

# P6 CODEX

In progress Alpha (Barbarian-Ranger) – July 21, 2014

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————— E6+Pathfinder —————  
**P6CODEX.COM**  
Tools for Gritty & Heroic Fantasy Campaigns

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At its foundation, *P6 Codex* has three main goals:

- (i) Implementing E6 for core Pathfinder – this is contained in the *Abridged P6 Codex* ("<http://p6codex.com/AbridgedP6CodexV0p2.pdf>")
- (ii) Selecting an “optimal” (see next page) set of options from the *Advanced Player's Guide*, the *Advanced Race Guide*, *Ultimate Combat*, *Ultimate Magic*, and *Ultimate Equipment* to add to the core.
- (iii) Modifying some of the rules (such as those for multi-classing and non-adventuring classes, the wealth tables, and a few other things) to better fit the feel of the P6 framework.

Unlike the *Abridged P6 Codex*, the (unabridged) *P6 Codex* will contain all of the rules from the PRD that are needed to play, so that flipping through multiple rule books isn't needed. (The GM will still want the Bestiaries.)

Future projects include:

The *P6 Codex – Formularioe* will contain several archetypes/alternate classes including a d6/halfBAB cleric, domain based paladin, and all of the rules for Alchemists (and any related classes coming down the pike), firearms, elemental based Monk powers and martial art styles, and elemental Wizards.

The *P6 Codex – Apocrypha* will contain the epic and signature feats for all of the classes, archetypes, and options in the Advanced and Ultimate books (including some duplication with the unabridged and *Formularioe*). Unlike the unabridged and *Formularioe*, the *Apocrypha* will assume you have access to the various Advanced and Ultimate books.

The *Apocrypha* is being designed so that someone who liked all of the rules in the various Advanced and Ultimate books could play with all of them as E6 simply using the *Abridged* and *Apocrypha* (and ignoring the other modifications in the full *P6 Codex*). Of course, it will also be usable in conjunction with the full *P6 Codex* for adding selected additional classes on a case-by-case basis

This document is the on-going alpha for the character class section of the unabridged *P6 Codex*. The two guiding principles are:

- (1) If it's in core, it's here too (unless modified by (iii)).
- (2) The goal isn't to add everything ... it's too add the things that give the most bang for the buck in terms of customization without being overwhelming or making the base options obsolete. So no combat performance feats, masterpieces, or favored class options.

More specifically

- (3) The archetypes in the Advanced and Ultimate books give lots of options for filling both thematic gaps (e.g. mounted adventures, riders, pirates) and gaps between the classes (a barbarianish cleric). In some cases particular archetypes seem poorly balanced, replace some powers while leaving others that are begging for replacement left in, have many of the changes at the high levels, and overlap with each other. There is also an overwhelming number of them.
  - (a) Full archetypes/alternate classes are left for the formularie.
  - (b) Parts of archetypes that fill a specialized story niche or gap in roles will be integrated with the existing class when they can be nicely added as an option. For example, maybe the barbarian rides fast instead of runs fast, other performances for the bard, or druids who swap a few default woodlands powers for those related to other terrains.

Doing this requires that:

    - The optional powers should be of the same general type as the one in core it is an option for (e.g. running and riding are related to movement)
    - The optional powers shouldn't make the ones in the core obsolete (e.g. a bonus on initiative every combat, or endure elements plus energy resistance, seem a lot better than a bonus against any traps you may or may not stumble upon)
    - An optional power that's noticeably weaker than the standard one shouldn't be given as a choice unless it could still work for filling a story niche (e.g. marine terror makes sense for aquatic themed barbarians and the others really don't)
- (4) Additions to lists of powers (like rage powers and rogue talents) shouldn't include any that are very weak, and won't include anything that's fairly weak unless it fills a story gap (unless they're a pre-requisite for a better one).
- (5) Some feats that are racially restricted based on culture, and some items that only work for certain races for no apparently good reason, are probably out. (Because only gnomes get really angry? only dwarves lead with their heads?)
- (6) Spells that are racially specific in the ARG are left out. There are plenty of options for spells already, and marking some of them as available only to certain races (in case the GM wanted them that way) seems annoying and in some cases like (5) above.
- (7) No alcohol powers. I like a good beer. I enjoyed watching Drunken Master. I'd let a player dig them up in the published books or on the SRD and use them. Just don't feel like including them here.

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## BARBARIAN

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.

**Role:** Barbarians excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, barbarians charge furiously into battle and ruin all who would stand in their way.

**Alignment:** Any nonlawful.

**Hit Die:** d12 (12 at 1<sup>st</sup> level, 7 each from 2<sup>nd</sup> to 6<sup>th</sup>)

**Class Skills:** Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the barbarian.

**Weapon and Armor Proficiency:** A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

**Primal Movement:** At 1<sup>st</sup> level the barbarian may select one movement related ability from among: Fast Movement, Fast Rider, Indomitable Stance, and Marine Terror. Fast Movement is the default in standard *Pathfinder*.

| BARBARIAN       |       |              |                           |
|-----------------|-------|--------------|---------------------------|
| Lvl             | BAB   | F/R/W Saves  | Special                   |
| 1 <sup>st</sup> | +1    | +2 / +0 / +0 | Primal Movement, Rage     |
| 2 <sup>nd</sup> | +2    | +3 / +0 / +0 | Rage Power, Uncanny dodge |
| 3 <sup>rd</sup> | +3    | +3 / +1 / +1 | Trap Sense +1             |
| 4 <sup>th</sup> | +4    | +4 / +1 / +1 | Rage Power                |
| 5 <sup>th</sup> | +5    | +4 / +1 / +1 | Improved Uncanny Dodge    |
| 6 <sup>th</sup> | +6/+1 | +5 / +2 / +2 | Rage Power, Trap Sense +2 |

*Fast Movement (Ex):* The barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed.

*Fast Rider (Ex)<sup>APG</sup>:* The speed of any mount the barbarian rides is increased by 10 feet.

*Indomitable Stance (Ex)<sup>UC</sup>:* The barbarian gains a +1 bonus on combat maneuver checks and to CMD for overrun combat maneuvers, and on Reflex saves against trample attacks. She also gains a +1 bonus to her AC against charge attacks and on attack and damage rolls against charging creatures.

*Marine Terror (Ex)<sup>UC</sup>:* The barbarian can hold her breath for a number of rounds equal to four times her Constitution score. In addition, she can move normally through squares of standing water or bog that is 1 foot deep. It does not cost her extra movement to traverse these terrains. Lastly, the barbarian ignores the normal cover bonus to AC when attacking creatures that are partially immersed in water. These abilities only apply when wearing light or no armor.

**Rage (Ex):** A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1<sup>st</sup> level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1<sup>st</sup>, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's

endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

**Rage Powers (Ex):** As a barbarian gains levels, she learns to use her rage in new ways. Starting at 2nd level, a barbarian gains a rage power. She gains another rage power for every two levels of barbarian attained after 2nd level. A barbarian gains the benefits of rage powers only while raging, and some of these powers require the barbarian to take an action first. Unless otherwise noted, a barbarian cannot select an individual power more than once.

Totem rage powers (indicated by having totem in the name) grant powers in a theme. A barbarian cannot select from more than one group of totem rage powers. For example, a barbarian that selects a beast totem rage power cannot later choose to gain any of the spirit totem rage powers.

Signature rage powers are gained only during Epic Advancement by using the Implacable Rage feat. The Implacable Rage feat also allows the Barbarian to be treated as 8<sup>th</sup> level for purposes of their rage powers.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her

Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

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

**Trap Sense (Ex):** At 3rd level, the barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. This bonus increases to +2 at 6<sup>th</sup> level. Trap sense bonuses gained from multiple classes stack.

**Improved Uncanny Dodge (Ex):** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

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

## Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels in barbarian. She retains all other benefits of the class.

## Barbarian Rage Powers

*Animal Fury (Ex) – 1<sup>st</sup> level:* While raging, the barbarian gains a bite attack. If used as part of a full attack action, the bite attack is made at the barbarian's full base attack bonus –5. If the bite hits, it deals 1d4 points of damage (assuming the barbarian is Medium; 1d3 points of damage if Small) plus half the barbarian's Strength modifier. A barbarian can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the barbarian against the target this round are at a +2 bonus.

*Auspicious Mark (Su)<sup>UC</sup> – 1<sup>st</sup> level:* The barbarian has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. Once per rage, as a swift action that costs 2 rounds of rage, the barbarian can call upon the spirits' favor. Using

auspicious mark grants her a +1d6 bonus on one d20 roll she has just made. She can call on the auspicious mark after seeing the result of the d20 roll.

*Bestial Leaper (Ex)*<sup>UC</sup> - 6<sup>th</sup> level: While raging, the barbarian can take a move action to move and can take her normal standard action at any point during the move. A barbarian must have the raging leaper rage power and be at least 6<sup>th</sup> level before selecting this rage power.

*Bestial Swimmer (Ex)*<sup>UC</sup> - 6<sup>th</sup> level: While raging, the barbarian gains a natural swim speed equal to her normal land speed. A barbarian must have the raging swimmer rage power and be at least 6<sup>th</sup> level before selecting this rage power.

*Beast Totem (Su)*<sup>APG</sup> - 6<sup>th</sup> level: While raging, the barbarian gains a +1 natural armor bonus. This bonus increases by +1 for every four levels the barbarian has attained. A barbarian must have the lesser beast totem rage power to select this rage power. A barbarian must be at least 6<sup>th</sup> level to select this rage power.

*Beast Totem, Lesser (Su)*<sup>APG</sup>: While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier.

*Bleeding Blow (Ex)*<sup>UC</sup> - Signature: When she uses her powerful blow rage power, the barbarian also deals bleed damage equal to her bonus damage with the powerful blow. This bleed damage bypasses damage reduction. This signature rage power can only be selected through the Implacable Rage feat by a barbarian who has the powerful blow rage power.

*Chaos Totem (Su)*<sup>APG</sup> - 6<sup>th</sup> level: While raging, the barbarian's form becomes infused with chaos. She gains a +4 bonus on Escape Artist checks and has a 25% chance to ignore extra damage from critical hits and sneak attacks. A barbarian must have the lesser chaos totem rage power to select this rage power. A barbarian must be at least 6<sup>th</sup> level to select this rage power.

*Chaos Totem, Lesser (Su)*<sup>APG</sup> - 1<sup>st</sup> level: While raging, the barbarian gains a +1 deflection bonus to AC against the attacks of lawful creatures and a +1 resistance bonus on saving throws against confusion, insanity, polymorph, and effects with the lawful descriptor. This bonus

increases by +1 for each chaos totem rage power she possesses.

*Clear Mind (Ex)* - Signature: A barbarian may reroll a Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The barbarian must take the second result, even if it is worse. This power can only be used once per rage. This signature rage power can only be selected through the Implacable Rage.

*Crippling Blow (Ex)*<sup>UC</sup> - Signature: When using her powerful blow rage power, the barbarian can forgo the normal bonus to damage (including any bleed damage granted by the bleeding blow rage power or similar boosts to the damage of the powerful blow rage power) and instead deals 1 point of ability damage to the target's Strength or Dexterity score for every four class levels the barbarian has attained. The target can attempt a Fortitude saving throw (DC 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) to halve this ability damage. This signature rage power can only be selected through the Implacable Rage feat by a barbarian who has the powerful blow rage power

*Dragon Totem (Su)*<sup>UC</sup> - 6<sup>th</sup> level: The barbarian must select a single color of dragon (black, blue, brass, bronze, copper, gold, green, red, silver, or white) as her totem. While raging, she gains a +1 bonus on Perception checks and a +1 morale bonus on saving throws against fear, paralysis, and sleep effects. This bonus increases by +1 if the possess dragon totem resilience. A barbarian must have the animal fury and intimidating glare rage powers and be at least 6<sup>th</sup> level before selecting this rage power.

*Dragon Totem Resilience (Su)*<sup>UC</sup> - Signature: While raging, the barbarian gains resistance to the energy type that is associated with her dragon totem—acid (black, copper, green), cold (silver, white), electricity (blue, bronze), or fire (brass, gold, red). This resistance equals 4 + double her current DR/— from her barbarian damage reduction class feature. This signature rage power can only be selected through the Implacable Rage feat by a barbarian who has the dragon totem rage power.

*Elemental Rage (Su)*<sup>APG</sup> - Signature: While raging, all of the barbarian's melee attacks deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire). The type is chosen when the barbarian begins her rage. This signature rage power can only be selected through the Implacable Rage feat by a barbarian who has the lesser

elemental rage power. Note that the barbarian can still use her lesser elemental rage power while using this rage power, but she must select a different energy type.

*Elemental Rage, Lesser (Su)* <sup>APG</sup> – 4<sup>th</sup> level: As a swift action, the barbarian can cause her melee attacks to deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire) for 1 round. A barbarian must be at least 4th level to select this rage power. This power can only be used once per rage.

*Energy Resistance (Ex)* <sup>APG</sup> – 1<sup>st</sup> level: While raging, the barbarian gains resistance to one energy type (acid, cold, electricity, fire, or sonic) equal to 1/2 her barbarian level (minimum 1). The energy type is chosen when this rage power is selected and it cannot be changed. This rage power can be selected more than once. Its effects do not stack. Each time it applies to a different energy type.

*Energy Resistance, Greater (Ex)* <sup>APG</sup> – Signature: Once per rage, a barbarian can reduce damage by half from a single attack against which she has energy resistance (halve the damage, then apply resistance). This signature rage power can only be selected through the Implacable Rage feat by a barbarian who has the energy resistance rage power.

*Ferocious Mount (Ex)* <sup>APG</sup> – 1<sup>st</sup> level: While raging and mounted, the barbarian's mount also gains the benefits of rage (including greater rage and mighty rage) as long as the barbarian is mounted or adjacent to it. While her mount is raging in this way, she must spend one additional round of rage per round. She can elect not to pay this cost, in which case her mount does not rage.

*Ferocious Mount, Greater (Ex)* <sup>APG</sup> – Signature: While raging and mounted, the barbarian's mount gains the benefits of any rage powers that are constant in effect when the barbarian is raging. It does not gain the benefit of any rage powers that require actions to activate, even if they are free actions. This signature rage power can only be selected through the Implacable Rage feat by a barbarian who has the ferocious mount rage power.

*Ferocious Trample (Ex)* <sup>APG</sup> – Signature: While raging and mounted, the barbarian's mount gains the trample special attack (*Pathfinder RPG Bestiary* 305). This attack inflicts 1d8 points of damage for a Medium mount, 2d6 for a Large mount, or 2d8 for a Huge mount, plus 1–1/2 times the mount's Strength modifier. A successful Reflex save (DC 10 + 1/2 the barbarian's level + the mount's Strength modifier) halves this damage. Creatures in the

mount's path or that threaten squares it passes through may make attacks of opportunity against either the barbarian or the mount, but not both. This signature rage power can only be selected through the Implacable Rage feat by a barbarian who has the ferocious mount rage power.

*Fiend Totem (Su)* <sup>APG</sup> – 6<sup>th</sup> level: While raging, the barbarian sprouts dozens of wicked barbs from her body. Anyone striking the barbarian with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage. A barbarian must have the lesser fiend totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

*Fiend Totem, Lesser (Su)* <sup>APG</sup> – 1<sup>st</sup> level: While raging, the barbarian grows a pair of large horns, gaining a gore attack. This attack is a primary attack (unless she is also attacking with weapons, in which case it is a secondary attack) and is made at the barbarian's full base attack bonus (–5 if it is a secondary attack). The gore attack deals 1d8 points of piercing damage (1d6 if Small) plus the barbarian's Strength modifier (1/2 if it is a secondary attack).

*Ghost Rager (Su)* <sup>UC</sup> – 6<sup>th</sup> level: While raging, the barbarian deals normal damage to incorporeal creatures even when using nonmagical weapons. She also gains a morale bonus to touch AC equal to her saving throw bonus from her superstition rage power. A barbarian must have the superstition rage power and be at least 6th level before selecting this rage power.

*Guarded Life (Ex)* <sup>APG</sup> – 1<sup>st</sup> level: While raging, if the barbarian is reduced below 0 hit points, 1 hit point of lethal damage per barbarian level is converted to nonlethal damage. If the barbarian is at negative hit points due to lethal damage, she immediately stabilizes.

*Guarded Life, Greater (Ex)* <sup>UC</sup> – 6<sup>th</sup> level: When using the guarded Life rage power, 1 additional hit point of lethal damage per barbarian level is converted to nonlethal damage. A barbarian must have the guarded life rage power and be at least 6th level before selecting this rage power.

*Guarded Stance (Ex)* – 1<sup>st</sup> level: The barbarian gains a +1 dodge bonus to her Armor Class against melee attacks for a number of rounds equal to the barbarian's current Constitution modifier (minimum 1). This bonus increases to +2 at 6<sup>th</sup> level. Activating this ability is a

move action that does not provoke an attack of opportunity.

*Hive Totem (Su)<sup>UC</sup> – 4<sup>th</sup> level:* While raging, the barbarian takes half damage from attacks by swarms of vermin, including spells and effects that act like a swarm of vermin (like *summon swarm* used to summon spiders or *insect plague*). She also gains a +1 bonus on Strength ability checks and to CMD against bull rush, drag, and trip attacks for every four barbarian levels she has. A barbarian must have the animal fury power and be at least 4<sup>th</sup> level before selecting this rage power.

*Hive Totem Resilience (Su)<sup>UC</sup> – 6<sup>th</sup> level:* While raging, the barbarian takes no damage from attacks by swarms of vermin, preventing harmful secondary effects of such attacks like poison or bleed. She also gains a +1 bonus on combat maneuver checks and to CMD when grappling for every four barbarian levels she has (maximum +5). A barbarian must have the hive totem rage power and be at least 6<sup>th</sup> level before selecting this rage power.

*Hive Totem Toxicity (Su)<sup>UC</sup> – Signature:* While raging, the barbarian increases her bite damage die type with the animal fury rage power by one die type and decreases the penalty on attack rolls with that bite to –2. Once per rage, a bite that hits can deliver an injury toxin that has a frequency of once per round for 4 rounds, deals 1d3 points of Constitution damage, and has a cure of one save. The saving throw has a Fortitude save DC of 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier. This signature rage power can only be selected through the Implacable Rage feat by a barbarian who has the hive totem and hive totem resilience rage powers.

*Increased Damage Reduction (Ex) – Signature:* The barbarian's damage reduction increases by 1/—. This increase is always active while the barbarian is raging. This signature rage power can only be selected through the Implacable Rage feat. A barbarian can select this rage power twice. Its effects stack.

*Internal Fortitude (Ex) – Signature:* While raging, the barbarian is immune to the sickened and nauseated conditions. This signature rage power can only be selected through the Implacable Rage feat.

*Intimidating Glare (Ex) – 1<sup>st</sup> level:* The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for

every 5 points by which the barbarian's check exceeds the DC.

*Knockback (Ex) – 1<sup>st</sup> level:* Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

*Knockdown (Ex)<sup>APG</sup> – 1<sup>st</sup> level:* Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

*Low-Light Vision (Ex) – 1<sup>st</sup> level:* The barbarian's senses sharpen and she gains low-light vision while raging.

*Moment of Clarity (Ex) – 1<sup>st</sup> level:* The barbarian does not gain any benefits or take any of the penalties from rage for 1 round. Activating this power is a swift action. This includes the penalty to Armor Class and the restriction on what actions can be performed. This round still counts against her total number of rounds of rage per day. This power can only be used once per rage.

*Night Vision (Ex) – 1<sup>st</sup> level:* The barbarian's senses grow incredibly sharp while raging and she gains darkvision 60 feet. A barbarian must have low-light vision as a rage power or a racial trait to select this rage power.

*No Escape (Ex) – 1<sup>st</sup> level:* The barbarian can move up to double her base speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

*Powerful Blow (Ex) – 1<sup>st</sup> level:* The barbarian gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

*Quick Reflexes (Ex) – 1<sup>st</sup> level:* While raging, the barbarian can make one additional attack of opportunity per round.

*Raging Leaper (Ex) – 1<sup>st</sup> level:* When raging, the barbarian adds her level as an enhancement bonus on all Acrobatics skill checks made to jump. When making a jump in this way, the barbarian is always considered to have a running start.

*Raging Swimmer (Ex) – 1<sup>st</sup> level:* When raging, the barbarian adds her level as an enhancement bonus on all Swim skill checks.

*Reckless Abandon (Ex) <sup>APG</sup> – 1<sup>st</sup> level:* While raging, the barbarian can take a –1 penalty to AC to gain a +1 bonus on attack rolls. The AC penalty increases by –1 and the attack roll bonus increases by +1 at 4th level and every four levels thereafter.

*Regenerative Vigor (Ex) <sup>UC</sup> – 6<sup>th</sup> level:* After using her renewed vigor rage power until her current rage ends, the barbarian gains fast healing 1. She regains hit points from fast healing at the start of each of her turns. A barbarian must have the renewed vigor rage power and be at least 6th level before selecting this rage power.

*Renewed Vigor (Ex) – 4<sup>th</sup> level:* As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A barbarian must be at least 4th level before selecting this power. This power can be used only once per day and only while raging.

*Roused Anger (Ex) – 1<sup>st</sup> level:* The barbarian may enter a rage even if fatigued. While raging after using this ability, the barbarian is immune to the fatigued condition. Once this rage ends, the barbarian is exhausted for 10 minutes per round spent raging.

*Scent (Ex) – 1<sup>st</sup> level:* The barbarian gains the scent ability while raging and can use this ability to locate unseen foes.

*Spell Sunder (Su) <sup>UC</sup> – 6<sup>th</sup> level:* Once per rage, the barbarian can attempt to sunder an ongoing spell effect by succeeding at a combat maneuver check. For any effect other than one on a creature, the barbarian must make her combat maneuver check against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, the barbarian must succeed at a normal sunder combat maneuver against the creature's CMD + 5, ignoring any miss chance caused by a spell or spell-like ability. If successful, the barbarian suppresses the effect for 1

round, or 2 rounds if she exceeded the CMD by 5 to 9. If she exceeds the CMD by 10 or more, the effect is dispelled. A barbarian must have the witch hunter rage power and be at least 6th level before selecting this rage power.

*Spirit Steed (Su) <sup>APG</sup> – 6<sup>th</sup> level:* While raging and mounted, the barbarian's mount gains DR/magic equal to 1/2 the barbarian's level. The mount's natural weapons count as magical for the purpose of overcoming damage reduction. A barbarian must have the ferocious mount rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

*Spirit Totem (Su) <sup>APG</sup> – 6<sup>th</sup> level:* While raging, the spirits that surround the barbarian make it difficult for her enemies to see her. The spirits grant the barbarian a 20% miss chance against ranged attacks and melee attacks made by creatures that are not adjacent to the barbarian (typically due to reach). A barbarian must have the lesser spirit totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

*Spirit Totem, Lesser (Su) <sup>APG</sup> – 1<sup>st</sup> level:* While raging, the barbarian is surrounded by spirit wisps that harass her foes. These spirits make one slam attack each round against a living foe that is adjacent to the barbarian. This slam attack is made using the barbarian's full base attack bonus, plus the barbarian's Charisma modifier. The slam deals 1d4 points of negative energy damage, plus the barbarian's Charisma modifier.

*Strength Surge (Ex) – 1<sup>st</sup> level:* The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action. This power can only be used once per rage.

*Superstition (Ex) – 1<sup>st</sup> level:* The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

*Surprise Accuracy (Ex) – 1<sup>st</sup> level:* The barbarian gains a +1 morale bonus on one attack roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This



power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

*Swift Foot (Ex) – 1<sup>st</sup> level:* The barbarian gains a 5-foot enhancement bonus to her base speed. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack.

*Terrifying Howl (Ex) – Signature:* The barbarian unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a Will save (DC equal to 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) or be panicked for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours. This signature rage power can only be selected through the Implacable Rage feat by a barbarian who has the intimidating glare rage power.

*Unexpected Strike (Ex) – Signature:* The barbarian can make an attack of opportunity against a foe that moves into any square threatened by the barbarian, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per rage. This signature rage power can only be selected through the Implacable Rage feat.

*Witch Hunter (Ex) <sup>APG</sup> – 1<sup>st</sup> level:* While raging, the barbarian gains a +1 bonus on damage rolls against creatures possessing spells or spell-like abilities. This damage bonus increases by +1 for every four levels the barbarian has obtained. A barbarian must have the superstition rage power to select this rage power.

*World Serpent Totem (Su) <sup>UC</sup> – 1<sup>st</sup> level:* While raging, the barbarian gains a +1 insight bonus to AC against outsiders and aberrations. This bonus increases by +1 for each world serpent rage power the barbarian possesses, excluding this one.

*World Serpent Spirit (Su) <sup>UC</sup> – 6<sup>th</sup> level:* While raging, the barbarian considers her weapons to be chaotic-, evil-, good-, and lawful-aligned for the purposes of overcoming damage reduction. She also gains a +1 resistance bonus on saving throws against spells and effects that have an alignment descriptor or come from an outsider or aberration. This bonus increases by +1 for each world serpent rage power the barbarian possesses, excluding this one. A barbarian must have the world serpent totem rage power and be at least 6th level before selecting this rage power.

## BARD

Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and magic, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.

**Role:** Bards capably confuse and confound their foes while inspiring their allies to ever-greater daring. While accomplished with both weapons and magic, the true strength of bards lies outside melee, where they can support their companions and undermine their foes without fear of interruptions to their performances.

**Alignment:** Any.

**Hit Die:** d8 (8 at 1<sup>st</sup> level, 5 each from 2<sup>nd</sup> to 6<sup>th</sup>)

**Class Skills:** Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks per Level:** 6 + Int modifier.

### Class Features

All of the following are class features of the bard.

**Weapon and Armor Proficiency:** A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are also proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a bard wearing medium or heavy armor

| BARD |     |              |   |
|------|-----|--------------|---|
| Lvl  | BAB | F/R/W Saves  | Special   |
| 1st  | +0  | +0 / +2 / +2 | Bardic Performance (Countersong, Distraction, Fascinate, 1 <sup>st</sup> Level Performance), Bardic Practicum, Cantrips, Spells |
| 2nd  | +1  | +0 / +3 / +3 | Versatile Performance, Well Versed  |
| 3rd  | +2  | +1 / +3 / +3 | 3 <sup>rd</sup> Level Performance   |
| 4th  | +3  | +1 / +4 / +4 |   |
| 5th  | +3  | +1 / +4 / +4 | Improved 1 <sup>st</sup> Level Performance, Lore Master   |
| 6th  | +4  | +2 / +5 / +5 | 6 <sup>th</sup> Level Performance, Versatile Performance  |

incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A bard casts arcane spells drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (song, recitation, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. In addition, he receives bonus spells per day if he has a high Charisma score.

The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells and two 1<sup>st</sup>

| BARD SPELLS |                 |                 |              |                 |                 |
|-------------|-----------------|-----------------|--------------|-----------------|-----------------|
| Lvl         | Spells per Day  |                 | Spells Known |                 |                 |
|             | 1 <sup>st</sup> | 2 <sup>nd</sup> | 0            | 1 <sup>st</sup> | 2 <sup>nd</sup> |
| 1st         | 1               | -               | 4            | 2               | -               |
| 2nd         | 2               | -               | 5            | 3               | -               |
| 3rd         | 3               | -               | 6            | 4               | -               |
| 4th         | 3               | 1               | 6            | 4               | 2               |
| 5th         | 4               | 2               | 6            | 4               | 3               |
| 6th         | 4               | 3               | 6            | 4               | 4               |

level spells of the bard's choice. At each new bard level, he gains one or more new spells. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score.)

Upon reaching 5th level a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

**Bardic Performance:** A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his

daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

At first level the bard knows the Counterstrong, Distraction, and Fascinate performances. He may also select one additional 1st level performance from among Disappearing Act, Inspire Courage, and Satire. The effects of this selected performance improves at 5th level. At 3rd level he may select one performance form among Harmless Performer, Inspire Competence, and Soothing Performance. At 6th level the selection is from among Incite Violence, Suggestion, and Slumber Song.

The Signature Performance feat allows for the selection of one of the signature performances, Dirge of doom, Glorious Epic, or Shining Star.

The default performance choices in standard *Pathfinder* are Inspire Courage, Inspire Competence, Suggestion, and Dirge of Doom.

**Bardic Practicum:** At 1st level the bard may choose between Arcane Dueling, Bardic Knowledge, and Social Adept. Bardic Knowledge is the default in standard *Pathfinder*.

*Arcane Dueling (Ex)* *APG inspired*: The bard gains Arcane Strike as a bonus feat. His bard levels count as fighter levels for purposes of meeting the prerequisite for the Disruptive feat.

*Bardic Knowledge (Ex)*: The bard adds half his class level (minimum 1) on all Knowledge skill checks and may make all Knowledge skill checks untrained.

*Social Adept (Ex)* *APG inspired*: The bard gains a bonus equal to half his bard level on Bluff, Diplomacy, Knowledge (local), and Sense Motive checks (minimum +1). Once per day, the bard can also reroll a check against one of these skills, though he must take the result of the second roll even if it is worse. He can reroll one additional time per day at 5th level.

**Cantrips:** Bards learn a number of cantrips, or 0-level spells, as noted in the “Spells Known Table.” These spells are cast like any other spell, but they do not consume any slots and may be used again.

**Versatile Performance (Ex):** At 2nd level, a bard can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the bard uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. At 6th level the bard can select an additional type of Perform to substitute.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Keyboard Instruments (Diplomacy, Intimidate), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

**Well-Versed (Ex):** At 2nd level, the bard becomes resistant to the bardic performance of others, and to sonic effects in general. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

**Lore Master (Ex):** At 5th level, the bard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take 20 on any Knowledge skill check as a standard action.

### 1<sup>st</sup> Level Bardic Performances

*Countersong (Su):* This performance allows the bard to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself ) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-

dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

*Disappearing Act (Su) <sup>APC</sup>:* This performance allows the bard to divert attention from an ally. All creatures within 30 feet that fail a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) treat one creature chosen by the bard as if it were invisible. This performance affects one additional creature at 5th level.

*Distraction (Su):* This performance allows the bard to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

*Fascinate (Su):* This performance allows the bard to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such

as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind affecting ability. Fascinate relies on audible and visual components in order to function.

*Inspire Courage (Su)*: This performance allows the bard to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level this bonus increases by +1, to a total of +2. Inspire courage is a mind-affecting ability.

Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

*Satire (Su)* <sup>APG</sup>: This performance allows the bard to undermine the confidence of enemies who hear it, causing them to take a -1 penalty on attack and damage rolls (minimum 1) and a -1 penalty on saves against fear and charm effects as long as the bard continues performing. This penalty increases to -2 at 5th level. Satire is a language-dependent, mind-affecting ability that uses audible components.

### 3<sup>rd</sup> Level Bardic Performances

*Harmless Performer (Su)* <sup>APG</sup>: This performance allows the bard to appear meek and unworthy of being attacked. While using this performance, whenever an enemy targets the street performer, the enemy must succeed at a Will save (DC 10 + 1/2 the bard's level + the bard's Cha bonus) or be unable to attack the bard this round, as per sanctuary. The enemy loses the attack that targeted the bard, but may spend additional attacks targeting other creatures. If the opponent was targeting the street performer with a spell, it must succeed at a concentration check at the same DC or lose the spell. If this check succeeds, it may target another creature with the spell instead. This mind-affecting ability requires audible or visual components.

*Inspire Competence (Su)*: This performance allows the bard to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

*Soothing Performance (Ex)* <sup>UM</sup>: This performance allows the bard to influence animals. This works like the druid ability wild empathy, except he expends 1 round of bardic performance and makes a Perform check. If the bard already has wild empathy from another class, he adds the class levels that provide wild empathy to the result of his Perform check to influence an animal.

### 6<sup>th</sup> Level Bardic Performances

*Incite Violence (Ex)* <sup>inspired by UIM</sup>: This performance allows the bard to fan the fury of those he has fascinated. Using this ability does not disrupt the fascinate effect, but does require a standard action to activate (in addition to the free action to continue the fascinate effect). The bard selects some or all of those fascinated, who must make Will saves (DC 10 + 1/2 the bard's level + the bard's Charisma modifier) or be affected by *rage* for a number of rounds equal to the bard's level. The bard indicates who is the intended target of violence (either after using this ability or as part of the performance leading to it) and the enraged members of the crowd immediately attack the target if possible. The target does not need to be present ("kill the king" is a suitable choice) and can be an object instead of a person ("destroy the prison!" is likewise appropriate).

Using *incite violence* does not count against a bard's total rounds per day of bardic performance. *Incite violence* is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

*Slumber Song (Sp)* <sup>APG</sup>: This performance allows the bard to cause a creature he has already fascinated to fall asleep (as *deep slumber*, but with no HD limit). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Using *slumber song* does not count against a bard's total rounds per day of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. *Slumber song* is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

*Suggestion (Sp)*: This performance allows the bard to make a *suggestion* (as per the spell) to a creature he has already fascinated. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Making a *suggestion* does not count against a bard's total rounds per day of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

## Signature Bardic Performances

*Dirge of Doom (Su)*: This signature performance allows the bard to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect.

*Glorious Epic (Su)* <sup>APG</sup>: This signature performance allows the bard to weave captivating tales that engross those who hear them. Enemies within 30 feet become flat-footed unless they succeed at a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). A save renders them immune to this ability for 24 hours. Glorious epic is a language-dependent, mind-affecting ability that uses audible components.

*Shining Star (Su)* <sup>UM</sup>: This signature performance allows the bard to focus attention on himself so thoroughly that even the presence of danger does not distract his adoring crowd. When using fascinate, a target making a save to break the effect because of a potential threat takes a –4 penalty on that save, and even obvious threats require a save rather than automatically breaking the effect. Creatures affected by the bard's fascinate ability ignore the shaken condition.

## CLERIC

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for the spiritual needs of their people. Clerics are more than mere priests, though; these emissaries of the divine work the will of their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to spread the knowledge and influence of their faith. Yet while they might share similar abilities, clerics prove as different from one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The ways of the cleric are varied, yet all who tread these paths walk with the mightiest of allies and bear the arms of the gods themselves.

**Role:** More than capable of upholding the honor of their deities in battle, clerics often prove stalwart and capable combatants. Their true strength lies in their capability to draw upon the power of their deities, whether to increase their own and their allies' prowess in battle, to vex their foes with divine magic, or to lend healing to companions in need.

As their powers are influenced by their faith, all clerics must focus their worship upon a divine source. While the vast majority of clerics revere a specific deity, a small number dedicate themselves to a divine concept worthy of devotion—such as battle, death, justice, or knowledge—free of a deific abstraction. (Work with your GM if you prefer this path to selecting a specific deity.)

**Alignment:** A cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

**Hit Die:** d8 (8 at 1<sup>st</sup> level, 5 each from 2<sup>nd</sup> to 6<sup>th</sup>).

**Class Skills:** Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 2 + Int modifier.

| CLERIC |     |              |  |
|--------|-----|--------------|--|
| Lvl    | BAB | F/R/W Saves  | Special                                    |
| 1st    | +0  | +2 / +0 / +2 | Aura, Channel Energy 1d6, Domains, Orisons |
| 2nd    | +1  | +3 / +0 / +3 |  |
| 3rd    | +2  | +3 / +1 / +3 | Channel Energy 2d6                         |
| 4th    | +3  | +4 / +1 / +4 |  |
| 5th    | +3  | +4 / +1 / +4 | Channel Energy 3d6                         |
| 6th    | +4  | +5 / +2 / +5 |  |

### Class Features

The following are class features of the cleric.

**Weapon and Armor Proficiency:** Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deity.

**Aura (Ex):** A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

**Spells:** A cleric casts divine spells which are drawn from the cleric spell list presented in Chapter 10. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see chaotic, evil, good, and lawful spells on page 41. A cleric must choose and prepare her spells in advance.

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

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3–5. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–3).

| CLERIC SPELLS |                |                 |                 |                 |
|---------------|----------------|-----------------|-----------------|-----------------|
| Lvl           | Spells per Day |                 |                 |                 |
|               | 0              | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> |
| 1st           | 3              | 1+1             | -               | -               |
| 2nd           | 4              | 2+1             | -               | -               |
| 3rd           | 4              | 2+1             | 1+1             | -               |
| 4th           | 4              | 3+1             | 2+1             | -               |
| 5th           | 4              | 3+1             | 2+1             | 1+1             |
| 6th           | 4              | 3+1             | 3+1             | 2+1             |

Clerics meditate or pray for their spells. Each cleric must choose a time when she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. A cleric may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

**Channel Energy (Su):** Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric casts spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage.

The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

**Domains:** A cleric's deity influences her alignment, what magic she can perform, her values, and how others see her. A cleric chooses two domains from among those

belonging to her deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain. If a cleric is not devoted to a particular deity, she still selects two domains to represent her spiritual inclinations and abilities (subject to GM approval). The restriction on alignment domains still applies.

Each domain grants a number of domain powers, dependent upon the level of the cleric, as well as a number of bonus spells. A cleric gains one domain spell slot for each level of cleric spell she can cast, from 1st on. Clerics meditate or pray for their spells. Each cleric must choose a time when she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. A cleric may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

**Orisons:** Clerics can prepare a number of orisons, or 0-level spells, each day, as noted on Table 3–5 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

**Spontaneous Casting:** A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric who worships an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see Channel Energy).

**Chaotic, Evil, Good, and Lawful Spells:** A cleric can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.



**Bonus Languages:** A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of her race.

### **Ex-Clerics**

A cleric who grossly violates the code of conduct required by her god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. She cannot thereafter gain levels as a cleric of that god until she atones for her deeds (see the *atonement* spell description).

## DOMAINS

Domains are groups of divine powers gained by Clerics, as well as some Druids and Paladins. Each domain includes granted powers (typically one gained at 1<sup>st</sup> level and a second gained at either 4<sup>th</sup> or 6<sup>th</sup> level, or through a signature feat) and three spells gained as indicated by the class.

Several of the domains have an associated domain. Associated domains represent different aspects of an underlying concept and differ in a granted power and a number of spells in the domain's granted spell list. A character cannot select two domains that are associated with each other. Associated domains are equivalent to each other for any effect or prerequisite based on domains.

Terrain domains are associated with a particular natural terrain type and typically only granted by nature related deities. A character may not select more than one terrain domain.

If a domain ability calls for a saving throw, the DC of the save is equal to 10 + 1/2 the character's cleric level + her Wisdom modifier.

An asterisk after a domain spell indicates it is not on the standard cleric spell list for that level.

*Core Pathfinder* does not include the Dark Tapestry, Darkness, Defense, Fate, Feather, Fur, Light, Night, Scalykind, Smoke, Tactics or any of the Terrain domains.

### Air Domain

**Granted Powers:** *Lightning Arc (Sp)*: As a standard action, you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6 points of electricity damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Electricity Resistance (Ex)*: At 6th level, you gain resist electricity 10.

**Domain Spells:** 1st—*obscuring mist*, 2nd—*wind wall*\*, 3rd—*gaseous form*\*.

### Animal Domain

**Associated Domains:** Feather, Fur, Scalykind

**Granted Powers:** Treat Knowledge (nature) as a class skill.

### Domains [with associations]

|                                  |                                  |
|----------------------------------|----------------------------------|
| Air                              | Law                              |
| Animal [Feather, Fur, Scalykind] | Liberation                       |
| Aquatic [Terrain]                | Light [Sun]                      |
| Arctic [Terrain]                 | Luck [Fate]                      |
| Artifice                         | Madness                          |
| Cave [Terrain]                   | Magic                            |
| Chaos                            | Mountain [Terrain]               |
| Charm                            | Night [Darkness]                 |
| Community                        | Nobility                         |
| Dark Tapestry                    | Plains [Terrain]                 |
| Darkness [Night]                 | Plant                            |
| Death [Undead]                   | Protection [Defense]             |
| Defense [Protection]             | Repose                           |
| Desert [Terrain]                 | Rune                             |
| Destruction                      | Scalykind [Animal, Feather, Fur] |
| Earth                            | Smoke [Fire]                     |
| Evil                             | Strength                         |
| Fate [Luck]                      | Sun [Light]                      |
| Feather [Animal, Fur, Scalykind] | Swamp [Terrain]                  |
| Fire [Smoke]                     | Tactics [War]                    |
| Forest [Terrain]                 | Travel                           |
| Fur [Animal, Feather, Scalykind] | Trickery                         |
| Glory                            | Undeath [Death]                  |
| Good                             | War [Tactics]                    |
| Healing                          | Water                            |
| Jungle [Terrain]                 | Weather                          |
| Knowledge                        |                                  |

*Speak with Animals (Sp)*: You can *speak with animals*, as per the spell, for a number of rounds per day equal to 3 + your cleric level.

*Animal Companion (Ex)*: At 4th level, you gain the service of an animal companion. Your effective druid level for this animal companion is equal to your cleric level – 3. (Druids who take this ability through their nature bond class feature use their druid level – 3 to determine the abilities of their animal companions).

**Domain Spells:** 1st—*calm animals*\*, 2nd—*hold animal*\*, 3rd—*dominate animal*\*.

### Aquatic Domain<sup>UM</sup>

#### Terrain Domain

**Granted Powers:** Treat Knowledge (nature) as a class skill.

*Sealord (Su)*: You can channel energy (as a cleric of your cleric level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the aquatic or water subtype or to command them (similar to using the Command Undead feat against undead). You can take other feats to add to this ability, such as

Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to 10 + 1/2 your cleric level + your Charisma modifier.

*Seastrike (Su)*: At 6th level, as a free action, you may use natural and manufactured weapons in water as if you had continuous *freedom of movement*<sup>t</sup>. As a standard action, you can throw a weapon underwater without the normal penalties for throwing weapons; if your target is in or under the water, the weapon also acts as a *returning*<sup>t</sup> weapon for that attack.

**Domain Spells**: 1st—*hydraulic push*\*, 2nd—*slipstream*\*, 3rd—*water breathing*.

### Arctic Domain<sup>UM</sup>

#### Terrain Domain

**Granted Powers**: Treat Knowledge (nature) as a class skill.

*Call Cold (Su)*: You can channel energy (as a cleric of your cleric or cleric level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the cold subtype or to command them (similar to using the Command Undead feat against undead). You can take other feats that add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to 10 + 1/2 your cleric level + your Charisma modifier.

*Banish Flame (Su)*: At 6th level, you may use your call cold ability to damage creatures with the fire subtype (as a cleric channeling negative energy) or to cause them to flee from you (as the Turn Undead feat). Alternatively, you may use this ability to negate magical fire effects as if using a targeted *dispel magic*.

**Domain Spells**: 1st—*frostbite*\*, 2nd—*aspect of the bear*\*, 3rd—*sleet storm*\*.

### Artifice Domain

**Granted Powers**: *Artificer's Touch (Sp)*: You can cast *mending* at will, using your cleric level as the caster level to repair damaged objects. In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every two cleric levels you possess. This attack bypasses an amount of damage reduction and hardness equal to your cleric level. You

can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Dancing Weapons (Su)*: At 8th level, you can give a weapon touched the *dancing*<sup>t</sup> special weapon quality for 4 rounds. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells**: 1st—*animate rope*\*, 2nd—*wood shape*\*, 3rd—*stone shape*.

### Cave Domain<sup>UM</sup>

#### Terrain Domain

**Granted Powers**: Treat Knowledge (nature) as a class skill.

*Cavesight (Sp)*: You can grant darkvision 60 feet to a willing creature you touch. This effect lasts 1 minute, or 1 hour if used on yourself. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Tremorsense (Ex)*: At 6th level, you gain tremorsense 30 feet.

**Domain Spells**: 1st—*detect aberration*\*, 2nd—*stone call*\*, 3rd—*deeper darkness*.

### Chaos Domain

**Granted Powers**: *Touch of Chaos (Sp)*: You can imbue a target with chaos as a melee touch attack. For the next round, anytime the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Chaos Blade (Su)*: At 8th level, you can give a weapon touched the *anarchic*<sup>t</sup> special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells**: 1st—*protection from law*, 2nd—*align weapon* (chaos only), 3rd—*magic circle against law*.

### Charm Domain

**Granted Powers**: *Dazing Touch (Sp)*: You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your cleric level are unaffected. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Charming Smile (Sp)*: At 8th level, you can cast *charm person* as a swift action, with a DC of 10 + 1/2 your cleric

level + your Wisdom modifier. You can only have one creature charmed in this way at a time. The total number of rounds of this effect per day is equal to your cleric level. The rounds do not need to be consecutive, and you can dismiss the charm at any time as a free action. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds on its save to resist the effect.

**Domain Spells:** 1st—*charm person*\*, 2nd—*calm emotions*, 3rd—*suggestion*\*.

### Community Domain

**Granted Powers:** *Calming Touch (Sp)*: You can touch a creature as a standard action to heal it of 1d6 points of nonlethal damage + 1 point per cleric level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Unity (Su)*: At 8th level, whenever a spell or effect targets you and one or more allies within 30 feet, you can use this ability to allow your allies to use your saving throw against the effect in place of their own. Each ally must decide individually before the rolls are made. Using this ability is an immediate action. You can use this ability once per day at 8th level.

**Domain Spells:** 1st—*bless*, 2nd—*shield other*, 3rd—*prayer*.

### Dark Tapestry Domain <sup>B4</sup>

**Granted Power:** *It Came from Beyond (Su)*: Once per day, when you cast a summoning spell, any one creature you summon is more powerful than normal. The creature gains the advanced creature simple template. If you summon more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. A summoned creature that gains the advanced creature simple template in this manner appears unnervingly deformed or unnaturally hideous, bringing with it a whiff of the emptiness of the void. This ability only works on spells you cast as a cleric – it does not work on spellcasting abilities gained from any other spellcasting classes you might have.

*Part the Veil (Su)*: At 8th level, you can lace spells you cast with the raw madness that waits in the outer darkness. Activating this ability is a swift action that you must use as you cast a spell that targets a single creature and that allows a Will saving throw to negate or reduce the spell's primary effect. If the target fails to resist the spell,

the target is also confused for a number of rounds equal to the spell's level as visions of the void cause temporary insanity. The victim must succeed at a new saving throw each round to end the effect – these additional saving throws apply only to the additional confusion effect and not to the original spell effect. Part the veil is a mind-affecting effect. You can use this ability a number of times per day equal to ½ your class level.

**Domain Spells:** 1st—*feather fall*\*, 2nd—*summon monster II*, 3rd—*fly*\*.

### Darkness Domain

**Associated Domain:** Night

**Granted Power:** You receive Blind-Fight as a bonus feat. *Touch of Darkness (Sp)*: As a melee touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Eyes of Darkness (Su)*: At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*obscuring mist*, 2nd—*blindness/deafness*\* (only to cause blindness), 3rd—*deeper darkness*.

### Death Domain

**Associated Domain:** Undead

**Granted Powers:** *Bleeding Touch (Sp)*: As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Death's Embrace (Ex)*: At 8th level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

**Domain Spells:** 1st—*cause fear*, 2nd—*death knell*, 3rd—*animate dead* (or *speak with dead* if your deity opposes undead).

## Defense Domain <sup>APG</sup>

**Associated Domain:** Protection.

**Granted Powers:** *Deflection Aura (Su)*: Once each day, you can emit a 20-foot aura for a number of rounds equal to your cleric level. Allies within the aura gain a +2 deflection bonus to AC and combat maneuver defense.

*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).

**Domain Spells:** 1st—*shield*, 2nd—*barkskin*, 3rd—*protection from energy*.

## Desert Domain <sup>UM</sup>

### Terrain Domain

**Granted Powers:** Treat Knowledge (nature) as a class skill.

*Heat Shimmer (Su)*: As a free action, you can surround yourself with heat distortion that acts as the *blur* spell. Creatures that strike you in melee while you're using this ability are dazzled for 1 round (Fortitude negates). You may use this ability for a number of rounds per day equal to 3 + your Wisdom modifier. These rounds need not be consecutive.

*Servant of the Sands (Sp)*: At 8th level, once per day, you may call upon the aid of a janni as if using *lesser planar ally*<sup>†</sup>. If you use this power while in desert terrain, you need not make an offering to call the creature(s), and the cost of any service is halved.

**Domain Spells:** 1st—*cloak of shade*\*, 2nd—*shifting sand*\*, 3rd—*cup of dust*\*.

## Destruction Domain

**Granted Powers:** *Destructive Smite (Su)*: You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Destructive Aura (Su)*: At 8th level, you can emit a 30-foot aura of destruction for a number of rounds per day equal to your cleric level. All attacks made against creatures in this aura (including you) gain a morale bonus on damage equal to 1/2 your cleric level and all

critical threats are automatically confirmed. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*true strike*\*, 2nd—*shatter*, 3rd—*rage*\*.

## Earth Domain

**Granted Powers:** *Acid Dart (Sp)*: As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. This acid dart deals 1d6 points of acid damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to your Wisdom modifier.

*Acid Resistance (Ex)*: At 6th level, you gain resist acid 10.

**Domain Spells:** 1st—*magic stone*, 2nd—*soften earth and stone*\*, 3rd—*stone shape*.

## Evil Domain

**Granted Powers:** *Touch of Evil (Sp)*: You can cause a creature to become sickened as a melee touch attack. Creatures sickened by your touch count as good for the purposes of spells with the evil descriptor. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Scythe of Evil (Su)*: At 8th level, once per day you can give a weapon touched the *unholy*<sup>†</sup> special weapon quality for a number of rounds equal to 1/2 your cleric level.

**Domain Spells:** 1st—*protection from good*, 2nd—*align weapon* (evil only), 3rd—*magic circle against good*.

## Fate Domain <sup>APG</sup>

**Associated Domain:** Luck.

**Granted Powers:** *Bit of Luck (Sp)*: You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Tugging Strands (Su)*: At 8th level, once per day you can force a creature within line of sight to reroll any one roll that it has just made before the result of the roll is revealed. The result of the reroll must be taken, even if it is worse than the original roll.

**Domain Spells:** 1st—*true strike*\*, 2nd—*augury*, 3rd—*borrow fortune*\*.

## **Feather Domain** *based on the APG*

**Associated Domains:** Animal, Fur, Scalykind

**Granted Powers:** Add Fly and Knowledge (nature) to your list of class skills. In addition, whenever you cast a spell that grants you a fly speed, your maneuverability increases by one step (up to perfect).

*Eyes of the Hawk (Ex):* You gain a racial bonus on Perception checks equal to 1/2 your cleric level (minimum +1). In addition, if you can act during a surprise round, you receive a +2 racial bonus on your Initiative check.

*Animal Companion (Ex):* At 4th level, you gain the service of a bird as animal companion. Your effective druid level for this animal companion is equal to your cleric level – 3. (Druids who take this ability through their nature bond class feature use their druid level – 3 to determine the abilities of their animal companions).

**Domain Spells:** 1st—*calm animals*\*, 2nd—*feather fall*\*, 3rd—*fly*\*.

## **Fire Domain**

**Associated Domain:** Smoke

**Granted Powers:** *Fire Bolt (Sp):* As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Fire Resistance (Ex):* At 6th level, you gain resist fire 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to fire.

**Domain Spells:** 1st—*burning hands*\*, 2nd—*produce flame*\*, 3rd—*fireball*\*.

## **Forest Domain** *inspired by APG and UM*

### **Terrain Domain**

**Granted Powers:** Treat Knowledge (nature) as a class skill.

*Nature's Own (Sp):* When making a knowledge (nature) or survival roll outdoors, you may roll twice and take the more favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Aspect of the Stag (Sp):* At 8th level, once per day you can take on the aspect of the stag for a number of rounds equal to your cleric level. Your features become

elongated and sinewy, and you grow a set of antlers. you can use for defense. You gain a +2 dodge bonus to AC against attacks of opportunity, your base speed increases by 20 ft., you can move through any undergrowth (including magically manipulated undergrowth) at your normal speed, and can even make a 5-foot step within such terrain. Furthermore, when you are hit with an attack of opportunity, you can make a single attack with your antlers against the opponent that hit you as an immediate action. This attack uses your highest base attack bonus plus your Strength or Dexterity bonus (your choice) and deals 1d8 points of piercing damage (if you are Medium; 1d6 points of damage if Small) plus your Strength modifier on a successful hit. The antlers have a critical multiplier of 19–20×2.

**Domain Spells:** 1st—*hunter's howl*\*, 2nd—*wilderness soldiers*\*, 3rd—*ward of the seasons*\*.

## **Fur Domain** *based on the APG*

**Associated Domains:** Animal, Feather, Scalykind

**Granted Powers:** Treat Knowledge (nature) as a class skill.

*Predator's Grace (Su):* You can, as a swift action, grant yourself a +10-foot bonus to your base speed for 1 round. This bonus increases by 5 feet for every 5 cleric levels you possess. In addition, you gain low-light vision for 1 round. If you already possess low-light vision, the range of your sight becomes three times that of a human in dim light for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Animal Companion (Ex):* At 4th level, you gain the service of a mammal as animal companion. Your effective druid level for this animal companion is equal to your cleric level – 3. (Druids who take this ability through their nature bond class feature use their druid level – 3 to determine the abilities of their animal companions).

**Replacement Domain Spells:** 1st—*magic fang*, 2nd—*hold animal*\*, 3rd—*beast shape I* (mammals only).

## **Glory Domain**

**Granted Powers:** When you channel positive energy to harm undead creatures, the save DC to halve the damage is increased by 2.

*Touch of Glory (Sp):* You can cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a bonus equal to your cleric level on a single Charisma-based skill check or

Charisma ability check. This ability lasts for 1 hour or until the creature touched elects to apply the bonus to a roll. You can use this ability to grant the bonus a number of times per day equal to 3 + your Wisdom modifier.

*Divine Presence (Su)*: At 8th level, you can emit a 30-foot aura of divine presence for a number of rounds per day equal to your cleric level. All allies within this aura are treated as if under the effects of a *sanctuary* spell with a DC equal to 10 + 1/2 your cleric level + your Wisdom modifier. These rounds do not need to be consecutive. Activating this ability is a standard action. If an ally leaves the area or makes an attack, the effect ends for that ally. If you make an attack, the effect ends for you and your allies.

**Domain Spells**: 1st—*shield of faith*, 2nd—*bless weapon*\*, 3rd—*searing light*.

### Good Domain

**Granted Powers**: *Touch of Good (Sp)*: You can touch a creature as a standard action, granting a sacred bonus on attack rolls, skill checks, ability checks, and saving throws equal to half your cleric level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Holy Lance (Su)*: At 8th level, you can give a weapon you touch the *holy*<sup>f</sup> special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day.

**Domain Spells**: 1st—*protection from evil*, 2nd—*align weapon* (good only), 3rd—*magic circle against evil*.

### Healing Domain

**Granted Powers**: *Rebuke Death (Sp)*: You can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every two cleric levels you possess. You can only use this ability on a creature that is below 0 hit points. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Healer's Blessing (Su)*: At 6th level, all of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

**Domain Spells**: 1st—*cure light wounds*, 2nd—*cure moderate wounds*, 3rd—*cure serious wounds*.

### Jungle Domain<sup>UM</sup>

#### Terrain Domain

**Granted Powers**: Treat Knowledge (nature) as a class skill.

*Brachiation (Ex)*: As a free action for a number of rounds per day equal to your cleric level, you may climb with a climb speed equal to your land speed, and gain a bonus on Acrobatics checks equal to your cleric level. These rounds do not have to be consecutive.

*Trap Sense (Ex)*: At 3rd level, you gain the trap sense ability. This is identical to the rogue class ability. Your effective rogue level is equal to your cleric level for the purpose of determining your trap sense bonus. Trap sense bonuses gained from multiple classes stack.

**Domain Spells**: 1st—*glide*\*, 2nd—*tar ball*\*, 3rd—*venomous bolt*\*.

### Knowledge Domain

**Granted Powers**: You treat all Knowledge skills as class skills.

*Lore Keeper (Sp)*: You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 15 + your cleric level + your Wisdom modifier.

*Remote Viewing (Sp)*: Starting at 6th level, you can use *clairvoyance/clairaudience* as a spell-like ability using your cleric level as the caster level. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

**Domain Spells**: 1st—*comprehend languages*, 2nd—*detect thoughts*\*, 3rd—*speak with dead*.

### Law Domain

**Granted Powers**: *Touch of Law (Sp)*: You can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Staff of Order (Su)*: At 8th level, you can give a weapon touched the *axiomatic*<sup>f</sup> special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells**: 1st—*protection from chaos*, 2nd—*align weapon* (law only), 3rd—*magic circle against chaos*.

## Liberation Domain

**Granted Powers:** *Liberation (Su)*: You have the ability to ignore impediments to your mobility. For a number of rounds per day equal to your cleric level, you can move normally regardless of magical effects that impede movement, as if you were affected by *freedom of movement*<sup>t</sup>. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

*Freedom's Call (Su)*: At 8th level, you can emit a 30-foot aura of freedom for a number of rounds per day equal to your cleric level. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*remove fear*, 2nd—*remove paralysis*, 3rd—*remove curse*.

## Light Domain *adapted from the APG*

**Associated Domain:** Sun.

**Granted Powers:** *Blinding Flash (Su)*: As a standard action, you can emit a flash of light from your holy symbol or divine focus. The most powerful light emanates out 20 feet from you. Creatures with fewer Hit Dice than your cleric level within this area are blinded for 1d4 rounds unless they succeed at a Fortitude save. All creatures in this area are dazzled for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Nimbus of Light (Su)*: At 8th level, you can emit a 30-foot nimbus of light for a number of rounds per day equal to your cleric level. This acts as a *daylight* spell. In addition, undead within this radius take an amount of damage equal to your cleric level each round that they remain inside the nimbus. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*faerie fire*<sup>\*</sup>, 2nd—*blinding ray*, 3rd—*daylight*.

## Luck Domain

**Associated Domain:** Fate

**Granted Powers:** *Bit of Luck (Sp)*: You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may

roll twice and take the more favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Good Fortune (Ex)*: At 6th level, as an immediate action, you can reroll any one d20 roll you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability once per day.

**Domain Spells:** 1st—*true strike*<sup>\*</sup>, 2nd—*aid*, 3rd—*protection from energy*.

## Madness Domain

**Granted Powers:** You embrace the madness that lurks deep in your heart, and can unleash it to drive your foes insane or to sacrifice certain abilities to hone others.

*Vision of Madness (Sp)*: You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 your cleric level (minimum +1) and a penalty to the other two types of rolls equal to 1/2 your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Aura of Madness (Su)*: At 8th level, you can emit a 30-foot aura of madness for a number of rounds per day equal to your cleric level. Enemies within this aura are affected by *confusion*<sup>t</sup> unless they make a Will save with a DC equal to 10 + 1/2 your cleric level + your Wisdom modifier. The *confusion* effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*lesser confusion*<sup>\*</sup>, 2nd—*touch of idiocy*<sup>\*</sup>, 3rd—*rage*<sup>\*</sup>.

## Magic Domain

**Granted Powers:** *Hand of the Acolyte (Su)*: You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver.



You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Dispelling Touch (Sp)*: At 8th level, you can use a targeted *dispel magic* effect as a melee touch attack. You can use this ability once per day.

**Domain Spells**: 1st—*identify*\*, 2nd—*magic mouth*\*, 3rd—*dispel magic*.

## Mountain Domain <sup>UM</sup>

### Terrain Domain

**Granted Powers**: Treat Knowledge (nature) as a class skill.

*Foothold (Su)*: As a standard action, you can cause an adjacent stone surface up to 10 feet square to mold itself into ridges and creases. A foothold that is created on a horizontal surface is treated as difficult terrain, and a Medium or smaller creature standing in the area or moving through it takes a –2 penalty on Acrobatics checks and to CMD due to poor footing. A foothold that is created on a vertical surface grants a +10 bonus on Climb checks to climb it. The stone remains altered for 1 hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Thin Air (Su)*: At 8th level, as a free action, you can surround yourself with a 5-foot aura of supernaturally thin air that draws the breath from creatures adjacent to you. Creatures beginning their turn in the aura are fatigued (Fortitude negates). A fatigued creature that begins its turn in the aura must save or suffer from altitude sickness, taking 1 point of ability damage to all ability scores. You can use this ability for a number of rounds per day equal to your cleric level; the rounds need not be consecutive.

**Domain Spells**: 1st—*stone fist*\*, 2nd—*stone call*\*, 3rd—*cloak of winds*\*

## Night Domain <sup>APG</sup>

**Associated Domain**: Darkness.

**Granted Powers**: You receive Blind-Fight as a bonus feat.

*Night Hunter (Su)*: As a standard action, you can blend into the shadows of the night, becoming nearly invisible. As long as you are in an area of dim light or darkness, you are invisible (as per *invisibility*) to creatures without darkvision. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

*Eyes of Darkness (Su)*: At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

**Replacement Domain Spells**: 1st—*sleep*, 2nd—*blindness/deafness*\* (only to cause blindness), 3rd—*deeper darkness*.

## Nobility Domain

**Granted Powers**: *Inspiring Word (Sp)*: As a standard action, you can speak an inspiring word to a creature within 30 feet. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this power a number of times per day equal to 3 + your Wisdom modifier.

*Leadership (Ex)*: At 8th level, you receive Leadership as a bonus feat. In addition, you gain a +2 bonus on your leadership score as long as you uphold the tenets of your deity (or divine concept if you do not venerate a deity).

**Domain Spells**: 1st—*divine favor*, 2nd—*enthral*, 3rd—*magic vestment*.

## Plains Domain <sup>UM</sup>

### Terrain Domain

**Granted Powers**: Treat Knowledge (nature) as a class skill.

*Migrating Herd (Su)*: When you summon an aurochs, bison, elephant, horse, mastodon, pony, or similar quadruped herbivore with a summoning spell, the duration of the spell is increased by 100% (this does not stack with Extend Spell). The creature's land speed is increased by 10 feet.

*Pounce (Ex)*: At 6th level, you may use the pounce special attack once per day.

**Domain Spells**: 1st—*mount*\*, 2nd—*chameleon stride*\*, 3rd—*haste*\*.

## Plant Domain

**Granted Powers**: *Wooden Fist (Su)*: As a free action, your hands can become as hard as wood, covered in tiny thorns. While you have wooden fists, your unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a bonus on damage rolls equal to 1/2 your cleric level (minimum +1). You can use this ability for a number of rounds per day equal to 3 + your

Wisdom modifier. These rounds do not need to be consecutive.

**Bramble Armor (Su):** At 6th level, you can cause a host of wooden thorns to burst from your skin as a free action. While bramble armor is in effect, any foe striking you with an unarmed strike or a melee weapon without reach takes 1d6 points of piercing damage + 1 point per two cleric levels you possess. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*entangle*\*, 2nd—*barkskin*\*, 3rd—*plant growth*\*.

## Protection Domain

**Associated Domain:** Defense

**Granted Powers:** You receive a +1 resistance bonus on saving throws. This bonus increases to +2 at 6th level.  
**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).

**Domain Spells:** 1st—*sanctuary*, 2nd—*shield other*, 3rd—*protection from energy*.

## Repose Domain

**Granted Powers:** *Gentle Rest (Sp):* Your touch can fill a creature with lethargy, causing a living creature to become staggered for 1 round as a melee touch attack. If you touch a staggered living creature, that creature falls asleep for 1 round instead. Undead creatures touched are staggered for a number of rounds equal to your Wisdom modifier. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Ward Against Death (Su):** At 8th level, you can emit a 30-foot aura that wards against death for a number of rounds per day equal to your cleric level. Living creatures in this area are immune to all death effects, energy drain, and effects that cause negative levels. This ward does not remove negative levels that a creature has already gained, but the negative levels have no effect

while the creature is inside the warded area. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*deathwatch*, 2nd—*gentle repose*, 3rd—*speak with dead*.

## Rune Domain

**Granted Powers:** You gain Scribe Scroll as a bonus feat.

**Blast Rune (Sp):** As a standard action, you can create a blast rune in any adjacent square. Any creature entering this square takes 1d6 points of damage + 1 point for every two cleric levels you possess. This rune deals either acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your cleric level or until discharged. You cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Spell Rune (Sp):** At 8th level, you can attach another spell that you cast to one of your blast runes, causing that spell to affect the creature that triggers the rune, in addition to the damage. This spell must be of at least one level lower than the highest-level cleric spell you can cast and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it only affects the creature that triggers the rune.

**Domain Spells:** 1st—*erase*\*, 2nd—*secret page*\*, 3rd—*glyph of warding*.

## Scalykind Domain adapted from ISWG

**Associated Domain:** Animal, Feather, Fur

**Granted Powers:** Treat Knowledge (nature) as a class skill.

**Venomous Stare (Sp):** As a standard action, you can activate a gaze attack with a 30-foot range. This is an active gaze attack that can target a single creature within range. The target must make a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). Those that fail take 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess and are fascinated until the beginning of your next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.

**Serpent Companion (Ex):** At 4th level, you gain the service of a reptilian animal companion. Your effective druid

level for this animal companion is equal to your cleric level – 3. (Druids who take this ability through their nature bond class feature use their druid level – 3 to determine the abilities of their animal companions).

**Domain Spells:** 1st—*magic fang\**, 2nd—*animal trance\**, 3rd— *greater magic fang\**.

### **Smoke Domain** <sup>APG</sup>

**Associated Domain:** Fire.

**Granted Powers:** *Cloud of Smoke (Su)*: As a standard action, you can create a 5-foot-radius cloud of smoke. This power has a range of 30 feet. Creatures inside the cloud take a –2 penalty on attack rolls and Perception skill checks for as long as they remain inside and for 1 round after exiting the cloud. Creatures inside the cloud gain concealment from attacks made by opponents that are not adjacent to them. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Fire Resistance (Ex)*: At 6th level, you gain resist fire 10.

**Domain Spells:** 1st—*burning hands\**, 2nd—*pyrotechnics*, 3rd— *stinking cloud*.

### **Strength Domain**

**Granted Powers:** *Strength Surge (Sp)*: As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 your cleric level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Might of the Gods (Su)*: At 8th level, you can add your cleric level as an enhancement bonus to your Strength score for a number of rounds per day equal to your cleric level. This bonus only applies on Strength checks and Strength-based skill checks. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*enlarge person\**, 2nd—*bull's strength*, 3rd—*magic vestment*.

### **Sun Domain**

**Associated Domain:** Light

**Granted Powers:** *Sun's Blessing (Su)*: Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.

*Nimbus of Light (Su)*: At 8th level, you can emit a 30-foot nimbus of light for a number of rounds per day equal to your cleric level. This acts as a *daylight* spell. In addition, undead within this radius take an amount of damage equal to your cleric level each round that they remain inside the nimbus. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*endure elements*, 2nd—*heat metal\**, 3rd—*searing light*.

### **Swamp Domain**

#### **Terrain Domain**

**Granted Powers:** Treat Knowledge (nature) as a class skill.

*Natural Healing (Su)*: You can channel energy (as a cleric of your cleric level) a number of times per day equal to 3 + your Charisma modifier, but only to heal animals, plants, and vermin. You may reduce the number of dice healed to cure ability damage (your choice) to all affected creatures, curing 1 point of ability damage for each d6 that the channel energy is reduced. You can take other feats to add to this ability, such as Extra Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel.

*Reed Hunter (Ex)*: At 6th level, you gain blindsense 30 feet with respect to concealment and cover from fog, vegetation, or water.

**Domain Spells:** 1st—*hydraulic push\**, 2nd—*burst of nettles\**, 3rd—*lily pad stride\**.

### **Tactics Domain**

**Associated Domain:** War.

**Granted Powers:** *Seize the Initiative (Su)*: Whenever you and your allies roll for initiative, you can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made before results are revealed. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Weapon Master (Su)*: At 8th level, as a swift action, you gain the use of one combat feat for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive and you can change the feat chosen each time you use this ability. You must meet the prerequisites to use this feat.

**Domain Spells:** 1st—*magic weapon*, 2nd—*aid*, 3rd—*magic vestment*.

## Travel Domain

**Granted Powers:** Increase your base speed by 10 feet.

*Agile Feet (Su):* As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Dimensional Hop (Sp):* At 8th level, you can dimensionally slide up to 10 feet per cleric level per day as a move action. This must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

**Domain Spells:** 1st—*longstrider*\*, 2nd—*locate object*\*, 3rd—*fly*\*.

## Trickery Domain

**Granted Powers:** Bluff, Disguise, and Stealth are class skills.

*Copycat (Sp):* You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Master's Illusion (Sp):* At 8th level, you can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 1 round per cleric level. The save DC to disbelieve this effect is equal to 10 + 1/2 your cleric level + your Wisdom modifier. This ability otherwise functions like the spell *veil*<sup>†</sup>. The rounds do not need to be consecutive.

**Domain Spells:** 1st—*disguise self*\*, 2nd—*invisibility*\*, 3rd—*nonetection*\*.

## Undead Domain <sup>APG</sup>

**Associated Domain:** Death.

**Granted Powers:** *Death's Kiss (Su):* You can cause a creature to take on some of the traits of the undead with a melee touch attack. Touched creatures are treated as undead for the purposes of effects that heal or cause damage based on positive and negative energy. This effect lasts for a number of rounds equal to 1/2 your

cleric level (minimum 1). It does not apply to the Turn Undead or Command Undead feats. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Death's Embrace (Ex):* At 8th level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

**Domain Spells:** 1st—*cause fear*, 2nd—*ghoul touch*\*, 3rd—*animate dead*.

## War Domain

**Associated Domain:** Tactics

**Granted Powers:** *Battle Rage (Sp):* You can touch a creature as a standard action to give it a bonus on melee damage rolls equal to 1/2 your cleric level (minimum +1) for 1 round. You can do so a number of times per day equal to 3 + your Wisdom modifier.

*Weapon Master (Su):* At 8th level, as a swift action, you gain the use of one combat feat for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive and you can change the feat chosen each time you use this ability. You must meet the prerequisites to use this feat.

**Domain Spells:** 1st—*magic weapon*, 2nd—*spiritual weapon*, 3rd—*magic vestment*.

## Water Domain

**Granted Powers:** *Icicle (Sp):* As a standard action, you can fire an icicle from your finger, targeting any foe within 30 feet as a ranged touch attack. The icicle deals 1d6 points of cold damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Cold Resistance (Ex):* At 6th level, you gain resist cold 10.

**Domain Spells:** 1st—*obscuring mist*, 2nd—*fog cloud*\*, 3rd—*water breathing*.

## Weather Domain

**Granted Powers:** *Storm Burst (Sp):* As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Lightning Lord (Sp)*: At 8th level, you can call down a number of bolts of lightning per day equal to your cleric level. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as *call lightning*.

**Domain Spells:** 1st—*obscuring mist*, 2nd—*fog cloud*\*, 3rd—*call lightning*\*.

## DRUID

Within the purity of the elements and the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, these primal magics are guarded over by servants of philosophical balance known as druids. Allies to beasts and manipulators of nature, these often misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.

**Role:** While some druids might keep to the fringe of battle, allowing companions and summoned creatures to fight while they confound foes with the powers of nature, others transform into deadly beasts and savagely wade into combat. Druids worship personifications of elemental forces, natural powers, or nature itself. Typically this means devotion to a nature deity, though druids are just as likely to revere vague spirits, animalistic demigods, or even specific awe-inspiring natural wonders.

**Alignment:** Any neutral.

**Hit Die:** d8 (8 at 1<sup>st</sup> level, 5 each from 2<sup>nd</sup> to 6<sup>th</sup>)

**Class Skills:** Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the druid.

**Weapon and Armor Proficiency:** Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they

| DRUID |     |              |  |
|-------|-----|--------------|--|
| Lvl   | BAB | F/R/W Saves  | Special  |
| 1st   | +0  | +2 / +0 / +2 | Nature Bond, Nature Sense, Orisons, Wild Empathy |
| 2nd   | +1  | +3 / +0 / +3 | Druidic Movement                                 |
| 3rd   | +2  | +3 / +1 / +3 | Trackless Step                                   |
| 4th   | +3  | +4 / +1 / +4 | Druidic Resistance, Wild Shape (1/day)           |
| 5th   | +3  | +4 / +1 / +4 | -  |
| 6th   | +4  | +5 / +2 / +5 | Wild Shape (2/day)                               |

may wear only padded, leather, or hide armor. A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. Druids are proficient with shields (except tower shields) but must use only those crafted from wood.

A druid who wears prohibited armor or uses a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

**Spells:** A druid casts divine spells which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells. A druid must choose and prepare her spells in advance. To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. In addition, she receives bonus spells per day if she has a high Wisdom score.

A druid must spend 1 hour each day in a trance-like

| DRUID SPELLS |                |                 |                 |                 |
|--------------|----------------|-----------------|-----------------|-----------------|
| Lvl          | Spells per Day |                 |                 |                 |
|              | 0              | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> |
| 1st          | 3              | 1               | -               | -               |
| 2nd          | 4              | 2               | -               | -               |
| 3rd          | 4              | 2               | 1               | -               |
| 4th          | 4              | 3               | 2               | -               |
| 5th          | 4              | 3               | 2               | 1               |
| 6th          | 4              | 3               | 3               | 2               |

meditation on the mysteries of nature to regain her daily allotment of spells. A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

**Spontaneous Casting:** A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

**Chaotic, Evil, Good, and Lawful Spells:** A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**Orisons:** Druids can prepare a number of orisons, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

**Bonus Languages:** A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race. A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids. Druidic has its own alphabet.

**Terrain:** Each druid must choose the terrain type they are native to: aquatic, arctic, cave, desert, forest, jungle, mountain, plains, or swamp. The terrain choice determines her form of druidic movement at 2<sup>nd</sup> level and druidic resistance at 4<sup>th</sup> level, and adds the domain of that name to the list allowed for nature's bond. Choosing the aquatic terrain also affects the wild empathy class feature, and the cave terrain affects both the class skills and wild empathy class feature. The terrains are detailed following the class features. Forest is the default in *Core Pathfinder*.

**Nature Bond (Ex):** At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Feather, Fire, Fur, Plant, Scalykind, Water, Weather, or

the appropriate Terrain domain. (*Core Pathfinder* excludes Feather, Fur, Scalykind and the Terrain domains). When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously.

The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in the Animal Companions section. This animal is a loyal companion that accompanies the druid on her adventures.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th level or 7th level (through the Greater Bond epic feat), depending on the companion. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

**Nature Sense (Ex):** A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

**Wild Empathy (Ex):** A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be within 30 feet of one another under normal conditions.

Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

**Trackless Step (Ex):** Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked.

She may choose to leave a trail if so desired.

**Wild Shape (Su):** At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal with which the druid is familiar.

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

A druid can use this ability an additional time per day at 6th level. As a druid gains levels, this ability allows the druid to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily use of this ability, regardless of the form taken.

At 6th level, a druid can also use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a druid's wild shape now functions as *beast shape II*. When taking the form of an elemental, the druid's wild shape functions as *elemental body I*.

## Ex-Druids

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including her animal companion, but not including weapon, armor, and shield proficiencies). She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description).

## Terrains *APG Inspired*

### Aquatic

The druid's wild empathy functions only on creatures that have a swim speed or the aquatic or water subtype; however, she can improve the attitude of any such creature with Intelligence 2 or less regardless of type, including mindless creatures.

*Natural Swimmer (Ex):* At 2nd level, the druid gains a swim speed equal to half her land speed. This ability replaces trackless step.

*Resist Ocean's Fury (Ex):* At 4th level, the druid gains a +4 bonus on saving throws against spells of the water type or the extraordinary or supernatural abilities of creatures with the aquatic or water subtype.

### Arctic

*Icewalking (Ex):* At 2nd level, the druid suffers no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or weather conditions and can walk across snow crusts or thin ice without breaking through.

*Arctic Endurance (Ex):* At 4th level, and the druid ignores the effects of a cold climate as if using *endure elements*. She is also immune to being dazzled.

### Cave

The druid receives knowledge (dungeoneering) as a class skill instead of knowledge (geography)

The druid's wild empathy can influence oozes, rather than magical beasts, with a –4 penalty on her wild empathy check.

*Tunnelrunner (Ex):* At 2nd level, a cave druid can move through areas of rubble or narrow passages that require squeezing at her normal movement rate and without penalty.

*Resist Subterranean Corruption (Ex):* At 4th level, a cave druid gains a +2 bonus on saves against extraordinary, supernatural, and spell-like abilities of oozes and aberrations.

### Desert

*Sandwalker (Ex):* At 2nd level, the druid suffers no penalty to speed or on Acrobatics or Stealth checks when moving through sandy or desert terrain.

*Desert Endurance (Ex):* At 4th level, the druid ignores the effects of a hot climate as if using *endure elements*. She also has a reduced need to eat and drink, as if wearing a *ring of sustenance* (though normal sleep is still required).



## Forest

*Woodland Stride (Ex)*: Starting at 2nd level, the druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

*Resist Nature's Lure (Ex)*: Starting at 4th level, the druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize or target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

## Jungle

*Woodland Stride (Ex)*: Starting at 2nd level, the druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

*Torrid Endurance (Ex)*: At 4th level, the druid ignores the effects of a hot climate as if under the effects of *endure elements*. She also gains a +4 bonus on saves against disease and the extraordinary abilities of animals and magical beasts.

## Mountain

*Sure-Footed (Ex)*: At 2nd level, the druid suffers no penalty to speed or on Acrobatics or Stealth checks when walking across steep slopes, rubble, or scree. This ability replaces trackless step.

*Spire Walker (Ex)*: At 4th level, the druid does not lose her Dexterity bonus when climbing. The druid is immune to altitude sickness and ignores the effects of a cold climate as if under the effects of *endure elements*.

## Plains

*Run Like the Wind (Ex)*: At 2nd level, the druid gains +10 feet to her land speed when wearing light or no armor and carrying a light load, and once per hour, she may run or charge at double the normal speed for 1 round. If riding her animal companion, it gains this ability instead.

*Savanna Ambush (Ex)*: At 4th level, the druid gains concealment whenever she is prone in natural surroundings, and can make Stealth checks at no penalty when prone and not moving or at –5 when

crawling. The druid can stand up from prone as an immediate action during a surprise round.

## Swamp

*Swamp Strider (Ex)*: At 2nd level, the druid suffers no penalty to speed or on Acrobatics or Stealth checks in bogs and undergrowth.

*Pond Scum (Ex)*: At 4th level, the druid gains a +4 bonus on saves against disease and the extraordinary, supernatural, and spell-like abilities of monstrous humanoids. The druid also gains DR/— equal to half her druid level against attacks by swarms. If this damage resistance prevents damage, the druid is unaffected by distraction or other special attacks of the swarm.

## ANIMAL COMPANIONS

An animal companion's abilities are determined by the druid's level and its animal racial traits as shown in the accompanying table. They remain creatures of the animal type for purposes of determining which spells can affect them.

**Class Level:** This is the character's druid level. The druid's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's statistics.

**HD:** This is the total number of eight-sided (d8) Hit Dice the animal companion possesses, each of which gains a Constitution modifier, as normal.

**BAB:** This is the animal companion's base attack bonus. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. Animal companions do not gain additional attacks using their natural weapons for a high base attack bonus.

**Fort/Ref/Will:** These are the animal companion's base saving throw bonuses. An animal companion has good Fortitude and Reflex saves.

**Skills:** This lists the animal's total skill ranks. Animal companions can assign skill ranks to any skill listed under Animal Skills. If an animal companion increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. Animal companions with an Intelligence of 3 or higher can purchase ranks in any skill. An animal companion cannot have more ranks in a skill than it has Hit Dice.

**Feats:** This is the total number of feats possessed by an animal companion. Animal companions should select their feats from those listed under Animal Feats. Animal companions can select other feats, although they are unable to utilize some feats (such as Martial Weapon

Proficiency). Note that animal companions cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

**Natural Armor Bonus:** The number noted here is an improvement to the animal companion's existing natural armor bonus.

**Str/Dex Bonus:** Add this modifier to the animal companion's Strength and Dexterity scores.

**Bonus Tricks:** The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill for more details on how to teach an animal tricks). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

**Special:** This includes a number of abilities gained by animal companions as they increase in power. Each of these bonuses is described below.

*Link (Ex):* A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

*Share Spells (Ex):* The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

| ANIMAL COMPANION BASE STATISTICS |    |     |              |        |       |                     |               |              |                        |
|----------------------------------|----|-----|--------------|--------|-------|---------------------|---------------|--------------|------------------------|
| Lvl                              | HD | BAB | F/R/W Saves  | Skills | Feats | Natural Armor Bonus | Str/Dex Bonus | Bonus Tricks | Special                |
| 1st                              | 2  | +1  | +3 / +3 / +0 | 2      | 1     | +0                  | +0            | 1            | Link, Share Spells     |
| 2nd                              | 3  | +2  | +3 / +3 / +1 | 3      | 2     | +0                  | +0            | 1            | -                      |
| 3rd                              | 3  | +2  | +3 / +3 / +1 | 3      | 2     | +2                  | +1            | 2            | Evasion                |
| 4th                              | 4  | +3  | +4 / +4 / +1 | 4      | 2     | +2                  | +1            | 2            | Ability Score Increase |
| 5th                              | 5  | +3  | +4 / +4 / +1 | 5      | 3     | +2                  | +1            | 2            | -                      |
| 6th                              | 6  | +4  | +5 / +5 / +2 | 6      | 3     | +4                  | +2            | 3            | Devotion               |
| 7th                              | 6  | +4  | +5 / +5 / +2 | 6      | 3     | +4                  | +2            | 3            | -                      |
| 8th                              | 7  | +5  | +5 / +5 / +2 | 7      | 4     | +4                  | +2            | 3            | -                      |

*Evasion (Ex):* If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

*Ability Score Increase (Ex):* The animal companion adds +1 to one of its ability scores.

*Devotion (Ex):* An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

### Animal Skills

Animal companions can have ranks in any of the following skills: Acrobatics\* (Dex), Climb\* (Str), Escape Artist (Dex), Fly\* (Dex), Intimidate (Cha), Perception\* (Wis), Stealth\* (Dex), Survival (Wis), and Swim\* (Str). All of the skills marked with an (\*) are class skills for animal companions.

Animal companions with an Intelligence of 3 or higher can put ranks into any skill.

### Animal Feats

Animal companions can select from the following feats: Acrobatic, Agile Maneuvers, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor (see the *Pathfinder RPG Bestiary*), Improved Natural Attack (see the *Pathfinder RPG Bestiary*), Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus. Animal companions with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs might expand this list to include feats from other sources.

### Animal Choices

Each animal companion has different starting sizes, speed, attacks, ability scores, and special qualities. All animal attacks are made using the creature's full base attack bonus unless otherwise noted. Animal attacks add the animal's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. Some have special abilities, such as scent. As you gain levels, your animal companion improves as well, usually at 4th or through the Greater Bond epic feat, in addition to the standard bonuses noted in the table. Instead of taking the listed benefit at

4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2. In some cases the listed environments are expanded from those in the *Bestiaries*.

The animal companions listed here are by no means the only ones available—additional animal companion types can be found in the *Bestiaries*, particularly a large assortment of aquatic, giant, and prehistoric creatures.

*Bestiary:* anklyosaurus, brachiosaurus, dire bat, dolphin, elasmosaurus, electric eel, elephant, giant frog, giant moray eel, goblin dog, octopus, orca, pteranodon, rhinoceros, roc, squid, stegosaurus, triceratops, and tyrannosaurus.

*Bestiary 2:* allosaurus, arsinotherium, gar, glyptodont, hippopotomous, manta ray, megaloceros, megatherium, parasaurolophus, stingray, and tylosaurus.

*Bestiary 3:* antelope, archelon, axe beak, baluchitherium, basilosaurus, dimetrodon, giant chameleon, giant gecko, giant vulture, iguanodon, kangaroo, megalania, pachycephalosaurus, spinosaurus, and thylacine.

*Bestiary 4:* dimorphodon, diplodocus, giant seahorse, giant tortoise, giant weasel, giraffe, styracosaurus, trumpeter swan, and walrus.

## Ape, Gorilla

**Environment:** Warm Forests

**Starting Statistics:** **Size** Medium; **Speed** 30 ft., Climb 30 ft.; **AC** +1 natural armor; **Attack** bite (1d4), 2 claws (1d4); **Ability Scores** Str 13, Dex 17, Con 10, Int 2, Wis 12, Cha 7; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Large; **AC** +2 natural armor; **Attack** bite (1d6), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4.

## Baboon<sup>B2</sup>

**Environment:** Warm Forests or Plains

**Starting Statistics:** **Size** Small; **Speed** 30 ft.; **Attack** bite (1d4); **Ability Scores** Str 12, Dex 15, Con 12, Int 2, Wis 12, Cha 5; **Special Qualities** low-light vision.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2.

## Badger (Wolverine)

**Environment:** Temperate Forests (Badger), Cold Forests (Wolverine)

**Starting Statistics:** **Size** Small; **Speed** 30 ft., burrow 10 ft., climb 10 ft.; **AC** +2 natural armor; **Attack** bite

(1d4), 2 claws (1d3); **Ability Scores** Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 10; **Special Attacks** rage (as a barbarian for 6 rounds per day); **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str +4, Dex –2, Con +2.

### **Bear**

**Environment:** Cold Forests

**Starting Statistics:** **Size** Small; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 15, Dex 15, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str +4, Dex –2, Con +2.

### **Bird (Eagle/Hawk/Owl)**

**Environment:** Temperate Forests, Hills, or Mountains

**Starting Statistics:** **Size** Small; **Speed** 10 ft., fly 80 ft. (average); **AC** +1 natural armor; **Attack** bite (1d4), 2 talons

(1d4); **Ability Scores** Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2.

### **Bison (Auroch)<sup>B1</sup>**

**Environment:** Temperate Plains (Bison, Auroch), Cold Plains (Bison)

**Starting Statistics:** **Size** Medium; **Speed** 40ft.; **AC** +1 natural armor; **Attack** gore (1d6); **Ability Scores** Str 14, Dex 12, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** **Size** Large; **AC** +3 natural armor; **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** stampede, trample.

### **Boar**

**Environment:** Temperate or Warm Forests

**Starting Statistics:** **Size** Small; **Speed** 40 ft.; **AC** +6 natural armor; **Attack** gore (1d6); **Ability Scores** Str 13, Dex 12, Con 15, Int 2, Wis 13, Cha 4; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** gore (1d8); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** ferocity (see the *Pathfinder RPG Bestiary* for more details).

### **Camel**

**Environment:** Warm Deserts

**Starting Statistics:** **Size** Large; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** bite (1d4) or spit (ranged touch attack, target is sickened for 1d4 rounds, range 10 feet); **Ability Scores** Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2.

### **Cat, Big (Lion, Tiger)**

**Environment:** Warm Plains (Lion), Any Forest (Tiger)

**Starting Statistics:** **Size** Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 13, Dex 17, Con 13, Int 2, Wis 15, Cha 10; **Special Attacks** rake (1d4); **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Attacks** grab, pounce, rake (1d6) (see the *Pathfinder RPG Bestiary* for more details for these attacks).

### **Cat, Small (Cheetah, Leopard)**

**Environment:** Warm Plains (Cheetah and Leopard), Temperate or Warm Forest (Leopard)

**Starting Statistics:** **Size** Small; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** bite (1d4 plus trip), 2 claws (1d2); **Ability Scores** Str 12, Dex 21, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d6 plus trip), 2 claws (1d3); **Ability Scores** Str +4, Dex –2, Con +2; **Special Qualities** sprint (see the *Pathfinder RPG Bestiary*).

### **Crocodile (Alligator)**

**Environment:** Warm Marshes and Rivers

**Starting Statistics:** **Size** Small; **Speed** 20 ft., swim 30 ft.; **AC** +4 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 14, Con 15, Int 1, Wis 12, Cha 2; **Special Qualities** hold breath (see the *Pathfinder RPG Bestiary*), low-light vision.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d8) or tail slap (1d12); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** death roll, grab, sprint (see the *Pathfinder RPG Bestiary*).

### **Dinosaur (Deinonychus, Velociraptor)**

**Environment:** Prehistoric Warm Forests (Deinonychus, Velociraptor) or Plains (Velociraptor)

**Starting Statistics:** **Size** Small; **Speed** 60 ft.; **AC** +1 natural armor; **Attack** 2 talons (1d6), bite (1d4); **Ability Scores** Str 11, Dex 17, Con 17, Int 2, Wis 12, Cha 14; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** **Size** Medium; **AC** +2 natural armor; **Attack** 2 talons (1d8), bite (1d6), 2 claws (1d4) **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** pounce (see the *Pathfinder RPG Bestiary*).

#### **Dire Rat** <sup>B1</sup>

**Environment:** Any Urban

**Starting Statistics:** **Size** Small; **Speed** 40 ft, climb 20ft., swim 20ft.; **Attack** bite (1d4); **Ability Scores** Str 10, Dex 17, Con 12, Int 2, Wis 12, Cha 4; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Attack** bite (1d4 plus disease); **Ability Scores** Str +2, Con +2.

#### **Dog**

**Environment:** Any

**Starting Statistics:** **Size** Small; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2.

#### **Elk** <sup>B3</sup>

**Environment:** Cold or Temperate Forests, Hills, or Plains

**Starting Statistics:** **Size** Medium; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** gore (1d6) or 2 hooves (1d3); **Ability Scores** Str 12, Dex 17, Con 14, Int 2, Wis 15, Cha 5; **Special Qualities** low-light vision.

**7th-Level Advancement:** **Size** Large; **AC** +2 natural armor; **Attack** gore (1d8) or 2 hooves (1d4); **Ability Scores** Str +8, Dex -2, Con +4.

#### **Horse**

**Environment:** Temperate Plains

**Starting Statistics:** **Size** Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** bite (1d4), 2 hooves\* (1d6); **Ability Scores** Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent. \*This is a secondary natural attack.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained (see the Handle Animal skill).

#### **Hyena** <sup>B1</sup>

**Environment:** Warm Plains

**Starting Statistics:** **Size** Small; **Speed** 50ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus trip); **Ability Scores** Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d6 plus trip); **Ability Scores** Str +4, Dex -2, Con +2.

#### **Monitor Lizard** <sup>B1</sup>

**Environment:** Warm Forests or Plains

**Starting Statistics:** **Size** Small; **Speed** 30ft., swim 30ft.; **AC** +1 natural armor; **Attack** bite (1d6 plus grab); **Ability Scores** Str 13, Dex 17, Con 12, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** **Size** Medium; **AC** +2 natural armor; **Attack** bite (1d8 plus grab and poison); **Ability Scores** Str +4, Dex -2, Con +4.

#### **Pony**

**Environment:** Temperate Plains

**Starting Statistics:** **Size** Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** 2 hooves (1d3); **Ability Scores** Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained (see the Handle Animal skill).

#### **Ram** <sup>B2</sup>

**Environment:** Temperate Mountains

**Starting Statistics:** **Size** Small; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** gore (1d3); **Ability Scores** Str 10, Dex 17, Con 11, Int 2, Wis 14, Cha 7; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** gore (1d4); **Ability Scores** Str +4, Dex -2, Con+2; **Special Attacks:** powerful charge (1d8); **Bonus Feat** Improved Bull Rush.

#### **Shark**

**Environment:** Any Ocean

**Starting Statistics:** **Size** Small; **Speed** swim 60 ft.; **AC** +4 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 15, Con 15, Int 1, Wis 12, Cha 2; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** blindsense.

#### **Snake, Constrictor**

**Environment:** Warm Forests, Swamps, and Fresh Water

**Starting Statistics:** **Size** Medium; **Speed** 20 ft., climb 20 ft., swim 20 ft.; **AC** +2 natural armor; **Attack** bite (1d3); **Ability Scores** Str 15, Dex 17, Con 13, Int 1, Wis 12, Cha 2; **Special Attacks** grab; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Large; **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** constrict 1d4 (see the *Pathfinder RPG Bestiary*).

### **Snake, Viper**

**Environment:** Any Temperate or Warm

**Starting Statistics:** **Size** Small; **Speed** 20 ft., climb 20 ft., swim 20 ft.; **AC** +2 natural armor; **Attack** bite (1d3 plus poison); **Ability Scores** Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2; **Special Attacks** poison (*Frequency* 1 round (6), *Effect* 1 Con damage, *Cure* 1 save, Con-based DC); **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d4 plus poison); **Ability Scores** Str +4, Dex -2, Con +2.

### **Stag**<sup>B4</sup>

**Environment:** Any Land

**Starting Statistics:** **Size** Small; **Speed** 50 ft.; **Attack** gore (1d4); **Ability Scores** Str 10, Dex 19, Con 14, Int 2, Wis 15, Cha 8; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** gore (1d6), 2 hooves (1d4); **Ability Scores** Str +2, Dex -2, Con +2.

### **Wolf**

**Environment:** Cold or Temperate Forests

**Starting Statistics:** **Size** Medium; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d6 plus trip); **Ability Scores** Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8 plus trip); **Ability Scores** Str +8, Dex -2, Con +4.

## FIGHTER

Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponcraft to hone their bodies in battle and prove their mettle in the forge of war. Lords of the battlefield, fighters are a disparate lot, training with many weapons or just one, perfecting the uses of armor, learning the fighting techniques of exotic masters, and studying the art of combat, all to shape themselves into living weapons. Far more than mere thugs, these skilled warriors reveal the true deadliness of their weapons, turning hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them.

**Role:** Fighters excel at combat—defeating their enemies, controlling the flow of battle, and surviving such sorties themselves. While their specific weapons and methods grant them a wide variety of tactics, few can match fighters for sheer battle prowess.

**Alignment:** Any.

**Hit Die:** d10 (10 at 1<sup>st</sup> level, 6 each from 2<sup>nd</sup> to 6<sup>th</sup>)

**Class Skills:** Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features

The following are class features of the fighter.

**Weapon and Armor Proficiency:** A fighter is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

**Bonus Feats:** At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called “fighter bonus feats.”

Upon reaching 4<sup>th</sup> level, a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in

| FIGHTER |       |              |                        |
|---------|-------|--------------|------------------------|
| Lvl     | BAB   | F/R/W Saves  | Special                |
| 1st     | +1    | +2 / +0 / +0 | Bonus Feat             |
| 2nd     | +2    | +3 / +0 / +0 | Bonus Feat, Bravery +1 |
| 3rd     | +3    | +3 / +1 / +1 | Defensive Training     |
| 4th     | +4    | +4 / +1 / +1 | Bonus Feat             |
| 5th     | +5    | +4 / +1 / +1 | Weapon Training        |
| 6th     | +6/+1 | +5 / +2 / +2 | Bonus Feat, Bravery +2 |

exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat in this way and must choose whether or not to swap the feat at the time he gains a new bonus feat 4<sup>th</sup> level.

**Bravery (Ex):** The fighter gains a +1 bonus on Will saves against fear. This bonus increases to +2 at 6<sup>th</sup> level.

**Defensive Training:** At 3<sup>rd</sup> level the fighter chooses a defensive bonus from among Active Defense, Armor Training, Armored Charger, Defensive Flurry, Elusive, or Phalanx Fighting. Armor Training is the default in *Core Pathfinder*. This choice also determines the effect of the Greater Defensive Training signature feat.

*Active Defense (Ex)* <sup>APG</sup>: The fighter gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. As a swift action, he may share this bonus with one adjacent ally, or half of the bonus (minimum +0) with all adjacent allies, until the beginning of his next turn. The Greater Defensive Training feat increases this bonus to +2.

*Armor Training (Ex):* The fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. In addition, a fighter can also move at his normal speed while wearing medium armor. The Greater Defensive Training feat increases these bonuses to 2 and allows the fighter to move at his normal speed while wearing heavy armor.

*Armored Charger (Ex)* <sup>APG Inspired</sup>: The fighter’s armor check penalties on Ride skill checks are reduced by 3 (to a minimum of 0). His mount’s speed is not reduced when carrying a medium load or wearing medium barding. The Greater Defensive Training feat improves the

reduction to 6 and allows the mount to move at full speed while carrying a heavy load or wearing heavy barding.

*Elusive (Ex)* <sup>APG Inspired</sup>: The fighter gains a +1 dodge bonus to AC. This bonus does not apply when wearing medium or heavy armor, using a shield, or carrying a medium or heavier load. The Greater Defensive Training feat increases this bonus to +2.

*Phalanx Fighting (Ex)* <sup>APG</sup>: When the fighter wields a shield, he can use any polearm or spear of his size as a one-handed weapon. The Greater Defensive Training feat reduces the armor check penalty from a shield and the attack roll penalty from using a tower shield by 1.

**Weapon Training (Ex)**: Starting at 5<sup>th</sup> level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Weapon groups are defined as follows <sup>UC</sup> (GMs may add other weapons to these groups, or add entirely new groups):

**Axes**: bardiche, battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, light pick, mattock, orc double axe, pata, and throwing axe

**Blades, Heavy**: bastard sword, chakram, double chicken saber, double walking stick katana, elven curve blade, falcata, falchion, greatsword, great terbutje, katana, khopesh, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed sword

**Blades, Light**: bayonet, butterfly sword, dagger, gladius, kama, kerambit, kukri, pata, quadrens, rapier, shortsword, sica, sickle, starknife, swordbreaker dagger, sword cane, and wakizashi

**Bows**: composite longbow, composite shortbow, longbow, and shortbow

**Close**: bayonet, brass knuckles, dan bong, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, light shield, madu, mere club, punching dagger, sap, scizore, spiked armor, spiked gauntlet, spiked shield,

tekko-kagi, tonfa, unarmed strike, wooden stake, and wushu dart

**Crossbows**: double crossbow, hand crossbow, heavy crossbow, heavy repeating crossbow, light crossbow, light repeating crossbow, and tube arrow shooter

**Double**: dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two bladed sword

**Flails**: chain spear, dire flail, double chained kama, flail, flying blade, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip

**Hammers**: aklys, battle aspergillum, club, greatclub, heavy mace, light hammer, light mace, mere club, taiaha, tetsubo, wahaika, and warhammer

**Monk**: bo staff, brass knuckles, butterfly sword, cestus, dan bong, double chained kama, double chicken saber, emei piercer, fighting fan, jutte, kama, kusarigama, kyoketsu shoge, lungshuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, wushu dart

**Natural**: unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing

**Polearms**: bardiche, bec de corbin, bill, glaive, glaive-guisarme, guisarme, halberd, hooked lance, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ranseur, and tiger fork

**Siege Engines**: all siege engines

**Spears**: amentum, boar spear, javelin, harpoon, lance, longspear, pilum, shortspear, sibat, spear, tiger fork, and trident

**Thrown**: aklys, amentum, atlatl, blowgun, bolas, boomerang, chakram, club, dagger, dart, halfling sling staff, harpoon, javelin, lasso, kestrom, light hammer, net, poisoned sand tube, rope dart, shortspear, shuriken, sling, spear, starknife, throwing axe, throwing shield, trident, and wushu dart



## MONK

For the truly exemplary, martial skill transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. These warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves just as capable of crippling or killing as any blade. These monks (so called since they adhere to ancient philosophies and strict martial disciplines) elevate their bodies to become weapons of war, from battle-minded ascetics to self-taught brawlers. Monks tread the path of discipline, and those with the will to endure that path discover within themselves not what they are, but what they are meant to be.

**Role:** Monks excel at overcoming even the most daunting perils, striking where it's least expected, and taking advantage of enemy vulnerabilities. Fleet of foot and skilled in combat, monks can navigate any battlefield with ease, aiding allies wherever they are needed most.

**Alignment:** Any lawful.

**Hit Die:** d8.

**Class Skills:** Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the monk.

**Weapon and Armor Proficiency:** Monks are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear.

Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses his AC bonus, as well as his fast movement and flurry of blows abilities.

**AC Bonus (Ex):** When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level.

| MONK            |     |              |   |
|-----------------|-----|--------------|---|
| Lvl             | BAB | F/R/W Saves  | Special   |
| 1 <sup>st</sup> | +0  | +2 / +2 / +2 | Bonus Feat, Flurry of Blows, Greater Feat, Unarmed Strike |
| 2 <sup>nd</sup> | +1  | +3 / +3 / +3 | Bonus Feat, Evasion                                       |
| 3 <sup>rd</sup> | +2  | +3 / +3 / +3 | Fast Movement, Maneuver Training, Still Mind              |
| 4 <sup>th</sup> | +3  | +4 / +4 / +4 | Ki Pool, Slow Fall 20 ft.                                 |
| 5 <sup>th</sup> | +3  | +4 / +4 / +4 | Hight Jump, Purity of Body                                |
| 6 <sup>th</sup> | +4  | +5 / +5 / +5 | Bonus Feat, Slow Fall 30 ft.                              |

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

**Flurry of Blows (Ex):** Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make an additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to use this ability). For the purpose of these attacks, the monk's base attack bonus from his monk

| MONK CLASS FEATURES |                              |                |          |               |
|---------------------|------------------------------|----------------|----------|---------------|
| Lvl                 | Flurry of Blows Attack Bonus | Unarmed Damage | AC Bonus | Fast Movement |
| 1 <sup>st</sup>     | -1/-1                        | 1d6            | +0       | +0 ft.        |
| 2 <sup>nd</sup>     | +0/+0                        | 1d6            | +0       | +0 ft.        |
| 3 <sup>rd</sup>     | +1/+1                        | 1d6            | +0       | +10 ft.       |
| 4 <sup>th</sup>     | +2/+2                        | 1d8            | +1       | +10 ft.       |
| 5 <sup>th</sup>     | +3/+3                        | 1d8            | +1       | +10 ft.       |
| 6 <sup>th</sup>     | +4/+4/+1                     | 1d8            | +1       | +20 ft.       |

class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

**Unarmed Strike:** At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table: Monk Class Features. The unarmed damage values listed on Table: Monk is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks (d6 becomes d4, and d8 becomes d6), while a Large monk deals more damage (d6 becomes d8, and d8 becomes 2d6).

**Bonus Feat:** At 1st level, 2nd level, and every 4 levels thereafter, a monk may select a bonus feat. These feats must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Scorpion Style, and Throw Anything. At 6th level, the following feats are added to the list: Gorgon's Fist, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Trip, and Mobility. At 10th level, the

following feats are added to the list: Improved Critical, Medusa's Wrath, Snatch Arrows, and Spring Attack. A monk need not have any of the prerequisites normally required for these feats to select them.

**Greater Feat:** At 1<sup>st</sup> level, the monk may choose a bonus feat from among four feats that are otherwise signature feats for the martial classes: Perfect Strike, Punishing Kick, Touch of Serenity or Stunning fist. The monk gains this feat even if he does not meet the prerequisites. Stunning Fist is the default in *Core Pathfinder*.

*Perfect Strike (Ex)<sup>APG</sup>:* The monk gains Perfect Strike.

*Punishing Kick (Ex)<sup>APG</sup>:* The monk gains Punishing Kick.

*Stunning Fist (Ex):* The monk gains Stunning Fist. At 4th level, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature stunned by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

*Touch of Serenity (Su)<sup>APG</sup>:* The monk gains Touch of Serenity. At 6th level, the duration of Touch of Serenity increases to 2 rounds. Each round on its turn, the target may attempt a new Will save to end the effect. This duration does not stack; only the longest remaining duration applies.

**Evasion (Ex):** At 2nd level or higher, a monk can avoid damage from many area-effect attacks. If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

**Fast Movement (Ex):** At 3rd level, a monk gains an enhancement bonus to his land speed, as shown on Table: Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

**Maneuver Training (Ex):** At 3rd level, a monk uses his monk level in place of his base attack bonus when calculating his Combat Maneuver Bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment spells and effects.

**Ki Pool (Su):** At 4th level, a monk gains a pool of *ki* points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's *ki* pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least 1 point in his *ki* pool, he can make a *ki* strike. At 4th level, *ki* strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

By spending 1 point from his *ki* pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Finally, a monk can spend 1 point from his *ki* pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. A monk gains additional powers that consume points from his *ki* pool as he gains levels.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

**Slow Fall (Ex):** At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

**High Jump (Ex):** At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his *ki* pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

**Purity of Body (Ex):** At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

## Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

## PALADIN

Through a select, worthy few shines the power of the divine. Called paladins, these noble souls dedicate their swords and lives to the battle against evil. Knights, crusaders, and law-bringers, paladins seek not just to spread divine justice but to embody the teachings of the virtuous deities they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline. As reward for their righteousness, these holy champions are blessed with boons to aid them in their quests: powers to banish evil, heal the innocent, and inspire the faithful. Although their convictions might lead them into conflict with the very souls they would save, paladins weather endless challenges of faith and dark temptations, risking their lives to do right and fighting to bring about a brighter future.

**Role:** Paladins serve as beacons for their allies within the chaos of battle. While deadly opponents of evil, they can also empower goodly souls to aid in their crusades. Their magic and martial skills also make them well suited to defending others and blessing the fallen with the strength to continue fighting.

**Alignment:** Lawful Good.

**Hit Die:** d10.

**Class Skills:** Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the paladin.

**Weapon and Armor Proficiency:** Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Aura of Good (Ex):** The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level.

**Detect Evil (Sp):** At will, a paladin can use detect evil, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and

| PALADIN         |       |              |   |
|-----------------|-------|--------------|---|
| Lvl             | BAB   | F/R/W Saves  | Special   |
| 1 <sup>st</sup> | +1    | +2 / +0 / +2 | Aura of Good, Detect Evil, Smite Evil 1/day                   |
| 2 <sup>nd</sup> | +2    | +3 / +0 / +3 | Divine Grace, Lay on Hands                                    |
| 3 <sup>rd</sup> | +3    | +3 / +0 / +3 | Aura of Courage, Divine Health, Mercy                         |
| 4 <sup>th</sup> | +4    | +4 / +1 / +4 | Channel Positive Energy, Divine Investiture, Smite Evil 2/day |
| 5 <sup>th</sup> | +5    | +4 / +1 / +4 | Divine Bond   |
| 6 <sup>th</sup> | +6/+1 | +5 / +2 / +5 | Mercy   |

determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not detect evil in any other object or individual within range.

**Smite Evil (Su):** Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her

| PALADIN SPELLS                         |                                  |                 |                                  |
|--|----------------------------------|-----------------|----------------------------------|
| Paladin Level                          | 1 <sup>st</sup> -3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> -6 <sup>th</sup> |
| Number of 1 <sup>st</sup> Level Spells | -                                | 0               | 1                                |

uses of this ability. At 4th level, the paladin may smite evil twice per day, as indicated on Table: Paladin.

**Divine Grace (Su):** At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

**Lay On Hands (Su):** Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

**Aura of Courage (Su):** At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Divine Health (Ex):** At 3rd level, a paladin is immune to all diseases, including supernatural and magical diseases, including mummy rot.

**Mercy (Su):** At 3rd level, and every three levels thereafter, a paladin can select one mercy. Each mercy adds an effect to the paladin's lay on hands ability. Whenever the paladin uses lay on hands to heal damage to one target, the target also receives the additional effects from all of the mercies possessed by the paladin. A mercy can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition.

At 3rd level, the paladin can select from the following initial mercies.

*Fatigued:* The target is no longer fatigued.

*Shaken:* The target is no longer shaken.

*Sickened:* The target is no longer sickened.

At 6th level, a paladin adds the following mercies to the list of those that can be selected.

*Dazed:* The target is no longer dazed.

*Diseased:* The paladin's lay on hands ability also acts as remove disease, using the paladin's level as the caster level.

*Staggered:* The target is no longer staggered, unless the target is at exactly 0 hit points.

These abilities are cumulative. For example, a 6th-level paladin's lay on hands ability heals 3d6 points of damage and might also cure the fatigued conditions as well as removing diseases. Once a condition or spell effect is chosen, it can't be changed.

**Channel Positive Energy (Su):** When a paladin reaches 4th level, she gains the supernatural ability to channel positive energy like a cleric. Using this ability consumes two uses of her lay on hands ability. A paladin uses her level as her effective cleric level when channeling positive energy. This is a Charisma-based ability.

**Divine Investiture:** Beginning at 4th level, a paladin gains either the power to cast a small number of divine spells, or to imbue her lay on hands ability with the power of holy light. Spell casting is the default in *Core Pathfinder*.

*Holy Light*<sup>APG</sup>: The paladin learns to use the power of her faith to bolster her defenses and aid her allies.

At 4th level, the warrior of the holy light gains one additional use of her lay on hands ability per day. She can spend a use of her lay on hands ability to call upon the power of her faith as a standard action. This causes a nimbus of light to emanate from the warrior of the holy light in a 30-foot radius. All allies in this area (including the warrior of the holy light) receive a +1 morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear as long as they remain in the area of light. This power lasts for 1 minute. The Greater Light signature feat grants a second additional use of lay on hands and causes the nimbus of light to heal the paladin and her allies, curing of them of 1d4 points of ability damage, as per the spell lesser restoration. A creature can only be healed in this way once per day.

The holy light ability does not grant the paladin a caster level, and or the ability to use spell trigger or spell completion magic items.

*Spells:* The paladin gains the ability to cast a small number of divine spells which are drawn from the paladin spell list presented in Spell Lists. A paladin must choose and prepare her spells in advance.

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

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Paladin Spells. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells). When Table: Paladin Spells indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

A paladin must spend 1 hour each day in quiet prayer and meditation to regain her daily allotment of spells. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is equal to her paladin level – 3.

**Divine Bond (Sp):** Upon reaching 5th level, a paladin forms a divine bond with her god. This bond can take one of several forms – either the ability to call a celestial spirit to enhance her melee weapon, missile weapon, holy symbol, armor, or shield, or a special mount. Once the form is chosen, it cannot be changed. The choices in *Core Pathfinder* are Melee Weapon and Mount.

*Armor<sup>APC</sup>:* This type of divine bond allows the paladin to form a bond with her armor. As a standard action, the paladin can enhance her armor by calling upon the aid of a celestial spirit. This bond lasts for 1 minute per paladin level. When called, the spirit causes the armor to shed light like a torch. At 5th level, the spirit grants the armor a +1 enhancement bonus. The Intrinsic Bond signature feat increases this bonus to +2. These bonuses

can be added to the armor, stacking with existing armor bonuses to a maximum of +3, or they can be used to add any of the following armor properties: champion, light fortification, spell resistance (13). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the armor already has, but duplicate abilities do not stack. If the armor is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the armor is worn by anyone other than the paladin, but it resumes giving bonuses if the paladin dons the armor again. The paladin can use this ability once per day.

If a suit of armor with a celestial spirit is destroyed, the divine defender loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the divine defender takes a –1 penalty on attack and weapon damage rolls.

*Holy Symbol<sup>APC</sup>:* This type of divine bond allows the paladin to form a bond with her holy symbol. As a standard action, the paladin can bind a celestial spirit to her holy symbol for 1 minute per paladin level. When called, the spirit causes the paladin's holy symbol to shed light like a torch. At 5th level, the spirit grants one bonus. The Intrinsic Bond signature feat allows for a second bonus to be added. These bonuses can be spent in a number of ways to grant the paladin enhanced abilities to channel positive energy and to cast spells. Each bonus can be used to grant one of the following enhancements: +1 caster level to any paladin spell cast, +1 to the DC to halve the damage of channel positive energy when used to harm undead, +1d6 to channel positive energy, +1 use/day of lay on hands. These enhancements stack and can be selected multiple times. The enhancements granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. If the paladin increases her number of uses of lay on hands per day in this way, that choice is set for the rest of the day, and once used, these additional uses are not restored (even if the spirit is called again that day). The celestial spirit imparts no enhancements if the holy symbol is held by anyone other than the paladin, but resumes giving enhancements if

returned to the paladin. The paladin can use this ability once per day.

If a holy symbol with a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

*Melee Weapon:* This type of bond allows the paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. The Intrinsic Bond signature feat increases this bonus to +2. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: axiomatic, defending, disruption, flaming, flaming burst, holy, keen, and merciful. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the paladin but resumes giving bonuses if returned to the paladin. These bonuses apply to only one end of a double weapon. A paladin can use this ability once per day.

If a weapon bonded with a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

*Mount:* This type of bond allows the paladin to gain the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount is usually a heavy horse (for a Medium paladin) or a pony (for a Small paladin), although more exotic mounts, such as a boar, camel, or dog are also suitable. This mount functions as a druid's animal companion, using the paladin's level as her effective druid level. Bonded mounts have an Intelligence of at least 6.

Once per day, as a full-round action, a paladin may magically call her mount to her side. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. The mount immediately appears adjacent to the paladin. A paladin can use this ability once per day at 5th level.

Should the paladin's mount die, the paladin may not summon another mount for 30 days or until she gains a paladin level, whichever comes first. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

*Ranged Weapon<sup>UC</sup>:* This type of divine bond allows the paladin to form a bond with a ranged or thrown weapon. This functions as the melee weapon divine bond ability, except the bond must always take the form of a ranged or throwing weapon (excluding ammunition). In addition to the listed abilities, a divine hunter can add the distance, returning, or seeking special abilities to her weapon, but she cannot add the defending or disruption special abilities. Special abilities added to throwing weapons function normally when the weapon is used in melee.

*Shield<sup>UC</sup>:* This type of divine bond allows the paladin to form a bond with her shield. As a standard action, the paladin can enhance her shield by calling on the aid of a celestial spirit. This bond lasts for 1 minute per paladin level. When called, the spirit causes the shield to shed light like a torch. At 5th level, the spirit grants the shield a +1 enhancement bonus. The Intrinsic Bond signature feat increases this bonus to +2. These bonuses can be added to the shield, stacking with existing enhancement bonuses to a maximum of +5, or they can be used to add any of the following armor special abilities: arrow deflection, bashing, blinding, light fortification, and spell resistance (13). Adding these armor special abilities consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the shield already has, but duplicate special abilities do not grant any extra benefit. If the shield is not magical, at least a +1 enhancement bonus must be added before any other special abilities can be added. The bonus and special abilities granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the shield is used by anyone other than the paladin, but it resumes giving bonuses if the sacred shield is returned to the paladin.

shield resumes using the shield. A paladin can use this ability once per day.

If a shield with a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this period, the paladin takes a –1 penalty to her armor class and on saving throws.

**Code of Conduct:** A paladin must be of lawful good alignment and loses all class features except proficiencies if she ever willingly commits an evil act.

Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

**Associates:** While she may adventure with good or neutral allies, a paladin avoids working with evil characters or with anyone who consistently offends her moral code. Under exceptional circumstances, a paladin can ally with evil associates, but only to defeat what she believes to be a greater evil. A paladin should seek an atonement spell periodically during such an unusual alliance, and should end the alliance immediately should she feel it is doing more harm than good. A paladin may accept only henchmen, followers, or cohorts who are lawful good.

### **Ex-Paladins**

A paladin who ceases to be lawful good, who willfully commits an evil act, or who violates the code of conduct loses all paladin spells and class features (including the service of the paladin's mount, but not weapon, armor, and shield proficiencies). She may not progress any further in levels as a paladin. She regains her abilities and advancement potential if she atones for her violations (see the atonement spell description in Spell Lists), as appropriate.



## RANGER

For those who relish the thrill of the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: unique mastery of specialized weapons, skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarries. Knowledgeable, patient, and skilled hunters, these rangers hound man, beast, and monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game—even fugitives among their own people.

**Role:** Rangers are deft skirmishers, either in melee or at range, capable of skillfully dancing in and out of battle. Their abilities allow them to deal significant harm to specific types of foes, but their skills are valuable against all manner of enemies.

Some rangers worship personifications of elemental forces, natural powers, or nature itself as a druid would. Typically, this means devotion to a nature deity, though they may also revere vague spirits, animalistic demigods, or even specific awe-inspiring natural wonders. Others eschew aid from divine powers for their own reasons. These rangers rely on their wits, their wisdom, and sometimes even instinct to aid in their quests. At creation, the ranger must select whether they are divinely empowered or non-divine. *APG Inspired*

**Alignment:** Any.

**Hit Die:** d10.

**Class Skills:** Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 6 + Int modifier.

### Class Features

All of the following are class features of the ranger.

**Weapon and Armor Proficiency:** A ranger is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

| RANGER          |       |              |  |
|-----------------|-------|--------------|--|
| Lvl             | BAB   | F/R/W Saves  | Special                                |
| 1 <sup>st</sup> | +1    | +2 / +2 / +0 | 1st Favored Enemy, Track, Wild Empathy |
| 2 <sup>nd</sup> | +2    | +3 / +3 / +0 | Combat Style Feat                      |
| 3 <sup>rd</sup> | +3    | +3 / +3 / +0 | Endurance, Favored Terrain             |
| 4 <sup>th</sup> | +4    | +4 / +4 / +1 | Hunter's Bond, Hunter's Insight        |
| 5 <sup>th</sup> | +5    | +4 / +4 / +1 | 2nd Favored Enemy,                     |
| 6 <sup>th</sup> | +6/+1 | +5 / +5 / +2 | Combat Style Feat                      |

**Favored Enemy (Ex):** At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

### Ranger Favored Enemies - Type (Subtype)

|                      |                          |
|----------------------|--------------------------|
| Aberration           | Humanoid (other subtype) |
| Animal               | Magical beast            |
| Construct            | Monstrous humanoid       |
| Dragon               | Ooze                     |
| Fey                  | Outsider (air)           |
| Humanoid (aquatic)   | Outsider (chaotic)       |
| Humanoid (dwarf)     | Outsider (earth)         |
| Humanoid (elf)       | Outsider (evil)          |
| Humanoid (giant)     | Outsider (fire)          |
| Humanoid (goblinoid) | Outsider (good)          |
| Humanoid (gnoll)     | Outsider (lawful)        |
| Humanoid (gnome)     | Outsider (native0)       |
| Humanoid (halfling)  | Outsider (water)         |
| Humanoid (human)     | Plant                    |
| Humanoid (orc)       | Undead                   |
| Humanoid (reptilian) | Vermin                   |

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table above. (Note that there are other types of humanoid to choose from—those

called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

**Track (Ex):** A ranger adds half his level (minimum 1) to Survival skill checks made to follow tracks.

**Wild Empathy (Ex):** A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

**Combat Style Feat (Ex):** At 2nd level, a ranger must select a combat style to pursue from among: archery, crossbow, mounted combat, natural weapon, two-handed weapon, two-weapon combat, or weapon and shield. The ranger's expertise manifests in the form of bonus feats at 2nd and 6th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. The options in *Core Pathfinder* are archery or two-weapon combat.

*Archery:* If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list.

*Crossbow<sup>APG</sup>:* If the ranger selects crossbow style, he can choose from the following list whenever he gains a combat style feat: Deadly Aim, Focused Shot, Precise Shot, and Rapid Reload. At 6th level, he adds Crossbow Mastery and Improved Precise Shot to the list.

*Mounted Combat<sup>APG</sup>:* If the ranger selects mounted combat, he can choose from the following list whenever he gains a combat style feat: Mounted Combat, Mounted

Archery, Ride-By Attack, and Trick Riding. At 6th level, he adds Mounted Shield and Spirited Charge to the list.

*Natural Weapon<sup>APG</sup>:* If the ranger selects natural weapon style, he can choose from the following list whenever he gains a combat style feat: Aspect of the Beast, Improved Natural Weapon, Rending Claws, and Weapon Focus. At 6th level, he adds Eldritch Fangs and Vital Strike to the list.

*Two-Handed Weapon<sup>APG</sup>:* If the ranger selects two-handed weapon style, he can choose from the following list whenever he gains a combat style feat: Cleave, Power Attack, Pushing Assault, and Shield of Swings. At 6th level, he adds Furious Focus and Great Cleave to the list.

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

*Weapon and Shield<sup>APG</sup>:* If the ranger selects weapon and shield style, he can choose from the following list whenever he gains a combat style feat: Improved Shield Bash, Shield Focus, Shield Slam, and Two-Weapon Fighting. At 6th level, he adds Saving Shield and Shield Master to the list.

The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

**Endurance:** A ranger gains Endurance as a bonus feat at 3rd level.

**Favored Terrain (Ex):** At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). This can be further improved through the Terrain Mastery signature feat.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

### **Favored Terrains**

Cold (ice, glaciers, snow, and tundra)  
Desert (sand and wastelands)  
Forest (coniferous and deciduous)  
Jungle  
Mountain (including hills)  
Plains  
Planes (pick one, other than Material Plane)  
Swamp  
Underground (caves and dungeons)  
Urban (buildings, streets, and sewers)  
Water (above and below the surface)

**Hunter's Bond (Ex):** At 4th level, a ranger forms a bond either with his companions or with an animal companion. A divinely inspired ranger may choose either option, a non-divine ranger must choose the bond with companions.

**Bond with companions:** This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

**Animal companion:** A ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the ranger may choose a shark instead. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy and favored terrain bonuses.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the ranger's effective druid level is equal to his ranger level – 3.

**Hunter's Insight:** At 4th level, the ranger either deepens their connection with nature and gains the ability to cast spells, or refines their skills and learns hunter's tricks. A divinely inspired ranger may choose either option, a non-divine ranger must choose the hunter's tricks.

**Spells:** Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list presented in Spell Lists. A ranger must choose and prepare his spells in advance.

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

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Ranger Spells. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). When Table: Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A ranger must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is equal to his ranger level – 3.

**Hunter's Tricks**<sup>APG Modified</sup>: At 4th level, a ranger learns the use of hunter's tricks, which typically grant a boon or bonus to the ranger or a nearby ally. At 4th level, the ranger learns one trick, selected from the list below. The New Trick epic feat allows him to learn a second trick. At 4th level the ranger can use this trick a number of times equal to his Wisdom modifier. At 5th level this increases to 1/2 his ranger level + his Wisdom modifier. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it can't be retrained. A ranger cannot select an individual trick more than once. A ranger choosing the hunter's tricks class feature

| <b>RANGER SPELLS</b>                         |                                  |                 |                                  |
|--|----------------------------------|-----------------|----------------------------------|
| <b>Ranger Level</b>                          | 1 <sup>st</sup> –3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> –6 <sup>th</sup> |
| <b>Number of 1<sup>st</sup> Level Spells</b> | -                                | 0               | 1                                |

does not have a caster level, and cannot use spell trigger and spell completion magic items.

## Ex-Rangers

A divinely inspired ranger who ceases to revere their chosen aspect of nature, loses all spells and their animal companion. He cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description).

## Hunter's Tricks APG

The following is the list of hunter tricks and their effects. Tricks marked with an \* require that the ranger have an animal companion.

*Aiding Attack (Ex):* The ranger can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the ranger's next turn gains a +2 circumstance bonus on that attack roll.

*Bolster Companion\* (Ex):* The ranger can use this trick as an immediate action when his animal companion is hit with an attack or a combat maneuver. The companion's AC and combat maneuver defense increase by +4 for the purposes of that attack. If the attack still hits, the animal companion only takes half damage (if any). The animal companion must be able to see and hear the ranger to benefit from this trick.

*Catfall (Ex):* The ranger can use this trick as an immediate action when he falls 20 or more feet, ignoring the first 20 feet of the fall when calculating the falling damage. If the ranger takes no damage from the fall, he does not fall prone.

*Chameleon Step (Ex):* The ranger can move up to twice his speed as a move action. The ranger does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

*Cunning Pantomime (Ex):* As a standard action, the ranger can communicate with a single creature as if using the tongues spell for 10 minutes. Because the communication is slow and lacks subtlety, the ranger suffers a -4 penalty on all Bluff and Diplomacy checks relating to the creature he is communicating with when using this trick.

*Defensive Bow Stance (Ex):* The ranger can use this trick as a swift action. Until the start of his next turn, his ranged attacks do not provoke attacks of opportunity.

*Deft Stand (Ex):* The ranger can spend a move action to stand up without provoking attacks of opportunity.

*Distracting Attack (Ex):* The ranger can use this trick as a free action before he makes an attack. If the attack hits, the target takes a -2 penalty on all attack rolls for 1 round.

*Hateful Attack (Ex):* The ranger can use this trick as a free action when he makes an attack against one of his favored enemies. The ranger doubles the threat range of his weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.

*Heel\* (Ex):* The ranger can use this trick as an immediate action when his animal companion moves. When the companion moves, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The companion must end this movement in a square adjacent to the ranger. The animal companion must be able to see and hear the ranger to take this movement.

*Hobbling Attack (Ex):* The ranger can use this trick as a free action when he hits with an attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds.

*Quick Climb (Ex):* The ranger can climb at his full speed as a move action without penalty.

*Quick Healing (Ex):* As a swift action, the ranger can make a Heal check to administer first aid on an adjacent dying character. Alternatively, the ranger can administer a potion to an unconscious character as a move action.

*Quick Swim (Ex):* The ranger can swim at his full speed as a move action without penalty.

*Ranger's Counsel (Ex):* As a swift action, the ranger can grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. The ranger must have at least one rank in the chosen skill. This bonus lasts for 1 round.

*Rattling Strike (Ex):* The ranger can use this trick as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

*Second Chance Strike (Ex):* When he misses with a melee attack, the ranger may reroll his attack at a -5 penalty. Using this ability is an immediate action.

*Sic 'Em\** (Ex): The ranger can use this trick as a swift action. His animal companion makes one melee attack against an adjacent creature. The animal companion must be able to see and hear the ranger to make this attack.

*Skill Sage* (Ex): As a free action, the ranger can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

*Stag's Leap* (Ex): As a free action, the ranger can attempt a running jump without moving 10 feet before the jump.

*Surprise Shift* (Ex): The ranger can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

*Tangling Attack* (Ex): The ranger can use this attack as a free action when he makes an attack. If the attack hits, the target is entangled for 1 round.

*Trick Shot* (Ex): As a standard action, the ranger can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.

*Uncanny Senses* (Ex): As an immediate action, the ranger gains a +10 insight bonus on Perception checks for 1 round.

*Upending Strike* (Ex): The ranger can use this trick as a free action just before he makes a melee attack. If the attack hits, he may make a free trip combat maneuver against the target.

*Vengeance Strike* (Ex): The ranger can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The ranger can make a single melee attack at his highest base attack bonus against the creature who attacked his ally.

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