

CHAPTER X: Core Classes

Most of the options presented on the following pages include alternate class features. When a character selects a class, he must choose to use the standard class features found in the *Core Rulebook* or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. For example, the elemental fist class feature of the monk of the four winds replaces the stunning fist class feature of the monk. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites. A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature. For example, a paladin could not be both a hospitaler and an undead scourge since they both modify the smite evil class feature and both replace the aura of justice class feature. A paladin could, however, be both an undead scourge and a warrior of the holy light, since none of their new class features replace the same core class feature.

If you use the Ikkoku Campaign Setting option, you will have characters of classes not native to this setting. While several classes adapt well to this setting, a few are undoubtedly in need of changes. Magic items from Golarion work function the same way so do all spell-like abilities and spellcasting. What follows are the changes to classes.

Alchemist

In Ikkoku Campaign Setting, the alchemists are known as Chemists. Character from Golarion using this base class follow their normal progression for the alchemist class.

Barbarian

In Ikkoku Campaign Setting, the barbarians are known as Berserkers. Characters from Golarion using this base class follow their normal progression for the barbarian class.

Bard

Bards/Dancers suffer no changes from their counterparts in Golarion.

Caller

In Ikkoku Campaign Setting, the callers are the Golarion version of the Master Summoner Archetype. Characters from Golarion using this base class follow their normal progression for the master summoner archetype class.

Cavalier

Cavaliers suffer no changes from their counterparts in Golarion. The only change is they gain a Chocobo Mount.

Cleric

In Ikkoku Campaign Setting, the clerics are known as White Mages. Character from Golarion using this base class must follow the Cloistered Cleric Archetype.

Druid

In Ikkoku Campaign Setting, the druid is known as Shaman. Characters from Golarion using this base class follow their normal progression for the gunslinger class.

Fighter

Fighters suffer no changes from their counterparts in Golarion.

Gunslinger

In Ikkoku Campaign Setting, the gunslinger is known as Engineer. Characters from Golarion using this base class follow their normal progression for the gunslinger class.

Inquisitor

Inquisitors suffer no changes from their counterparts in Golarion.

Magus

In Ikkoku Campaign Setting, the magus is known as Red Mages. Characters from Golarion using this base class follow their normal progression for the magus class.

Monk

Monks suffer no changes from their counterparts in Golarion.

Ninja

Ninjas suffer no changes from their counterparts in Golarion.

Oracle

Oracle suffers no changes from their counterparts in Golarion.

Paladin

In Ikkoku Campaign Setting, the paladin is known as Holy Warrior. While the Antipaladin is known as the Dark Warrior.

Ranger

In Ikkoku Campaign Setting, the rangers are known as Hunter. Characters from Golarion using this base class follow their normal progression for the ranger class.

Rogue

In Ikkoku Campaign Setting, the rogues are known as Thief. Characters from Golarion using this base class follow their normal progression for the rogue class.

Samurai

In Ikkoku Campaign Setting, the samurai alternate class is known as Knights. Characters from Golarion using this base class follow their normal progression for the samurai alternate class.

Sorcerer

Sorcerers suffer no changes from their counterparts in Golarion. They are just called in accordance to their bloodline, like Dragonkin, for those that choose the Dragon Bloodline.

Summoner

Summoners suffer no changes from their counterparts in Golarion.

Templar

In Ikkoku Campaign Setting, the templars are the Golarion version of the cleric. Characters from Golarion using this base class follow their normal progression for the cleric class, except they can cast one more domain spell and one less spell of their daily allotment.

Witch

In Ikkoku Campaign Setting, the witches are known as green mages.

Wizard

In Ikkoku Campaign Setting, the wizards are known accordingly to their Arcane Schools. For example a wizard of the Universal School is called Black Mage, while a wizard of the Time Sub School would be called Time Mage. The most commonly encountered are the Black Mages since they can serve a broader role in the world of Ikkoku. Characters from Golarion using this base class follow their normal progression for the wizard class.

Wizards

Bending reality to their will through careful study, wizards are the embodiment of the phrase “mind over matter,” changing whole worlds with nothing but their keen intellects and ancient lore. In their quest to unravel and repurpose the fundamental laws of existence, many wizards come to appreciate the benefits of narrowly focusing their study. Presented below is a new school of magic to help you customize your wizard’s arcane pursuits.

Time School

Associated School: Transmutation.

Replacement Powers: The following school powers replace the physical enhancement, telekinetic fist and change shape powers of the transmutation school.

Critical Quick (Su): Whenever you receive damage from a single source, you gain an immediate bonus to your Initiative equal to your $\frac{1}{2}$ your wizard level (minimum +1). This effect lasts until the start of your next turn. This benefit stacks with itself; whenever you receive damage from a different source, you gain an additional bonus to your Initiative.

Swiftness (Sp): As a standard action, you can touch a creature and grant it either a bonus to their initiative equal to your $\frac{1}{2}$ your wizard level or a +10 enhancement bonus to one type of movement speed the target has. At 10th level, the enhancement bonus to initiative is equal to your wizard level. The movement speed increases by +10 for every five wizard levels you possess, to a maximum of +50 at 20th level. Swiftness lasts a number of rounds equal to $\frac{1}{2}$ your wizard level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Spell Shield (Su): At 8th level, as an immediate action, you can sacrifice a spell to grant yourself an insight bonus equal to the spell level to your AC and all saves. This bonus lasts for 1 round.

Summoner

The summoner is a complex and unusual class. Its most prominent class feature is the eidolon, a customizable monster that “always appears as some sort of fantastical creature.” What kind of fantastical creature this is remains up to the player.

Evolutions

The following new evolutions can be taken by any eidolon that meets the prerequisites

Elite (4 pts): The eidolon gains the advanced simple template (+3 to all ability scores, +2 to natural armor). This evolution may only be selected by small or medium eidolons, and only after the summoner has reached 8th level.