



Roguish Quail

INTRODUCTION TO CLASSES

CORE CLASSES

[Barbarian*](#)

[Bard](#)

[Cleric](#)

[Druid](#)

[Fighter](#)

[Monk*](#)

[Paladin](#)

[Ranger](#)

[Rogue*](#)

[Sorcerer](#)

[Wizard](#)

HYBRID CLASSES

[Arcanist](#)

[Bloodrager](#)

[Brawler](#)

[Hunter](#)

[Investigator](#)

[Shaman](#)

[Skald](#)

[Slayer](#)

[Swashbuckler](#)

[Warpriest](#)

BASE CLASSES

[Alchemist](#)

[Cavalier](#)

[Gunslinger](#)

[Inquisitor](#)

[Magus](#)

[Oracle](#)

[Summoner*](#)

[Vigilante](#)

[Witch](#)

ALTERNATE CLASSES

[Antipaladin](#)

[Ninja](#)

[Samurai](#)

OCCULT CLASSES

[Kineticist](#)

[Medium](#)

[Mesmerist](#)

[Occultist](#)

[Psychic](#)

[Spiritualist](#)

**This guide summarizes the Unchained versions of the Barbarian, Monk, Rogue and Summoner*

General Layout

Bread and Butter: This is what the class excels at and does often. Look for what you want your character to do.

Downfall: This is where the class suffers. Usually something the class is missing, such as a fighter only having two skill ranks per level or a wizard having a d6 hit die and the lack of a proficiency with armor.

Main Stats: This is our opinion on what would benefit common builds of this class. Constitution is ALWAYS a good stat on any character and you can essentially read all below entries as if they also had constitution listed this entry.

Signature Ability: This is the defining characteristic of the class, such as a cleric's channel, a paladin's smite, or a barbarian's rage ability.

Hit Die: The hit die of a class is what die a character rolls to determine how many hit points they get when leveling. It is always assumed that the first level roll is maximum. d12 is the most hearty of these, d6 being the most squishy with a d8 and d10 in between.

Base Attack Bonus: The BAB of a class is their "plus to hit". A full BAB goes to a max of +20 at 20th level and is always equal to their level. $\frac{3}{4}$ goes to a max of +15 at 20th level

Magic Stats: This entry describes if and how they cast, along with what spell types they have, and the highest level spells they can cast, 9th level spells being the maximum.

Difficulty: This is our opinion on the complexity of the common builds of the class, and can wildly differ on player and play style. Any class can be played with ease given an understanding of the class, some are just a bit more complex! Easy = straightforward; Moderate = has a few things to keep up with but not too bad; Hard = a lot of things to keep up with.

Remember, this guide is meant to give newer players, who are not necessarily familiar with the in's and out's of each class, a quick overview to the class that best fits what they would like their character to do and more importantly what they feel like they would have the most fun role playing! Any opinions given such as the difficulty, strengths, weaknesses, and main stats should be taken with a grain of salt, so make the character you want! Happy gaming!



Ability Score (Stats) Description

Strength: This is how physically strong your character is. This defaultly determines how often you hit and how much damage you do with melee and natural weapons, such as claws.

Skills: Climb and Swim.

Saves: NA

Dexterity: This is how quick and coordinated your character is. This defaultly determines how accurate ranged shots are, and with specific feats determines how often you hit with small “finesse” weapons such as daggers or a rapier.

Skills: Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth

Saves: Reflex. Halves or negates magic damage.

Other: Initiative

Constitution: This is how hardy your character is. This determines how many hit points you have. Important for every character.

Skills: NA

Saves: Fortitude. Poisons and other similar effects can be negated by this.

Intelligence: This is how smart your character is. This is not only the “casting stat” for classes such as wizards and other spell casters, but also determines how many skill ranks per level your character gets.

Skills: Appraise, Craft, Knowledge (all), Linguistics, Spellcraft

Saves: NA

Wisdom: If intelligence is book smarts, wisdom is how to use this knowledge.

Determines how perceptive your character is of their surroundings and is a casting stat for some spell casting classes such as a Druid.

Skills: Heal, Perception, Profession, Sense motive, Survival

Saves: Will. Mind-affecting spells and similar effects can be negated by this.

Charisma: In short, determines your character's skill with social situations, or at the very least how well they can present themselves. This the casting stat for the Sorcerer and other spell casters.

Skills: Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, Perform, Use Magic Device

Saves: NA

This guide uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This guide is not published, endorsed, or specifically approved by Paizo Inc. For more information about

Paizo's Community Use Policy, please visit paizo.com/communityuse.

For more information about Paizo Inc. and Paizo products, please visit paizo.com.

Core Classes

“Pretty much standard fare here”

Barbarian

Bread and Butter: Hitting hard, Rage Powers

Downfall: Low AC, Normally low mental stats

Main Stats: Strength/Dexterity, Constitution

Signature Ability: Rage (plus to Strength and Constitution)

Hit Die: d12

Base Attack Bonus: Full Scale (max +20)

Magic Stats: -

Difficulty: Easy

Barbarians are the meatheads of the Pathfinder System. Their go-to tactic is generally hitting their problems very hard. Their rage ability sacrifices AC to buff their Strength and Constitution and grants them hit points* as well. Raging also grants them access to rage powers that can vary up their combat style a bit.

*If unchained (version linked) they gain temporary hit points and bonuses to hit and damage

[D20PFSRD Link](#)



Bard

Bread and Butter: Buffing, Party face, Jack-of-all-trades

Downfall: Master-of-none (except skills)

Main Stats: Charisma, Dexterity

Signature Ability: Bardic Song

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: Spontaneous Arcane, Maximum 6th Level Spells

Difficulty: Easy

Bards are the perfect support class due to their bardic performance, giving bonuses to his allies, and solid utility spells. They're a great addition to any party as they are good at a very wide variety of things, but are not necessarily *great* at any one thing. A jack-of-all-trades, they gain access to all knowledge skills and are generally very good speakers due to their high Charisma which makes them great in nearly all role-play situations.

[D20PFSRD Link](#)



Cleric

Bread and Butter: Channeling, Party buffs, Domain abilities.

Downfall: Non-damaging spell list, Deity reliant

Main Stats: Wisdom, Charisma

Signature Ability: Channel Energy, Domains

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: Prepared Divine, Maximum 9th Level Spells

Difficulty: Moderate

Clerics face their biggest choice when selecting a god to serve. This will force them into an alignment and what type of energy they can channel, positive or negative. Positive energy heals the living and harms undead, while negative does the reverse. Clerics also gain medium armor proficiency and thus are a bit safer in combat. Choosing a domain, which grant supernatural abilities, is also a big choice for clerics.

[D20PFSRD Link](#)



Druid

Bread and Butter: Spells, Wild Shape, Animal companion

Downfall: Weapon and Armor Proficiencies are weak

Main Stats: Wisdom, Strength

Signature Abilities: Wild Shape, Animal Companion

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: Prepared Divine, Maximum 9th Level Spells

Difficulty: Hard

Druids are a fairly versatile class. They have choice at creation to gain a cleric domain (from a specific list of those having to do with nature) or gain an animal companion. They also can change shape into different animals depending on level. Thier spell list is solid, although it lacks many pure damage dealing spells.

[D20PFSRD Link](#)



Fighter

Bread and Butter: Versatility in combat builds

Downfall: Very low amount of skill ranks, Low will save

Main Stats: Strength/Dexterity, Constitution

Signature Ability: Combat Feats

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: -

Difficulty: Easy to Moderate depending on build

Fighters are an extremely versatile class. They can range from a brute with a large greatsword, for lots of damage, to a finesse trip fighter, keeping his opponents on their backs rather than face them head on. This wide array of builds is possible due to the fighter gaining a feat every level (the most of any class), and can use these to tailor a fighting style unique to them.

[D20PFSRD Link](#)



Monk

Bread and Butter: Lots of punches, Ki abilities

Downfall: Non-versatile

Main Stats: Strength, Wisdom

Signature Ability: Flurry of Blows

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: -

Difficulty: Easy

Monks, at least typically, punch things, are wise and are very good at avoiding status effects and debuffs. Please note that they cannot wear armor and keep their defining traits but do get to add their Wisdom to their AC when unarmored. They can also use monk weapons with their flurry of blows instead of the standard unarmed strike and gain access to style feats such as Snake or Crane Style.

[D20PFSRD Link](#)



Paladin

Bread and Butter: Damage, Healing, Staying power

Downfall: Must be Lawful Good

Main Stats: Strength, Charisma

Signature Abilities: Smite Evil, Lay on Hands

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: Prepared Divine, Maximum 4th Level Spells

Difficulty: Moderate

Paladins, harbingers of law and good, come prepackaged with an ability that gives them Charisma-based bonuses to AC, attack and damage against evil creatures called Smite. They also have the ability to heal by touching an ally or themselves, the ability to do this to themselves as a swift action gives them some of the best staying power in the system.

[D20PFSRD Link](#)



Ranger

Bread and Butter: Damage against favored enemies

Downfall: Low spells per day

Main Stats: Strength/Dexterity, Wisdom

Signature Abilities: Favored Enemy, Lesser animal companion

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: Prepared Divine, Maximum 4th Level Spells

Difficulty: Easy

Rangers excel at doing large amounts of damage, especially to the enemy types the ranger selects as “favored enemies”, getting a plus to hit and damage against them. This combined with a lesser animal companion and an intuitive spell list to add some utility and a bit of extra damage make the ranger both a capable and well rounded combatant.

[D20PFSRD Link](#)



Rogue

Bread and Butter: Skill ranks and sneak attack damage

Downfall: Sneak attack requires certain parameters to be met

Main Stats: Dexterity

Signature Ability: Sneak Attack, Weapon Finesse*

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: -

Difficulty: Moderate

Rogue tactics are fairly straightforward: sneak, stab. Generally their damage is at least slightly dependent on sneaks and flanks. One of the things that rogues gain to offset this disability is their abundance of skill ranks, making them good in pretty much all non-combat situations.

*If unchained (version linked) they eventually get to add their Dexterity modifier to damage

[D20PFSRD Link](#)



Sorcerer

Bread and Butter: Many spells per day, Can cast any spell known

Downfall: Slow access to higher level spells, Limited spells known

Main Stats: Charisma, Dexterity

Signature Abilities: Spontaneous Casting, Bloodline

Hit Die: d6

Base Attack Bonus: $\frac{1}{2}$ Scale (max +10)

Magic Stats: Spontaneous Arcane, Maximum 9th Level Spells

Difficulty: Moderate

Sorcerers cast using their emotions and willpower rather than intelligence. Excellent as the “face” of the party, they have insight into the emotional arts. As they gain power, they gain abilities and spells accessed through their ancestors’ bloodline. They utilize spells known, which makes choosing the spells they learn every level a much heavier decision.

[D20PFSRD Link](#)



Wizard

Bread and Butter: Versatility in casting

Downfall: Lots of bookwork to be optimal

Main Stats: Intelligence, Dexterity

Signature Ability: Prepared spells

Hit Die: d6

Base Attack Bonus: ½ Scale (max +10)

Magic Stats: Prepared Arcane, Maximum 9th Level Spells

Difficulty: Hard

Wizards, simply put, can cast almost any spell in the game and can prepare said spells at the beginning of the day, specifically tailoring his prepared spells for what he expects the day will hold. For example, he may prepare enlarge person for his Barbarian friend on a day where a battle is expected, but may prepare invisibility for his Rogue companion if a heist was expected instead. This level of versatility in spells prepared gives the Wizard a definite leg up in the field of utility over most other casters.

[D20PFSRD Link](#)



Base Classes

“Things are ‘bout to get weird folks”

Alchemist

Bread and Butter: Potion creation and bombs

Downfall: Relies on an semi-accurate throw for most abilities

Main Stats: Dexterity, Intelligence

Signature Abilities: Extracts, Bombs, Mutagens

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Alchemical Stats: Prepared, Maximum 6th Level Formulae

Difficulty: Hard

Alchemists have extracts which store spell effects in a potion like substance. They can also make bombs which do a large amount of damage at higher levels. Their other strange thing is called a mutagen, which provides a buff to a physical ability and provides natural armor in exchange for a penalty to a mental ability.

[D20PFSRD Link](#)



Cavalier

Bread and Butter: Mounted Combat

Downfall: Not every setting will allow mount to be present

Main Stats: Strength, Charisma

Signature Abilities: Mount, Challenge

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: -

Difficulty: Easy

Cavaliers, if not a paladin, are likely the first image that pops into your head when picturing a knight. Following a chosen order, the Cavalier excels at mounted combat, especially when in a one on one situation when he can issue his challenge against his opponents. The Cavalier has potential to deal jaw dropping damage on single blows to his enemies.

[D20PFSRD Link](#)



Gunslinger

Bread and Butter: Ranged damage

Downfall: Reloading, misfires, ammo

Main Stats: Dexterity, Wisdom

Signature Abilities: Dexterity to damage with firearms, Grit

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: -

Difficulty: Moderate

Gunslingers are deadly with the firearm(s) of their choice and can riddle their foes with lead using anything from a pistol to a shotgun, depending on their preference. They have grit points to add some reliability and utility to their firearms. *Disclaimer: Not all GM's allow guns. If guns do not exist, the Bolt Ace is an archetype of gunslinger that converts their abilities to crossbows rather than firearms.*

[D20PFSRD Link](#)



Inquisitor

Bread and Butter: Detect everything, Buffs from Judgement/Bane

Downfall: Jack-of-some-trades, master of one

Main Stats: Strength/Dexterity, Wisdom

Signature Abilities: Judgement, Bane, Domain/Inquisition

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: Spontaneous Divine, Maximum 6th Level Spells

Difficulty: Moderate

Inquisitors are excellent yet sometimes game breaking roleplayers. They gain knowledge of alignment of other characters. They also have Judgement which is similar to Smite, and Domains or Inquisitions as a cleric. In short, they simulate a bard, paladin and cleric.

[D20PFSRD Link](#)



Magus

Bread and Butter: Melee/ranged weapon spellcasting

Downfall: Glass-cannon

Main Stats: Dexterity/Strength, Intelligence

Signature Abilities: Arcane Pool, Spell Combat/Strike

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ (max +15)

Magic Stats: Prepared Arcane, Maximum 6th Level Spells

Difficulty: Hard

Magi have the ability to attack with a one handed weapon and cast in the same round. They can also imbue their weapon with touch spells and cast them as they attack. They can be complicated but extremely versatile class who can choose to be prepared or spontaneous, dexterity based or strength based, and do very high damage at early levels. They can also use magic to imbue their weapon with magic properties, and gain the ability to cast in light, medium and heavy armor.

[D20PFSRD Link](#)



Oracle

Bread and Butter: Spontaneous divine casting

Downfall: Curse, Limited spells known

Main Stats: Charisma (See text for Strength/Dexterity)

Signature Abilities: Divine casting, Revelations

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ (max +15)

Magic Stats: Spontaneous Divine, Maximum 9th Level Spells

Difficulty: Moderate

Oracles are slightly different from clerics and paladins in that they are chosen by a god, however they do not have to serve this god. However oracles bear a Curse (lameness, blindness, etc) as well as Revelations about their Mystery (Life, Time, Death, etc). Primarily a spellcaster, the oracle's decent Base Attack Bonus makes a higher combat build viable.

[D20PFSRD Link](#)



Summoner

Bread and Butter: Eidolon, Summoning

Downfall: Reliance on summons

Main Stats: Charisma, Dexterity

Signature Abilities: Eidolon, Summoning

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ (max +15)

Magic Stats: Spontaneous Arcane, Maximum 6th Level Spells

Difficulty: Moderate

Summoners are proficient in the art of conjuration to the point of forming a bond with a particular outsider, referred to as his eidolon. These Eidolons are extremely powerful beings that grow more powerful along with the summoner they are linked to.

[D20PFSRD Link](#)



Vigilante

Bread and Butter: Complete separation of identities

Downfall: Must be an experienced roleplayer to optimize

Main Stats: Dexterity/Strength, Charisma

Signature Ability: Dual Identity, Vigilante/Social Talents

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (+15) or Full Scale (+20)

Magic Stats: -

Difficulty: Moderate

Vigilantes are the newest addition to the Pathfinder system. They legitimately have two different personalities, a socialite and a vigilante. They can actually choose between a fighter-esque or rogue-esque vigilante personality. Each side of the vigilante class gains talents which assist in capitalizing on their dual identity.

[D20PFSRD Link](#)



Witch

Bread and Butter: Hexes and debuffs

Downfall: Non-versatile

Main Stats: Intelligence, Dexterity

Signature Ability: Hex (normal, major, grand), Patron

Hit Die: d6

Base Attack Bonus: ½ Scale (max +10)

Magic Stats: Prepared Arcane, Maximum 9th Level Spells

Difficulty: Moderate

Witches rely on their hexes in most situations. They are pretty much enhanced debuffing cantrips which can be used on a target once per day. They match the wizard in spellcasting but have access to a much more limited spell list. Patrons give out spells at even levels. Witches are excellent debuffers, but not good at much outside of.

[D20PFSRD Link](#)



Hybrid Classes

“We’re mixing classes now?”

Arcanist (Sorcerer & Wizard)

Bread and Butter: Spontaneous casting using prepared spell slots

Downfall: Slightly delayed spell access

Main Stats: Intelligence, Charisma

Signature Ability: Arcane Reservoir, Arcane Exploits

Hit Die: d6

Base Attack Bonus: ½ Scale (max +10)

Magic Stats: Hybrid Arcane, Maximum 9th Level Spells

Difficulty: Hard

Arcanists combine the utility of prepared spells and the versatility of spontaneous casting. They prepare spell slots rather than individual spells, then cast from those spells as many times as their spells per day allow. They also gain access to a reservoir of arcane power, allowing them to use supernatural abilities.

[D20PFSRD Link](#)



Bloodrager (Barbarian & Sorcerer)

Bread and Butter: Hitting hard, Spellcasting up to 4th spell level

Downfall: Diminished spellcasting, No Rage Powers

Main Stats: Strength, Charisma

Signature Ability: Rage, Spontaneous spells

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: Spontaneous Arcane, Maximum 4th Level Spells

Difficulty: Moderate

Bloodragers lose things from both parent classes, but what they gain makes it worth it. They can use their spells to buff themselves or others or deal more direct damage as well as take the more barbarian approach and take the fight in a more straightforward direction with a two handed weapon. Versatility is key.

[D20PFSRD Link](#)



Brawler (Fighter & Monk)

Bread and Butter: Versatility in unarmed combat

Downfall: Less feat freedom than fighters

Main Stats: Strength/Dexterity

Signature Ability: Knockout, Unarmed Strike, Martial Flexibility

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: -

Difficulty: Easy

Brawlers are very powerful characters with their unarmed strikes, and unlike the monk, can fight in armor. From the monk parent they gain an ability similar to flurry of blows*, get flat bonuses to AC, and their unarmed strike damage dice scale up. From fighter they gain bonus feats, giving them some build versatility. They also gain the ability to attempt to knock someone out a number of times per day and Martial Flexibility can add some complexity to this class as desired.

[D20PFSRD Link](#)



Hunter (Druid & Ranger)

Bread and Butter: Animal Companion with teamwork, Spells

Downfall: Pet must be in combat to be optimal

Main Stats: Dexterity/Strength, Wisdom

Signature Ability: Animal Companion, Animal Focus

Hit Die: d8

Base Attack Bonus: ¾ Scale (max +15)

Magic Stats: Spontaneous Divine, Maximum 6th Level Spells

Difficulty: Moderate

Hunters invest a lot into their animal companion. Most of their abilities have something to do with their pet, and thus the selection of your pet is the most crucial decision a hunter can make. You can also imbue aspects of animals into yourself or your pet to provide buffs.

[D20PFSRD Link](#)



Investigator (Alchemist & Rogue)

Bread and Butter: Skill checks, Extra damage if studied

Downfall: Not front line damage dealer

Main Stats: Intelligence, Dexterity

Signature Ability: Alchemy, Inspiration, Studied Strike, Talents

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Alchemical Stats: Prepared, Maximum 6th Level Formulae

Difficulty: Hard

Investigators, in our opinion, are one of the most complicated classes. They truly shine in roleplay and non-combat situations. However, they are viable in combat if paired with the correct Talents and Formulae. Similar to Slayers, they can study an enemy and gain a sneak-attack-esque bonus to damage.

[D20PFSRD Link](#)



Shaman (Oracle & Witch)

Bread and Butter: Hexes, Abilities granted by their Spirit

Downfall: Limited spell list

Main Stats: Wisdom, Charisma

Signature Ability: Hexes, Spirit, Spirit Animal

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: Prepared Divine, Maximum 9th Level Spells

Difficulty: Moderate

Shamans gain access to hexes, similar to witches. In addition, they have abilities and bonus hexes granted to them by their Spirit which are themed according to the type of Spirit they emulate. They also gain a familiar-esque Spirit Animal which is capable of delivering touch spells. Their downfall is their spell list, consisting of mainly buffing and debuffing spells.

[D20PFSRD Link](#)



Skald (Barbarian & Bard)

Bread and Butter: Can give rage (and rage powers) through performance

Downfall: Not everyone benefits from this rage

Main Stats: Strength/Dexterity, Charisma

Signature Ability: Inspired Rage

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: Spontaneous Arcane, Maximum of 6th Level Spells

Difficulty: Moderate

Skalds give performances which embolden their allies with the option to take on rage rather than give competence bonuses as a bardic performance would. This is great if the party is all strength based melee fighters, but falls off a bit if there are spell casters that would be forced into not taking it so they could continue to cast. They can also take on this rage, making their fight style similar to a barbarian, although with a slower Base Attack Bonus.

[D20PFSRD Link](#)



Slayer (Ranger & Rogue)

Bread and Butter: Array of effective fighting styles and sneak attack.

Downfall: Sneak attack scales slower than that of rogue

Main Stats: Strength/Dexterity

Signature Ability: Studied target, sneak attack

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: -

Difficulty: Easy

Slayers in short, sacrifice a bit of the benefits rogues get from sneak attacks and the studied target benefits of rangers for lesser versions of both in order to get the best of both worlds. They still have a great number of skill ranks per level, get solid sneak attack ($\frac{1}{3}$ of level), a d10 hit die, and studied target is a nice alternative to favored enemy.

[D20PFSRD Link](#)



Swashbuckler (Fighter & Gunslinger)

Bread and Butter: One handed Weapon combat, Duel-esque skills

Downfall: Must use one-handed weapon to utilize abilities

Main Stats: Dexterity, Charisma

Signature Ability: Swashbuckler Finesse, Riposte

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: -

Difficulty: Moderate

Swashbucklers can use their “panache” points to perform powerful deeds in combat, most notable of which is the Parry and/or Riposte. When doing this the swashbuckler can attempt to knock away an attack and attack back on an enemy's turn. This, other deeds, free improved critical on a specific weapon to have an insane critical range, and a full BAB, and d10 hit die give the swashbuckler high damage output and a lot of staying power.

[D20PFSRD Link](#)



Warpriest (Cleric & Fighter)

Bread and Butter: Scaled weapon damage, bonus feats

Downfall: BAB, Action economy

Main Stats: Strength/Dexterity, Wisdom

Signature Ability: Sacred Weapon, Fervor, Blessing

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: Prepared Divine, Maximum 6th Level Spells

Difficulty: Hard

Warpriests are fairly different from clerics, however, they do eventually gain nearly everything a cleric can utilize. They select Blessings rather than domains and can only reach the 6th level of the cleric spell list. Sacred Weapon allows damage to scale regardless of weapon type, allowing for massive damage outputs at higher levels.

[D20PFSRD Link](#)



Alternate Classes

“Just like the core classes, but not.”

Antipaladin

Bread and Butter: Amazing damage against good creatures

Downfall: Must be Chaotic Evil (Lawful Evil with archetype)

Main Stats: Strength, Charisma

Signature Abilities: Smite Good, Lay on Hands

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: Prepared Divine, Maximum 4th Level Spells

Difficulty: Moderate

Antipaladins, harbingers of good and law, come prepackaged with... Just joking. Unlike paladins, antipaladins are typically frowned upon as a PC in most campaigns. In short, they get all Paladin abilities, albeit an exact opposite version, curing diseases turns to inflicting them, Smite Evil changes to Smite Good, etc. The biggest caveat is that they must be Chaotic Evil, therefore bringing one into a party composed of good characters is just asking for trouble.*

*Antipaladins are traditionally an NPC class and may not be allowed by your GM

[D20PFSRD Link](#)



© Ben Tobitt

Ninja

Bread and Butter: Sneak attack damage with extra special abilities

Downfall: Similar downfalls to rogue, poison DCs don't scale

Main Stats: Dexterity, Charisma

Signature Abilities: Sneak Attack, Poison Use, Ki Pool

Hit Die: d8

Base Attack Bonus: ¾ Scale (max +15)

Magic Stats: -

Difficulty: Moderate

Ninjas, at first glance, look very similar to a hybrid between monk and rogue. While they are representative of that, they have much more to offer. They gain access to poison use and resistance and their ninja talents, which may or may not use ki points, are extremely good for a hit and run scenario. Playing a ninja requires a careful hand and a love for stealth.

[D20PFSRD Link](#)



Samurai

Bread and Butter: Mount, Challenge, Exotic Weapons

Downfall: In many aspects, a weaker cavalier

Main Stats: Strength/Dexterity

Signature Abilities: Mount, Challenge

Hit Die: d10

Base Attack Bonus: Full Scale (max +20)

Magic Stats: -

Difficulty: Moderate

Samurai are eastern themed versions of their base class, the cavalier. However, samurai are special in the fact that they are nearly identical to their base class with a few pitfalls. They do gain the ability to shirk off certain conditions or resist effects.

[D20PFSRD Link](#)



Occult Classes

“Ghosts, psychics, and phantoms,
oh my!”

Kineticist

Bread and Butter: Burn, Blast, Elemental damage

Downfall: Burning applies nonlethal damage, Low class skills

Main Stats: Constitution, Strength/Dexterity

Signature Ability: Burn, Kinetic Blast, Wild Talents

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: -

Difficulty: Moderate

Kineticists are unique in the fact that their abilities scale off of Constitution. Upon creation they also select an Elemental Focus that is the basis of their Kinetic Blast and Wild Talents (such as Aether, Fire, Water, etc). What makes kineticists somewhat tricky to play is that they can Burn, which gives them nonlethal damage upon using certain abilities in order to enhance them.

[D20PFSRD Link](#)



Medium

Bread and Butter: Possibly the most versatile non-combat class

Downfall: Overusing abilities runs the risk of losing control

Main Stats: Charisma, Dexterity/Strength

Signature Ability: Spirits, Spirit Power, Spirit Surge

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: Spontaneous Psychic, Maximum of 6th Level Spells

Difficulty: Moderate

Mediums channel the spirits of fallen warriors, scholars and nobles to imbue themselves with powers and attributes reflecting the spirit channeled that day. They can choose to allow the spirit greater influence over themselves in order to power abilities or to grant themselves bonuses on d20 rolls. Due to the ability to change their spirit every day, mediums are an extremely fluid class.

[D20PFSRD Link](#)



Mesmerist

Bread and Butter: Lower enemy will save, stare adds some damage

Downfall: Much less useful against mindless creatures

Main Stats: Charisma, Dexterity/Strength

Signature Ability: Stare

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: Spontaneous Psychic, Maximum of 6th Level Spells

Difficulty: Moderate

Mesmerists are generally built around their Stare, which lowers will save and adds extra damage once per round on attacks. This opens up some possibilities for help with their Will save focused psychic spells, or to squeeze a bit of extra damage out of a weapon. Some help with their bluff check, combined with their assumably decent Charisma and solid skill ranks per level also make them an incredibly effective and fun class to role play.

[D20PFSRD Link](#)



Occultist

Bread and Butter: Effects stemming from focus powers

Downfall: Low amount of spells per day, must have implement

Main Stats: Intelligence, Dexterity/Strength

Signature Ability: Implements, Focus Powers, Magic Circles

Hit Die: d8

Base Attack Bonus: $\frac{3}{4}$ Scale (max +15)

Magic Stats: Spontaneous Psychic, Maximum of 6th Level Spells

Difficulty: Moderate

Occultists rely upon their implements for nearly every ability they have, including spellcasting. These implements reflect a school of magic and are used to cast the spells stemming from that school. In addition, they gain an amount of Mental Focus that they can use to power Focus Powers given to them by their implements. These powers can range from buffs to debuffs, attacks to mind-altering effects.

[D20PFSRD Link](#)



Psychic

Bread and Butter: Spellcasting, Abilities from discipline

Downfall: Non-versatile

Main Stats: Intelligence, Wisdom/Charisma

Signature Ability: Discipline, Phrenic Amplification, Detect Thoughts

Hit Die: d6

Base Attack Bonus: ½ Scale (max +10)

Magic Stats: Spontaneous Psychic, Maximum of 9th Level Spells

Difficulty: Moderate

Psychics mimic sorcerers in a lot of ways, albeit with a more mind-affecting centric spell list. Their spells follow the sorcerer progression path and upon creation, they select a Discipline which defines powers and spells they will receive once reaching a certain level. They gain a pool of psychic power which they can use to amplify spells to increase the DC, provide buffs to summons and more.

[D20PFSRD Link](#)



Spiritualist

Bread and Butter: Spellcasting, Abilities from discipline

Downfall: Dependence on Phantom, Lackluster spell list

Main Stats: Wisdom, Constitution

Signature Ability: Phantom

Hit Die: d8

Base Attack Bonus: ¾ Scale (max +15)

Magic Stats: Spontaneous Psychic, Maximum of 6th Level Spells

Difficulty: Moderate

Spiritualists are somewhat similar to summoners, with one key difference. Rather than the eidolon a summoner links with, spiritualists have the aid of a powerful incorporeal entity called Phantoms. Generally an expression of some emotion the being experienced during life, a phantom levels up with the spiritualist, similar to an eidolon without evolution points. Different emotions can be chosen for the phantom which grants some variety.

[D20PFSRD Link](#)



That's the end folks!

This guide was brought to you by Tim Gonzales and Colin Smith of Roguish Quail.
This guide is not endorsed by Paizo and follows all guidelines according to the
Community Use Policy.

Any questions can be sent to RoguishQuail@gmail.com