for the purposes of this attack.

Bullet Shower (Su) :

Prerequisite : Magus level 12

As a full-round action, by spending two arcane point, the gunmage may do one attack at his full attack bonus against all creatures in the first range increment of his firearm. He must still be able to reload his weapon as normal.

Reach Spells (Ex)

At 4th level, a gunmage gains the Reach Spell metamagic feat.

In addition, he may apply this feat to any spell he prepares in the morning without increasing the level of the spell, by spending an amount of arcane points equal to the level of the spell (after application of any effect increasing the level of the spell, if necessary).

This ability replaces spell recall.

Pistol Training (Ex)

At 7th level, the gunmage gains a bonus on one-handed firearms damage rolls equal to his Dexterity modifier, and when he misfires with a one-handed firearm, the misfire value increases by 2 instead of 4. At 13th level, a gunmage never misfires with a one-handed firearm.

This ability replaces medium armor and heavy armor.

Magus Arcana: The following magus arcana complement the gunmage archetype, in addition to the gunmage specific arcanas: accurate strike, arcane edge, lingering pain, lucky strike, precise prowess, spell shield.

Mageochist

Magic can be a dangerous and intoxicating energy. Some spellcasters learn it the hard way by slowly becoming drunk with sheer arcane power, that they unleash in the most dramatic and destructive fashion without any consideration to their own well-being. Such spellcasters are mageochists, weird magi thriving into the pleasure of arcane burns and shows of power. Mageochists always lack the dedication needed to improve their arcane knowledge up to a wizard's; but they make up for this by a natural selection which leads only the toughest to blend two-handed weapons with evocation spells in a deadly, explosive martial art.

Eldritch Grip (Ex)

A mageochist may treat one hand as free for the purposes of casting a spell while using a weapon wielded in two hands. By doing so, the magus takes a cumulative -1 penalty to concentration checks by level of the spell cast. This allows him to cast a spell and full-attack with the benefits of a two-handed weapon in the same round.

Explosive Spellstrike (Ex)

At 2nd level, whenever a magus casts a spell with an instantaneous duration that deals damage in an area of effect from the magus spell list (like *burning hands* or *fireball*), he can deliver the spell through any weapon he is wielding in two hands as part of a melee attack. Instead of selecting the spell's area of effect as normal, a magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If this melee attack hits, it deals normal damage and the



spell is cast with an area of effect centered on the magus; the creature hit takes a -2 penalty to the saving throw made to suffer half damage from this spell. If the area of effect is a cone or line, it works as normal but the magus suffers the spell's effect as if he was standing in its area of effect.

If the melee attack misses, the spell is cast, but every creature in the area is treated as automatically succeeding at the saving throw made to suffer half damage from the spell. The magus is always treated as succeeding at any saving throw or skill check made against the effects of a spell cast during an explosive spellstrike.

If the magus makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. Contrary to usual spells with an area of effect, this attack may result in a critical hit, using the weapon's critical range (20, 19–20, or 18–20 and modified by the *keen* weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

This ability replaces spellstrike.

Mageochist arcana

At 3rd level, and later on, a magus may select one of the following abilities as a magus arcana :

Selective Blast (Ex)

Whenever he casts a spell with an area of effect and an instantaneous duration (like *color spray* or *fireball*), the magus may expend one point from his arcane pool as a free action to designate a number of targets in the area up to his Intelligence modifier. These targets are not affected by the effects of this spell. The magus may not designate himself as the target of this arcana.

Devastating Spellstrike (Su)

The magus can expend 1 point from his arcane pool as part of an explosive spellstrike to deal additional damage on a hit equal to the final hit point damage he receives from his own spell in the process. This choice is made before the attack roll and if the melee attack fails, this arcane point is lost to no effect. This bonus to damage is added after any other modifier, is of the same kind as the spell's damage and isn't multiplied by a critical hit.

Power Strike (Ex)

Prerequisite : Power Attack, Arcane Strike, Magus level 6

The magus discovers and learns the *lead blades* spell. It is added to his magus spell list spell and to his spellbook as a 1st-level spell. As long as he has at least one point left in his arcane pool, the magus uses his magus level in place of his BAB to determine the effects of Power Attack and to meet the prerequisites of the Vital Strike feats, including any feat with Power Attack or Vital Strike as a prerequisite. Finally, the magus may combine the melee attack of an explosive spellstrike made as a standard action with the benefit of Vital Strike feats.

A magus that no longer meets the prerequisites of a feat, as by expanding his last arcane point, cannot use it until he refreshes his arcane pool.

Exploding Spell (Su)

Prerequisite : Magus level 6

The magus can choose to unleash the raw energies of his spells in an arcane burst. When casting a spell with a range of touch, the magus can effectively change the spell's range to a 5 feet radius burst centered on himself as a free action. Each creature adjacent to the magus, including himself, suffers the normal effect of the spell. A successful Reflex save (DC 10 + half his magus class level + his Intelligence modifier) halves any kind of damage dealt by the spell before applying its normal effects and saving throws. The magus is treated as succeeding automatically at any saving throw or skill check against the effects of this spell.

If an exploding spell meets the prerequisites, it may be cast to perform a mageochist's explosive spellstrike.

Resistant Assault (Su) (Super Genius Games, [Ultimate Options: New Magus Arcana](#))

Prerequisite : Magus level 6

The magus can expend 1 point from his arcane pool as a swift action to protect himself from attacks from one energy type. This functions as *resist energy* against an energy type of the magus' choice. The protection can only target the magus, and lasts a number of rounds equal to his Intelligence modifier.

Magic Resilience (Su)

Prerequisite : Magus level 9

When hit by a spell dealing hit point damage, the magus can expend magic energy to resist against death. As an immediate action, when a magus would be put into negative hit points because of a spell dealing hit points damage, he may expend all his remaining arcane points for the day to fall down to -1 hp and start dying instead. The magus must possess at least 1 arcane point in his pool to use this ability.

Charge of the Magi (Su) (Rite Publishing, [The Secrets of the Magus](#))

Prerequisite: Magus 9

Benefit: The magus can spend 1 point from her arcane pool as a swift action when charging, so he can turn himself into a living projectile that blasts his opponent with a jolt of arcane power. He makes a charge as normal. If his attack hits, he deals an extra 1d6 points of force damage plus an additional 1d6 for every 3 magus levels he possesses in addition to his attack's normal damage, and his foe must make a Fortitude save (DC 10 + half his magus class level + his Intelligence modifier) or be knocked prone. This extra damage is doubled on a critical hit, in addition upon a critical hit a +2 circumstance bonus is added to the DC of the save. When making this charge, he is considered to be flying. He can move over pits and other hazards, but he lands in the space where his charge ends and suffers any drawbacks for standing there after resolving her attack. If he misses the ability is expended.

Energy Burst (Su) (Rite Publishing, [The Secrets of the Magus](#))

Prerequisite : Magus level 12

The magus can spend 2 points from his arcane pool as a swift action to create a burst of energy that fills a 30-foot spread centered on him. This energy is of a type chosen at the time he selects this major arcana and once chosen it cannot be changed (acid, cold, electricity, fire, or sonic). This burst of energy deals 1d6 points of damage per magus class level (maximum of 20d6). Anyone in this area must make Reflex saves (DC 10 + half his magus level + his Intelligence modifier) for half damage. The magus is immune to the effects and damage from her own energy burst.

Monk

Gun-fu Master

With the emergence of firearms, came a time of doubt. While common archers may be easy to deal with for a skilled monk, bullets, even with common magical protections, proved more lethal than arrows at closer range. Some young cast-offs, unable to demonstrate enough proficiency with unarmed strikes or martial weapons to survive in a fight, made the blasphemous choice to adopt these firearms as a legitimate way to prove their true worth. These artists soon became known as gun-fu masters, a self-proclaimed title that they would nevertheless prove worthy to bear. Using their keen senses, acrobatic moves and martial mastery to perfect their skills in close combat, gun-fu masters consider the battlefield as a complex layout into which every move should be calculated to bring the most destruction, with the quickest moves, at the lower cost – often surprising the enemy with unpredictable moves. Despite being shunned by their peers, the lethality of their strange martial art inspires a tainted respect among the wisest, even if few would ever admit it.

Weapon Proficiency



A gun-fu master is proficient with all one-handed firearms, muskets, double barreled muskets and blunderbusses as monk weapons in addition to their normal proficiencies.

Variant Ki Powers

A gun-fu master with the qinggong archetype must chose his powers from this list :

4th-Level Ki Powers

Fast Musket Deed (as per the Musket Master archetype) (0 Ki point)

Jury-Rig (1 ki point)

Peacebond (1 ki point)

Tactical Acumen (2 ki points)

6th-Level Ki Powers

Bullet Shield (self only, 1 ki points)

Ricochet Shot (1 ki point)

Twisted Space (1 ki point)

Locate Weakness (2 ki points)

High jump (monk ability, 1 ki point)

8th-Level Ki Powers

Recoil Fire (1 ki point)

Hostile Juxtaposition (2 ki point)

Wholeness of body (monk ability, level 7, 2 ki points)

10th-Level Ki Powers

Named Bullet (2 ki points)

Improved Blind-Fight [APG], † (1 ki point)

Wind Stance (2 ki points)

12th-Level Ki Powers

Abundant step (monk ability, 2 ki points)

Battlemind link [UM] (4 ki points)

Diamond body (monk ability)

14th-Level Ki Powers

Greater Named Bullet (3 ki points)

Diamond soul (monk ability)

Disarming Strike [APG] (2 ki points)

16th-Level Ki Powers

Greater Hostile Juxtaposition (3 ki points)

Bleeding Critical (3 ki points)

Greater Blind-Fight [APG], † (2 ki points)

Improved Vital Strike (2 ki points)

Lightning Stance (3 ki points)

Quivering palm (monk ability, 2 ki points)

Tiring Critical (3 ki points)

18th-Level Ki Powers

Timeless body (monk ability, 1 ki point)
Tongue of the sun and moon (monk ability, 1 ki point)
Deafening Critical (3 ki points)

20th-Level Ki Powers

Walk Through Space (3 ki points)
Blinding Critical (3 ki points)
Crippling Critical [APG] (3 ki points)
Empty body (monk ability, 3 ki points)
Perfect self (monk ability, level 20)

Flurry of Bullets (Ex)

Starting at 1st level, a gun-fu master can make a flurry of bullets as a full-attack action, but only when wielding and firing at least one firearm (even though it is a ranged weapon). Firing or gun-whipping with only one firearm during the flurry imposes a -2 penalty to attack during the round because of imbalance - the gun-fu master must attack at least once with two different firearms to take no penalty to attack even though there is normally no main or off-hand weapon in a flurry of blows. He may not perform unarmed attacks during a flurry of bullets though he may use gun-whips. A gun-fu master's flurry of blows otherwise functions as normal for a monk of his level.

A gun-fu master cannot use Rapid Shot when making a flurry of bullets, but is considered as having this feat for the purposes of qualifying for another feat.

Gunsmith

At 1st level, a gun-fu master gains one of the following firearms of his choice: pistol, dragon pistol, or coat pistol. His starting weapon is battered, and only he knows how to use it properly. All other creatures treat his gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (its worth 4d10 gp when sold). The gun-fu master also gains Gunsmithing as a bonus feat.

Gun-Whip (Ex)

Starting at 1st level, the gun-fu master can make melee attacks with the butt, handle or barrel of his firearms instead of ranged attacks. When he does, he is considered to be proficient with the firearm as a light melee weapon (for one-handed firearms) or as a finesseable one-handed melee weapon (for two-handed firearms) with the monk property, and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. Any magical quality applicable to both types of weapons, like flaming, functions when the firearm is used this way; including specific melee weapon enhancements that would otherwise not benefit a ranged weapon, like the agile property. The damage dealt by the pistol-whip is of the bludgeoning type, and is equal to the unarmed damage dealt by a monk half the gun-fu master's level, with a critical multiplier of 20x2.

Gunsmith and gun-whip replace the Improved Unarmed Strike monk bonus feat at first level.

Perfect Strike (Ex)

At 1st level, a gun-fu master gains Perfect Strike as a bonus feat, even if he does not meet the prerequisites. A gun-fu master can use Perfect Strike with any firearm. At 10th level, the monk can roll his attack roll three times and take the highest result. If one of these rolls is a critical threat, the monk must choose one of his other two rolls to use as his confirmation roll.

This ability replaces stunning fist.

Bonus Feats

A gun-fu master's bonus feats must be taken from the following list:

Deflect Arrows, Dodge, Quick Draw, Point-Blank Shot, Precise Shot, Opening Volley, Crane Style and Rapid Reload.

At 6th level, the following feats are added to the list:

Clustered Shots, Crane Wing, Deft Shootist, False Opening, Improved Precise Shot and Snap Shot.

At 10th level, the following feats are added to the list:

Improved Critical, Shot on the Run, Improved Snap Shot and Greater Snap Shot.

The Gun-fu master is treated as having a free hand for the purposes of using Crane Style feats and Deflect Arrows, even when wielding two pistols or a two-handed firearm.

These feats replace the monk's normal bonus feats.

Snap Reload (Ex)

At 2nd level, through flowing moves, quick acrobatics and clever tricks, a gun-fu master may reload any one-handed firearm for which he possesses the Rapid Reload feat without having a free hand during a flurry of bullets. This does not change the reloading time of the weapon nor can be used with two-handed firearm wielded in one hand.

This ability replaces the monk bonus feat gained at 2nd level.

Guided Hilts (Ex)

At level 3, the gun-fu master may use his Wisdom modifier instead of his Strength modifier on gun-whips attack rolls. If he confirms a critical hit with a gun-whip while using a loaded firearm, the gun-fu master may fire it and attack the creature as an immediate action, doing a firearm ranged attack at point blank with the same base attack bonus.

Unless the gun-fu master has a feat or ability to not provoke attacks of opportunity by shooting with a firearm, this attack provokes attacks of opportunity as normal, except from the creature hit.

This ability replaces fast movement.

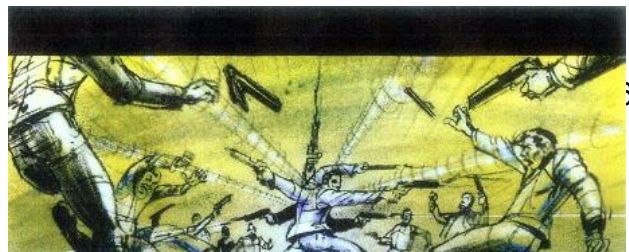
Gritty Ki (Ex)

At level 4, the gun-fu master gains a ki pool equal to half his level. In addition, he gains a pool of grit points equal to his Wisdom modifier ; gritty ki counts as the gunslinger's Grit and the monk's Ki pool class features for the purposes of qualifying for items, feats and deeds. This grit pool does not stack with any other class feature granting a grit pool ; only the highest applies at a single time.

A gun-fu master can spend 1 ki point to risk no misfire with his firearms during one round. He can also spend one ki point to make one additional attack at his highest attack bonus when making a flurry of bullets. Finally, he may spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. A monk gains additional powers that consume points from his ki pool as he gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. The grit pool recovers 1 point when the ki pool is replenished, but the gun-fu master may recover up to his Wisdom modifier in grit points by performing daring acts, killing blows and critical hits with his firearms.

Grit points can be spent as ki points; but the gun-fu



master cannot spend ki points as grit points.

This ability modifies ki pool.

Guided Firearms (Ex)

At level 5, the gun-fu master adds his Wisdom modifier to the damage rolls of his firearms. This does not stack with any ability that allows the gun-fu master to add an ability score bonus to damage rolls with firearms.

This ability replaces high jump and purity of body.

Trick Shot (Ex)

At 11th level, a gun-fu master may hit targets that he might otherwise miss. By spending 1 point from his ki pool as a swift action, the gun-fu master can ignore concealment. By spending 2 points, he can ignore total concealment or cover. By spending 3 points, he can ignore total cover, even firing bullets around corners. The bullet must still be able to reach the target; a target inside a closed building with no open doors or windows cannot be attacked. These effects last for 1 round.

This ability replaces diamond body.

DISCLAIMER :

While this archetype was obviously inspired by Star Wars's mythology, the force knight is meant to represent and evoke the feeling of a jedi knight from the original mythology, not to change your game into some kind of galactic-fantasy Starfinder.

Unless it's in the mood of the game, spare your DM, do not try to play "Bubba Fott the bounty hunter" or "Yado, the halfling that talks backward" ! ;)

The force knight archetype is just a tool to give you a character that can both stand on its own and feel true to the whole "wise, awesome swordsman influencing his surroundings" concept, it's up to you to use it with intelligence and originality !

Force Knight

Most see the path of a monk as a harsh, monastic way of living and bringing the best out of one's body and mind, picturing them as martial artists able to accomplish deeds of vigor and toughness. Force knights, on the other hand, favor the mastery of mind and destiny over body perfection. Agile, unwavering masters of the sword, force knight train themselves by learning how to mystically influence their surroundings and enhance their weapons, favoring precise strikes, parries and telekinetic pushes over the brute force of unarmed strikes. But all force knights aren't peaceful-minded, and when most find strength in orderliness; some dark knights discover a seemingly unlimited power in cruelty and wickedness.



Weapon Proficiency

A force knight is only proficient with the short sword, temple sword, quarterstaff and two-bladed sword. He may use each of these weapons as finesseable monk weapons.

Alignment

Force knights can be of any alignment. A true neutral force knight is treated as both good and evil aligned for the purposes of choosing variant ki powers, but his Ki pool is treated as one point lower.

Variant Ki Powers

A force knight with the qinggong archetype must choose his powers from this list. A force knight may only select some powers if his alignment allows him to do so. He may also choose to spend a feat to gain a ki power of his choice. If the force knight spends a feat to gain a ki power of a higher level than his own, he must wait until he reaches the appropriate level to use it, at which point he is treated as having achieved the mental and physical training necessary to use the power and may now use this power as normal.

4th-Level Ki Powers

Augury (1 ki point)
Barkskin (1 ki point)
Burst of Speed (2 ki points)
Calm Emotions (Good-aligned only, 2 ki points)
Charm Person (2 ki points)
Feather Fall (1 ki point)
Feather Step [APG] (self only, 1 ki point)
Ki Stand [UM](#) (0 ki points)
Pilfering Hand (1 ki point)
Rage (Evil-aligned only, 2 ki points)
True Strike (1 ki point)

6th-Level Ki Powers

Bullet Shield (self only, 1 ki point)
Haste (self only, 2 ki points)
Heroism (Good-aligned, self only, 2 ki points)
Hostile Levitation (1 ki point)
Pain Strike (Evil-aligned only, 2 ki points)
Suggestion (3 ki points)
High jump (monk ability, 1 ki point)

8th-Level Ki Powers

Battering Blast (2 ki point)
Force Punch (2 ki point)
Charm Monster (4 ki points)
Ki Leech (Evil-aligned only, 2 ki points)
Serenity (Good-aligned only, 2 ki points)
Telekinetic Charge (2 ki points)

10th-Level Ki Powers

Greater Disarm (2 ki points)

Greater Feint (2 ki points)
Greater Trip (2 ki points)
Good Hope (Good-aligned only, 2 ki points)
Suffocation (Evil-aligned only, 2 ki points)
Telekinesis (2 ki points)

12th-Level Ki Powers

Diamond body (monk ability)
Enemy Hammer (3 ki points)
Forceful Hand (3 ki points)
Greater Heroism (Good-aligned, self only, 4 ki points)
Vengeful Outrage (Evil-aligned only, 4 ki points)

14th-Level Ki Powers

Dance of a Hundred Cuts (4 ki points)
Diamond soul (monk ability)
Disarming Strike [APG] (2 ki points)

16th-Level Ki Powers

Bleeding Critical (3 ki points)
Grasping Hand (3 ki points)
Penetrating Strike (2 ki points)

18th-Level Ki Powers

Clenched Fist (3 ki points)
Dance of a Thousand Cuts (4 ki points)
Timeless body (monk ability, 1 ki point)

20th-Level Ki Powers

Crushing Hand (3 ki points)
Blinding Critical (3 ki points)
Crippling Critical [APG] (3 ki points)
Deafening Critical (3 ki points)
Empty body (monk ability, 3 ki points)
Perfect self (monk ability, level 20)
Tiring Critical (3 ki points)

Perfect Strike (Ex)

At 1st level, a force knight gains Perfect Strike as a bonus feat, even if he does not meet the prerequisites. At 10th level, the monk can roll his attack roll three times and take the higher result. If one of these rolls is a critical threat, he can choose which one of his other two rolls to use as his confirmation roll.

This ability replaces stunning fist.

Combat Style Focus

At 1st level, a force knight chooses one combat style in the following list. Each combat style adds a number of feats to the list of bonus feats he may choose from when gaining levels. The force knight needs not meet the usual prerequisites for these feats. In addition, the force knight is treated as having a BAB equal to his level for the

purposes of using or qualifying for feats; he gains a +1 insight bonus to attack and combat maneuvers rolls made with the appropriate weapons when using his combat style. Using the Two-Weapon Combat style implies wielding two weapons or a double weapon; and using the Duel style implies wielding a light or one-handed weapon while having at least one hand free – a force knight may still wield a one-handed weapon in two hands without losing this insight bonus. The insight bonus and full BAB for feats only apply to attacks made with these weapons; not to off-hand weapons or additional attacks made with natural weapons as part of a full attack action.

This insight bonus increases by +1 every four levels later (5, 9, 13, 17), up to +5 at level 17.

Two-Weapon Combat : If the force knight selects *two-weapon combat*, he can choose from the following list whenever he gains a combat style feat: Double Slice, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

Duel : If the force knight selects *duel*, he can choose from the following list whenever he gains a combat style feat: Cleave, Crane Style*, Improved Feint, Power Attack. At 6th level, he adds Crane Wing* and Greater Feint to the list. At 10th level, he adds Crane Riposte* and Whirlwind Attack to the list.

*A force knight using Crane Style is treated as wielding his main weapon in one hand for the purposes of the Power Attack feat, even if using a weapon wielded in both hands. An off-hand weapon is still treated as such.

This ability replaces flurry of blows, improved unarmed strike and the monk's increased unarmed damage.

Bonus Feats

A force knight's bonus feats, in addition to the bonus feats provided by his Combat Style focus, must be taken from the following list:

Combat Reflexes, Deflect Arrows, Dodge, Weapon Finesse.

At 6th level, the following feats are added to the list:

Bodyguard, Improved Disarm, Improved Trip, Mobility.

At 10th level, the following feats are added to the list:

Improved Critical, Snatch Arrows, Spring Attack, Tripping Strike.

These feats replace the monk's normal bonus feats.

Force Sage (Sp)

At 1st level, a force knight gains *mage hand*, *guidance*, *resistance* and *detect magic* as spell-like abilities. He can use a number of these spell-like abilities each day equal to his Wisdom modifier.

Way of the Weapon Master (Ex)

At 2nd level, a force knight gains Weapon Focus as a bonus feat with one of his monk weapons. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites.

This ability replaces evasion.

Ki Pool (Su)

At level 4, a force knight gains a Ki pool equal to half his level + his Wisdom modifier. He may expand 1 Ki point as a

swift action or as part of drawing a weapon to give to one weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 4th, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

These bonuses can be used to add any of the following weapon properties: *agile* (*Pathfinder Society Field Guide*), *brilliant energy*, *defending*, *dueling* (*Pathfinder Society Field Guide*), *flaming*, *frost*, *guardian*, *keen*, *shock*, *speed*, or *vorpal*.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. A force knight may alternatively enhance two weapons or two heads of the same weapon he is wielding at once, sharing the bonus provided between the two weapons or heads. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the ki pool point is spent and cannot be changed until the next time the force knight uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the force knight. A weapon enhanced by a force knight's ki pool always shines as if under the effects of a *light* spell, the color usually depends on the force knight's alignment, state of mind or traditions. Such light sword or staff can be of any color, from black to red or green to silver.

Finally, the force knight may spend 1 ki point as a free action to deflect an incoming ranged attack before even knowing the results of the attack roll. This works as per the Deflect Arrows feat; except that the force knight needs not a free hand, may use this ability several times per round and must succeed at a Wisdom check with a DC equal to the total ranged attack roll. The force knight adds his monk level to this check. If the Wisdom check is equal or higher to the attack roll, the ranged attack fails. If he succeeds at this saving throw by 10 points or more, the projectile is reflected back to the attacker instead, using the Wisdom save as his own ranged attack roll.

This ability modifies, but is treated as the monk's ki pool class feature for the purposes of meeting the prerequisites of feats, magic items or prestige classes.

Evasion (Ex)

At 9th level, the monk gains evasion.

This ability replaces improved evasion.

Uncanny Initiative (Ex)

At 17th level, a force knight does not need to roll for initiative. He always treats his initiative roll as if it resulted in any number of his choosing (from 1 to 20).

This ability replaces timeless body.

Pure Power

At 20th level, a force knight forsakes the ideals of the perfect self to become a bastion of the physical and mental virtues monks hold dear. The monk gains a +2 bonus to Strength, Dexterity, and Wisdom. If good-aligned, the force knight can become a ghost after death; if evil-aligned, the force knight gains the wizard's Immortality arcane discovery.

This ability replaces perfect self.

Sumotori (WIP)

Most see the path of a monk as a harsh, monastic way of living and bringing the best out of one's body and mind, picturing them as martial artists able to accomplish deeds of vigor and toughness. Force knights, on the other hand, favor the mastery of mind and destiny over body perfection. Agile, unwavering masters of the sword, force knight train themselves by learning how to mystically influence their surroundings and enhance their weapons, favoring precise strikes, parries and telekinetic pushes over the brute force of unarmed strikes. But all force knights aren't peaceful-minded, and when most find strength in orderliness; some dark knights discover a seemingly unlimited power in cruelty and wickedness.

Heavy AC Bonus

A sumotori adds his Wisdom modifier to his AC, although this bonus does not apply to his touch AC. He also adds his Constitution modifier as a natural armor bonus to his AC.

A sumotori does not gain any bonus to AC from a high Dexterity modifier, although he still applies any penalty from a low Dexterity score to his AC as normal. For the purposes of determining his base speed, the sumotori is treated as wielding heavy armor.

Challenge

Once per day, a sumotori can challenge a foe to a duel. This ability works as per the samurai's challenge ability, except that it does not grant a bonus to damage rolls - instead, it grants a bonus to all grapple, trip and bull rush combat maneuver rolls performed against the target equal to the sumotori's Wisdom modifier. Once per round when performing a successful roll with one of these maneuvers, the sumotori also deals unarmed damage to the target of his challenge. At levels 5, 10, 15 and 20, the sumotori may use this ability one more time per day.

This ability replaces stunning fist.

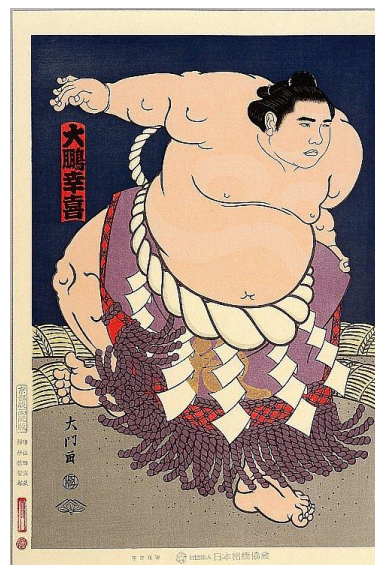
Slow but Steady

At 2nd level, a sumotori grows stronger but slower. He receives the Toughness feat, although whenever targeted by an effect allowing half damage on a Reflex saving throw, the sumotori only succeeds at this throw with a natural 20.

This ability replaces evasion.

Immovable Force

At 3rd level and every 3 levels later, a sumotori gains a +2 bonus to his CMD (up to +12 at level 18). This bonus is halved until the beginning of the sumotori's next round as soon as he moves from his current square.



This ability replaces fast movement.

Hundred Hand Slap

At 4th level, when performing a flurry of blows against the target of his challenge, the sumotori may spend 1 ki point to add his level to the damage rolls of his unarmed strikes until the end of his round.

This ability replaces slow fall.

Covering Fat

At 5th level, the sumotori receives an amount of DR/Slashing or Piercing, and Resistance against cold damage equal to half his level. He may spend 1 ki point as a swift action to receive DR/- or Resistance against another energy type of his choice for one round instead.

This ability replaces slow fall.

Find the second part of the archetypes in : [Maxximilius's Archetypes - Part 2 : From Ninja to Wizard !](#)

Maxximilius' Archetypes - Part I: From Alchemist to Monk. Copyright 2011 [Benjamin Rombeaut](#)

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs,

depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)

Pathfinder® Roleplaying Game Bestiary™ (PZO1112)

Pathfinder® Roleplaying Game: Bonus Bestiary™ (PZO9500-3)

Pathfinder® Roleplaying Game: GameMastery Guide™ (PZO1114)

Pathfinder® Roleplaying Game: Advanced Player's Guide™ (PZO1115)
Pathfinder® Roleplaying Game: Bestiary 2™ (PZO1116)
Pathfinder® Roleplaying Game: Ultimate Magic™ (PZO1117)
Pathfinder® Roleplaying Game: Ultimate Combat™ (PZO1118)
Pathfinder® Roleplaying Game: Bestiary 3™ (PZO1119)
Pathfinder® Roleplaying Game: Advanced Race Guide™ (PZO1121)

END OF LICENSE