

THE FALLEN

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[Wizard](#) ([Teleportationist](#)) 13 // [Stalker](#) 13 // Psychic Quickling Alacritous Shadow Lord / [Unchained Rogue](#) 8

NE small Avian Outsider (Evil, Fallen)

Deity:

Initiative: +26 (+5 dex, +4 Quickling, +4 II, +8 insight precog, +5 wis/stalker);

Senses: Darkvision 60', [see in darkness](#) (shadow lord), Blindsense 30' (racial), Scent 30' (EP), [true seeing](#) (FP)

Languages (13):[telepathy](#) 100', Celestial, Common, Draconic, Infernal,

COMBAT STATISTICS

DEFENSE

AC 44, touch 26, flat-footed 29 (10 +14 armor, + shield, +5 Dex, +8 Dodge (+1 feat, +4 Quickling, +3 stalker), +4 natural (+4 RP), + deflection, +1 size, +2 insight (psychic)); +4 AC vs AoO; +4 dodge vs traps

hp (13d8+)

Fast Healing

CMD 38 (10 +13 BAB, +3 STR, +5 DEX, +8 Dodge, + deflection, -1 size)

CMD-FF 30;

DR: 15/magic; Spell Resistance: 24 (11+race)

Immune: positive energy (free), acid, fire, sonic (EP)

Resist: Cold, electricity 20 (shadow lord)

Vulnerable: Aging Vulnerability (Ex): A quickling takes 50% more damage from aging effects, including the number of years aged.

Fort +13, Ref +27, Will +24

(Attribute +1/+5/+5, class 6/8/8, gear 5/5/5, misc +2/+2; +2 ref (insight, psychic), +2 iron will), +5 ref (wis/stalker)

[Improved evasion](#), [Improved uncanny dodge](#)

Duck Aside (Ex): Any round the alacritous creature does not use its split second ability (see below), it has a +20% chance to step away from any attack that would otherwise hit it. This stacks with any miss chance due to [concealment](#).

OFFENSE

Speed 240 ft. (30 base +10 racial, x4 quickling, x2 alacritous) Fly: wings 300 ft. perfect (racial, EP, +20 ft EP, x4 quickling, x2 alacritous), Flight (Su) 360 ft. perfect (free x3 base, perfect, x4 quickling, x2 alacritous), Reach 5'

Melee +17/+12/+7 (+13 BAB, +3 STR, +1 size) / +19/+14/+9 (Weapon Finesse +13 BAB, +5 Dex, +1 size)

Claws (2) +19/+14/+9 (1d3+5) Primary

Talons (2) +19/+14/+9 (1d3+5) Primary

+3 [Menacing](#) [Ghost Touch](#) [Estoc](#) +22/+17/+12 (2d3+7) 15-20 x2

Shadow Touch 1d6 negative (fort negates) DC ½ HD +Cha; +1 con on crit

Ranged +5 (+ BAB, + DEX, +1 size)

Base Atk +13; CMB + (+13 BAB, + STR, -1 size)
+5 wisdom/stalker to confirm crit
+4d6 sneak attack,

Cloying Gloom Blast (Su): Three times per day, the shadow lord can unleash a 30-foot cone of cloying gloom. On a failed [Fortitude](#) saving throw, creatures in the cone are affected by a [slow](#) spell ([caster level](#) equal to the shadow lord's [Hit Dice](#)) and are [blinded](#) for the duration of the slow effect.

Special Actions:

Dimensional Steps (Su): 390 ft 5/increments, standard action, no AoO, passengers.

Shift (Su): 30' teleport 13/day, as dimension door, no AoO

[Pounce](#)

Rapid Actions (Ex): A quickling gains one extra attack or [move action](#) each round. This does not stack with other [haste](#) effects. (Quickling)

Quickling Casting (Ex): All spells and [spell-like abilities](#) a [quickling](#) creature has can be cast as a [swift action](#) if it has a [casting time](#) of 1 round or less. Those spells and [spell-like abilities](#) with longer casting times have their casting times reduced to 1 round and take an attack action to cast. This ability cannot be used with the [Quicken Spell](#) or [Quicken Spell-Like Ability](#) feats. (Quickling)

Precognizant: Foresight (Su): A precognizant functions as though constantly affected by a [foresight](#) spell ([caster level](#) equals precognizant's character level). The precognizant receives instantaneous warnings of impending danger to itself and gains a general idea of what actions it might take to protect itself. It is never surprised or [flat-footed](#), and gains a +2 [insight bonus](#) to AC and on [Reflex](#) saves. This [insight bonus](#) is lost whenever the precognizant creature would be denied its [Dexterity](#) bonus to AC.

Telepaths: Informed Prediction (Su): If the telepath has successfully used [detect thoughts](#) against a creature within 24 hours, it gains a +2 [dodge bonus](#) against that creature's attacks and a +2 [insight bonus](#) on saves against that creature's spells and special attacks.

Split Second (Su): An alacritous creature can move with such speed that it appears to be in two places at once. As a [full-round action](#), it can move up double to its movement, then take a [standard action](#) at its original location, and one at its new location. It may use the action at its new location to [charge](#) and/or [pounce](#), or to make an attack using [Spring Attack](#) (which counts as its additional [standard action](#)). It is treated as being at both locations for purposes of provoking [attacks of opportunity](#) from all actions taken (at either location) or threatening and being [threatened](#), until the end of its action. Once the alacritous creature has taken all its actions, it comes to rest exclusively at its new position.

An alacritous creature cannot use split second two rounds in a row.

Incorporeal Step (Su): When a shadow lord moves, it gains the [incorporeal](#) subtype and quality, including a [deflection bonus](#) to AC equal to its [Charisma](#) bonus. It loses the [incorporeal](#) subtype and special ability when it stops moving.

Planar Thinning (Su): Once per day as a [full-round action](#), a shadow lord can thin the barriers between the [Material Plane](#) and [Shadow Plane](#), making it considerably easier for creatures to cross between the two. This functions like the planar travel aspect of the [gate](#) spell ([caster level](#) equal to the shadow lord's [Hit Dice](#)). This planar thinning is immediately dispelled if in an area of normal or bright light.

Mimicry (Ex): A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Multispell (Ex): An arach spellcaster (one that has taken levels in a spellcasting class) can cast multiple spells in a given round. If each spell is 3rd-level or less, an arach can cast up to three spells per round; 4th- or 5th-level spells, two per round. An arach cannot multispell spells higher than 5th-level.

Natural Invisibility (Ex): This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the [invisibility purge](#) spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on [Stealth](#) checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

Spell-like Abilities:

Constant (CL 13) - [detect magic](#), [freedom of movement](#) (CL 17)

At-will (CL 13) - [detect thoughts](#), [guidance](#) (self only), [long arm](#), [ray of sickening](#), [vanish](#)

9-day (CL 13) - [sanctuary](#)

8-day (CL 13) - [shield other](#)

7-day (CL 13) - [protection from energy](#)

6-day (CL 13) - [spell immunity](#)

5-day (CL 13) - [spell resistance](#)

4-day (CL 13) - [antimagic field](#)

3-day (CL 13) - [augury](#), [moment of prescience](#), [repulsion](#), [shadow conjuration](#), shadow step

1-day (CL 13) - [dream](#), [foresight](#), [grease](#), [greater shadow conjuration](#), [mind blank](#), [phantasmal killer](#), [shadow walk](#), [telepathic bond](#), [undetectable alignment](#)

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SPELLS

Memorized: CL 13,

7th: [Shadow Terrain](#), [Summon Horror VII](#)

6th: [Phantasmal Polymorph](#)

5th: [Algid Aura](#), [Devouring Darkness](#), [Ethereal Library](#), [Summon Horror V](#)

4th: [Force Corporeality](#), [Hellfire](#), [Iceshackle](#), [Shadow Touch](#)

3rd: [Arctic Air](#), [Black Ray of Fleshparting](#), [Ethereal Blade](#), [Shadow Structure](#), [Teleporting Strike](#)

2nd:

1st: [Airblast](#), [Contaminate Food and Drink](#), [Grave Shield](#)

Cantrip:

Domain: [Protection](#)

FEATS

Race) [Improved Initiative](#), Quickling) [Dodge](#), Quickling) [Mobility](#), Quickling) [Quick Draw](#), Quickling) [Spring Attack](#), Psychic) [Iron Will](#), Alacritous) [Run](#), Alacritous) [Flyby Attack](#), Rogue) [Weapon Finesse](#), Rogue), 1w) [Scribe Scroll](#), 2) [Combat Reflexes](#), 3) [Arcane Armor Training](#), 4) [Dimensional Agility](#), 5) [Dimensional Assault](#), 5w) 6) [Weapon Group Adaption](#) (Blades, Heavy), 7) [Arcane Armor Mastery](#), 8) [Improved Familiar](#), 9) [Dimensional Dervish](#), 10) [Improved Critical](#) (Estoc), 10w [Opposition Research](#), 11) 12) 13)

TRAITS

SKILLS

Favored Class (Wizard): HP: Skills: ; max ranks 13

Skills (8x8 rogue + 6x6 stalker + 13x10 Int + FC): 39

Armor Check Penalty -2

Total, Ranks, Attribute, Class, Other

Acrobatics (Dex)	+09,	3+3+3+10	+10 racial/quickling
Appraise (Int)*	+04,	0+4+3+0	
Bluff (Cha)*	+08,	3+2+3+5	+5 racial/psychic
Climb (Str)*	+07,	3-1+3+0	
Craft (Alchemy) (Int)*	+04,	0+4+3+0	
Craft (Armor) (Int)*	+04,	0+4+3+0	
Craft (Cooking) (Int)*	+04,	0+4+3+0	
Craft (Weapons) (Int)*	+08,	1+4+3+0	
Diplomacy (Cha)	+02,	0+2+3+5	+5 racial/psychic
Disable Device (Dex)t	+09,	1+3+3+4	+4 trapfinding
Disguise (Cha)	+08,	2+2+3+1	
Escape Artist (Dex)	+03,	0+3+3+0	
Fly (Dex)*	+03,	0+5+3+10	+2 size, +8 maneuver
Handle Animal (Cha)t	+00,	0+2+0+0	
Heal (Wis)	+00,	0+0+3+0	
Intimidate (Cha)*	+02,	0+2+3+0	
Knowledge (arcana)*t	+10,	3+4+3+0	
Knowledge (dun)*t	+00,	0+4+3+0	
Knowledge (eng)*t	+00,	0+4+3+0	
Knowledge (geog)*t	+08,	1+4+3+0	
Knowledge (hist)*t	+08,	1+4+3+0	
Knowledge (local)*t	+08,	1+4+3+0	
Knowledge (martial)*t	+08,	1+4+3+0	
Knowledge (nature)*t	+08,	1+4+3+0	
Knowledge (nobility)*t	+10,	1+4+3+0	
Knowledge (planes)*t	+10,	1+4+3+2	
Knowledge (religion)*t	+08,	1+4+3+0	
Linguistics (Int)*t	+08,	2+4+3+0	
Perception (Wis)*	+29,	13+5+3+8	+4 racial/quickling, +2 alertness/familiar, +2 insight/stalker // +4 vs traps // +4 vs surprise
Perform (Dance) (Cha)	+02,	0+2+3+0	
Perform (Oratory) (Cha)	+02,	0+2+3+0	
Perform (Wind) (Cha)	+02,	0+2+3+0	
Prof (Wis)*t(Sailer)	+00,	0+0+3+0	
Prof (Wis)*t(Barrister)	+00,	0+0+3+0	
Ride (Dex)*	+03,	0+3+0+0	
Sense Motive (Wis)	+08,	3+5+3+9	+5 racial/psychic, +2 alertness/familiar, +2 insight/stalker
Sleight of Hand (Dex)t	+07,	1+3+3+0	
Spellcraft (Int)*t	+10,	3+4+3+0	
Stealth (Dex)*	+50,	13+5+3+27	+4 size, +8 racial/shadow lord, +15 armor, +2 insight/stalker
Survival (Wis)*	+00,	0+0+0+0	
Swim (Str)*	-01,	0-1+3+0	
Use Magic Device (Cha)t	+00,	0+2+3+0	

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ATTRIBUTES

Total= base+race+level+gear+inherent

STR	16	12+4+0
DEX	20	12+8+0
CON	12	12+0+1
INT	30	12+18+0
WIS	20	12+2+0+6
CHA	18	12+4+2

GEAR

Blessed Book	12000 gp
Cloak of Resistance +5	25000 gp
Headband of Inspired Wisdom +6	36000 gp

[LEGENDARY ITEMS](#) (2)

+6 [Mithral](#) Chainmail of [greater shadow](#) 37750

Legendary Fortification: When a [critical hit](#) or [sneak attack](#) is scored against a creature wearing an item with this ability, the wearer can expend one use of legendary power to negate the [critical hit](#) or [sneak attack](#) and instead take normal damage. Only armor, shields, and worn items can have this ability.

Rejuvenating: The bearer of this item can expend uses of legendary power to rejuvenate her body. As a [standard action](#), she can expend one use of legendary power to heal herself of 10 points of damage per mythic tier she possesses. Alternatively, as a [standard action](#) she can expend two uses of legendary power to remove a single condition affecting her. A legendary item must be a minor or major artifact to have this ability.

Undetectable: This grants its bonded user the ability to become utterly undetectable while [invisible](#). While [invisible](#) and in physical contact with this item, the bonded creature can't be detected or scryed by any method.

Unyielding: A legendary item with this ability has double the [hardness](#) of a typical item of its type and triple the [hit points](#). Furthermore, it's immune to all attempts to [sunder](#) it made by non-mythic creatures. This is a persistent ability.

Upgradable: This ability grants the bonded creature the ability to more easily increase the non-mythic magical power of the legendary item. If the base magic item has a version with a higher bonus or greater version (such as a +1 longsword, a +2 light steel shield, a cloak of protection +3, an amulet of mighty fists +4, or a minor ring of inner fortitude), the bonded creature can improve it by performing a special ritual. She must spend a number of gold pieces equal to half the difference between the cost of the legendary item's current, non-mythic base item and the greater version she wishes to upgrade the item into. For example, she would pay 3,000 gp to upgrade a +1 [longsword](#) into a +2 [longsword](#). This ritual takes 8 hours. When it's completed, the bonded creature transmutes the item's base version into the desired version. When upgraded in this fashion, the legendary item retains all legendary item abilities it had before the [transmutation](#).

+3 [Menacing Ghost Touch](#) [Estoc](#)

Dedicated Bond: An item with this ability can't be used by anyone not bonded with it. Such creatures can't use the item's non-mythic special abilities, its legendary power, or its legendary surge. Furthermore, using a special ritual that takes 10 minutes to perform, the bonded creature can [sequester](#) the item in a solid object at least twice as large as the item (such as putting a sword in a stone or an oak tree). The item becomes impossible to remove by any creature not bonded to it unless by means of a [wish](#) or [miracle](#) cast by a mythic creature of higher tier than the bonded creature. If the bonded creature is at least 8th tier, she can instead perform this sequestering ritual and transfer the bond to another mythic creature she designates upon completing the ritual. An item must be a minor or major artifact to have this ability. This is a persistent ability.

Foe-Biting: When this item deals damage, its user can use mythic power to double the total amount of damage it deals. If the attack is a normal attack, the bearer can expend one use of legendary power to double the total amount of damage. If the

attack is a confirmed [critical hit](#), the bearer must instead expend two uses of legendary power to double the total damage. Damage from weapon special abilities (such as [flaming](#)) and precision-based damage are also doubled. This ability can be applied only to weapons. An item must be a minor or major artifact to have this ability.

Unstoppable Strike: This weapon bypasses all armor. The wielder can expend one use of legendary power when attacking to make the attack against [touch](#) AC. If she instead expends two uses of legendary power, the weapon also bypasses any [deflection bonus](#) to AC the target has. An item must be a weapon and be a minor or major artifact to have this ability.

Unyielding: A legendary item with this ability has double the [hardness](#) of a typical item of its type and triple the [hit points](#). Furthermore, it's immune to all attempts to [sunder](#) it made by non-mythic creatures. This is a persistent ability.

Upgradable: This ability grants the bonded creature the ability to more easily increase the non-mythic magical power of the legendary item. If the base magic item has a version with a higher bonus or greater version (such as a +1 longsword, a +2 light steel shield, a cloak of protection +3, an amulet of mighty fists +4, or a minor ring of inner fortitude), the bonded creature can improve it by performing a special ritual. She must spend a number of gold pieces equal to half the difference between the cost of the legendary item's current, non-mythic base item and the greater version she wishes to upgrade the item into. For example, she would pay 3,000 gp to upgrade a +1 [longsword](#) into a +2 [longsword](#). This ritual takes 8 hours. When it's completed, the bonded creature transmutes the item's base version into the desired version. When upgraded in this fashion, the legendary item retains all legendary item abilities it had before the [transmutation](#).

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DOMAIN: [Protection](#)

Granted Powers: Your faith is your greatest source of protection, and you can use that faith to defend others. In addition, you receive a +1 resistance bonus on [saving throws](#). This bonus increases by 1 for every 5 levels you possess.

Resistant Touch ([Sp](#)): As a standard action, you can touch an ally to grant him your resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by the Protection domain for 1 minute. You can use this ability a number of times per day equal to 3 + your [Wisdom](#) modifier.

Aura of Protection ([Su](#)): At 8th level, you can emit a 30-foot aura of protection for a number of rounds per day equal to your [cleric](#) level. You and your allies within this aura gain a +1 deflection bonus to [AC](#) and [resistance](#) 5 against all elements (acid, cold, electricity, fire, and sonic). The deflection bonus increases by +1 for every four [cleric](#) levels you possess beyond 8th. At 14th level, the [resistance](#) against all elements increases to 10. These rounds do not need to be consecutive.

Domain Spells: 1st-[sanctuary](#), 2nd-[shield other](#), 3rd-[protection from energy](#), 4th-[spell immunity](#), 5th-[spell resistance](#), 6th-[antimagic field](#), 7th-[repulsion](#), 8th-[mind blank](#), 9th-[prismatic sphere](#).

CLASSES

[WIZARD](#):

[Arcane Bond](#): [Cacodaemon](#)

Natural Armor +7, Int 12, [Alertness](#), [Improved Evasion](#), Share Spells, Empathic Link, Deliver touch spells, speak with master, spell resistance 18, scry on familiar 1/day.

Arcane School: [Conjuration](#), [Teleportation](#)

Summoner's Charm ([Su](#)): Whenever you cast a conjuration ([summoning](#)) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). This increase is not doubled by [Extend Spell](#). At 20th level, you can change the duration of all [summon monster](#) spells to permanent. You can have no more than one *summon monster* spell made permanent in this way at one time. If you designate another [summon monster](#) spell as permanent, the previous spell immediately ends.

Shift ([Su](#)): At 1st level, you can [teleport](#) to a nearby space as a [swift action](#) as if using [dimension door](#). This movement does not provoke an [attack of opportunity](#). You

must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every two wizard levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your [Intelligence](#) modifier.

Dimensional Steps (Sp): At 8th level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an [attack of opportunity](#). You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

SPELLS

Spells /day 4/8/8/7/7/6/5/3/0/0

Spells Known

7th (2):

6th (4):

5th (4):

4th (4):

3rd (4):

2nd (4):

1st (15):

Cantrip:

[STALKER](#):

Dodge bonus +3

Ki Pool (Su): (11) At 1st level, the stalker may spend 1 point of *ki* to grant himself a +4 [insight bonus](#) to a single [Perception](#) or [Sense Motive](#) check as an [immediate action](#), as he uses his *ki* to feel out the vibrations of others and their hidden motives.

At 5th level, the stalker may use his deadly strikes in conjunction with his combat insight to "read" his opponent's defenses and deliver devastating blows beyond his foe's guard. The stalker spends one point of *ki* as a [swift action](#) to read his target opponent, and may apply his deadly strike to all martial strikes initiated by the stalker for a number of rounds equal to his [Wisdom](#) modifier against this target. If the stalker scores a successful [critical hit](#) against the target while this ability is active, then he activates deadly strike as normal.

At 7th level, the stalker may spend 1 point from his [ki pool](#) to gain a +4 [insight bonus](#) on a saving throw as an [immediate action](#).

At 9th level, the stalker can delve into his subconscious in battle and remember key lessons from his training. The stalker envisions potential scenarios where martial abilities he has not [readied](#) come into play and gains a momentary burst of martial insight. A number of times per day equal to his [Wisdom](#) modifier, the stalker can spend one *ki* point as a [swift action](#) and trade one [readied](#) maneuver for another maneuver known of the same level or lower. The new maneuver is immediately [readied](#) and accessible for use. The character may initiate this maneuver and recover it as if he had prepared at the beginning of the day (or whenever the stalker [readied](#) his maneuvers last) until the end of the combat encounter.

The [ki pool](#) is replenished each day after 8 hours of rest and meditation; these hours do not need to be consecutive. If the stalker possesses levels in another class that grants points to a [ki pool](#), stalker levels stack with the levels of that class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The stalker can now use *ki* points from this pool to power the abilities of every class he possesses that grants a [ki pool](#).

Deadly Strike (Ex): The stalker is capable of maximizing his deadliness whenever he lands a critical blow upon his opponent, opening his target up for future punishment as the stalker becomes attuned to his prey. The stalker's deadly strike activates whenever the stalker scores a successful [critical hit](#) against a target, and is active against that target for a number of rounds equal to his [Wisdom](#) modifier. Deadly strike inflicts extra damage, to only this target creature, on all of the stalker's attacks. This extra damage is 1d6 at 1st level, and increases by 1d6 for every four stalker

levels thereafter. When the stalker scores a [critical hit](#), this extra damage is not multiplied, it is simply added to the damage. If the stalker scores a successful [critical hit](#) during the time his deadly strike is active, the duration of this ability is extended by one round (no more than one extension can be made per round). Ranged attacks can count as deadly strikes only if the target is within 30-ft.. Deadly strike is more effective with weapons with higher critical multipliers, such as scythes and battle axes. Weapons with a x3 critical multiplier inflict damage with deadly strikes using a d8 instead of a d6, and weapons with a critical multiplier of x4 use d10's. Damage multipliers higher than x4 use d10's for deadly strikes damage. Deadly strike may not be used with weapons that inflict non-lethal damage. The stalker must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Creatures immune to critical hits or precision damage cannot be targeted by a deadly strike. A stalker cannot deadly strike while attacking a creature who has [concealment](#).

Combat Insight (Su): At 2nd level, the keen senses and awareness of the stalker delivers him a sort of sixth sense. This insight performs as an intuitive alarm, alerting him of danger. Through his rigorous practice and learning to trust his instincts and intuition to an unearthly level, the senses of the stalker are unusually sharp.

At 2nd level, the stalker's combat sense opens his third eye, granting him defensive reflexes that protect him in combat. The stalker may add his [Wisdom](#) modifier to his [initiative](#) score and to [Reflex](#) saving throws as an [insight bonus](#).

At 4th level, the heightened perceptions of the stalker allow him to know when his prey could get the jump on him, granting him the [uncanny dodge](#) class feature (see [rogue](#) class for details).

At 8th level, the killer's instinct in the stalker is honed to a razor's fine edge, allowing him to add his [Wisdom](#) modifier as a [competence bonus](#) to confirm critical hits. This ability counts as if the character possessed the [Critical Focus](#) feat, and for the purposes of taking critical feats that the character qualifies for. The character may not select the [Critical Focus](#) feat once he has this ability, and should he have it before he gains this ability, he loses the [Critical Focus](#) feat and may select a [critical feat](#) in its place.

At 12th level, the stalker's insight allows him to funnel the *ki* of his foes into his form with his deadly attacks. The character can recover a single expended maneuver when he scores a successful [critical hit](#) against a living creature. This ability does not function against [constructs](#), [undead](#), or creatures with under 1/2 HD.

At 18th level, the heightened precognitive abilities of the stalker manifest in his ability to sense things around him that others cannot, granting him [blindsight](#) of 30-ft.. This is a supernatural ability.

Dodge Bonus (Ex): The stalker's heightened perception of danger allows him to defend himself from attacks as they are made against him, anticipating the attacks as they come. A stalker gains a +1 [dodge bonus](#) to his [Armor Class](#) at 2nd level, which improves by an additional +1 every four stalker levels thereafter. When recovering maneuvers as a full round action, the character may add his [Wisdom](#) modifier to his AC as an additional [dodge bonus](#); his defensive precognition being heightened by centering his *ki* through maneuver recovery.

Stalker Arts: As a stalker gains experience, he learns a number of arts that aid him and confound his foes. Starting at 1st level, a stalker gains one art; he gains an additional art at 3rd level and new arts every four class levels attained after 3rd level. A stalker cannot select an individual art more than once (unless noted).

Stalkers select their arts from the following list. (4)

Critical Edge (Ex) The stalker's deadly efficiency in combat allows him to increase the critical threat range of any weapon he wields by +1. This bonus is applied after abilities such [Improved Critical](#) or the [keen](#) weapon property and cannot be doubled.

Deadly Ambush (Ex) The stalker with this art may now use his deadly strike class feature against flat-footed targets and targets that are being denied the [Dexterity](#) modifier to their AC as well as on critical hits and when focusing his *ki* to read his opponent.

Phantom Reach (Su) The stalker is capable of extending the reach of melee range martial strikes by infusing *ki* into the maneuver, causing a phantom echo to rush towards the enemy and initiate the attack. As a [swift action](#), the stalker may spend

one *ki* point and initiate a melee martial strike with a range of melee attack as if it instead had a range of close (25-ft. + 5-ft. / 2 levels). Strikes with a range greater than melee attack do not function with this art.

Precocious Step (Su) By relying on his combat insight to steer him effortlessly through a dangerous spot, the stalker may spend one point of *ki* as a [swift action](#) and move without provoking [attacks of opportunity](#) for a number rounds equal to his [Wisdom](#) modifier (min 1).

Blending (Su): At 6th level the stalker's natural attunement to the flow of *ki* in other people grants him insight in reading others and avoiding their notice. The character gains a +2 [insight bonus](#) to [Perception](#), [Sense Motive](#) and [Stealth](#) checks. At 16th level, the stalker's abilities improve further, and the character is permanently under the effects of a [pass without trace](#) spell.

Dual Strike (Ex): Once per day at 10th level, the stalker's deadly skill in combat improves, allowing him to initiate two martial strikes as a full round action. The strikes the stalker initiates must have an initiation action of one [standard action](#), and he must have both strikes [readied](#). Boosts may not be applied to a dual strike due to the need to concentrate on two separate martial movements. When a dual strike is used, the action must be declared beforehand when used, both strikes are resolved separately and are expended. At 14th level the character may use dual strike twice per day, and three times per day at 18th level.

[Broken Blade](#), [Solar Wind](#), [Steel Serpent](#), [Thrashing Dragon](#), and [Veiled Moon](#)

Maneuvers: Known 17, Readied 9, Stances 5

Bend with the Wind

Discipline: Thrashing Dragon (Stance); **Level:** 5

Prerequisite(s): 2 Thrashing Dragon maneuvers

Initiation Action: 1 [swift action](#)

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

The graceful, flowing movements of the Thrashing Dragon's dance helps defend the disciple in combat while providing him the ability to move through danger unscathed. While in this stance, for each attack that misses the disciple, he may either gain a +2 [dodge bonus](#) until his next turn, or he may make a free 5-ft. step to any square his attacker threatens (which does not provoke [attacks of opportunity](#)). The initiator can mix which benefit he wishes to gain from this stance from multiple missed attacks. If the initiator is unable to take a 5 ft. step, he is not permitted to select a [dodge bonus](#) due to being constrained and having no room to move around in.

Dragon Warrior's Talons

Discipline: Thrashing Dragon (Stance); **Level:** 8

Prerequisite(s): 3 Thrashing Dragon maneuvers

Initiation Action: 1 [swift action](#)

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

With mastery of the Thrashing Dragon's dance comes supremacy in effectiveness and efficiency with the arms that emulate the weapons of the [dragon](#) race. His mien is that of a ferocious, implacable [dragon](#) and his blades, hands and feet represent the deadly weapons of the wyrms that inspired the style in their deadly prowess. When wielding two weapons in this stance, all melee attacks and unarmed strikes made ignore a target's [damage reduction](#) and inflict bleeding wounds on foes, inflicting 2d4 points of [bleed](#) damage per round. A successful DC 20 [Heal](#) check or the application of any effect that cures hit point damage will stop the bleeding.

Hooded Killer's Stance

Discipline: Steel Serpent (Stance); **Level:** 5

Prerequisite(s): Two Steel Serpent Maneuvers

Initiation Action: 1 [swift action](#)

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

The disciple adopts the mannerisms and cold blooded nature of the hooded cobra, the lord of serpent kind. While in this stance, the disciple gains an additional +3d6 [sneak attack dice](#) (see [rogue](#) class feature) and a [competence bonus](#) to [Intimidate](#) and [Stealth](#) checks equal to half of his initiator level. If the disciple possessed the [sneak attack](#) class feature previously, the benefits of this stance stack with his class feature.

Inner Sphere Stance

Discipline: Thrashing Dragon (Stance); **Level:** 1

Initiation Action: 1 [swift action](#)

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

A defensive stance that focuses on using the disciple's dance-like movements to confound his foe, Inner Sphere Stance allows the disciple to use erratic movements to defend himself and bolster his confidence. When wielding two weapons while in this stance, the disciple gains a +2 [dodge bonus](#) to AC and a +2 [morale bonus](#) to [Will](#) saves. These bonuses increase by +1 when the character's initiator level reaches 6th, and increases again by +1 at 12th and 18th initiator level.

Spiritual Weapon Stance

Discipline: Veiled Moon (Counter) [Force]; **Level:** 6

Prerequisite(s): Two Veiled Moon maneuvers

Initiation Action: 1 [swift action](#)

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

By channeling ethereal energies along his weapons and his body, the initiator becomes immersed in both worlds, being as solid on the [Ethereal Plane](#) as he is on the Material. While in this stance, the initiator's weapons, armor, and equipment are treated as if they had the [ghost touch](#) property (ammunition retains the property until used), and his attacks inflict an additional 2d6 points of force damage. As a side-effect of this empowerment from the Ethereal plane, this energy acts as a buffer against magical attacks, and grants the disciple [spell resistance](#) equal to 5 + his initiator level. This is an Ethereal plane using stance.

Eclipsing Moon

Discipline: Veiled Moon (Strike) ([teleportation](#), force); **Level:** 8

Prerequisite(s): Three Veiled Moon maneuvers

Initiation Action: 1 full-round action

Range: Melee attack, movement speed

Target: Special

Duration: Instant

DESCRIPTION

Folding space around his form effortlessly, the disciple is capable of leaps through the ether and attacking through the barrier between the worlds in a series of staccato bursts of silvery-blue light, his image blinking as he strikes. As a full attack action, the initiator may make an attack against a target and then [teleport](#) a [distance](#) up to his movement speed to a new target to strike again, and each attack is made against the target's [flat-footed armor class](#). He may do this a number of times equal to the number of attacks he possesses on a full attack action (including off hand attacks or secondary attacks), and he may select the same target for each attack but each [teleportation](#) must land him in position to make an attack against a target

creature (he must attack a target creature at the end of each [teleportation](#)). Each attack gains a +2 [competence bonus](#) and inflicts an additional 4d4 points of force damage. Secondary attacks such as off-hand attacks and secondary [natural attacks](#) only add 2d4 of force damage. The initiator may forgo the first attack of this maneuver to [teleport](#) himself into position to use the rest of the attacks of this maneuver.

Lunar Penumbra

Discipline: Veiled Moon (Counter) ([teleportation](#)); **Level:** 8

Prerequisite(s): Three Veiled Moon maneuvers

Initiation Action: 1 [immediate action](#)

Range: Personal. Close (25-ft. + 5-ft./2 initiator levels)

Target: You and one target

Duration: Instant

DESCRIPTION

It is said that the moon is portrayed in some legends as a laughing trickster, and with this powerful ability, the Veiled Moon disciple is capable of pulling an incredible trick upon his foe. The initiator makes a [Stealth](#) check against his foe's [Perception](#) check. If successful he and his attacker switch positions, and the attack that was directed against the disciple now affects the attacker, effectively causing the target to strike itself. This ability may be used to evade spells and effects that directly target the initiator or for those that allow for a [Reflex](#) save (but if the initiator is still within the radius of the effect, he still is struck by it).

[UNCHAINED ROGUE](#) 8

Sneak Attack: +4d6 If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage anytime her target would be denied a [Dexterity](#) bonus to AC (whether the target actually has a [Dexterity](#) bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 2 rogue levels thereafter. Ranged attacks can count as [sneak attacks](#) only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a [critical hit](#).

With a weapon that deals [nonlethal damage](#) (such as a [sap](#), [unarmed strike](#), or [whip](#)), a rogue can make a [sneak attack](#) that deals [nonlethal damage](#) instead of lethal damage. She cannot use a weapon that deals lethal damage to deal [nonlethal damage](#) in a [sneak attack](#)—not even with the usual -4 penalty.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot [sneak attack](#) while striking a creature with total [concealment](#).

Finesse Training (Ex): At 1st level, a rogue gains [Weapon Finesse](#) as a bonus feat. In addition, starting at 3rd level, she can select any one type of weapon that can be used with [Weapon Finesse](#) (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her [Dexterity](#) modifier instead of her [Strength](#) modifier to the damage roll. If any effect would prevent the rogue from adding her [Strength](#) modifier to the damage roll, she does not add her [Dexterity](#) modifier. The rogue can select a second weapon at 11th level and a third at 19th level. (Estoc, Talons)

Trapfinding: A rogue adds 1/2 her level on [Perception](#) checks to locate traps and on [Disable Device](#) checks (minimum +1). A rogue can use [Disable Device](#) to disarm magic traps.

Evasion (Ex): At 2nd level, a rogue can avoid even magical and unusual attacks with great agility. If she succeeds at a [Reflex](#) saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A [helpless](#) rogue does not gain the benefit of [evasion](#).

Danger Sense (Ex): At 3rd level, a rogue gains a +1 bonus on [Reflex](#) saves to avoid traps and a +1 [dodge bonus](#) to AC against attacks made by traps. In addition, she gains a +1 bonus on [Perception](#) checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 rogue levels thereafter (to a maximum of +6 at 18th level). This ability counts as [trap sense](#) for the purpose of any feat or class prerequisite, and

can be replaced by any archetype class feature that replaces [trap sense](#). The bonuses gained from this ability stack with those gained from [trap sense](#) (from another class).

Uncanny Dodge (Ex): At 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught [flat-footed](#), nor does she lose her [Dexterity](#) bonus to AC if the attacker is [invisible](#). She still loses her [Dexterity](#) bonus to AC if immobilized. A rogue with this ability can still lose her [Dexterity](#) bonus to AC if an opponent successfully uses the [feint](#) action against her.

If a rogue already has uncanny dodge from a different class, she automatically gains [improved uncanny dodge](#) (see below) instead.

Rogue's Edge (Ex): At 5th level, a rogue has mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. She gains the skill unlock powers for that skill as appropriate for her number of ranks in that skill. At 10th, 15th, and 20th levels, she chooses an additional skill and gains skill unlock powers for that skill as well.

Improved Uncanny Dodge (Ex): At 8th level, a rogue can no longer be [flanked](#). This defense denies another rogue the ability to [sneak attack](#) the character by [flanking](#) her, unless the attacker has at least four more rogue levels than the target does.

If a character already has [uncanny dodge](#) from another class, the levels from the classes that grant [uncanny dodge](#) stack to determine the minimum rogue level required to [flank](#) the character.

Debilitating Injury (Ex): At 4th level, whenever a rogue deals [sneak attack](#) damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability). The rogue can choose to apply any one of the following penalties when the damage is dealt.

Bewildered: The target becomes bewildered, taking a -2 penalty to AC. The target takes an additional -2 penalty to AC against all attacks made by the rogue. At 10th level and 16th level, the penalty to AC against attacks made by the rogue increases by -2 (to a total maximum of -8).

Disoriented: The target takes a -2 penalty on [attack rolls](#). In addition, the target takes an additional -2 penalty on all [attack rolls](#) it makes against the rogue. At 10th level and 16th level, the penalty on [attack rolls](#) made against the rogue increases by -2 (to a total maximum of -8).

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional attacks that deal [sneak attack](#) damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Rogue Talents: As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a rogue's [sneak attack](#). Only one of these talents can be applied to an individual attack, and the decision must be made before the [attack roll](#) is made.

Combat Trick: A rogue who selects this talent gains a bonus [combat feat](#). (*Two-weapon fighting*)

Fast Stealth (Ex): This ability allows a rogue to move at full speed using the [Stealth](#) skill without penalty.

Surprise Attack (Ex): During the [surprise](#) round, a rogue with this ability always considers opponents [flat-footed](#), even if they have already acted. A rogue with this ability adds 1/2 her rogue level to her [sneak attack](#) damage rolls made during the [surprise](#) round.

Weapon Training: A rogue who selects this talent gains [Weapon Focus](#) as a bonus feat.

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RACE (30 RP)

Outsider (native) (3 RP)FREE

A [native outsider](#) is at least partially composed of the essence (but not necessarily the matter) of some plane other than the [Material Plane](#). Some creatures start out as some other type and become [outsiders](#) when they attain a higher (or lower) state of spiritual existence. When making a [native outsider](#) race, it is sometimes important to pick a single [Outer Planes](#) that race is tied to. For example, [tieflings](#) are tied to [Abaddon](#), the Abyss, or [Hell](#). Such ties can be important for qualifying for other racial abilities, but it's not required that a [native outsider](#) be tied to another plane. A [native outsider](#) race has the followings features.

- [Native outsiders](#) have the [darkvision](#) 60 feet racial trait.
- ~~[Native outsiders](#) breathe, eat, and sleep.~~

Small (0 RP)

Small races gain a +1 [size bonus](#) to their AC, a +1 [size bonus](#) on [attack rolls](#), a -1 penalty on [combat maneuver](#) checks and to their [CMD](#), and a +4 [size bonus](#) on [Stealth](#) checks. Small races have a space of 5 feet by 5 feet and a reach of 5 feet.

Standard (0 RP)

Members of this race start with Common plus their racial language (if any). Furthermore, choose up to seven languages (except for Druidic or other secret languages). Members of this race with high [Intelligence](#) scores can choose from any of these additional languages.

Spell Resistance, Greater (3 RP)

Prerequisites: None.

Benefit: Members of this race gain [spell resistance](#) equal to 11 + their character level.

Gifted Linguist (2 RP) 5

Prerequisites: Standard or linguist language quality.

Benefit: Members of this race gain a +4 [racial bonus](#) on [Linguistics](#) checks, and they learn one additional language every time they put a rank in the [Linguistics](#) skill.

Claws (2 RP)7

Prerequisites: None.

Benefit: Members of this race receive two claw attacks. These are primary [natural attacks](#). The damage is based on the creature's size.

Constant Spell-Like Divination (3 RP)10

Prerequisites: None.

Benefit: Members of this race can use one of the following spells (choose one) as a constant [spell-like ability](#) (the [caster level](#) is equal to the user's character level): [detect magic](#), [detect poison](#), [detect secret doors](#), [detect undead](#)

Spell-Like Ability, At-Will (Variable, see Special) (2 RP) 12

Prerequisites: None.

Benefit: Choose a 3rd-level or lower spell that does not attack a creature or deal damage. Members of this race can use this spell as an at-will [spell-like ability](#). The [caster level](#) of the spell is equal to the user's character level.

Special: This trait costs as many RP as twice the level of spell chosen (minimum 2). Up to five spells can be chosen when you take this trait. Each time you take an additional spell, adjust the RP cost of this trait appropriately.

Vanish 2 RP

Fast (1 RP) 13

Prerequisites: Normal speed.

Benefit: Members of this race gain a +10 foot bonus to their base speed.

Special: This trait can be taken more than once, but each time it is, the cost increases by 1 RP. Its effects stack.

Flight (4 RP) Free

Prerequisites: None.

Benefit: Members of this race have a fly speed of 30 feet with clumsy maneuverability.

Special: This trait can be taken more than once. For each additional 2 RP spent, the race's fly speed increases by +10 feet, and the maneuverability improves by one step.

Swift as Shadows (3 RP)16

Prerequisites: The race has at least a +2 [racial bonus](#) to [Dexterity](#).

Benefit: Members of this race reduce the penalty for using [Stealth](#) while moving at full speed by 5, and reduce the [Stealth](#) check penalty for sniping by 10.

Blindsense 30 Feet (4 RP) 20

Prerequisites: None.

Benefit: Using nonvisual senses such as acute smell or hearing, members of this race notice things they cannot see. Members of this race usually do not need to make [Perception](#) checks to pinpoint the location of a creature within 30 feet, provided they have line of effect to that creature. A creature that members of this race cannot see still has total [concealment](#) against individuals with [blindsense](#), and members of this race still have the normal miss chance when attacking creatures that have [concealment](#). Visibility still affects the movement of members of this race. Members of this race are still denied their [Dexterity](#) bonus to AC against attacks from creatures they cannot see.

Natural Attack (1 RP) 21 (Talons)

Prerequisites: None.

Benefit: Pick one of the following [natural attacks](#): gore, hoof (if the race has hooves), slam, talons, or wings (if the race has flight). Members of this race receive one [natural attack](#) of the chosen type. Gore, slam, and talons are primary [natural attacks](#), while hoof and wings are secondary [natural attacks](#). The damage is based on the creature's size.

Special: This trait can be taken multiple times. Each time, pick a different [natural attack](#).

Negative Energy Affinity (-1 RP) 20

Prerequisites: None.

Weakness: A member of this race is alive, but is healed by negative energy and harmed by positive energy, as if it were an undead creature.

Resist Level Drain (1 RP) 21

Prerequisites: [Negative energy affinity](#) racial trait.

Benefit: Members of this race take no penalty from energy-draining effects, though a member of this race can still be killed if it accrues more [negative levels](#) than it has [Hit Dice](#). After 24 hours, any [negative levels](#) a member of this race has accrued are removed without the need for any additional saving throws.

Natural Armor (2 RP) 23

Prerequisites: None.

Benefit: Members of this race gain a +1 [natural armor bonus](#) to their [Armor Class](#).

Improved Natural Armor (2 RP) 25

Prerequisites: Natural armor racial trait.

Benefit: Members of this race gain a +1 [natural armor bonus](#).

Special: This racial trait can be taken multiple times. Each additional time you take this trait, increase its cost by 1 RP. Its effects stack.

Spell-Like Ability, Lesser (Variable, see Special) [Undetectable Alignment](#) (2 RP) 27

Prerequisites: None.

Benefit: Choose a 2nd-level or lower spell that does not attack a creature or deal damage. Members of this race can use this spell as a [spell-like ability](#) once per day. The [caster level](#) of the spell is equal to the user's character level.

Special: This trait costs as many RP as the level of the spell chosen (minimum 1 RP). This trait can be taken up to three times. Each time you take an additional spell, adjust the RP cost of this trait appropriately.

Spell-Like Ability, Greater (Variable, see Special) [Long Arm](#) (2 RP) 29

Prerequisites: None.

Benefit: Choose a 3rd-level or 4th-level spell that does not attack a creature or deal damage. Members of this race can use this spell as a [spell-like ability](#) once per day. The [caster level](#) of the spell is equal to the user's character level.

Special: This trait costs as many RP as the level of the spell chosen. This trait can be taken up to three times. Each time you take an additional spell, adjust the RP cost of this trait appropriately.

Spell-Like Ability, Lesser (Variable, see Special) [Grease](#) (1 RP) 30

Prerequisites: None.

Benefit: Choose a 2nd-level or lower spell that does not attack a creature or deal damage. Members of this race can use this spell as a [spell-like ability](#) once per day. The [caster level](#) of the spell is equal to the user's character level.

Special: This trait costs as many RP as the level of the spell chosen (minimum 1 RP). This trait can be taken up to three times. Each time you take an additional spell, adjust the RP cost of this trait appropriately.

Avian

Source: [PFC:C&C](#)

The avian base form is birdlike in shape.

Starting Statistics

Size: When summoned, an avian [eidolon](#) is Small unless it spends 2 points from its evolution pool. At 5th level, a Medium or larger avian [eidolon's](#) flight speed increases by 40 feet, as if it had 2 more points in the flight evolution; **Speed** 30 ft., fly 30 ft. (good); ~~AC +2 [natural armor](#), [Saves Fort](#) (bad), [Ref](#) (good), [Will](#) (good); **Attacks** 2 claws (1d3); [Ability Scores](#) ~~Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11.~~~~

Free Evolutions

[Claws](#), flight, [limbs](#) (legs).

Evolutions: Limbs (2), Scent (1), Flight +1 (1), Immunity: Acid, Fire, Sonic (6)

Limbs (Ex) Arms 2EP

Source: [PRG:APG](#)

An eidolon grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the eidolon's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The eidolon does not gain any additional natural attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or a slam). Arms that have hands can be used to wield weapons, if the eidolon is proficient. This evolution can be selected more than once.

Scent (Ex) 1EP

Source: [PRG:APG](#)

An eidolon's sense of smell becomes quite acute. The eidolon gains the [scent](#) special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the normal range. [Scent](#) does not allow the eidolon to precisely locate the creature, only to detect its presence. It can detect the direction with a [move action](#). The eidolon can pinpoint the creature's location if it is within 5 feet. The eidolon can use [scent](#) to track creatures.

Flight (Ex or Su) Free +1EP speed

Source: [PRG:APG](#)

An eidolon grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The eidolon gains a fly speed equal to its base speed. The eidolon's maneuverability depends on its size. Medium or smaller eidolons have good maneuverability. Large eidolons have average maneuverability, while Huge eidolons have poor maneuverability. For 2 additional evolution points, the eidolon flies by means of magic. It loses its wings, but its maneuverability increases to perfect. Flying via magic makes this a supernatural ability. The eidolon's fly speed can be increased by spending additional evolution points, gaining a 20-foot increase to fly speed for each additional point spent. The summoner must be at least 5th level before selecting this evolution.

Immunity (Su) 2EP each

Source: [PRG:APG](#)

An eidolon's body becomes extremely resilient to one energy type, gaining immunity to that type. Pick one energy type: acid, cold, electricity, fire, or sonic. The eidolon gains immunity to that energy type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. The summoner must be at least 7th level before selecting this evolution.

FIENDISH POWERS (30)

Mimicry (Ex): A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice. (2 FP)

Multispell (Ex): An arach spellcaster (one that has taken levels in a spellcasting class) can cast multiple spells in a given round. If each spell is 3rd-level or less, an arach can cast up to three spells per round; 4th- or 5th-level spells, two per round. An arach cannot multispell spells higher than 5th-level. (4 FP) 6

Natural Invisibility (Ex): This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the [invisibility purge](#) spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on [Stealth](#) checks when moving, or +40 when standing still—these bonuses are not included in the statistics above. (12 FP) 18

Multiweapon Mastery (Ex): A marilith never takes penalties to her attack roll when fighting with multiple weapons. (4 FP) 22

Dimension Mastery (Ex): A dimensional shambler can take actions normally after using [dimension door](#) effects. A dimensional shambler under the effects of a [dimensional anchor](#) or [dimensional lock](#) spell can ignore the effects of the spell for 1 round by making a DC 25 [Knowledge](#) (planes) check as a [move action](#). (2 FP) 24

Spell-Like Ability: At-will [greater teleport](#) (self plus 50 lbs. of objects only) (2 FP) 26

Spell-Like Ability: Constant—[true seeing](#) (4 FP) 30

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TEMPLATES

[Quickling CR+3](#)

Challenge Rating: Same as the base creature +3.

Initiative: A quickling gains a +4 bonus on [Initiative](#) checks.

Armor Class: A quickling gains a +4 [dodge bonus](#) to [Armor Class](#).

Defensive Abilities: A quickling gains [fast healing](#) 1 plus 1 for every 5 racial HD it possesses.

Weaknesses: A quickling has the following weakness:

Aging Vulnerability (Ex)

A quickling takes 50% more damage from aging effects, including the number of years aged.

Speed: Each of the base creature's speeds is quadrupled. If the base creature has a fly speed, its maneuverability increases two categories (maximum perfect).

Special Attacks: A quickling retains all of the base creature's special attacks and gains the following.

Rapid Actions (Ex)

A quickling gains one extra attack or [move action](#) each round. This does not stack with other [haste](#) effects.

Quickling Casting (Ex)

All spells and [spell-like abilities](#) a [quickling](#) creature has can be cast as a [swift action](#) if it has a [casting time](#) of 1 round or less. Those spells and [spell-like abilities](#) with longer casting times have their casting times reduced to 1 round and take an attack action to cast. This ability cannot be used with the [Quicken Spell](#) or [Quicken Spell-Like Ability](#) feats.

Abilities: [Dex](#) +8.

Skills: A quickling creature gains a +4 [racial bonus](#) on [Perception](#) checks and a +10 [racial bonus](#) on [Acrobatics](#) checks.

Feats: A quickling creature gains [Dodge](#), [Mobility](#), [Quick Draw](#), and [Spring Attack](#) as bonus feats.

Special Qualities: A quickling gains the following.

Rapid Aging (Ex)

A quickling ages 4 years for every 1 year that passes.

[Psychic: Precog & Telepath +1 CR](#)

Challenge Rating: The CR increases based on which focuses the psychic possesses. Each focus adds its own CR increase.

Precognizant, Telepath: Same as the base creature +1.

Initiative: A precognizant gains a +8 [insight bonus](#) on [Initiative](#) rolls.

Defensive Abilities: The exact defensive abilities bestowed depend on the psychic's particular focus, as follows:

Precognizant: Foresight (Su): A precognizant functions as though constantly affected by a [foresight](#) spell ([caster level](#) equals precognizant's character level). The precognizant receives instantaneous warnings of impending danger to itself and gains a general idea of what actions it might take to protect itself. It is never surprised or [flat-footed](#), and gains a +2 [insight bonus](#) to AC and on [Reflex](#) saves. This [insight bonus](#) is lost whenever the precognizant creature would be denied its [Dexterity](#) bonus to AC.

Telepaths: Informed Prediction (Su): If the telepath has successfully used [detect thoughts](#) against a creature within 24 hours, it gains a +2 [dodge bonus](#) against that creature's attacks and a +2 [insight bonus](#) on saves against that creature's spells and special attacks.

Spell-like Abilities: A psychic's [spell-like abilities](#) depend on its focus. A psychic's [caster level](#) is equal to its total [Hit Dice](#). Unless otherwise specified, all abilities are cumulative and the DCs are [Charisma-based](#).

Precognizant: At will—[guidance](#) (self only); 3/day—[augury](#), [moment of prescience](#); 1/day—[foresight](#).

Telepath: At will—[detect thoughts](#); 1/day—[dream](#), [mind blank](#), [phantasmal killer](#), [telepathic bond](#).

Feats: A psychic gains [Iron Will](#) as a bonus feat.

Skills: A psychic gains racial bonuses on certain skill checks according to its particular focus, as follows:

Telepath: A telepath gains a +5 [racial bonus](#) to [Bluff](#), [Diplomacy](#), and [Sense Motive](#) checks.

Languages: A telepath gains [telepathy](#) 100 ft. as a supernatural ability.

[Alacritous](#)

Defensive Abilities: An alacritous creature retains all the base creature's defenses and gains [improved evasion](#) (as the [rogue](#) ability), [improved uncanny dodge](#) (as the [barbarian](#) ability at a level of its total HD + 4), as well as the following:

Duck Aside (Ex): Any round the alacritous creature does not use its split second ability (see below), it has a +20% chance to step away from any attack that would otherwise hit it. This stacks with any miss chance due to [concealment](#).

Speed: The alacritous creature doubles all its movement rates.

Special Attacks: An alacritous creature retains all the base creature's special attacks and gains the [pounce](#) universal monster ability as well as the following.

Split Second (Su): An alacritous creature can move with such speed that it appears to be in two places at once. As a [full-round action](#), it can move up double to its movement, then take a [standard action](#) at its original location, and one at its new location. It may use the action at its new location to [charge](#) and/or [pounce](#), or to make an attack using [Spring Attack](#) (which counts as its additional [standard action](#)). It is treated as being at both locations for purposes of provoking [attacks of opportunity](#) from all actions taken (at either location) or threatening and being [threatened](#), until the end of its action. Once the alacritous creature has taken all its actions, it comes to rest exclusively at its new position.

An alacritous creature cannot use split second two rounds in a row.

Spell-like Abilities: An alacritous gains the following [spell-like abilities](#). Its [caster level](#) is equal to total [Hit Dice](#) + 4.

Constant—[freedom of movement](#)

Feats: An alacritous creature receives [Dodge](#), [Improved Initiative](#), [Mobility](#), and [Run](#) and either [Flyby Attack](#) or [Spring Attack](#) (as appropriate) as bonus feats.

Shadow Lord

Senses: A shadow lord gains the [see in darkness](#) ability.

Armor Class: Same as the base creature (see also the [incorporeal](#) step ability).

Defensive Abilities: A shadow lord gains the following defensive abilities.

Energy Resistance and Damage Reduction (Su)

A shadow lord gains [damage reduction](#) and resistance to cold and electricity based on its [Hit Dice](#), as noted on the table below. This replaces the [energy resistance](#) and [damage reduction](#) granted by the shadow creature template.

Hit Dice	Resist Cold & Electricity	DR
5-10	15	10/magic
11-15	20	15/magic
16+	30	20/magic

Incorporeal Step (Su)

When a shadow lord moves, it gains the [incorporeal](#) subtype and quality, including a [deflection bonus](#) to AC equal to its [Charisma](#) bonus. It loses the [incorporeal](#) subtype and special ability when it stops moving.

Attacks: A shadow lord gains a melee [touch attack](#) that deals 1d6 points of damage ([Fort](#) negates). The save DC is equal to 10 + 1/2 the shadow lord's [Hit Dice](#) + the shadow lord's [Charisma](#) modifier. On a [critical hit](#), the shadow lord's [touch attack](#) also deals 1 point of [Constitution damage](#) (also negated by the saving throw).

Special Attacks: A shadow lord gains the following special attacks. Their saving throw DCs for these attacks are equal to 10 + 1/2 the shadow lord's [Hit Dice](#) + the shadow lord's [Charisma](#) modifier, unless otherwise noted.

Cloying Gloom Blast (Su)

Three times per day, the shadow lord can unleash a 30-foot cone of cloying gloom. On a failed [Fortitude](#) saving throw, creatures in the cone are affected by a [slow](#) spell ([caster level](#) equal to the shadow lord's [Hit Dice](#)) and are [blinded](#) for the duration of the slow effect.

Spell-Like Abilities: A shadow lord gains the following [spell-like abilities](#), with a [caster level](#) equal to its [Hit Dice](#):

At will—[ray of sickening](#);

3/day—[shadow conjuration](#), shadow step;

1/day—[greater shadow conjuration](#) (if the shadow lord has 11 or more [Hit Dice](#)), [shadow walk](#).

A creature created with [shadow conjuration](#) or [greater shadow conjuration](#) that would normally have a celestial or [fiendish template](#) (such as a [bear](#)) instead gains the shadow creature template.

Special Qualities: A shadow lord gains the following special quality.

Planar Thinning (Su)

Once per day as a [full-round action](#), a shadow lord can thin the barriers between the [Material Plane](#) and [Shadow Plane](#), making it considerably easier for creatures to cross between the two. This functions like the planar travel aspect of the [gate](#) spell ([caster level](#) equal to the shadow lord's [Hit Dice](#)). This planar thinning is immediately dispelled if in an area of normal or bright light.

Ability Scores: [Dex](#) +4, [Cha](#) +4.

Skills: A shadow lord gains a +8 [racial bonus](#) on all [Stealth](#) checks.

And on to abilities:

SLA: Constant True Seeing

SLA: At-will greater invisibility

SLA: At-will greater teleport (Self only +50 lbs)

[spoiler=Mind-Consuming Gaze (Su)] Also from the Thought-slayer.

Mind-Consuming Gaze (Su)

Instantly kill (by draining the mind away), range 30 feet, Fortitude DC 19 negates.
The save DC is Charisma-based.

This is considered a mind-affecting death effect.

If a thought slayer's gaze is met indirectly (such as through a mirror or a reflection in water), the opponent does not die on a failed save but instead is dazed for 14 rounds. This otherwise is a gaze effect.

The gaze cannot affect creatures on the Material Plane while the thought slayer remains ethereal, but it can affect ethereal creatures while the thought slayer is on the Material Plane.[/spoiler]

Dimension Mastery (Ex)

A dimensional shambler can take actions normally after using [dimension door](#) effects. A dimensional shambler under the effects of a [dimensional anchor](#) or [dimensional lock](#) spell can ignore the effects of the spell for 1 round by making a DC 25 [Knowledge](#) (planes) check as a [move action](#).

Stealthy Sniper:

Stealthy Sniper (Ex): When a rogue with this talent uses the Stealth skill to snipe, she only suffers a -10 penalty on the Stealth check, instead of -20.

Class 1	Class 2	Class 3	BAB	Skills	Fort	Ref	Will
Wiz 1	Stalker 1	Quickling 1	1	6	0	0	2

Wiz 2	Stalker 2	Quickling 2	2	6	0	0	3
Wiz 3	Stalker 3	Psychic	3	6	1	1	3
Wiz 4	Stalker 4	Alacritous Creature	4	6	1	1	4
Wiz 5	Stalker 5	Shadow Lord	5	6	1	1	4
Wiz 6	Stalker 6	Rogue 1	6	8	2	3	5
Wiz 7	Stalker 7	Rogue 2	7	8	2	4	5
Wiz 8	Stalker 8	Rogue 3	8	8	2	4	6
Wiz 9	Stalker 9	Rogue 4	9	8	3	5	6
Wiz 10	Stalker 10	Rogue 5	10	8	3	5	7
Wiz 11	Stalker 11	Rogue 6	11	8	3	6	7
Wiz 12	Stalker 12	Rogue 7	12	8	4	6	8
Wiz 13	Stalker 13	Rogue 8	13	8	4	7	8

Fort: +6 (13 wizard / 13 stalker @ ½ level, no good save)

Ref: +8 (6 wizard / 6 stalker @ ½ level +8 rogue good save)

Will: +8 (13 wizard)