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Class Name

Thematic description of the class. Write something creative that fits the lore, don't worry about mechanics yet.

Role: Give an outline on what the class does. Are they combat focused or skill focused? Do they deal damage, control the battlefield, or support their allies?

Alignment: Alignment restrictions suck, and Pathfinder has removed a lot of them. Most new hybrid classes don't have any alignment restrictions either. IMO, alignment is primarily a roleplaying tool, only mechanically significant if the player's morality plays a part in their class features, such as with divine casters.

Hit Die: Pathfinder follows a pretty simple set of rules here. Full BaB classes get d10s, 3/4 BaB classes get d8s, and 1/2 BaB classes get d6s. Occasional exceptions are made, like Barbarians getting d12s, but for a homebrew class I'd stick to the basics.

Starting Wealth: I honestly don't know how this is decided. Look at the default classes for a reference. Give martial and non-spellcasting classes more moolah to start out with, so they can buy an alchemist's fire or some lockpicks or something.

Class Skills

How many class skills a class has depends on the point of the class. Skill-monkeys like Bard, Investigator, and Rogue get loads of class skills, while more combat-focused classes don't get as many. Very few classes get all Knowledge skills as class skills, so only do that if skills are their thing. Spellcasters get Knowledge (Arcana), Spellcraft, and Use Magic Device. Be nice and give the martials Perception as a class skill. Disable Device and Use Magic Device are otherwise pretty rare class skills only given to skillful classes. Almost all classes get Profession as a class skill.

Skill Ranks Per Level: Please, please don't give anyone 2 + Int skills per level, that sucks. I guess full arcane casters can get 2 + Int because they get so much extra utility from spells anyway. Full martials and casters typically get 4 + Int, most skills-focused classes get 6 + Int. I'd recommend against giving anything 8 + Int, that's basically all the Rogue has got left.

Table: Class Name

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells /day	Spells /day	Spells /day	Spells /day	Spells /day	Spells /day
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Core Class Features, Spellcasting	1	-	-	-	-	-
2nd	+1	+3	+3	+0	Whatever	2	-	-	-	-	-
3rd	+2	+3	+3	+1	Whatever	3	-	-	-	-	-
4th	+3	+4	+4	+1	Whatever	3	1	-	-	-	-

5th	+3	+4	+4	+1	Nice Combat Class Feature	4	2	-	-	-	-
6th	+4	+5	+5	+2	Whatever	4	3	-	-	-	-
7th	+5	+5	+5	+2	Whatever	4	3	1	-	-	-
8th	+6/+1	+6	+6	+2	Whatever	4	4	2	-	-	-
9th	+6/+1	+6	+6	+3	Whatever	5	4	3	-	-	-
10th	+7/+2	+7	+7	+3	Whatever	5	4	3	1	-	-
11th	+8/+3	+7	+7	+3	Whatever	5	4	4	2	-	-
12th	+9/+4	+8	+8	+4	Whatever	5	5	4	3	-	-
13th	+9/+4	+8	+8	+4	Whatever	5	5	4	3	1	-
14th	+10/+5	+9	+9	+4	Whatever	5	5	4	4	2	-
15th	+11/+6/+1	+9	+9	+5	Whatever	5	5	5	4	3	-
16th	+12/+7/+2	+10	+10	+5	Whatever	5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	Whatever	5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Whatever	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Whatever	5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Capstone, Whatever	5	5	5	5	5	5

Class Features:

The following are class features of the class name.

Weapon and Armor Proficiency

Full BaB classes typically get all simple and martial weapon proficiency, some armor, and shields. Arcane casters typically aren't proficient in armor, but some half-casters that are more combat-focused gain the ability to cast arcane spells from their lists in certain armors, typically only light armor. Some classes get simple weapon proficiency and proficiency in a select number of specific martial or exotic weapons. Don't go crazy here, no bastard swords or falcatas or whatever. Go thematic, not powergame-y.

Spellcasting

To learn, prepare, or cast a spell, a class name must have a casting stat score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a class name's spell is 10 + the spell's level + the class name's casting stat modifier.

Spellcasting is typically the inverse of Base Attack Bonus for a class. Full BaB classes have either no spellcasting (which means they need other good utility class features!) or 4th level casting. $\frac{3}{4}$ BaB classes have 6th level spellcasting, or 9th level casting in the case of some divine casters. $\frac{1}{2}$ BaB classes have 9th level casting. There are extremely few exceptions to these rules (Rogues don't get spellcasting at all, and Medium has $\frac{3}{4}$ BaB and 4th level casting), and I wouldn't recommend straying from them. **Do not make a class with full BaB and 9th level casting**, that's the telltale sign of a broken powerful homebrew class.

Arcane spellcasters have access to more flashy high-damaging and battlefield control spells. As such, their spellcasting is a big part of the class's combat output, so it doesn't need much (for example, practically all of the Magus's features are just about delivering spells better). Divine casters on the other hand are great at healing (both HP damage and conditions) and buffing. As such, they typically get other offensive class features to supplement their damage output, like better weapon and armor proficiencies, Smite Evil, Bane, etc. Alchemy is like spells in most respects, and is the king of buffing and personal transmutation. Alchemy is self-only unless the class has access to the infusion alchemist discovery. As a side note, alchemy is kinda designed and works best when the class also has access to alchemist discoveries, otherwise they'll lag behind in utility and power. Psychic magic is an interesting mix. They can cast in heavy armor and even with their hands full, but take extra penalties to concentration checks, so they don't do well casting in melee range. Psychic magic is primarily focused on buffs and debuffs, although this is not always the case (see: Occultist).

Class Feature

Table: Spells Known

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	-	-	-	-	-
2nd	5	3	-	-	-	-	-
3rd	6	4	-	-	-	-	-
4th	6	4	2	-	-	-	-
5th	6	4	3	-	-	-	-

6th	6	4	4	-	-	-	-
7th	6	5	4	2	-	-	-
8th	6	5	4	3	-	-	-
9th	6	5	4	4	-	-	-
10th	6	5	5	4	2	-	-
11th	6	6	5	4	3	-	-
12th	6	6	5	4	4	-	-
13th	6	6	5	5	4	2	-
14th	6	6	6	5	4	3	-
15th	6	6	6	5	4	4	-
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Class Feature

Spontaneous spellcasters have a limited number of spells known, but (usually) can cast more spells per day than prepared casters. Prepared casters cast fewer spells per day, but have a much larger spell list to pull from. Arcane casters (and alchemists) have books that they must manually add spells to to be able to prepare and cast them. Divine casters, on the other hand, have access to their full spell list to prepare from each day, as an additional boon to keep balanced with arcane magic.

Nice Combat Class Feature

Like it or not, Pathfinder generally has a lot of fighting, so a Pathfinder class needs to be able to do something in combat! What combat feature is best for your class depends on what type of class you're building. If it's an arcane caster, specifically a prepared arcane caster, they probably have enough offensive punch that they really don't need anything more. If it's a spontaneous caster, having generically useful combat abilities means that they can spend their limited spells known on other spells rather than just combat spells.

Regardless, if your class is about doing melee or ranged damage, they're going to want some way to boost their attack and damage rolls. You know what happens when you make a $\frac{3}{4}$ BaB class that has no reliable way to boost its attack or damage rolls? You get core Rogue, and people would rather play NPC classes than your class. Most full BaB classes get a scaling attack and damage bonus that typically caps out at +4 or +5 (see: Weapon Training, Rage, Studied Target). $\frac{3}{4}$ BaB classes have more variety and power in their options.

Many spellcasting/martial hybrids have the ability to enhance their weapons by spending points from a replenishing pool (see: Occultist, Magus) or for a certain number of rounds per day. For these "temporary enchantments", the classes that have a limited list of enchantments they can apply can do this as a swift action, while classes that can apply *any enhancement bonus* (see: Occultist, Fighter's Warrior Spirit) do so as a standard action.

The less spellcasting your class has, the better this core combat feature needs to be. Keep in mind that some classes have combat features that can work in tandem with each other, like Judgement+Bane for Inquisitors, or Studied Combat+Mutagen for Investigators.

Class Feature

I don't have any other good spot to talk about saving throws so I'll talk about them here. There are 3 saves in Pathfinder: Fortitude, Reflex, and Will. Fortitude saves are about personal toughness and resistance to physical influences like poison or pain. Classes that spend most of their time on the front line really kinda need a good Fort save, otherwise they'll easily fall to debilitating effects. Reflex saves allow you to dodge Area of Effect spells or lessen their damage. Mostly sneaky or frontline classes get good Reflex saves. Will determines your mental fortitude and ability to avoid enchantments, compulsions, and see through illusions. This is a tough one, because characteristically full BaB martial classes have low Will saves as a flaw, so characters try to boost said saves so they don't get dominated and used to kill their own allies. Do note that said martials do have other class features that boost their Will saves in some way, such as Rage, Still Mind, or Armed Bravery. Alternatively, many spellcasters and all 9th level casters have good Will saves.

Class Feature

Several classes gain the ability to augment their saves by ignoring the partial effects when they succeed on a saving throw. For instance, Evasion allows you to ignore all effects that require a Reflex save if you pass, and then Improved Evasion extends this so that even if you fail a save, you still only take half effect. Similar class features for the other saves do exist, but are less common than Evasion (see: Inquisitor's Stalwart class feature)

Class Feature

Notice how up in the class table there's something going on at every level? This is a significant (and excellent) change that Pathfinder made from 3.5 edition D&D. Pathfinder classes get something at every level, even if that something is just one of their other class features' numbers going up. This way, each time the player levels up, they have something to look forward to, instead of being disappointed by "dead levels" where they don't get anything new beyond higher BaB, better saves, or more spells. Note that not every class abides by this rule. Wizards and Clerics are so dang strong in their spellcasting that they really don't need anything else, so they do have some dead levels. On the complete opposite side of the spectrum, the Vigilante class literally has you picking a new talent option every level, so there's always something cool coming up next level.

Class Feature

Another random piece of advice as placeholder for your awesome class feature that's going to go here: if your class is going to gain the ability to fly for whatever reason, hold off until *at least* 5th level. 5th level is when Wizards gain access to the *Fly* spell, and they're the earliest. Flight doesn't really become available for most other classes till level 7 or so.

Build-a-Class Feature

Many classes have a list of available features, instead of gaining set abilities at certain levels. Overall, the newer Paizo classes have been trending towards this style of design, as it allows for more versatility in build choices. Additionally, it's much easier to simply add new class feature options than have to rewrite the class or introduce new archetypes. Most of these features are called "talents", but pick a name thematic to the class. Most talents are arranged so that more powerful talents are restricted to later levels of the class, and talents of similar power are available at the same level. Some talents have other talents as prerequisites, like the Extend Potion and Eternal Potion Alchemist discoveries. Try to have enough talents to where there are too many for one single character to take; this means that characters of the same class can be different, instead of everyone eventually getting the same abilities. Also consider whether or not the class is able to take a feat to gain an additional talent; in general, talents should be slightly more powerful than feats, otherwise you end up with sucky Rogue talents where rogues are begging to swap their talents for feats.

Ability Option: (Prerequisite: Class Name Level X)

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Class Feature

One last piece of advice. I know you're excited for your awesome homebrew class to get all its class features going so that it can start being awesome, but **beware of frontloading your class, and non-scaling abilities**. If your class gets too much awesome stuff at level 1, then lots of players are just going to take 1 level of your class and then multiclass into another. Start out slow, and then have really cool features come online at like level 3 or 5. Additionally, beware of having bonuses that don't scale with level. At 5th level, Gunslingers gain Dex to Damage with firearms, and no more

after that, so many Gunslingers never see level 6 because they've multiclassed into something that will scale with level more. Be especially wary if characters can get a stat swap, like using Charisma for Will saves, early, because lots of people will want to dip just for that feature and then multiclass away. Heck, a decent number of people put up with the trouble of abiding by the Paladin's code just so they can keep their 2 levels of Paladin and get Cha to all saves. Dipping 1 level of Oracle for Cha to AC is another popular choice. While we can't do anything about these existing classes, try to avoid having your new class fall into a similar mistake where it's more powerful to take 1~3 levels of your class and then multiclass to something else.

Capstone!

At 20th level, a class name gets to do something awesome. Note that almost no campaign will go far enough for these to be relevant, but at least make it seem cool, and relevant to the theme of the class. Common options are limited-use instakills, immortality, or some similar silliness.

Related Features:

Magic Weapon Special Abilities:

Badass: Price: +1 bonus; Aura: moderate transmutation; CL: 8th; Weight: -

Description:

Construction Requirements: Craft Magic Arms and Armor, spell, Cost +1 bonus

Badass (Greater): Price: +3 bonus; Aura: strong enchantment; CL: 12th; Weight: -

Description:

Construction Requirements: Craft Magic Arms and Armor, greater spell; Cost +3 bonus

Character Feats:

Extra Class Feature: *Prerequisite:* class feature.

Benefit: You gain an extra class feature thingy.

Special: If you possess levels in the class name, you can take this feat multiple times.

Class Name Spell List:

0-Level Class Name Spells (Cantrips/Orisons/Knacks): Spells

1st-Level Class Name Spells: Spells

2nd-Level Class Name Spells: Spells

3rd-Level Class Name Spells: Spells

4th-Level Class Name Spells: Spells

5th-Level Class Name Spells: Spells

6th-Level Class Name Spells: Spells