

CHAMPIONS OF THE WILD

This document contains all the Multiclass Archetypes for the original Champions of the Wild pdf. These MCAs are grouped by primary class.

CHAPTER 1: BARBARIAN MULTICLASS ARCHETYPES

ELDRITCH RAMPAGER

Eldritch rampagers are often born with inherent arcane talent sufficient to earn him prestige as a famous and powerful sorcerer. However, as it so often does, something in his life diverted him from mastering the arcane arts, forcing him to choose an alternate route, that of martial fury. Fortunately, the flame of that innate magic has continued to burn. By fanning that flame, the eldritch rampager has learned to harness it, allowing him strengthen and bolster his prowess in battle.

Primary Class: Barbarian.

Secondary Class: Sorcerer.

Hit Dice: d10.

Bonus Skills and Ranks: The eldritch rampager may select three sorcerer skills to add to her class skills in addition to the normal barbarian class skills. The eldritch rampager gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The eldritch rampager is proficient with all simple and martial weapons, with light armor, and with shields (except for tower shields). He can cast his bloodline spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an eldritch rampager wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component.

Bloodline: An eldritch rampager's innate magical bloodline gives him access to spellcasting and powers that other barbarians could never use. At 1st level, an eldritch rampager may choose from any of the following Wildblooded variant bloodlines: Anarchic**, Arial**, Bedrock**, Brutal**, Empyrean**, Karmic**, Linnorm**, Pit-touched**, Primal**, Rime-blooded**, Seaborn**, and Warped**. He gains the associated bloodline powers as if he was a sorcerer of his eldritch rampager level, but does not gain access to the associated bloodline arcana. (***Ultimate Magic*)

In addition, beginning at 4th level, whenever an eldritch rampager could normally choose a rage power, he may instead choose to learn one of his bloodline spells that a sorcerer of his level would have access to. When one of these spells is learned, he gains two spell slots of that spell level with which to cast the spell. He may choose the same spell more than once, adding two more spell slots for that spell. An eldritch rampager with a high Charisma score also gains bonus spell slots for those spells that he has learned. For example, if a 4th level eldritch rampager with a 16 Charisma score and the bedrock bloodline chooses *expeditious excavation* instead of a 4th level rage power, he may cast the spell three times per day; twice from normal spell slots and once from the bonus spell slot granted by his Charisma. Also, each time an eldritch rampager gains a level, he may exchange one of the bloodline spells he knows for another one that he has access to instead. This ability replaces uncanny dodge, improved uncanny dodge, and trap sense.

Spellrage (Ex): An eldritch rampager uses his primal rage and connection to his magical bloodline to cast potent magic. He may cast his bloodline spells while in rage without regard to the concentration that spellcasting normally requires. He never needs to make a concentration check when casting a bloodline spell, even after taking damage while casting. The eldritch rampager may cast bloodline spells he has access to by expending charges from a wand or staff, instead of using his own spell slots. Doing so expends a number of charges from the wand or staff equal to the bloodline spell's level. Reading a scroll requires too much concentration, therefore scrolls can never be used to cast a spell while in rage. Other arcane spells from the sorcerer/wizard spell list (including those cast from wands or staves) require concentration as normal, and may not be cast while in rage. Whenever an eldritch rampager casts a spell while enraged, he takes an additional -2 penalty to AC (a total of -4) until the beginning of his next turn. This ability otherwise functions as and replaces rage.

Elemental Fury (Ex): At 5th level, whenever the eldritch rampager takes an amount of energy damage (acid, cold, electric, fire, or sonic) equal to or greater than his level while raging, he replenishes his daily rounds of rage by 1, and an additional 1 for every four levels thereafter, to a maximum of 4 extra rounds per energy attack at 17th level. This ability cannot replenish the eldritch rampager's remaining rounds of rage above his total rounds per day. In addition, once per day, if the energy damage comes from a magic weapon, the eldritch rampager can choose to force the weapon to make a Will save against a targeted *dispel magic* effect, with a caster level equal to the eldritch rampager's level. This ability replaces fast movement and indomitable will.

Spellfury (Su): Beginning at 7th level, while enraged, an eldritch rampager can spend an additional round of rage to cast one of his bloodline spells at a +1 caster level. At 10th level, he may instead spend one extra round of rage to spontaneously add any metamagic feat with a +1 caster level modifier to a bloodline spell without increasing the casting time of the spell. At 13th level, he may spend two extra rounds of rage to add any metamagic feat (or combination of feats) that totals a +2 caster level modifier or less to the spell. At 16th level, he may spend three extra rounds of rage to add any metamagic feat (or combination of feats) that totals a +3 caster level modifier or less to the spell. At 19th level, he may spend four extra rounds of rage to add any metamagic feat (or combination of feats) that totals a +4 caster level modifier or less to the spell. Should the eldritch rampager expend his last daily round of rage on his spellfury ability, he immediately falls unconscious for 1d4 minutes. Otherwise, the eldritch rampager is fatigued when his rage ends as normal. This ability replaces damage reduction.

Table: Eldritch Rampager

Class	Base Attack Level	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Bloodline, bloodline power, spellrage
2nd	+2	+3	+0	+3	Rage power
3rd	+3	+3	+1	+3	Bloodline power
4th	+4	+4	+1	+4	Rage power
5th	+5	+4	+1	+4	Elemental fury
6th	+6/+1	+5	+2	+5	Rage power
7th	+7/+2	+5	+2	+5	Spellfury
8th	+8/+3	+6	+2	+6	Rage power
9th	+9/+4	+6	+3	+6	Bloodline power
10th	+10/+5	+7	+3	+7	Rage power, spellfury
11th	+11/+6/+1	+7	+3	+7	Greater rage
12th	+12/+7/+2	+8	+4	+8	Rage power
13th	+13/+8/+3	+8	+4	+8	Spellfury
14th	+14/+9/+4	+9	+4	+9	Rage power

15th	+15/+10/+5	+9	+5	+9	Bloodline power
16th	+16/+11/+6/+2	+10	+5	+10	Rage power, spellfury
17th	+17/+12/+7/+2	+10	+5	+10	Tireless rage
18th	+18/13/+8/+3	+11	+6	+11	Rage power
19th	+19/+14/+9/+4	+11	+6	+11	Spellfury
20th	+20/+15/+10/+5	+12	+6	+12	Bloodline power, mighty rage, rage power

HOLY RAGER

A holy rager is the true embodiment of physical wrath and divinely imbued power. By fusing her innate rage with divine might, she bolsters her physical attacks to strike down any enemy that stands before her. Although the path of a paladin is rarely in accordance with the chaotic and wrathful nature of the barbarian, certain individuals hearken to this obscure calling from the heavens and answer it with all the power they can muster.

Primary Class: Barbarian.

Secondary Class: Paladin.

Alignment: Neutral good or chaotic good.

Hit Dice: d12.

Bonus Skills and Ranks: The holy rager may select three paladin skills to add to her class skills in addition to the normal barbarian class skills. The holy rager gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The holy rager is proficient with all simple and martial weapons, with light armor, medium armor, and with shields (except tower).

Aura of Good (Su): This is exactly like the paladin ability of the same name. This ability replaces fast movement.

Detect Evil (Su): This is exactly like the paladin ability of the same name. This ability is replaced by rage power at 2nd level.

Divine Grace (Su): This is exactly like the paladin ability of the same name. This ability replaces rage power at 8th level.

Rage Powers (Ex): This is exactly like the barbarian ability of the same name, except that the holy rager may select a rage power at 3rd level and every three levels thereafter.

Righteous Wrath (Su): Once per day, a holy rager of 6th level can call down the wrath of heaven to strike down her foes during a rage. As a swift action, the holy rager chooses one target within sight to attack. If the target is of good or neutral alignment, the holy rager adds 1/2 her holy rager level to all damage rolls. If the target is evil, the holy rager adds her holy rager level to all damage rolls made against the target. If the target 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 holy rager possesses. Regardless of the target, this attack automatically bypasses any DR the creature might possess.

In addition, while righteous wrath is in effect, the holy rager gains a sacred bonus equal to 1/2 her Charisma modifier (if any, rounded down) to her DR against attacks made by the target of the attack. The righteous wrath effect remains until the target is dead or the rage ends, whichever comes first. At 10th level, and at every four levels thereafter, the holy rager may use righteous wrath one additional time per day, to a maximum of four times per day at 18th level. This ability replaces trap sense.

Aura of Resolve (Su): This is exactly like the paladin ability of the same name. This ability replaces rage power at 14th level.

Aura of Fury (Su): At 12th level, a holy rager can expend four rounds of her rage ability to grant the ability to rage to all allies within 10 feet, using her bonuses. Allies must use this rage ability by the start of the holy rager's next turn and the bonuses last for 1 round. Using this ability is a free action. Evil creatures gain no benefit from this ability. This ability replaces indomitable will.

Aura of Tenacity (Su): At 16th level, a holy rager gains immunity to compulsion spells and spell-like abilities. In addition, when in a rage, each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects. This ability functions only while the holy rager is conscious, not if she is unconscious or dead. This ability replaces rage power at 20th level.

Rage Powers: The following rage powers compliment the holy rager multiclass archetype: Auspicious Mark[†], Ghost Rager[†], Guarded Life (Greater)[†], Guarded Life*, Guarded Stance, Holy Rage (Greater), Holy Rage (Lesser), Holy Rage, Regenerative Vigor[†], Renewed Life[†], Renewed Vigor, and Renewed Vitality[†]. (*Advanced Player's Guide, [†]Ultimate Combat)

Rage Powers

The following new rage powers can be taken by any barbarian or barbarian multiclass archetype that meets the prerequisites.

Holy Rage (Su): While raging, all of the barbarian's melee attacks deal an additional 1d8 points of holy damage (2d8 if the weapon deals ×3 damage on a critical hit, 3d8 if the weapon deals ×4 on a critical hit) against creatures of evil alignment. A barbarian must have the lesser holy rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

Holy Rage, Greater (Su): While raging, all of the barbarian's critical hits made with melee weapons deal an additional 1d10 points of holy damage (2d10 if the weapon deals ×3 damage on a critical hit, 3d10 if the weapon deals ×4 on a critical hit). A barbarian must have the holy rage power to select this rage power. A barbarian must be at least 12th level to select this rage power.

Holy Rage, Lesser (Su): As a swift action, the barbarian can cause her melee attacks to deal an additional 1d6 points of holy damage (2d6 if the weapon deals ×3 damage on a critical hit, 3d6 if the weapon deals ×4 on a critical hit) against creatures of evil alignment 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.

Table: Holy Rager

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Aura of good, rage
2nd	+2	+3	+0	+3	Detect evil, uncanny dodge
3rd	+3	+3	+1	+3	Rage power
4th	+4	+4	+1	+4	Divine grace
5th	+5	+4	+1	+4	Improved uncanny dodge
6th	+6/+1	+5	+2	+5	Rage power, righteous wrath 1/day
7th	+7/+2	+5	+2	+5	Damage reduction 1/—
8th	+8/+3	+6	+2	+6	Aura of resolve
9th	+9/+4	+6	+3	+6	Rage power
10th	+10/+5	+7	+3	+7	Damage reduction 2/—, righteous wrath 2/day
11th	+11/+6/+1	+7	+3	+7	Greater rage
12th	+12/+7/+2	+8	+4	+8	Aura of fury, rage power
13th	+13/+8/+3	+8	+4	+8	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+9	Righteous wrath 3/day
15th	+15/+10/+5	+9	+5	+9	Rage power
16th	+16/+11/+6/+1	+10	+5	+10	Aura of tenacity, damage reduction 4/—
17th	+17/+12/+7/+2	+10	+5	+10	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+11	Righteous wrath 4/day, rage power
19th	+19/+14/+9/+4	+11	+6	+11	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+12	Mighty rage

RUNIC BERSERKER

Many barbarian tribes focus solely on ferocity and might to overcome their enemies. However, some practice a rare form of rune magic in the form of runes of power that are inscribed upon the very flesh of their berserker warriors. These runic berserkers call upon the primal energies stored within these runes to either enhance their rage or unleash arcane magic into the midst of their foes. Although various tribes shun the use of arcane magic, runic berserkers embrace this new source of might to obtain victory after victory in the face of overwhelming odds.

Primary Class: Barbarian.

Secondary Class: Magus.

Alignment: Any nonlawful.

Hit Dice: d10.

Bonus Skills and Ranks: The runic berserker may select three magus skills to add to his class skills in addition to the normal barbarian class skills. The runic berserker gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The runic berserker is proficient with all simple and martial weapons, with light and medium armor, but not with shields.

Primal Rage (Ex): A runic berserker is infused with raw primal energy that allows him to increase his strength and ferocity, or enhance his runeforged weapon and blast runes. Starting at 1st level, a runic berserker gains the ability to rage as a barbarian of his level. His research and insight into primal arcane powers unlocked by his rage allow him to extend that rage longer than other barbarians. He may rage for a number of rounds per day equal to 4 plus either his Constitution modifier or his Intelligence modifiers (choose one). At each level after 1st, he can rage for 2 additional rounds. In addition, a runic berserker can channel his primal rage energy to use or enhance his runeforged weapon, arcane rage runes, or his blast runes. This ability otherwise functions as and replaces **rage**.

Runeforged Weapon (Su): At 1st level, a runic berserker begins play with a runeforged weapon of his choice. This weapon is always masterwork quality, but is not made of any special material. A runic berserker shares an empathic link with his runeforged weapon that allows him to sense the direction of his weapon as the *locate object* spell up to a 1 mile distance.

If a runic berserker attempts to cast a rage rune without his runeforged weapon in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. The runeforged weapon also contains three cantrips of the runic berserker's choice from the magus spell list. These cantrips can be used a number of times per day equal to 3 + the runic berserker's Intelligence modifier, with a caster level equal to his runic berserker level.

Like a bonded item, a runeforged weapon can be used once per day to cast any one arcane rune that the runic berserker has inscribed on his body, even if the rune has been activated its maximum daily allotment. This rune is treated like any other arcane rune cast by the runic berserker, including casting time, duration, and other effects dependent on the runic berserker's level. This rune cannot be modified by metamagic feats or other abilities.

A runic berserker can add additional magic abilities to his runeforged weapon as if he has the required Item Creation Feats and if he meets the level prerequisites of the feat. For example, a runic berserker with a runeforged greatsword must be at least 5th level to add magic abilities to the greatsword (see Craft Magic Arms and Armor feat). The magic properties of a runeforged weapon, including any magic abilities added to the weapon, only function for the runic berserker who owns it. If a runeforged weapon's owner dies, or the weapon is replaced, the weapon reverts to being an ordinary masterwork item of the appropriate type.

If a runeforged weapon is damaged, it is restored to full hit points the next time the runic rests to regain his daily uses of his rage runes. If the runeforged weapon is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per runic berserker level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Runeforged weapons replaced in this way do not possess any of the additional enchantments of the previous runeforged weapon. A runic berserker can designate an existing magic weapon as his runeforged weapon. This functions in the same way as replacing a lost or destroyed a runeforged weapon except that the new magic weapon retains its abilities while gaining the benefits and drawbacks of becoming a runeforged weapon.

At 2nd level, a runic berserker can expend 2 rounds of rage as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 2nd, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 18th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: *dancing*, *furious**, *furyborn**, *impact**, *invigorating**, *keen*, *nullifying**, *ominous**, *speed*, *wounding*, or *vorpal*. (**Ultimate Equipment*)

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates 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. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the runic berserker uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the runic berserker. A runic berserker can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends. This ability replaces **trap sense**, **improved uncanny dodge**, and **indomitable will**.

Rage Runes (Ex or Sp): Starting at 2nd level, a runic berserker can inscribe mystic runes into his flesh. These rare runes appear as colorful and intricate patterns rather than magical writing, and are placed on the arms, legs, hands, or chest of the runic berserker. A rage rune can take one of the following forms.

First, a runic berserker can inscribe runes of primal power that enhance his rage. The runic berserker can choose a rage power for which he qualifies at 2nd level, and every two runic berserker levels thereafter and is inscribed as a primal rune. A primal rune requires 1 minute to inscribe.

Alternatively, a runic barbarian can inscribe runes of arcane power that create specific spell effects, in place of a primal rune. This process is much like a wizard scribing his spells into a spellbook. A runic berserker inscribes arcane spells drawn from the magus spell list as arcane runes, and adds the following spells to that list at the indicated spell levels: 1st level—*erase*; 2nd level—*secret page*; 3rd level—*glyph of warding*; 4th level—*explosive runes*. Each rune holds one arcane spell from the magus spell list and requires one hour per spell level to inscribe. At 2nd level, a runic berserker can choose one 1st-level spell from the magus spell list as an arcane rune. Every two levels beyond 2nd, a runic berserker can choose an additional spell from the magus spell list that he can cast as an arcane rune.

At 6th level, a runic berserker can choose a 2nd level magus spell or lower as an arcane rune. At 10th level, a runic berserker can choose a 3rd level magus spell or lower as an arcane rune. At 14th level, a runic berserker can choose a 4th level magus spell or lower as an arcane rune. A runic berserker can only activate an arcane rune of each spell level once per day. At 12th level, arcane runes of 3rd level or lower can be activated twice per day. A runic berserker's arcane runes have a caster level equal to his runic berserker's level.

To activate an arcane rune, the runic berserker must expend a number of rounds of rage equal to the level of the spell and has the same requirements and effects as the inscribed spell (casting time, duration, damage, etc). No additional rounds are required to maintain rage during the round in which an arcane rune is activated. Only spells requiring a standard action or less can be activated during rage.

Once inscribed into the flesh, an arcane rune is difficult to destroy. The spell *erase* can permanently remove an arcane rune, but the bearer of the rune can resist the spell with a Will save, in addition to the caster needing to make a successful caster level check to erase the rune. Physically removing an arcane rune with a sharp instrument or defacing it with fire or acid can destroy it as well. Doing so is a full-round action that not only requires the target to be willing or helpless, but also provokes attacks of opportunity. At least 2 points of damage per caster level of the rune must be dealt to destroy an arcane rune in this manner. Removing an arcane rune in one of these ways allows the runic berserker to place a new arcane rune with a different effect in its place. This ability otherwise functions as and replaces **rage power**.

Runestrike (Su): At 3rd level, whenever a runic berserker casts a rage rune with a range of "touch" from the magus spell list, he can deliver the spell through his runeforged weapon as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a runic berserker can

make one free melee attack with his runeforged weapon (at his highest base attack bonus) as part of casting this rune. If successful, this melee attack deals its normal damage as well as the effects of the rune. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the *keen* weapon property or similar effects), but the rune effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier. This ability replaces **uncanny dodge**.

Blast Rune (Sp): At 5th level, as a standard action, a runic berserker can create a blast rune in any adjacent square by expending 2 rounds of rage. Any creature entering this square takes 2d6 points of force damage + 1 point for every two runic berserker levels he possesses. The rune is *invisible* and lasts a number of rounds equal to the runic berserker's level or until discharged. A runic berserker 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. A runic berserker can use this ability once per day, and an additional time per day at 11th and 15th level.

At 9th level, a runic berserker can expend 1 round of rage as a swift action to imbue his blast rune with the *fatigued* or *shaken* condition. The target of the blast rune receives a Fortitude save to avoid the chosen condition. If the save is successful, the target takes the damage as normal, but not the effects of the condition. The DC of this save is equal to 10 + 1/2 the runic berserker's level + the runic berserker's Intelligence modifier. At 13th level, the runic berserker adds the *dazed* and *staggered* conditions to the list of those that can be added to his blast rune. At 17th level, the runic berserker adds the *exhausted* and *frightened* conditions to the list of those that can be added to his blast rune. Each condition lasts for 1 round for every 3 levels the runic berserker possesses. This ability and efficient rager replaces **damage reduction**.

Efficient Raging (Ex): At 9th level, a runic berserker ability to channel primal rage energy improves. The rounds of rage required to enhance his runeforged weapon or create a blast rune is reduced by 1 (minimum 1).

Mighty Rune (Sp): At 20th level, a runic berserker's skill allows him to inscribe a truly powerful rune. The runic berserker can choose a 5th level magus spell or lower as a rage rune. In addition, whenever a runic berserker uses his blast rune ability, he deals 4d6 points of force damage +2 points for every two runic berserker levels he possesses. This ability replaces **mighty rage**.

Table: Runic Berserker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Fast movement, primal rage, runeforged weapon
2nd	+2	+3	+0	+3	Rage rune (1st)
3rd	+3	+3	+1	+3	Runestrike
4th	+4	+4	+1	+4	Rage rune
5th	+5	+4	+1	+4	Blast rune
6th	+6/+1	+5	+2	+5	Rage rune (2nd)
7th	+7/+2	+5	+2	+5	
8th	+8/+3	+6	+2	+6	Rage rune
9th	+9/+4	+6	+3	+6	Efficient rager
10th	+10/+5	+7	+3	+7	Rage rune (3rd)
11th	+11/+6/+1	+7	+3	+7	Greater rage
12th	+12/+7/+2	+8	+4	+8	Rage rune
13th	+13/+8/+3	+8	+4	+8	
14th	+14/+9/+4	+9	+4	+9	Rage rune (4th)
15th	+15/+10/+5	+9	+5	+9	
16th	+16/+11/+6/+1	+10	+5	+10	Rage rune
17th	+17/+12/+7/+2	+10	+5	+10	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+11	Rage rune
19th	+19/+14/+9/+4	+11	+6	+11	
20th	+20/+15/+10/+5	+12	+6	+12	Mighty rune (5th), rage rune

SHADOW FURY

Unquenchable fury; wrath incarnate; berserkers—these words often describe the barbarian when enraged. However, there are those who hold a propensity for stealth and agility over the brutality of raging combat, a technique which is in complete conflict with the primal rage that burns within them. These warriors, called shadow furies, find themselves more at home in the dark places of the world than on the open range of the battlefield. Through sheer force of will, the shadow fury learns to harness his furious energy, focusing it into powerful attacks of devastating precision or to disguise his rage as nothing more than a wild glint in his eyes. He also draws power from the Shadow Plane itself, enabling him to utilize the dark places around him to improve his defense, or jump from shadow to shadow in an attempt to flank his enemies. While facing a barbarian in combat can cause even the most hardened veteran to pale before his furious rage, the shadow fury can cause even the most brave to be fearful of the quiet shadows that may erupt at a moments notice into a deadly barrage of deadly wrath.

Primary Class: Barbarian.

Secondary Class: Rogue.

Hit Dice: d10.

Bonus Skills and Ranks: The shadow fury may select six rogue skills to add to his class skills in addition to the normal barbarian class skills. The shadow fury gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The shadow fury is proficient with all simple and martial weapons, with light armor, and with light shields and bucklers.

Rage (Ex): This is exactly like the barbarian ability of the same name, except that the shadow fury can use any Dexterity-based skill whenever he uses silent rage, but receives a –2 penalty on the skill checks.

Silent Rage (Ex): Starting at 2nd level, whenever a shadow fury is in an area of dim light, he can spend 3 rounds of concentration to focus his fury internally. While within this dim light, the shadow fury can conceal any audio or visual signs of the rage (such as shaking, a grimace, bulging eyes, etc.). Focusing his rage requires a standard action each round. Once the shadow fury has completed the 3 rounds of focusing, he must enter a rage within the next 3 rounds. Upon entering his rage, the shadow fury makes a DC 20 Will save check as an immediate action. If the check fails, the silent fury rages normally. If the check succeeds, the shadow fury rages without alerting anyone, including allies. A silent rage can be maintained until the rage has ended. If a silent rage is attempted and fails (he fails his Will save) or if the silent fury does not enter a rage within 3 rounds of completing his internal focus, 3 new rounds of focusing are required before he can attempt another silent fury. A shadow fury may not take 10 when using silent rage. This ability replaces rage power at 2nd level.

Primal Sense (Ex): At 3rd level, a shadow fury's senses become especially sharp while in rage. He gains a +1 competence bonus on Perception skill checks while raging. This bonus increases by +1 every three levels after (6th, 9th, 12th, 15th, and 18th level). This ability replaces trap sense.

Furious Strike (Ex): Starting at 4th level, a shadow fury gains the rogue's sneak attack ability. This extra damage is 1d6 at 4th level, and increases by 1d6 every five shadow fury levels thereafter, to a maximum of +4d6 at 19th level. If the shadow fury has successfully entered a silent rage, he can make sneak attacks while raging, and adds any attack and damage bonuses from his rage to his furious strike. This ability replaces rage power at 6th, 10th, and 18th level.

Rage Power (Ex): This is exactly like the barbarian ability of the same name, except that the shadow fury can select a rage power at 4th level and at every four levels thereafter. Alternatively, each time a shadow fury could choose a rage power, he can choose a rogue talent for which he qualifies. At 12th level, the shadow fury can choose advanced rogue talents whenever he could choose a rogue talent, or when he selects the Extra Rogue Talent feat. The shadow fury adds Evasion to the list of advanced talents he may select. In the case of the improved evasion talent, the shadow fury must have evasion to select it. A shadow fury treats his level as his rogue level for the purpose of qualifying for talents with level-dependent requirements and calculating the effects of any talent or rogue ability he's chosen.

Damage Reduction (Ex): This is exactly like the barbarian ability of the same name, except that the shadow fury gains damage reduction 1/— at 7th level and increases by 1 every six levels thereafter.

Shadow Skin (Su): At 10th level, whenever a shadow fury is in an area of dim light he gains a +2 circumstance bonus to his AC. This bonus increases to +4 at 16th level. This ability replaces DR 2/— and DR 4/—.

Shadow Jump (Su): Starting at 14th level, a shadow fury may expend 1 round of rage to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some dim light. The total distance a shadow fury can jump is 10 feet at 14th level. Every two levels higher than 14th, the distance a shadow fury can jump each day doubles (20 feet at 16th, 40 feet at 18th, and 80 feet at 20th). A shadow fury can make single or multiple jumps of any combination of 10-foot increments up to his maximum total per day. Thus, a 16th level shadow fury can make a single jump of 40 feet, four jumps of 10 feet, or two jumps of 10 feet and one jump of 20 feet in a day. A jump of less than 10 feet can be made, but no matter how small, counts as a 10-foot increment. Using shadow jump does not provoke attacks of opportunity. This ability replaces rage power at 14th level.

Swift Silent Rage (Su): At 14th level, whenever a shadow fury is within an area of dim light, he can spend a standard action to focus his fury internally. He can then enter a silent rage if he makes a successful Will save, as an immediate action. If successful, he enters a silent rage. He cannot, however, use his own shadow to activate this ability. The shadow fury also gains a +2 bonus to his Stealth checks while silent rage is in effect. This ability replaces indomitable will.

Hidden Rage (Su): At 17th level, as long as a shadow fury is within 10 feet of some sort of shadow, he can conceal any audio or visual signs of his rage while being observed. He cannot, however, use his own shadow to activate this ability. The shadow fury's bonus to his Stealth checks while silent rage is in effect increases to +4. This ability replaces tireless rage.

Rage Powers: The following rage powers complement the shadow fury multiclass archetype: bestial climber[†], bleeding blow[†], clear mind, ghost rager[†], guarded stance, low-light vision, moment of clarity, night vision, perfect clarity[†], quick reflexes, raging climber, reflexive dodge[†], rolling dodge, swift foot, and unexpected strike. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

Rogue Talents: The following rogue talents complement the shadow fury multiclass archetype: camouflage*, combat trick, distracting attack*, fast stealth, iron guts[†], nimble climber*, offensive defense*, positioning attack*, snap shot*, and surprise attack. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

Advanced Talents: The following advanced talents complement the shadow fury multiclass archetype: another day*, crippling strike, defensive roll, fast tumble*, hide in plain sight[†], improved evasion, and opportunist. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

Table: Shadow Fury

Class	Base Attack Level	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Fast movement, rage
2nd	+2	+3	+3	+0	Silent rage, uncanny dodge
3rd	+3	+3	+3	+1	Primal sense +1
4th	+4	+4	+4	+1	Furious strike +1d6, rage power
5th	+5	+4	+4	+1	Improved uncanny dodge

6th	+6/+1	+5	+5	+2	Primal sense +2
7th	+7/+2	+5	+5	+2	Damage reduction 1/—
8th	+8/+3	+6	+6	+2	Rage power
9th	+9/+4	+6	+6	+3	Furious strike +2d6, primal sense +3
10th	+10/+5	+7	+7	+3	Shadow skin
11th	+11/+6/+1	+7	+7	+3	Greater rage
12th	+12/+7/+2	+8	+8	+4	Primal sense +4, rage power
13th	+13/+8/+3	+8	+8	+4	Damage reduction 2/—, swift silent rage
14th	+14/+9/+4	+9	+9	+4	Furious strike +3d6, shadow jump (10 ft.)
15th	+15/+10/+5	+9	+9	+5	Primal sense +5
16th	+16/+11/+6/+1	+10	+10	+5	Rage power, shadow jump (20 ft.)
17th	+17/+12/+7/+2	+10	+10	+5	Hidden rage
18th	+18/+13/+8/+3	+11	+11	+6	Primal sense +6, shadow jump (40 ft.)
19th	+19/+14/+9/+4	+11	+11	+6	Damage reduction 3/—, furious strike +4d6
20th	+20/+15/+10/+5	+12	+12	+6	Mighty rage, rage power, shadow jump (80 ft.)

SPIRIT WARRIOR

Spirit warriors combine the primal power of a barbarian with the animal affinity of a druid. He can access the primal rage within, shrug off damage, and assume the physical form of his animal spirit.

Primary Class: Barbarian.

Secondary Class: Druid.

Alignment: Any nonlawful.

Hit Dice: d10.

Bonus Skills and Ranks: The spirit warrior may select three druid skills to add to his class skills in addition to the normal barbarian class skills. The spirit warrior gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The spirit warrior is proficient with all simple and martial weapons, with light armor, medium armor, and with shields (except tower). A spirit warrior follows the armor restrictions described in the druid class entry.

Spirit Animal (Su): A spirit warrior has awakened his primal animal spirit deep within his soul. This spirit grants the spirit warrior a +1 competence bonus to any skill checks made as determined by the spirit type as shown on the table below. This bonus increases by +1 every four levels thereafter, to a maximum of +5 at 17th level. This ability replaces traps sense.

SPIRIT ANIMAL TABLE

Spirit Type	Special Ability
Ape	Gain a bonus on Climb checks
Bear	Gain a bonus on Survival checks
Boar	Gain a bonus on Perception checks
Crocodile	Gain a bonus on Swim checks
Eagle	Gain a bonus on Perception checks.
Lion	Gain a bonus on Stealth checks
Serpent	Gain a bonus on Acrobatics checks
Tiger	Gain a bonus on Stealth checks
Wolf	Gain a bonus on Survival checks

Infused Body (Su): At 4th level, a spirit warrior's body becomes one with his spirit animal and gains a +1 natural armor bonus. This bonus increases by +1 for every five levels the spirit warrior has attained, to a maximum of +4 at 19th level. This ability replaces rage power at 2nd, 14th, and 20th level.

Wild Shape (Su): Once per day, a 7th level spirit warrior can wild shape as the druid ability, but can only turn himself into a Medium animal of the same type as his spirit animal. This ability functions as *beast shape I*, but the effect lasts for 1 hour per 2 spirit warrior levels, or until he changes back. At 10th level, a spirit warrior can wild shape twice per day, and can change into a Large form of his spirit animal. His wild shape now functions as *beast shape II*. At 13th level, a spirit warrior can wild shape three times per day. At 16th level, a spirit warrior can use wild shape four times per day, and can change into a Huge form of his spirit animal. His wild shape now functions as *beast shape III*. At 19th level, a spirit warrior can wild shape five times per day. A spirit warrior can rage while in his wild shape form. This ability replaces damage reduction.

Spirit Hybrid (Su): At 8th level, a spirit warrior can assume a humanoid hybrid form of his spirit animal whenever he wild shapes, instead of the normal animal form. When in this form, the spirit warrior gains the senses, natural armor bonus, speed, natural attacks, and racial skill modifiers of his animal form. This also allows the spirit warrior to use ranged or melee weapons in addition to natural attacks during his wild shape. This ability replaces rage power at 8th level.

Dire Spirit (Ex): At 12th level, whenever the spirit warrior wild shapes, he may add either the advanced or giant template to his spirit animal form as a free action. Adding any one of these templates increases the creature's equivalent HD by +1. This ability replaces indomitable will.

Rage Powers: The following rage powers complement the spirit warrior multiclass archetype: Animal Fury, Beast Totem*, Beast Totem (Greater)*, Beast Totem (Lesser)*, Bestial Climber (ape, bear, serpent)[†], Bestial Leaper (ape, lion, tiger, wolf)[‡], Bestial Swimmer (boar, crocodile)[‡], Fearless Rage, Primal Scent[†], Raging Climber (ape, bear, serpent), Raging Leaper (ape, lion, tiger, wolf), Raging Swimmer (boar, crocodile), Scent, Spirit Totem*, Spirit Totem (Greater)*, Spirit Totem (Lesser)*, and Terrifying Howl. (*Advanced Player's Guide)

Table: Spirit Warrior

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Fast movement, rage, spirit animal
2nd	+2	+3	+0	+3	Uncanny dodge
3rd	+3	+3	+1	+3	Rage power
4th	+4	+4	+1	+4	Infused body
5th	+5	+4	+1	+4	Improved uncanny dodge
6th	+6/+1	+5	+2	+5	Rage power
7th	+7/+2	+5	+2	+5	Wild shape 1/day
8th	+8/+3	+6	+2	+6	Spirit hybrid
9th	+9/+4	+6	+3	+6	Rage power
10th	+10/+5	+7	+3	+7	Wild shape 2/day
11th	+11/+6/+1	+7	+3	+7	Greater rage
12th	+12/+7/+2	+8	+4	+8	Rage power
13th	+13/+8/+3	+8	+4	+8	Wild shape 3/day
14th	+14/+9/+4	+9	+4	+9	Dire spirit
15th	+15/+10/+5	+9	+5	+9	Rage power
16th	+16/+11/+6/+1	+10	+5	+10	Wild shape 4/day
17th	+17/+12/+7/+2	+10	+5	+10	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+11	Rage power
19th	+19/+14/+9/+4	+11	+6	+11	Wild shape 5/day
20th	+20/+15/+10/+5	+12	+6	+12	Mighty rage

TRIBAL CHAMPION

Throughout the world, many primitive tribes range over the lands, with their survival reliant upon strong warriors, powerful shaman, and wise leaders. However, from within the ranks of the most battle-hardened primitives arise true paragons of wild ferocity and battle prowess called the tribal champion. Tribal champions are the greatest of a tribe's warriors. Not only are they expert combatants, they are also trained in the use of special maneuvers and concealment from their enemies. One of their foremost tricks is the creation of mystic war paint that enhances their battle skills. Often feared by lesser tribesman for their brute force and singular tactics in combat, the tribal champion is the utmost that primitives can offer in ways of offensive and defensive abilities.

Primary Class: Barbarian.

Secondary Class: Ranger.

Hit Dice: d10.

Bonus Skills and Ranks: The tribal champion selects three ranger skills to add to his class skills in addition to the normal barbarian class skills. The tribal champion gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The tribal champion is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Track (Ex): At 2nd level, a tribal champion gains the ranger's track ability. This ability replaces rage power at 2nd level.

Counting Coup (Ex): Beginning at 3rd level, a tribal champion can use his unconquerable will, determination, and battle prowess to perform combat maneuvers to greater effect. Whenever a tribal champion has made a successful strike, he gains a +1 bonus to his CMB when performing any combat maneuver against that target. This bonus increases by +1 every three levels beyond 3rd, to a maximum of +6 at 18th level. The tribal champion also adds this bonus to his CMD when defending against any combat maneuver made against him by the opponent. This bonus remains in effect until the target is dead or unconscious or until the combat ends. A tribal champion can use this ability a number of times per day equal to his Charisma modifier, but can have only one in effect at a time. This ability replaces trap sense.

Tribal Defender (Ex): At 3rd level, the tribal champion is viewed as an indisputable defender and protector of his tribal homeland. As such, the tribal champion gains the ranger's favored terrain ability, except that the tribal champion must select the type of terrain from Table: Ranger Favored Terrains (see page 65 in the *Core Rulebook*) that is associated with his tribal homeland, to the exclusion of all others. At 9th level and every six levels thereafter, the skill bonus and initiative bonus in his favored terrain increases by +1, to a maximum of +4 at 15th level. The tribal champion adds this bonus to any Knowledge skill checks when attempting to identify creatures within his favored terrain. He may make these checks untrained. Likewise, he gains this bonus on weapon attack and damage rolls against any creature designated as an enemy of his tribe when they are within his favored terrain. This ability replaces rage power at 6th level.

Rage Power (Ex): This is exactly like the barbarian ability of the same name, except that the tribal champion can select either the Combine Extracts or Infusion alchemist discoveries in place of a rage power to enhance his war paint, just as an alchemist does his extracts. A tribal champion counts 1/2 his total tribal champion level as his alchemist for the purpose of qualifying for discoveries.

War Paint (Su): At 4th level, a tribal champion learns to create a temporary, one-use magic item called war paint. When a tribal champion creates an application of war paint, he infuses the concoction with a tiny fraction of his primal energy—this enables the creation of a variety of minor effects, but also binds the effects to the creator. When using Craft (war paint) to create an application of war paint, a tribal champion gains a competence bonus equal to his class level on the Craft (war paint) check.

When a tribal champion creates an application of war paint, he infuses the substance with primal energy siphoned from his inner fury. An application of war paint immediately becomes inert if it leaves the tribal champion's possession, reactivating as soon as it returns to his keeping—a tribal champion cannot pass out his war paint for allies to use. An application of war paint, once created, remains potent for 1 day before becoming inert, so a tribal champion must re-prepare his war paints every day. Crafting an application of war paint takes 1 minute of work—most tribal champions prepare many applications of war paint at the start of the day or just before going on an adventure, but it's not uncommon for a tribal champion to keep some (or even all) of his daily war paint slots open so that he can prepare applications in the field as needed.

Creating war paint consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. An application of war paint stays on the wearer's skin for up to 1 day. An application of war paint requires 1 minute to apply, and once activated, grants a variety of spell effects, depending upon the type of war paint that is applied. A tribal champion can activate any applied war paint at any time like a single use magical item. An activated war paint functions as the indicated spell as if the tribal champion had cast it himself. When the war paint's effect is expended, it becomes useless, and can be removed by washing it off with water.

A tribal champion can create a certain color of war paint at the indicated level, as shown on Table: Tribal Champion. A tribal champion can infuse an application of war paint with one of the following spell effects, as determined by its color. (**Advanced Player's Guide*, ***Ultimate Magic*, †*Ultimate Combat*)

White: *ant haul**, *aspect of the falcon**, *detect snares and pits*, *feather step**, *jump*, or *keen senses**.

Black: *compel hostility*†, *endure elements*, *hunters howl**, *longstrider*, *pass without trace*, or *tireless pursuit**.

Red: *acute senses****, *aspect of the bear**, *barkskin*, *bloodhound**, or *protective spirit**.

Green: *badger's ferocity****, *bear's endurance*, *cat's grace*, *chameleon's stride**, or *hunter's eye**.

Blue: *aspect of the stag**, *burst of speed*†, *darkvision*, or *instant enemy**.

Gold: *aspect of the wolf**, *blessing of the salamander**, *find quarry****, or *terrain bond*†.

At 4th level, a tribal champion may only gain the effect of one color per day. At 10th level, he can gain the effects of up to two colors per day. At 16th, he can gain the effects of up to three colors per day. A tribal champion can create a number of applications of war paint per day equal to 3 + his Wisdom modifier, and has an effective caster level equal to his tribal champion level -3. This ability replaces damage reduction.

Warpath (Ex): At 10th level, a tribal champion can use his indomitable spirit to enhance the battle prowess of those that fight at his side. As a swift action, a tribal champion can spend 2 rounds of rage to grant all allies within 10 feet of him a +2 morale bonus to Strength and Constitution, a +4 competence bonus to Intimidate checks, and a +5 feet bonus to speed. These bonuses last for 1 minute. A tribal champion can use this ability a number of times per day equal to his Charisma modifier.

Camouflage (Su): At 14th level, a tribal champion gains the ranger's camouflage ability, except that it only functions in the tribal champion's favored terrain.

Hide in Plain Sight (Su): At 18th level, a tribal champion gains the ranger's hide in plain sight ability, except that it only functions in the tribal champion's favored terrain.

Rage Powers: The following rage powers complement the tribal champion multiclass archetype: *boasting taunt**, *fearless rage*, *mighty swing*, *overbearing advance**, *overbearing onslaught**, *sprint*†, *swift foot*, *terrifying howl*, *unexpected strike*. (**Advanced Player's Guide*)

Table: Tribal Champion

Class	Base Attack	Fort	Ref	Will
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Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+2	+0	Fast movement, rage
2nd	+2	+3	+3	+0	Track, uncanny dodge
3rd	+3	+3	+3	+1	Counting coup +1, tribal defender
4th	+4	+4	+4	+1	Rage power, war paint (white)
5th	+5	+4	+4	+1	Improved uncanny dodge
6th	+6/+1	+5	+5	+2	Counting coup +2
7th	+7/+2	+5	+5	+2	War paint (black)
8th	+8/+3	+6	+6	+2	Rage power
9th	+9/+4	+6	+6	+3	Counting coup +3
10th	+10/+5	+7	+7	+3	War paint (red), warpath
11th	+11/+6/+1	+7	+7	+3	Greater rage
12th	+12/+7/+2	+8	+8	+4	Counting coup +4, rage power
13th	+13/+8/+3	+8	+8	+4	War paint (green)
14th	+14/+9/+4	+9	+9	+4	Camouflage, indomitable will
15th	+15/+10/+5	+9	+9	+5	Counting coup +5
16th	+16/+11/+6/+1	+10	+10	+5	War paint (blue), rage power
17th	+17/+12/+7/+2	+10	+10	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+11	+6	Counting coup +6, hide in plain sight
19th	+19/+14/+9/+4	+11	+11	+6	War paint (gold)
20th	+20/+15/+10/+5	+12	+12	+6	Mighty rage, rage power

WAR CHANTER

Among the primitive tribes of the world are those who call upon the powers of nature to inspire their people to unheard of levels of skill in battle. Through rhythmic chants and simple refrains, the war chanter arouses his inner spirit, and draws upon the strength and rage of his tribesmen to bolster their attacks, heighten their awareness, and provide increased protection to ensure victory against their enemies.

Primary Class: Barbarian.

Secondary Class: Bard.

Alignment: Any nonlawful.

Hit Dice: d10.

Bonus Skills and Ranks: The war chanter may select three bard skills to add to his class skills in addition to the normal barbarian class skills, one of which must be Perform (sing). The war chanter gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The war chanter is proficient with all simple and martial weapons, with light armor, medium armor, and with shields (except tower).

War Chant: This is exactly like the bard's performance ability, but applies only to Perform (sing) checks made by the war chanter. In addition, the war chanter uses the following performances in place of those accessed by the bard. This ability and battle cry replace trap sense.

Battle Cry (Su): At 2nd level, a war chanter can use his performance to counter the effects of fear effects. Each round of the battle cry, he makes a Perform (sing) skill check. Any ally within 30 feet of the war chanter (including the war chanter himself) that hears the battle cry gains a +1 morale bonus to saves against fear. If an ally within range of the battle cry is already under the effect of a fear type spell, it gains another saving throw against the fear effect each round it hears the battle cry. At 6th level and every four levels thereafter, this bonus against fear effects increases by +1, to a maximum of +5 at 18th level. Battle cry relies on audible components to function. This ability and war chant replace trap sense.

Fog of War (Sp): At 2nd level, a war chanter can use his performance to create a fog of war. The war chanter makes a Perform (sing) skill check. If he succeeds, he unleashes a single low, reverberating note that creates a rolling fog to spew from his mouth and cover the battle field. Fog of war otherwise functions as the *obscuring mist* spell, with a caster level equal to the war chanter's level. Fog of war relies on audible components to function. This ability replaces rage power at 2nd level.

Hymn of Battle (Su): At 4th level, a war chanter can use his performance to sing an energizing hymn that inspires those around him to greater prowess in battle. Each round of the hymn of battle, he makes a Perform (sing) skill check. Any ally within 30 feet of the war chanter (including the war chanter himself) that hears the hymn of battle gains a +1 morale bonus to attack and damage rolls. At 9th level and every five levels thereafter, these bonuses to attack and damage rolls increase by +1, to a maximum of +4 at 19th level. These bonuses remain as long as the war chanter maintains his hymn of battle. Hymn of battle relies on audible components to function. This ability replaces indomitable will.

Strain of Defense (Su): At 5th level, a war chanter can use his performance to grant added protection to his allies. Each round of the strain of defense, he makes a Perform (sing) skill check. Any ally within 30 feet of the war chanter (including the war chanter himself), up to a maximum number of creatures equal to his Cha modifier that hears the strain of defense gains a +2 deflection bonus to AC. At 11th level and every six levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. This bonus remains as long as the war chanter maintains his strain of defense. Strain of defense relies on audible components to function. This ability replaces rage power at 14th level.

Lay of the Land (Su): At 8th level, a war chanter can use his performance to increase an ally's luck when accomplishing difficult tasks. The war chanter makes a Perform (sing) skill check. If he succeeds, any ally within 30 feet of the war chanter (including the war chanter himself), up to a maximum number of creatures equal to his Cha modifier that hears the lay of the land gains +2 bonus on initiative checks, and Knowledge (geography), Perception, Stealth, and Survival skill checks. These bonuses remain for a number of rounds equal to 1/2 the war chanter's level + his Cha modifier. Lay of the land relies on audible components to function. This ability replaces rage power at 20th level.

Rage Powers (Ex): This is exactly like the barbarian ability of the same name, except that the war chanter may select a rage power at 3rd level and every three levels thereafter.

Uncanny Dodge (Ex): This is exactly like the barbarian ability of the same name, except that the war chanter gains it at 3rd level.

Improved Uncanny Dodge (Ex): This is exactly like the barbarian ability of the same name, except that the war chanter gains it at 7th level.

Shout of Fury (Sp): As a standard action, an 8th level war chanter can emit an ear-splitting yell that can deafen and damage creatures or break objects in its path, a number of times per day equal to his Cha modifier. This shout takes the form of a 30 ft. cone-shaped burst. Any creature within the area is deafened for 1d4 rounds and takes 2d6 points of sonic damage. Any exposed, brittle, or crystalline object or a crystalline creature takes 1d6 points of sonic damage for every two levels the war chanter possesses. An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. At 12th level, the deafening effect increases to 1d6 rounds, and sonic damage increases to 3d6 against normal creatures. At 16th level, the deafening effect increases to 2d4 rounds, and sonic damage increases to 4d6 against normal creatures. At 20th level, the deafening effect increases to 2d6 rounds, and sonic damage increases to 5d6 against normal creatures.

In addition, a shout of fury can penetrate and dispel a *silence* spell if the war chanter makes a successful dispel check (see the targeted dispel section of the *dispel magic* spell). This ability replaces rage power at 8th level.

Clap of Thunder (Sp): Once per day, a 17th level war chanter may call upon the powers of nature to strike down his enemies. As a standard action, the war chanter can unleash a tremendous shout, while simultaneously stomping the ground and raising his weapon in salute to the heavens. Immediately upon completion of this action, and once per round thereafter, a clap of thunder sounds and a bolt of lightning flashes down in a vertical stroke at whatever target he chooses. The clap of thunder stuns any enemy within 30 feet for 1 round, unless it makes a successful Fortitude save (DC 10 + 1/2 the war chanter's level + his Cha modifier) to negate the effect. Each bolt of lightning called by the war chanter deals 3d6 points of damage, and the target receives a Reflex save (DC 10 + 1/2 the war chanter's level + his Cha modifier) for half damage. Clap of thunder otherwise functions as the *call lightning* spell, with a caster level equal to the war chanter's level. This ability replaces tireless rage.

Rage Power: The following rage powers compliment the war chanter: Fearless Rage, Ground Breaker (Greater)[†], Ground Breaker*, Inspire Ferocity*, Reckless Abandon*, Roused Anger, and Terrifying Howl*. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

Table: War Chanter

Class	Base Attack Level	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement, rage
2nd	+2	+3	+0	+0	War chant, battle cry +1, fog of war
3rd	+3	+3	+1	+1	Rage power, uncanny dodge
4th	+4	+4	+1	+1	Hymn of battle +1
5th	+5	+4	+1	+1	Strain of defense
6th	+6/+1	+5	+2	+2	Rage power, battle cry +2
7th	+7/+2	+5	+2	+2	Damage reduction 1/—, improved uncanny dodge

8th	+8/+3	+6	+2	+2	Lay of the land, <i>shout of fury</i>
9th	+9/+4	+6	+3	+3	Rage power, hymn of battle +2
10th	+10/+5	+7	+3	+3	Damage reduction 2/—, battle cry +3
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Rage power,
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Battle cry +4, hymn of battle +3
15th	+15/+10/+5	+9	+5	+5	Rage power
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, rage power
17th	+17/+12/+7/+2	+10	+5	+5	<i>Clap of thunder</i>
18th	+18/+13/+8/+3	+11	+6	+6	Rage power, battle cry +5
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—, hymn of battle +4
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage

WITCH THRALL (Quintin)

While many barbarians are suspicious of magic, for some this suspicion results in a deep sense of curiosity over the mysticism surrounding the magical arts. As such, these witch thralls, as they are called, are drawn to those who practice the arcane arts, and learn to manipulate eldritch energies through their rage. Once they have mastered this new found power, a witch thrall can hex his foes while raging, and tend to seek out arcane spellcasters in an effort to protect them from harm.

Primary Class: Barbarian.

Secondary Class: Witch.

Alignment: Any nonlawful.

Hit Dice: d10.

Bonus Skills and Ranks: The witch thrall may select three witch skills to add to his class skills in addition to the normal barbarian class skills. The witch thrall gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The witch thrall is proficient with all simple and martial weapons, with light armor, and with shields (except tower shields).

Superstitious (Ex): At 1st level, the witch thrall gains the Superstition rage power. This ability replaces **fast movement**.

Raging Hex: Due to a witch thrall's obsession with the mystic arts, he has learned to channel eldritch power while in the midst of his rage. Starting at 4th level, whenever the witch thrall could choose a rage power he can learn one of the following hexes instead: Cackle*, Charm*, Evil Eye*, Feral Speech**, Fortune*, Healing*, Misfortune*, Nails**, Prehensile Hair**, Scar**, Slumber*, Unnerve Beasts**, and Ward*. The witch thrall uses his witch thrall level to determine the effects and saves of any hex he chooses. A witch thrall can use a hex while in rage. (**Advanced Player's Guide*, ***Ultimate Magic*)

If the witch thrall makes a successful melee attack against an opponent, in addition to dealing weapon damage, he can use a swift action to deliver the effects of any one hex he has chosen to that opponent. Doing so does not provoke attacks of opportunity.

As a result of his change in focus, the witch thrall's rage powers become limited. He may only select from the following rage powers: Auspicious Mark[†], Body Bludgeon[†], Brawler (Greater)*, Brawler*, Celestial Totem, Celestial Totem (Greater), Celestial Totem (Lesser), Chaos Totem*, Chaos Totem (Greater)*, Chaos Totem (Lesser)*, Clear Mind, Come and Get Me*, Disruptive*, Eater of Magic[†], Elemental Rage*, Elemental Rage (Greater)*, Elemental Rage (Lesser)*, Energy Absorption*, Energy Eruption*, Energy Resistance*, Energy Resistance (Greater)*, Evil Totem, Evil Totem (Greater), Evil Totem (Lesser), Fiend Totem (Greater)*, Fiend Totem (lesser)*, Fiend totem*, Flesh Wound*, Ghost Rager[†], Good Totem, Good Totem (Greater), Good Totem (Lesser), Intimidating Glare, Moment of Clarity, Perfect Clarity[†], Renewed Vigor, Renewed Vitality[†], Roused Anger, Scent, Spell Breaker*, Spell Sunder[†], Spirit Totem*, Spirit Totem (Greater)*, Spirit Totem (Lesser)*, Sunder Enchantment[†], Superstition, and Witch Hunter*. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

A rage power used to target a specific enemy can only be activated when the witch thrall makes a successful hit against an enemy. This ability otherwise functions as and replaces **rage power**.

Protect the Magic (Ex): The witch thrall's obsession with arcane magic compels him to protect those who wield it. Starting at 4th level, he can bond with an arcane spellcaster in a ritual that takes 1 hour to perform. Whenever the witch thrall is adjacent to his bonded spellcaster, the spellcaster's Armor Class increases by +1. Treat this as a bonus to AC from cover for the purposes of attacks that ignore cover. In addition, the witch thrall treats any creature threatening the bonded spellcaster as an enemy, granting him a +1 morale bonus on weapon attack and damage rolls against that creature for as long as the creature threatens the spellcaster. These bonuses increase by +1 at 9th level and every five levels thereafter, to a maximum of +4 at 19th level. This bond can only be broken by the mutual agreement of both participants or the death of either. If a witch thrall's bonded spellcaster dies, the witch thrall becomes fatigued for 1d4+1 hours and cannot bond with another spellcaster for a 24-hour period. This fatigue cannot be removed except with magic. This ability replaces **trap sense and the rage power gained at 4th level**.

Damage Reduction (Ex): This is exactly like the barbarian ability of the same name, except that a witch thrall's damage reduction can be bypassed by magical weapons.

Major Hex: At 12th level, a witch thrall may select one of the following major hexes whenever he could choose a hex: Agony**, Hoarfrost*, Infect Wounds*, Nightmares**, and Retribution**. (**Advanced Player's Guide*, ***Ultimate Magic*, [†]*Ultimate Combat*; the Celestial Totem, Evil Totem, and Good Totem rage power trees are described on the MCArchetype Wiki).

Table: Witch Thrall

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Rage, superstitious
2nd	+2	+3	+0	+3	Raging hex, uncanny dodge
3rd	+3	+3	+1	+3	
4th	+4	+4	+1	+4	Protect the magic
5th	+5	+4	+1	+4	Improved uncanny dodge
6th	+6/+1	+5	+2	+5	Raging hex
7th	+7/+2	+5	+2	+5	Damage reduction 1/magic
8th	+8/+3	+6	+2	+6	Raging hex
9th	+9/+4	+6	+3	+6	
10th	+10/+5	+7	+3	+7	Damage reduction 2/magic, raging hex
11th	+11/+6/+1	+7	+3	+7	Greater rage
12th	+12/+7/+2	+8	+4	+8	Major hex, raging hex
13th	+13/+8/+3	+8	+4	+8	Damage reduction 3/magic
14th	+14/+9/+4	+9	+4	+9	Indomitable will, raging hex
15th	+15/+10/+5	+9	+5	+9	
16th	+16/+11/+6/+1	+10	+5	+10	Damage reduction 4/magic, raging hex
17th	+17/+12/+7/+2	+10	+5	+10	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+11	Raging hex
19th	+19/+14/+9/+4	+11	+6	+11	Damage reduction 5/magic
20th	+20/+15/+10/+5	+12	+6	+12	Mighty rage, raging hex

CHAPTER 2: DRUID MULTICLASS ARCHETYPES

LAND MASTER

The land master possesses a unique bond to the lands in which she lives. This connection grants her powerful abilities that aid her in protecting her home and the homes of her terrain-dwelling patrons. As time passes, the land master becomes so in tune with her surroundings that she is able shape it according to her own needs and desires, and even become one with the land itself. Although rangers and druids possess their own affinity to the natural world, none hold a greater, singular connection with it than the land master.

Primary Class: Druid.

Secondary Class: Ranger.

Alignment: Any neutral.

Hit Dice: d8.

Bonus Skills and Ranks: The land master may select three ranger skills to add to her class skills in addition to the normal druid class skills, one of which must be Stealth. The land master gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The land master is proficient with the club, composite longbow, composite short bow, dagger, dart, long bow, quarterstaff, scimitar, scythe, short bow, sickle, shortspear, sling, and spear. She is also proficient with a single one-handed or light martial weapon of her choice, and all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below). A land master is proficient with light and medium armor but is prohibited from wearing metal armor; thus, she may wear only padded, leather, or hide armor. A land master must otherwise adhere to the druid's armor restrictions as presented in the druid class entry.

Diminished Spellcasting: The land master casts divine spells drawn from the druid and ranger spell lists, and casts one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if they are domain spells or if her Wisdom allows bonus spells of that level. She otherwise prepares and casts spells as a druid of equal level.

Nature Bond (Ex): At 1st level, the land master gains the druid's nature bond ability, but must choose to bond with the natural world. The land master may select any one of the domains listed under this section of the druid entry, one of the Animal or Terrain domains (see *Ultimate Magic*), or the new Landscape domain. The land master's effective cleric level is equal to her land master level, and she receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot. The land master otherwise follows all other parameters pertaining to cleric domains.

Terrain Empathy (Ex): A land master is able to traverse difficult terrain with ease. Beginning at 1st level, whenever the land master moves through difficult terrain, he can ignore up to 5 feet of difficult terrain each round as if it were normal terrain, plus an additional 5 feet every level thereafter, up to a maximum of 100 feet at 20th level. The effects of this ability stack with those provided by Nimble Moves, Acrobatic Steps, or other similar feats. This ability replaces wild empathy.

Well-Grounded (Ex): Starting at 3rd level, the land master draws power from the ground beneath her feet, making her difficult to uproot. The land master gains a +1 to her CMD and saving throws against any combat maneuver or special attack which would remove her feet from the ground (including trip, bull rush, grapple by a flying creature, etc., at the DM's discretion). At 7th level, and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level. This ability replaces trackless step.

Favored Terrain: This is exactly like the ranger ability of the same name, except that the land master selects a favored terrain at 5th level and every four levels thereafter. This ability replaces resist nature's lure, venom immunity, a thousand faces, and timeless body.

One with the Land (Ex): At 8th level, a land master's connection with the land becomes stronger. The land master's skin toughens and takes on the texture of stone, shark skin, or the bark of a tree. This hardening grants her a +1 enhancement bonus to her natural armor and an additional +1 every four levels thereafter, to a maximum of +4 at 20th level.

Camouflage Shape (Su): Starting at 10th level, whenever the land master uses the wild shape ability to turn into an animal while within any of her favored terrains, she gains a camouflage pattern on her skin or fur, allowing her to blend into her natural surroundings. The land master may then use the Stealth skill to hide in her favored terrain, even without cover or concealment. This replaces wild shape 3/day.

Earth Glide (Ex): At 11th level, the land master becomes one with the land. As a move action, the land master can pass through stone, dirt, or almost any other sort of earth except metal at her normal speed. If protected against fire damage, the land master can even move through lava. This "burrowing" leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. However, a *move earth* spell cast on an area where the land master is located flings her back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save. This ability otherwise functions as an earth elemental's earth glide ability.

Bones of the World (Su): At 15th level, a land master can attune herself to the wellsprings of natural energy deep within the earth. As a full-round action, the land master may enter a trance for a number of rounds per day equal to her land master level + her Wisdom modifier. While in this trance, she gains fast healing 1. These rounds need not be consecutive. Once the land master emerges from her trance, she must use a full-round action to enter it again. This ability replaces wild shape 6/day.

Terra Firma (Su): At 20th level, the land master undergoes a true melding with land around her. The land master gains the plant type and tremor sense 30 feet. Also, while she is in contact with the ground (regardless of the actual terrain), the land master gains the effects of the *stone skin* spell for a number of rounds per day equal to her land master level. These rounds need not be consecutive.

In addition, the land master can use wild shape within each of her favored terrains one additional time per day. These extra uses are in addition to and do not count against her daily uses of wild shape. This ability replaces wild shape at will.

Table: Land Master

Class Level	Base				Special	Spells per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Nature bond, nature sense, orisons, terrain empathy	2	0+1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Woodland stride	3	1+1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Well-grounded +1	3	1+1	0+1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Wild shape (1/day)	3	2+1	1+1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	1st favored terrain	3	2+1	1+1	0+1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Wild shape (2/day)	3	2+1	2+1	1+1	—	—	—	—	—	—
7th	+5	+5	+2	+5	Well-grounded +2	3	3+1	2+1	1+1	0+1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	One with the land	3	3+1	2+1	2+1	1+1	—	—	—	—	—
9th	+6/+1	+6	+3	+6	2nd favored terrain	3	3+1	3+1	2+1	1+1	0+1	—	—	—	—
10th	+7/+2	+7	+3	+7	Camouflage shape, wild shape (3/day)	3	3+1	3+1	2+1	2+1	1+1	—	—	—	—
11th	+8/+3	+7	+3	+7	Earth glide, well-grounded +3	3	3+1	3+1	3+1	2+1	1+1	0+1	—	—	—

12th	+9/+4	+8	+4	+8	Wild shape (4/day)	3	3+1	3+1	3+1	2+1	2+1	1+1	—	—	—
13th	+9/+4	+8	+4	+8	3rd favored terrain	3	3+1	3+1	3+1	3+1	2+1	1+1	0+1	—	—
14th	+10/+5	+9	+4	+9	Well-grounded +4	3	3+1	3+1	3+1	3+1	2+1	2+1	1+1	—	—
15th	+11/+6/+1	+9	+5	+9	Bones of the earth	3	3+1	3+1	3+1	3+1	3+1	2+1	1+1	0+1	—
16th	+12/+7/+2	+10	+5	+10	Wild shape (5/day)	3	3+1	3+1	3+1	3+1	3+1	2+1	2+1	1+1	—
17th	+12/+7/+2	+10	+5	+10	4th favored terrain	3	3+1	3+1	3+1	3+1	3+1	3+1	2+1	1+1	0+1
18th	+13/+8/+3	+11	+6	+11	Wild shape (6/day)	3	3+1	3+1	3+1	3+1	3+1	3+1	2+1	2+1	1+1
19th	+14/+9/+4	+11	+6	+11	Well-grounded +5	3	3+1	3+1	3+1	3+1	3+1	3+1	3+1	2+1	2+1
20th	+15/+10/+5	+12	+6	+12	Terra firma	3	3+1	3+1	3+1	3+1	3+1	3+1	3+1	3+1	3+1

Note: "+1" represents the domain spell slot

CHAPTER 3: RANGER MULTICLASS ARCHETYPES

APEX WARRIOR

Rangers are often seen as warriors of the wild, studying animals, surviving off the land, and becoming one with the environment around them, all the while protecting them from those who would seek to destroy it. Among these nature lovers are those who have delved so deep into the nature, behaviors, and culture of a specific animal that they have become one of them. Enter the apex warrior—a champion of the wild who has attained the pinnacle of natural ferocity, wild intuition, and skill with natural weapons by living among the species to which he has developed an affinity for. He has seamlessly fused the survival instincts, wilderness training, and skill with natural weapons inherent in his chosen species with combat training of a devious, unrelenting guerilla fighter. By utilizing stealth, behaviors, and survival techniques learned from the very animals themselves, the apex warrior is one to be feared if encountered in the wilderness realms of the world.

In order to understand the wild, it is sometimes necessary to truly become wild, to take on the aspect of feral nature and walk with and within it. The apex warrior most succinctly embodies this creed. Almost exclusively a creature of the wild, the apex warrior has chosen the path, role and position of the top predators of his environment – the apex predators, the lords of the wild places, the killers and silent assassins who wield no weapons except their natural gifts of bone, sinew, fang, talon and tooth. Though he might wear armor and carry metal weapons, the apex warrior draws his strength, his tactics and his battle capabilities from the apex predator that he has taken both as his boon companion and his warrior's totem.

Primary Class: Ranger.

Secondary Class: Fighter.

Hit Dice: d10.

Bonus Skills and Ranks: The apex warrior may select three fighter skills to add to his class skills in addition to the normal ranger class skills. The apex warrior gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The apex warrior is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields). If the apex warrior selects the ursine species affinity, he is also proficient with heavy armor.

Affinity Traits (Ex): An apex warrior exhibits the traits of his species affinity. At 1st level, and again at 4th level and every four levels thereafter, an apex warrior can select one trait according to his chosen affinity (see individual Species Affinities below). **Affinity traits can only be used while wearing medium armor or lighter.** This ability replaces **avored enemy and improved evasion**.

Species Affinity (Ex/Sp): At 1st level, an apex warrior must choose a species affinity (see Species Affinities below). Once chosen, it cannot be changed. He gains a +2 circumstance bonus on Handle Animal and wild empathy checks with animals of his species affinity, and he can communicate with them as if using a continual *speak with animals* spell-like ability. This ability otherwise functions as and replaces **wild empathy**.

Combat Style Feats: This is exactly like the ranger's ability of the same name, except that the apex warrior must select either the Natural Weapon style below or a combat style listed in his species affinity. This ability otherwise functions as and replaces **combat style feats**.

Natural Weapon Style: If the apex warrior selects natural weapon style, he can choose from the following list whenever he gains a combat style feat: Aspect of the Beast, Improved Natural Attack[#], Rending Claws^{*}, and Weapon Focus. At 6th level, he adds Eldritch Claws and Vital Strike to the list. At 10th level, he adds Multiattack[#] and Improved Vital Strike to the list. (^{*}*Advanced Player's Guide*, [#]*Bestiary*)

Apex Powers: At 3rd level, and every three levels thereafter, apex warrior may select one apex power according to his chosen affinity (see Species Affinities below). Apex powers (or advanced powers) can only be used while wearing medium armor or lighter. This ability and advanced powers replace the **ranger's spellcasting ability**.

Hunter's Bond (Ex): This is exactly like the ranger ability of the same name, except that an apex warrior must choose the animal companion bond. He must select a bear (ursine affinity), a cheetah, leopard, lion or tiger (feline affinity), a dog, hyena or wolf (canine affinity), or a faerie dragon, pseudodragon, or a Small drake (draconic affinity) as his animal companion, according to his species affinity.

Greater Species Affinity (Ex): At 5th level, an apex warrior gains a +2 insight bonus on wild empathy checks with animals of his species affinity, and he may use wild empathy to duplicate an Intimidate check rather than a Diplomacy check. In addition, he can influence lycanthropes and magical beasts related to his species affinity with wild empathy, if their Intelligence score is 1 or 2, or they do not possess an Intelligence score. For example, an apex warrior with the canine affinity could influence a werewolf or a blink dog with this ability. Once the apex warrior chooses the type of creature, it cannot be changed. This ability replaces **evasion**.

Advanced Powers: At 12th level, and every three levels thereafter, an apex warrior can choose an advanced power in place of an apex power, according to his affinity.

SPECIES AFFINITIES

Through years of dwelling among and living as a single species of animal, the apex warrior has come to resemble it, and has even developed a special kinship with its kind. This affinity determines the apex warrior's affinity traits, choice of combat style feats, and apex powers, all which allow him to emulate his affinity animal's behaviors and abilities. The Canine, Feline, and Ursine affinities are described in detail hereafter.

Canine Affinity

An apex warrior with the canine affinity exhibits the traits and behaviors of dogs, hyenas, wolves, and other canine species. He tends to be unkempt and ragged in appearance though muscled, snaps at friends and foes alike, and possesses a pack mentality that applies to both his allies and his tactics in combat. The following affinity traits, combat style feats, and apex powers emulate creatures of the canine species.

Affinity Traits: An apex warrior with the canine affinity may select from the following traits.

Agile Moves: The apex warrior gains a +2 bonus on Acrobatics and Climb checks.

Cave Born: The apex warrior gains a +2 bonus on Knowledge (dungeoneering) and Survival checks made underground.

Fleet-Footed: The apex warrior gains Run as a bonus feat and a +2 bonus on initiative checks. The apex warrior must have the canine or feline affinity to select this trait.

Hardy: The apex warrior gains a +2 bonus on saving throws against poison (magical or otherwise). The apex warrior must have the canine or ursine affinity to select this trait.

Improved Flanker: The apex warrior gains a +4 bonus when his opponent is flanked by an ally instead of the normal +2. The apex warrior must have the canine affinity to select this trait.

Improved Scent (Ex): The apex warrior gains the Keen Scent ability. The apex warrior must have the scent trait to select this trait.

Keen Senses: The apex warrior gains a +2 bonus on Perception checks.

Natural Swimmer: The apex warrior gains a +2 bonus on Swim checks.

Night Vision: The apex warrior gains low-light vision. If the apex warrior already has low-light vision, its range doubles.

Scent (Ex): The apex warrior gains the Scent ability.

Sprinter: The apex warrior gains a 10-foot bonus to his speed when using the charge, run, or withdraw actions. The apex warrior must have the canine or feline affinity to select this trait.

Sure-Footed: The apex warrior does not lose his Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces. The apex warrior must have the canine or feline affinity to select this trait.

Toothy: The apex warrior grows large, sharp teeth, granting a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage.

Tough Hide (Ex): The apex warrior gains a +1 bonus to his natural armor.

Unwilling Flanker: The apex warrior gains a +2 flanking bonus when his current opponent is adjacent to another opponent. The apex warrior must have the canine affinity and the improved flanker trait to select this trait.

Wildcraft: The apex warrior gains a +2 bonus on Knowledge (nature) and Survival checks made above ground.

Combat Style Feats: An apex warrior with the canine affinity may select the Natural Weapon style (see above) or one of the following Combat Styles.

Canine Style: If the apex warrior selects canine style, he can choose from the following list whenever he gains a combat style feat: Greater Feint, Greater Trip, Spring Attack, and Underfoot*. At 6th level, he adds Crippling Critical and Disengaging Flourish† to the list. At 10th level, he adds Lightning Stance and Pinning Rend† to the list. (*Advanced Player's Guide, †Ultimate Combat)

Pack Master Style: If the apex warrior selects pack master style, he can choose from the following list whenever he gains a combat style feat: Improved Back to Back†, Outflank*, Paired Opportunist*, and Team Up*. At 6th level, he adds Combat Patrol* and Seize the Moment† to the list. At 10th level, he adds Coordinated Charge† and Improved Feint Partner† to the list. (*Advanced Player's Guide, †Ultimate Combat)

Apex Powers: An apex warrior with the canine affinity may select from the following powers.

Counterstrike (Ex): When an enemy that is adjacent to the apex warrior hits an ally with a melee or ranged attack, the apex warrior can make a single melee attack with a natural weapon or melee weapon at his highest base attack bonus against the creature who attacked his ally. The apex warrior must have the toothy trait to be able to use this power with natural weapons.

Covered Retreat (Ex): When the apex warrior takes a move action, the square he starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against him when he moves from that square. The apex warrior must end this movement in a square adjacent to an ally.

Distracting Attack (Ex): The apex warrior can make a single attack with a natural weapon or melee weapon, as a free action. If the attack hits, the target takes a –2 penalty on all attack rolls for 1 round. The apex warrior must have the toothy trait to use this power with natural weapons.

Evasion (Ex): The apex warrior gains the ranger's evasion ability.

Improved Natural Weapon (Ex): The apex warrior's natural weapon increases by one damage die (1d3 to 1d4, 1d4 to 1d6, and so on). The apex warrior may select this power multiple times, but each time it applies to a different natural weapon.

Natural Savagery (Ex): An apex warrior gains a +2 bonus on attack and damage rolls with natural weapons. This bonus also applies to CMB and CMD for grappling.

Pack Leader (Ex): The apex warrior's allies are treated as if they are considered to have the same teamwork feats that he has for the purpose of determining whether he receives a bonus from his teamwork feats. The apex warrior's allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the apex warrior to receive the listed bonus.

Rend (Ex): The apex warrior gains the Rend special attack (see Universal Monster Rules) and can use it with either his natural weapons or a single melee weapon. The apex warrior must have the toothy trait to use this power with natural weapons.

Savage: The apex warrior deals +1d6 extra points of damage on his first attack in a round against a prone opponent.

Take Down (Ex): When the apex warrior succeeds on a Trip attack, the target is pinned for 1d4+1 rounds. The apex warrior must have the Trip power to select this power.

Trip (Ex): The apex warrior gains the Trip special attack. The apex warrior must have the canine affinity to select this power.

Uncanny Dodge (Ex): The apex warrior gains the rogue's uncanny dodge ability.

Advanced Powers: An apex warrior with the canine affinity may select from the following advanced powers.

Greater Savage Charge (Ex): When using savage charge, the AC penalty is reduced to 1/4 his apex warrior level instead of 1/2 his apex warrior level. In addition, the apex warrior can charge through friendly creatures and difficult terrain. The apex warrior must have the savage charge power to select this power.

Impromptu Flanking (Ex): Whenever the apex warrior misses with an attack on a flanked opponent, he can designate a single ally who is also flanking the target that his attack missed. That ally can make a single melee attack against the opponent as an immediate action. The apex warrior can use this power once per day at 9th level, and an additional time per day every three levels thereafter.

Improved Evasion (Ex): The apex warrior gains the ranger's evasion ability. The apex warrior must have the evasion power and be at least 15th level to select this power.

Improved Uncanny Dodge (Ex): The apex warrior gains the rogue's improved uncanny dodge ability. The apex warrior must have the uncanny dodge power to select this power.

Opportunist (Ex): Once per round, the apex warrior can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even an apex warrior with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Rapid Attack (Ex): The apex warrior can combine a full-attack action with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal. (**Mobile Fighter ability**)

Ruthless Hunter (Ex): Once per day, the apex warrior can designate a single enemy he is adjacent to as his prey. Until the end of his next turn, he can add his apex warrior level as bonus damage to all his attacks made against his prey.

Savage Charge (Ex): Whenever an apex warrior attacks with a natural weapon at the end of a charge, he gains a bonus on his natural weapon attack rolls equal to 1/2 his apex warrior level, while suffering a penalty to his AC equal to 1/2 his apex warrior level. These replace the normal attack roll bonus and AC penalty for charging. This bonus also applies to his CMB for a bull rush or overrun combat maneuvers made when charging. Savage charge can only be used on a single attack at the end of the charge, and cannot be combined with Pounce or any other power that allows more than one attack after a charge. The apex warrior must have the clawed trait or the toothy trait to use this power with natural weapons. (**Savage Warrior ability**)

Vicious Bite (Ex): When the apex warrior attacks with a natural weapon, he treats all 1s and 2s on his natural weapon damage rolls as 3s.

Draconic Affinity

An apex warrior with the draconic affinity exhibits the traits of true dragons or those races of the draconic blood. He tends to be lithe but strong in appearance, powerfully built, and prefers battle tactics that rely upon cunning. The following affinity traits, combat style feats, and apex powers emulate creatures of the draconic species.

Affinity Traits: An apex warrior with the draconic affinity may select from the following traits.

Adept Maneuvers: The apex gains a +2 bonus on combat maneuver checks made to disarm, sunder, or trip an opponent. This bonus only applies while both the apex warrior and his opponent are standing on the ground.

Agile Moves: The apex warrior gains a +2 bonus on Acrobatics and Climb checks.

Clawed: The apex warrior grows claws at the ends of his finger, granting 2 claw attacks. This is a primary natural attack that deals 1d4 points of slashing damage. The apex warrior must have the feline or draconic affinity to select this trait.

Darkvision (Ex): The apex warrior gains darkvision 60 feet. If the apex warrior already has darkvision, its range increases by 30 feet.

Draconic Empathy: The apex warrior gains a +2 bonus on Diplomacy and Intimidate checks against creatures of the dragon or reptilian types.

Draconic Immunities: The apex warrior is immune to magic *sleep* and paralysis effects.

Dragon Lore: The apex warrior gains a +2 bonus on Knowledge (arcana) checks related to dragons and draconic races.

Dragon Tongue: The apex warrior gains Draconic as a bonus language.

Improved Scent (Ex): The apex warrior gains the Keen Scent ability. The apex warrior must have the scent trait to select this trait.

Keen Senses: The apex warrior gains a +2 bonus on Perception checks.

Natural Swimmer: The apex warrior gains a +2 bonus on Swim checks.

Night Vision: The apex warrior gains low-light vision. If the apex warrior already has low-light vision, its range doubles.

Scaleborn (Ex): The apex warrior grows small dragon scales all over his body. His natural armor bonus increases to +3. The apex warrior must have the tough hide traits to select this trait.

Scent (Ex): The apex warrior gains the Scent ability.

Toothy: The apex warrior grows large, sharp teeth, granting a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage.

Tough Hide (Ex): The apex warrior gains a +1 bonus to his natural armor.

Combat Style Feats: An apex warrior with the draconic affinity may select the Natural Weapon style (see above) or one of the following Combat Styles.

Two-Handed Weapon Style: If the apex warrior 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. At 10th level, he adds Dreadful Carnage and Improved Sunder to the list.

Draconic Style: If the apex warrior selects draconic style, he can choose from following list whenever he gains a combat style feat: Dazzling Display, Draconic Defender*, Improved Critical (bite, claw), and Flyby Attack. At 6th level, he adds Shatter Defenses and Hover to the list. At 10th level, he adds Deadly Stroke and Wingover to the list. (**Pathfinder Chronicles: Dragons Revisited*. Copyright 2009, Paizo Publishing, LLC; Author: Mike McArtor)

Apex Powers: An apex warrior with the draconic affinity may select from the following powers.

Arcane Resistance (Ex): The apex warrior gains a +2 bonus on saving throws against all spells and spell-like effects.

Bludgeon Specialist (Ex): The apex warrior emulates the effects of a dragon's tail slap. He can use any weapon he wields to deal bludgeoning damage equal to the damage of his weapon plus 1-1/2 times the apex warrior's Strength bonus (rounded down). If the weapon has the bludgeoning type, its damage die increases one category.

Burrow: The apex warrior gains a burrow speed of 5 ft., and gains a +4 bonus on Survival checks underground. The apex warrior must have the clawed trait, the draconic aspect (blue, brass, or white) power, and be at least 6th level to select this power.

Change Shape (Su): The apex warrior can assume any animal form three times per day as if using *polymorph*. At 12th level, the apex warrior can also use this ability to assume any humanoid form. The apex warrior must have the draconic aspect (gold or silver) power and be at least 9th level to select this power.

Climb Stone (Ex): The apex warrior can climb on stone surfaces as though using the *spider climb* spell a number of times per day equal to 3 + his Charisma modifier, and his bonus to Climb checks increases to +4. The apex warrior must have the agile moves trait, the draconic aspect (copper), and be at least 6th level to select this power.

Damage Reduction (Ex): The apex warrior gains damage reduction 2/magic. The apex warrior must have the draconic aspect power and be at least 6th level to select this power.

Desert Thirst (Su): The apex warrior can cast *create water* a number of times per day equal to 3 + his Charisma modifier, using his apex warrior level as his caster level. Alternatively, he can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 10 + the apex warrior's level + the apex warrior's Charisma modifier) or be destroyed. The apex warrior must have the draconic aspect (blue) power to select this power.

Desert Wind (Su): The apex warrior can call up the wind to serve him while within a desert terrain once per day. This functions as *gust of wind*, but any creature in its path must make a Fortitude save (DC 10 + the apex warrior's level + the apex warrior's Charisma modifier) or be blinded for 1d4 rounds by the sand. The apex warrior must have the draconic aspect (brass) power to select this power.

Draconic Aspect (Ex): The apex warrior must select one of the following dragon subtypes: black (acid), blue (electricity), brass (fire), bronze (electricity), copper (acid), gold (fire), green (acid), red (fire), silver (cold), or white (cold). His scales take on the color of that dragon, and gains resistance 2 to the dragon's corresponding energy type. The apex warrior must have the draconic affinity and the scaleborn trait to select this trait.

Draconic Breath (Su): The apex warrior gains a draconic breath weapon. He gains a breath weapon that is determined by his scale coloration. Using a breath weapon is a standard action that does not provoke attacks of opportunity. The apex warrior can use his breath weapon once per day. Creatures within the area of your breath weapon who succeed at a Reflex saving throw (DC 10 + the apex warrior's level + the apex warrior's Constitution modifier) take only half damage. The apex warrior must have the dragon aspect trait and be at least 9th level to select this power.

The apex warrior gains one of the following breath weapon as determined by his chosen dragon subtype.

Black: You breathe a 30-foot line of acid that deals 1d6 points of acid damage.

Blue: You breathe a 30-foot line of electricity that deals 1d6 points of electricity damage.

Brass: You breathe a 30-foot line of fire that deals 1d6 points of fire damage.

Bronze: You breathe a 30-foot line of electricity that deals 1d6 points of electricity damage.

Copper: You breathe a 30-foot line of acid that deals 1d6 points of acid damage.

Gold: You breathe a 15-foot cone of fire that deals 1d6 points of fire damage.

Green: You breathe a 15-foot cone of acid that deals 1d6 points of acid damage.

Red: You breathe a 15-foot cone of fire that deals 1d6 points of fire damage.

Silver: You breathe a 15-foot cone of cold that deals 1d6 points of cold damage.

White: You breathe a 15-foot cone of cold that deals 1d6 points of cold damage.

Energy Resistance (Ex): The apex warrior gains resistance 5 to his chosen dragon's corresponding energy type. The apex warrior must have the draconic aspect power to select this power.

Fog Vision (Ex): The apex warrior can see perfectly well in fog and clouds. The apex warrior must have the draconic aspect (silver) power to select this power.

Glide (Ex): The apex warrior can sprout (or retract) a pair of dragon wings as a standard action. While too weak for actual flying, these wings do allow the apex warrior to fall at a very slow and safe pace and glide to the ground. He can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, the apex warrior may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet it falls. These wings last for 1 minute plus 1 round per apex warrior level. These rounds need not be consecutive. The apex warrior must have the draconic aspect power to select this power.

Grab (Ex): The apex warrior gains the Grab attack. The apex warrior must have the clawed or toothy trait to select this power.

Icewalking (Ex): The apex warrior can use an ability that works like the *spider climb* spell a number of times per day equal to 3 + the apex warrior's Charisma modifier, but the surfaces that he climbs must be icy. The apex warrior can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice. The apex warrior must have the draconic aspect (white) power to select this power.

Improved Arcane Resistance (Ex): The apex warrior's draconic resistances improve. He gains a +4 bonus on saving throws against all spells and spell-like effects. The apex warrior must have the arcane resistance power to select his power.

Improved Natural Weapon (Ex): The apex warrior's natural weapon increases by one damage die (1d3 to 1d4, 1d4 to 1d6, and so on). The apex warrior may select this power multiple times, but each time it applies to a different natural weapon.

Move Sand (Su): The apex warrior can move sand to excavate ruins or hide treasures once per day. This functions as *move earth*, but it only affects sand. The apex warrior uses his level as his caster level for this effect. This is equivalent to a 5th-level spell. The apex warrior must have the draconic aspect (brass) power to select this power.

Paralyzing Breath (Su): The apex warrior can breathe a cone of paralyzing gas instead of a cone of cold. Creatures within the cone must succeed on a Fortitude save or be paralyzed for a number of rounds equal to 1d4 + 1/2 the apex warrior's level. This expends one use of apex warrior's draconic breath ability. The apex warrior must have the draconic aspect (silver) and draconic breath powers, and be at least 9th level to select this power.

Rend (Ex): The apex warrior gains the Rend special attack (see Universal Monster Rules) and can use it with either his natural weapons or the Two-Handed Weapon style. The apex warrior must have the clawed or toothy trait to use this power with natural weapons.

Repulsion Breath (Su): The apex warrior can breathe a cone of *repulsion* gas instead of a line of electricity. Targets must make a Will save or be compelled to do nothing but move away from the apex warrior for a number of rounds equal to 1/2 his apex warrior level. This is a mind-affecting compulsion effect. This expends one use of apex warrior's draconic breath ability. The apex warrior must have the draconic aspect (brass) and draconic breath powers, and be at least 9th level to select this power.

Sleep Breath (Su): The apex warrior can breathe a 60 ft. cone of *sleep* gas instead of a line of fire. Creatures within the cone must succeed on a Will save or fall asleep for a number of rounds equal to 1d4 + 1/2 the apex warrior's level. This expends one use of apex warrior's draconic breath ability. The apex warrior must have the draconic aspect (brass) and draconic breath powers, and be at least 9th level to select this power.

Slow Breath (Su): The apex warrior can breathe a cone of slowing gas instead of a cone of acid. Those in the cone must make a Fortitude save or be slowed (as per the spell *slow*) for a number of rounds equal to 1d4 + 1/2 the apex warrior's level. This expends one use of apex warrior's draconic breath ability. The apex warrior must have the draconic aspect (copper) and draconic breath powers, and be at least 9th level to select this power.

Smoke Vision (Ex): The apex warrior can see perfectly in smoky conditions (such as those created by *pyrotechnics*). The apex warrior must have the draconic aspect (red) power to select this power.

Snow Vision (Ex): The apex warrior can see perfectly well in snowy conditions. He does not suffer any penalties to Perception checks while in snow. The apex warrior must have the draconic aspect (white) power to select this power.

Sound Imitation (Ex): The apex warrior can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check. The apex warrior must have the draconic aspect (blue) power to select this power.

Speak with Reptiles (Sp): The apex warrior can use the spell-like ability to speak with reptiles a number of times per day equal to 3 + the apex warrior's Charisma modifier. This functions as *speak with animals*, but only with reptilian animals. The apex warrior must have the draconic aspect (black) power to select this power.

Sundering Strike (Ex): The apex warrior gains a +2 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects with a claw attack or a two-handed melee weapon.

Swamp Stride (Ex): The apex warrior can move through bogs and quicksand without penalty at its normal speed. The apex warrior must have the draconic aspect (black) power to select this power.

Trackless Step (Ex): The apex warrior does not leave a trail in natural surroundings and cannot be tracked, but can choose to leave a trail, if he so desires. The apex warrior must have the draconic aspect (green) power to select this power.

Trap Master (Ex): The apex warrior gains a +1 bonus on Craft (traps) and Perception checks made to locate a trap for every three levels he possesses, up to a maximum of +6 at 18th level. At 6th level, the apex warrior can also use Disable Device to disarm magic traps as if he had the rogue's Trapfinding class feature. The apex warrior must have the draconic aspect (copper) power to select this power.

Water Breathing: The apex warrior can breathe underwater as the *water breathing* spell. The apex warrior must have the waterborn trait to select this trait.

Waterborn: The apex warrior gains a swim speed of 20 ft., and his bonus on Swim checks increases to +4. The apex warrior must have the natural swimmer trait and the draconic aspect (black, bronze, green, gold) power to select this power.

Wave Mastery (Su): The apex warrior, along with creatures or vessels within 30 feet, can move at twice their normal speed in water. This effect lasts for 1 minute per apex warrior level. The apex warrior must have the draconic aspect (bronze) and waterborn powers to select this power.

Weakening Breath (Su): The apex warrior can breathe a cone of weakening gas instead of a cone of fire. Creatures within the cone must succeed on a Fortitude save or take 1 point of Strength damage for every two apex warrior levels he possesses (Will save half). This effect lasts for a number of rounds equal to 1d4 + 1/2 the apex warrior's level. This expends one use of apex warrior's draconic breath ability. The apex warrior must have the draconic aspect (gold) and draconic breath powers, and be at least 9th level to select this power.

Weapon Sweep (Ex): This apex warrior emulates the effects of a dragon's tail sweep. As a standard action, the apex warrior can make a weapon sweep attack with either a two-handed melee weapon or a weapon with reach. This sweep affects a half-circle with a radius of 5 feet, extending from an intersection on the edge of the apex warrior's space in any direction. Creatures within the swept area are affected if they are two or more size categories smaller than the apex warrior. This sweep automatically deals the indicated weapon damage plus 1-1/2 times the apex warrior's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC 10 + the apex warrior's level + the apex warrior's Strength modifier). The apex warrior must be at least 9th level to select this power.

Woodland Stride (Ex): The apex warrior can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally. The apex warrior must have the draconic aspect (green) power to select this power.

Advanced Powers: An apex warrior with the dragon affinity may select from the following advanced powers.

Camouflage (Ex): The apex warrior can use Stealth to hide in any sort of natural forest or jungle terrain, even if the terrain does not grant cover or concealment. The apex warrior must have the draconic aspect (green) power to select this power.

Crush (Ex): The apex warrior can land on foes as a standard action, using his whole body to crush them. Crush attacks are effective only against opponents two or more size categories smaller than the apex warrior. A crush attack affects only one creature, and if affected must succeed on a Reflex save (DC 10 + the apex warrior's level + the apex warrior's Strength modifier) or be pinned, automatically taking 2d6 bludgeoning damage plus 1-1/2 times the apex warrior's Strength bonus (rounded down). If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal with a +4 bonus, but takes no additional damage. The apex warrior must have the flight power and be at least 15th level to select this power.

Flight (Ex): The apex warrior gains a fly speed of 20 feet (average maneuverability). The apex warrior must have the glide power to select this power.

Frightful Presence (Ex): The apex warrior's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 10 feet, and the duration is 2d6 rounds. This ability affects only opponents with fewer Hit Dice than the apex warrior has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the apex warrior's level + the apex warrior's Charisma modifier). On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. An

opponent that succeeds on the saving throw is immune to the apex warrior's frightful presence for 24 hours. Frightful presence is a mind-affecting *fear* effect.

Greater Damage Reduction (Ex): The apex warrior gains damage reduction 10/magic. The apex warrior must have the improved draconic aspect power and be at least 18th level to select this power.

Improved Breath Weapon (Su): The apex warrior's breath weapon deals 2d6 points of energy damage as determined by his scale coloration, and can be used twice per day. The apex warrior must have the draconic breath power and be at least 15th level to select this power.

Improved Damage Reduction (Ex): The apex warrior gains damage reduction 5/magic. The apex warrior must have the draconic aspect and damage reduction powers to select this power.

Improved Energy Resistance (Ex): The apex warrior's energy resistance increases to 10. The apex warrior must have the energy resistance power to select this power.

Manipulate Flames (Su): The apex warrior can control any fire spell within 5 feet per apex warrior level once per day. This ability allows the apex warrior to move any fire effect in the area, as if he were the caster. This ability also allows him to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the apex warrior can control any new fire spell cast within its area of control, as if he were the caster. It can make all decisions allowed to the caster, including canceling the spell if he so desires. The apex warrior must have the draconic aspect (red) power to select this power.

Spell Resistance (Ex): The apex warrior gains spell resistance equal to his level. The apex warrior must have the improved arcane resistances power and be at least 15th level to select his power.

Wing Attack (Ex): The apex warrior 2 slam attacks with his wings, even when flying. These attacks deal 1d4 points of damage plus 1/2 the apex warrior's Strength bonus (rounded down). The apex warrior must have the flight power to select this power.

Feline Affinity

An apex warrior with the feline affinity exhibits the traits and behaviors of lions, panthers, tigers, and other feline species. He tends to be sleek and neatly kept, possesses a cat-like grace, superhuman agility, prefers to do things alone, and possesses a self-assured, nearly arrogant view of his skills. The following affinity traits, combat style feats, and apex powers emulate creatures of the feline species.

Affinity Traits: An apex warrior with the feline affinity may select from the following traits.

Agile Moves: The apex warrior gains a +2 bonus on Acrobatics and Climb checks.

Agile Step: The apex warrior ignores difficult terrain when he takes a 5-foot step. The apex warrior must have the canine or feline affinity to select this trait.

Cave Born: The apex warrior gains a +2 bonus on Knowledge (dungeoneering) and Survival checks made underground.

Clawed: The apex warrior grows claws at the ends of his finger, granting 2 claw attacks. This is a primary natural attack that deals 1d4 points of slashing damage. The apex warrior must have the feline or ursine affinity to select this trait.

Fleet-Footed: The apex warrior gains Run as a bonus feat and a +2 bonus on initiative checks. The apex warrior must have the canine or feline affinity to select this trait.

Improved Scent (Ex): The apex warrior gains the Keen Scent ability. The apex warrior must have the scent trait to select this trait.

Keen Senses: The apex warrior gains a +2 bonus on Perception checks.

Natural Swimmer: The apex warrior gains a +2 bonus on Swim checks.

Night Vision: The apex warrior gains low-light vision. If the apex warrior already has low-light vision, its range doubles.

Scent (Ex): The apex warrior gains the Scent ability.

Silent Hunter: The apex warrior reduces the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait). The apex warrior must have the feline affinity to select this trait.

Sprinter: The apex warrior gains a 10-foot bonus to his speed when using the charge, run, or withdraw actions. The apex warrior must have the canine or feline affinity to select this trait.

Sure-Footed: The apex warrior does not lose his Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces. The apex warrior must have the canine or feline affinity to select this trait.

Toothy: The apex warrior grows large, sharp teeth, granting a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage.

Tough Hide (Ex): The apex warrior gains a +1 bonus to his natural armor.

Wildcraft: The apex warrior gains a +2 bonus on Knowledge (nature) and Survival checks made above ground.

Combat Style Feats: An apex warrior with the feline affinity may select the Natural Weapon style (see above) or one of the following Combat Styles.

Feline Style: If the apex warrior selects feline style, he can choose from following list whenever he gains a combat style feat: Attuned to the Wild^{††}, Feline Grace^{††}, Guardian of the Wild^{††}, and Nimble Striker^{††}. At 6th level, he adds Claw Pounce^{††} and Spirit of the Wild^{††} to the list. At 10th level, he adds Bleeding Critical and Rapid Grapppler[†] to the list. ([†]*Ultimate Combat*, ^{††}*Advanced Race Guide*)

Two-Weapon Combat Style: If the apex warrior selects two-weapon combat style, 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. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

Apex Powers: An apex warrior with the feline affinity may select from the following powers.

Agility (Ex): The apex warrior gains a +2 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled.

Counterstrike (Ex): When an enemy that is adjacent to the apex warrior hits an ally with a melee or ranged attack, the apex warrior can make a single melee attack with a natural weapon or melee weapon at his highest base attack bonus against the creature who attacked his ally. The apex warrior must have the clawed or toothy trait to be able to use this power with natural weapons.

Defensive Swipes (Ex): When the apex warrior makes a full-attack with both claw attacks or with his primary and secondary melee weapon, he gains a +2 dodge bonus to AC against melee attacks until the beginning of his next turn. The apex warrior must have the clawed trait to use this power with natural weapons.

Evasion (Ex): The apex warrior gains the ranger's evasion ability.

Improved Natural Weapon (Ex): The apex warrior's natural weapon increases by one damage die (1d3 to 1d4, 1d4 to 1d6, and so on). The apex warrior may select this power multiple times, but each time it applies to a different natural weapon.

Leap: The apex warrior adds 1/2 his apex warrior level to all Acrobatics checks made to jump, and is always treated as if he had a running start when jumping.

Leaping Attack (Ex): Whenever an apex warrior moves at least 5 feet prior to attacking, he gains a +2 bonus on attack and damage rolls.

Pounce (Ex): The apex warrior gains the Pounce special attack (see Universal Monster Rules) and can use it with either his natural weapons or the Two-Weapon style. The apex warrior must have the clawed trait to use this power with natural weapons and be 9th level to select this power.

Rake (Ex): The apex warrior gains the Rake special attack (see Universal Monster Rules) and can use it with either his natural weapons or the Two-Weapon style. The apex warrior must have the clawed trait to use this power with natural weapons.

Rend (Ex): The apex warrior gains the Rend special attack (see Universal Monster Rules) and can use it with either his natural weapons or the Two-Handed Weapon style or the Two-Weapon style. The apex warrior must have the clawed trait or toothy trait to use this power with natural weapons.

Uncanny Dodge (Ex): The apex warrior gains the rogue's uncanny dodge ability.

Advanced Powers: An apex warrior with the feline affinity may select from the following advanced powers.

Agile Defender (Ex): When an apex warrior makes a full-attack with both his natural weapons or with his primary and secondary melee weapons, every creature that hits him with a melee attack before the beginning of his next turn provokes an attack of opportunity from the warrior. The apex warrior must have the doublestrike and deft doublestrike powers to select this power. The apex warrior must also have the clawed trait and the toothy trait to use this power with natural weapons.

Deft Doublestrike (Ex): When the apex warrior hits an opponent with both of his natural weapons or with his primary and secondary melee weapons, he can make a disarm or sunder attempt (or trip, if one or both natural weapons can be used to trip) against that opponent as an immediate action that does not provoke attacks of opportunity. The apex warrior must have the doublestrike power to select this power. The apex warrior must have the clawed and toothy trait to use this power with natural weapons.

Doublestrike (Ex): As a standard action, an apex warrior can make one attack with both of his natural weapons or with his primary and secondary melee weapons. The penalties for attacking with two weapons apply normally. The apex warrior must have the clawed and toothy trait to use this power with natural weapons.

Graceful Faller: The apex warrior has an amazing sense of balance and keen knowledge of their own center of gravity. He always lands on his feet even when they take lethal damage from a fall. Furthermore, the apex warrior can fall up to 10 feet without taking falling damage, plus another 10 feet for every four levels beyond 9th.

Greater Savage Charge (Ex): When using savage charge, the AC penalty is reduced to 1/4 his apex warrior level instead of 1/2 his apex warrior level. In addition, the apex warrior can charge through friendly creatures and difficult terrain. The apex warrior must have the savage charge power to select this power.

Improved Evasion (Ex): The apex warrior gains the ranger's evasion ability. The apex warrior must have the evasion power and be 15th level to select this power.

Improved Uncanny Dodge (Ex): The apex warrior gains the rogue's improved uncanny dodge ability. The apex warrior must have the uncanny dodge power to select this power.

Rapid Attack (Ex): The apex warrior can combine a full-attack action with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal.

Swift Attack (Ex): When using a natural weapon to attack a creature, the apex warrior adds his Dexterity modifier to his damage rolls in addition to his Strength modifier. The apex warrior must have the feline affinity and be at least 15th level to select this power. The apex warrior must have the clawed or toothy trait to use this power with natural weapons.

Savage Charge (Ex): Whenever an apex warrior attacks with a natural weapon at the end of a charge, he gains a bonus on his natural weapon attack rolls equal to 1/2 his apex warrior level, while suffering a penalty to his AC equal to 1/2 his apex warrior level. These replace the normal attack roll bonus and AC penalty for charging. This bonus also applies to his CMB for a bull rush or overrun combat maneuvers made when charging. The apex warrior must have the clawed trait or the toothy trait to use this power with natural weapons.

Ursine Affinity

An apex warrior with the ursine affinity exhibits the traits and behaviors of black bears, grizzly bears, dire bears, and other ursine species. He tends to be large grizzled in appearance, powerfully built, ill-tempered, protective of friends and allies, and prefers battle tactics that rely upon strength and brute force. Unlike other apex warriors, those with the ursine affinity can use affinity traits, apex powers, and advanced powers while wearing heavy armor. The following affinity traits, combat style feats, and apex powers emulate creatures of the ursine species.

Affinity Traits: An apex warrior with the ursine affinity may select from the following traits.

Agile Moves: The apex warrior gains a +2 bonus on Acrobatics and Climb checks.

Cave Born: The apex warrior gains a +2 bonus on Knowledge (dungeoneering) and Survival checks made underground.

Clawed: The apex warrior grows claws at the ends of his finger, granting 2 claw attacks. This is a primary natural attack that deals 1d4 points of slashing damage. The apex warrior must have the feline or ursine affinity to select this trait.

Force of Will: The apex warrior gains a +2 bonus on rolls to stabilize when dying.

Hard Body (Ex): The apex warrior has a dense body. His natural armor bonus increases to +2. The apex warrior must have the ursine affinity and the tough hide trait to select this trait.

Hardy: The apex warrior gains a +2 bonus on saving throws against poison (magical or otherwise). The apex warrior must have the canine or ursine affinity to select this trait.

Improved Scent (Ex): The apex warrior gains the Keen Scent ability. The apex warrior must have the scent trait to select this trait.

Keen Senses: The apex warrior gains a +2 bonus on Perception checks.

Natural Swimmer: The apex warrior gains a +2 bonus on Swim checks.

Night Vision: The apex warrior gains low-light vision. If the apex warrior already has low-light vision, its range doubles.

Relentless: The apex gains a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the apex warrior and his opponent are standing on the ground. The apex warrior must have the ursine affinity to select this trait.

Scent (Ex): The apex warrior gains the Scent ability.

Stability: The apex warrior gains a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. The apex warrior must have the ursine affinity to select this trait.

Toothy: The apex warrior grows large, sharp teeth, granting a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage.

Tough Hide (Ex): The apex warrior gains a +1 bonus to his natural armor.

Wildcraft: The apex warrior gains a +2 bonus on Knowledge (nature) and Survival checks made above ground.

Combat Style Feats: An apex warrior with the ursine affinity may select the Natural Weapon style (see above) or one of the following Combat Styles.

Two-Handed Weapon Style: If the apex warrior 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. At 10th level, he adds Dreadful Carnage and Improved Sunder to the list.

Ursine Style: If the apex warrior selects ursine style, he can choose from following list whenever he gains a combat style feat: Charge Through*, Grudge Fighter††, Resilient Brute††, and Toxic Recovery††. At 6th level, he adds Cleave Through†† and Improved Cleaving Finish† to the list. At 10th level, he adds Awesome Blow and Staggering Critical to the list. (*Advanced Player's Guide, †Ultimate Combat, ††Advanced Race Guide)

Apex Powers: An apex warrior with the ursine affinity may select from the following powers.

Backslap (Ex): When the apex warrior makes a single claw attack (with the attack action or a charge) or a melee attack with a two-handed weapon, he adds double his Strength bonus on damage rolls. The apex warrior must have the ursine affinity and be at least 6th level to select this power. The apex warrior must have the clawed trait to use this power with natural weapons.

Bear Hug: The apex warrior deals +1d6 extra points of damage when he makes a grapple check to damage a creature.

Counterstrike (Ex): When an enemy that is adjacent to the apex warrior hits an ally with a melee or ranged attack, the apex warrior can make a single melee attack with a natural weapon or melee weapon at his highest base attack bonus against the creature who attacked his ally. The apex warrior must have the clawed or toothy trait to be able to use this power with natural weapons.

Fearsome Growl: The apex warrior can unleash a deep, guttural growl to demoralize his foes as a free action. He then makes an Intimidate check with a +2 bonus to demoralize his target. If he is successful, the target is shaken for a number of rounds equal to his Constitution modifier (minimum 1). If he succeeds his check by 5 or more, his target is frightened for 1 round, as well as being shaken for a number of rounds equal to this Constitution modifier.

Grab (Ex): The apex warrior gains the Grab attack. The apex warrior must have the clawed or toothy trait to select this power.

Hard to Kill: The apex warrior gains Die Hard as a bonus feat, even if he doesn't normally qualify.

Improved Natural Weapon (Ex): The apex warrior's natural weapon increases by one damage die (1d3 to 1d4, 1d4 to 1d6, and so on). The apex warrior may select this power multiple times, but each time it applies to a different natural weapon.

Natural Savagery (Ex): An apex warrior gains a +2 bonus on attack and damage rolls with natural weapons. This bonus also applies to CMB and CMD for grappling.

Rend (Ex): The apex warrior gains the Rend special attack (see Universal Monster Rules) and can use it with either his natural weapons or the Two-Handed Weapon style. The apex warrior must have the clawed or toothy trait to use this power with natural weapons.

Sudden Rage (Ex): When the apex warrior takes damage in combat, on his next turn he can fly into a rage as a free action. He gains +2 Constitution and +2 Strength, but takes a -2 penalty to his AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. The apex warrior cannot end his rage voluntarily.

Sundering Strike (Ex): The apex warrior gains a +2 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects with a claw attack or a two-handed melee weapon.

Uncanny Dodge (Ex): The apex warrior gains the rogue's uncanny dodge ability.

Advanced Powers: An apex warrior with the ursine affinity may select from the following advanced powers.

Crippling Blow (Ex): The apex warrior can attack with such power that his blows weaken and hamper his opponents. An opponent damaged by one of the apex warrior's natural weapon or two-handed melee weapon attacks also takes 2 points of Strength damage.

Greater Backslap (Ex): When an apex warrior makes a full-attack with his claw attacks or a two-handed melee weapon, he adds double his Strength bonus on damage rolls for all attacks after the first. The apex warrior must have the backslap power and be at least **9th level** to select this power. The apex warrior must have the clawed trait to use this power with natural weapons.

Greater Savage Charge (Ex): When using savage charge, the AC penalty is reduced to 1/4 his apex warrior level instead of 1/2 his apex warrior level. In addition, the apex warrior can charge through friendly creatures and difficult terrain. The apex warrior must have the savage charge power to select this power.

Improved Uncanny Dodge (Ex): The apex warrior gains the rogue's improved uncanny dodge ability. The apex warrior must have the uncanny dodge power to select this power.

Iron Resiliency (Ex): Once per day, an apex warrior can gain a number of temporary hit points equal to the apex warrior's level. Activating this ability is an immediate action that can only be performed when he is brought to below 0 hit points. This ability can be used to prevent him from dying. These temporary hit points last for 1 minute. If the apex warrior's hit points drop below 0 due to the loss of these temporary hit points, he falls unconscious and is dying as normal.

Knock-Out Blow (Ex): Once per day, the rogue can forgo the damage from one of his attacks in an attempt to knock out an opponent. He must declare the use of knock-out blow before he makes the attack. If the attack hits, it does nonlethal damage and the target falls unconscious for 1d4 rounds. A successful Fortitude save reduces this effect to staggered for 1 round. The DC of this save is equal to 10 + 1/2 the apex warrior's level + the apex warrior's Strength modifier.

Powerful Surge (Ex): As a standard action, the apex warrior can make a single attack with his claw or a two-handed melee weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity. The apex warrior must have the backslap and greater backslap powers to select this power. The apex warrior must have the clawed trait to use this power with natural weapons.

Rapid Attack (Ex): The apex warrior can combine a full-attack action with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal.

Savage Charge (Ex): Whenever an apex warrior attacks with a natural weapon at the end of a charge, he gains a bonus on his natural weapon attack rolls equal to 1/2 his apex warrior level, while suffering a penalty to his AC equal to 1/2 his apex warrior level. These replace the normal attack roll bonus and AC penalty for charging. This bonus also applies to his CMB for a bull rush or overrun combat maneuvers made when charging. The apex warrior must have the clawed trait or the toothy trait to use this power with natural weapons.

***Other possible Affinities:** Draconic (dragons), Equine (horses, zebras), Avian (eagles, hawks, falcons), Reptilian (snakes, crocs), Piscine (fish, sharks, whales), Crustacean (crabs, lobsters)

Wild empathy = Species Affinity

Combat feats = Combat style feats (Canine, Feline, Ursine)

Evasion = Greater Species Affinity

Favored Enemy/Improved Evasion = Affinity powers

Spellcasting = Affinity traits

Table: Apex Warrior

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Affinity trait, species affinity, track
2nd	+2	+3	+3	+0	Combat style feat
3rd	+3	+3	+3	+1	1st favored terrain, apex power, Endurance
4th	+4	+4	+4	+1	Affinity trait, hunter's bond
5th	+5	+4	+4	+1	Greater species affinity
6th	+6/+1	+5	+5	+2	Apex power, combat style feat
7th	+7/+2	+5	+5	+2	Woodland stride
8th	+8/+3	+6	+6	+2	2nd favored terrain, affinity trait, swift tracker

9th	+9/+4	+6	+6	+3	Apex power
10th	+10/+5	+7	+7	+3	Combat style feat
11th	+11/+6/+1	+7	+7	+3	Quarry
12th	+12/+7/+2	+8	+8	+4	Advanced power, affinity trait, apex power, camouflage
13th	+13/+8/+3	+8	+8	+4	3rd favored terrain
14th	+14/+9/+4	+9	+9	+4	Combat style feat
15th	+15/+10/+5	+9	+9	+5	Apex power
16th	+16/+11/+7/+2	+10	+10	+5	Affinity trait
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight
18th	+18/+13/+8/+3	+11	+11	+6	4th favored terrain, apex power, combat style feat
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry
20th	+20/+15/+10/+5	+12	+12	+6	Affinity trait, master hunter

BEAST HUNTER

The beast hunter spends his life in the wild, learning all about the predator-prey dynamic. His study of nature has allowed him to become the perfect predator for whatever his prey might be at the time. His bestial nature and familiarity with the wilderness set him apart from other rangers, as he has spent less time studying the art of battle and more time savoring the prizes of his hunts.

Primary Class: Ranger.

Secondary Class: Druid.

Alignment: Any neutral.

Hit Dice: d10.

Bonus Skills and Ranks: The beast hunter may select three druid skills to add to his class skills in addition to the normal ranger class skills. The beast hunter gains a number of ranks at each level equal to 6 + Int.

Weapon and Armor proficiency: The beast hunter is proficient with all simple and martial weapons, all natural attacks, light armor, medium armor, and with shields (except tower shields). The beast hunter does not receive the druid's restriction against metal armor.

Spellcasting: A beast hunter casts divine spells drawn from both the ranger and druid spell lists. He must choose and prepare these spells in advance as a ranger. This otherwise functions as and replaces the ranger's spellcasting ability.

Favored Enemy: This is exactly like the ranger's ability of the same name, except that the beast hunter cannot select any humanoids (though monstrous humanoids are still allowed) as a favored enemy.

Combat Style Feats: This is exactly like the ranger's ability of the same name, except the beast hunter may only select from the Archery or Natural Weapon* combat styles. (**Advanced Player's Guide*)

Aspect of the Beast (Ex or Sp): At 3rd level, the beast hunter gains Aspect of the Beast as a bonus feat, even if he doesn't meet its prerequisites. He is forever after treated as meeting its prerequisites for the purpose of taking it multiple times.

Starting at 6th level, the beast hunter learns to tap further into his inner animal. As a swift action, he can cast *aspect of the bear* as a spell-like ability. He can maintain this effect for a number of rounds equal to his beast hunter level. These rounds do not need to be consecutive. At 9th level, the beast hunter can choose to benefit from *aspect of the stag* instead of aspect of the bear when he uses this ability. At 12th level, the beast hunter can choose to instead benefit from *aspect of the wolf* when he uses this ability. At 16th level, the beast hunter can choose to instead benefit from *aspect of the dragon* when he uses this ability. This ability replaces the 1st favored terrain, combat style at 6th level, evasion, camouflage, and improved evasion.

Trackless Step (Su): At 3rd level, a beast hunter gains the trackless step as the druid ability of the same name. This ability replaces Endurance.

Hunter's Bond (Ex): This is exactly like the ranger's ability of the same name, except that the beast hunter must select the animal companion bond.

Wild Shape (Su): At 7th level, a beast hunter can use the druid wild shape ability once per day, and an additional time per day at 11th, 13th, 17th, and 19th level. A beast hunter's effective druid level for wild shape is equal to his beast hunter level -3. This replaces 2nd, 3rd, and 4th favored terrain, hide in plain sight, and improved quarry.

Table: Beast Hunter

Class Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
1st	+1	+2	+2	+0	1st favored enemy, track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Combat style feat	—	—	—	—
3rd	+3	+3	+3	+1	Aspect of the beast, trackless step	—	—	—	—
4th	+4	+4	+4	+1	Hunter's bond	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	1	—	—	—
6th	+6/+1	+5	+5	+2	Aspect of the beast (bear)	1	—	—	—
7th	+7/+2	+5	+5	+2	Wild shape 1/day, woodland stride	1	0	—	—
8th	+8/+3	+6	+6	+2	Swift tracker	1	1	—	—
9th	+9/+4	+6	+6	+3	Aspect of the beast (stag)	2	1	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy, combat style feat	2	1	0	—
11th	+11/+6/+1	+7	+7	+3	Quarry, wild shape 2/day	2	1	1	—
12th	+12/+7/+2	+8	+8	+4	Aspect of the beast (wolf)	2	2	1	—
13th	+13/+8/+3	+8	+8	+4	Wild shape 3/day	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Combat style feat	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	4th favored enemy	3	2	2	1
16th	+16/+11/+7/+2	+10	+10	+5	Aspect of the beast (dragon)	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Wild shape 4/day	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Combat style feat	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Wild shape 5/day	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy, master hunter	4	4	3	3

BLOODED HUNTER

Primary Class: Ranger.

Secondary Class: Sorcerer.

Hit Dice: d8.

Bonus Skills and Ranks: The blooded hunter may select three sorcerer skills to add to his class skills in addition to the normal ranger class skills. The blooded hunter gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The blooded hunter is proficient with all simple and martial weapons, with light armor, but not with shields. He can cast spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a blooded hunter wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass blooded hunter still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A blooded hunter casts arcane spell drawn from the ranger's spell list. He can cast any spell he knows without preparing it ahead of time. A blooded hunter can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Blooded hunter, and receives bonus spells per day if he has a high Charisma score.

Like other spontaneous spellcasters, a blooded hunter's selection of spells is extremely limited, and can learn a number of spells at each level as shown on the Blooded hunter Spells Known table. A blooded hunter can learn spells from the ranger's spell list, and adds his bloodline spells of the appropriate level whenever he gains access to a new spell level.

Through 3rd level, a blooded hunter has no caster level. At 4th level and higher, his caster level is equal to his blooded hunter level –3. A blooded hunter otherwise learns and casts spells as a sorcerer.

Bloodline: Blooded hunters gain the sorcerer bloodline class ability and may choose from any of the bloodlines listed in any of the Pathfinder source books, but prefer those related to nature, magic, and mystical creatures. This ability replaces 2nd, 3rd, 4th, and 5th favored enemy, favored terrain, evasion, and master hunter.

At 1st level, a blooded hunter adds the skill listed in his bloodline to his class skills and gains his bloodline arcana.

At 4th level, a blooded hunter adds his first bloodline spell to his spell list, and each subsequent spell at 7th, 10th, and 13th level, up to his fourth bloodline spell.

At 5th level, a blooded hunter gains his first bloodline power, and each subsequent power at 10th, 15th, and 20th level, up to her fourth bloodline power.

At 9th level, and again at 16th level, a blooded hunter receives one bonus feat, chosen from his list of bloodline feats. The blooded hunter must meet the prerequisites for these bonus feats.

Blood Quickening (Su): At 13th level, a blooded hunter can quicken his arcane-infused blood to heal his wounds, gaining fast healing 2 for a number of rounds per day equal to 5 + his blooded hunter level. These rounds do not need to be consecutive. This ability replaces improved evasion.

Table: Blooded Hunter

Class Level	Base	Fort Save	Ref Save	Will Save	Special	Spells per Day			
	Attack Bonus					1st	2nd	3rd	4th
1st	+0	+2	+2	+0	Bloodline, track, wild empathy	—	—	—	—
2nd	+1	+3	+3	+0	Combat style feat	—	—	—	—
3rd	+2	+3	+3	+1	Endurance	—	—	—	—
4th	+3	+4	+4	+1	Bloodline spell, hunter's bond	0	—	—	—
5th	+3	+4	+4	+1	Bloodline power	1	—	—	—
6th	+4	+5	+5	+2	Combat style feat	1	—	—	—
7th	+5	+5	+5	+2	Bloodline spell, woodland stride	1	0	—	—
8th	+6/+1	+6	+6	+2	Swift tracker	1	1	—	—
9th	+6/+1	+6	+6	+3	Bloodline feat	2	1	—	—
10th	+7/+2	+7	+7	+3	Bloodline power, bloodline spell, combat style feat	2	1	0	—
11th	+8/+3	+7	+7	+3	Quarry	2	1	1	—
12th	+9/+4	+8	+8	+4	Camouflage	2	2	1	—
13th	+9/+4	+8	+8	+4	Blood quickening, bloodline spell	3	2	1	0
14th	+10/+5	+9	+9	+4	Combat style feat	3	2	1	1
15th	+11/+6/+1	+9	+9	+5	Bloodline power	3	2	2	1
16th	+12/+7/+2	+10	+10	+5	Bloodline feat	3	3	2	1
17th	+12/+7/+2	+10	+10	+5	Hide in plain sight	4	3	2	1
18th	+13/+8/+3	+11	+11	+6	Combat style feat	4	3	2	2
19th	+14/+9/+4	+11	+11	+6	Improved quarry	4	3	3	2
20th	+15/+10/+5	+12	+12	+6	Bloodline power	4	4	3	3

Table: Blooded Hunter Spells Known

Level	Spells Known			
	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	2	—	—	—
5th	3	—	—	—
6th	4	—	—	—
7th	4	2	—	—
8th	4	3	—	—
9th	5	4	—	—
10th	5	4	2	—
11th	5	4	3	—
12th	6	5	4	—
13th	6	5	4	2
14th	6	5	4	3

15th	6	6	5	4
16th	6	6	5	4
17th	6	6	5	4
18th	6	6	6	5
19th	6	6	6	5
20th	6	6	6	5

DIVINE WARDEN

Most rangers are content to roam the lands under their protection without giving thought to the concerns of the civilized world. However, these guardians of the land will occasionally seek divine training at the hands of one of the temples, typically those who hold the animals, forests, or other aspects of the natural world in high esteem. These then are the divine wardens, rangers called by the voice of deity to defend their realm in the name of their god. Bestowed with divine power, the divine warden hunts down his enemies and those of his deity with great fervor, and once found, unleashes the energies infused within him to strike down his foes. It is no surprise that to the divine warden, one thing is paramount—the protection of the natural realm he has chosen to defend, and wields the power divinely invested within him to that end.

Primary Class: Ranger.

Secondary Class: Cleric.

Hit Dice: d10.

Bonus Skills and Ranks: The divine warden may select three cleric skills to add to his class skills in addition to the normal ranger class skills. The divine warden gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The divine warden is proficient with all simple and martial weapons, with light armor, medium armor, and with shields (except for tower shields). The divine warden is also proficient with the favored weapon of his deity.

Spellcasting: A divine warden casts divine spells which are drawn from the ranger spell list and adds all domain spells from each of his deity's domains to his spell list. A divine warden's alignment may restrict him from casting spells opposed to his moral and ethical beliefs, as a cleric. He must choose and prepare his spells in advance, and in the same manner as a ranger. He also gains one domain spell slot per spell level per day that can only be used to cast his domain spell. A divine warden can cast only a certain number of spells of each spell level per day according to his daily allotment, as shown on the Table: Divine Warden. The divine warden gains bonus spells for a high Wisdom score. This ability otherwise functions as and replaces the ranger's spellcasting ability.

Aura (Su): This is exactly like the cleric ability of the same name. This ability replaces wild empathy.

Channeled Enemy (Ex): At 1st level, a divine warden selects a creature type (or subtype if humanoid or outsider is selected) 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 and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy, and applies the same +2 bonus to attack, damage, and skill check rolls as above. This bonus does not increase for subsequent favored enemies whenever the divine warden selects a new favored enemy.

In addition, whenever the divine warden attacks a favored enemy, the divine warden can release a wave of energy by channeling the power of his faith through his deity's chosen weapon, as an immediate action. This channeled energy causes a burst that affects all creature types of one of the divine warden's favored enemies in a 30-foot radius centered on the divine warden. The amount of damage dealt is equal to 1d6 points of damage against his 1st favored enemy. This damage increases by 1d6 against any one favored enemy (including his 1st favored enemy) at each interval that the divine warden selects a new favored enemy (10th, 15th, and 20th level). Thus, a 10th level divine warden would channel 3d6 points of energy damage against his 1st favored enemy, 2d6 energy damage against his 2nd, and 1d6 energy damage against his 3rd. The divine warden can channel energy in this manner a number of times per day equal to 3 + his Charisma modifier. This ability otherwise functions as favored enemy and replaces favored enemy and favored terrain.

Domain: At 1st level, a divine warden may select any one of his deity's domains or associated subdomains, and gains the powers and spells of that domain as normal. This ability replaces quarry, camouflage, hide in plain sight, and improved quarry.

Combat Style Feats: This is exactly like the ranger ability of the same name, except that the divine warden must choose combat feats associated with his deity's favored weapon.

Spontaneous Casting: At 3rd level, a divine warden gains the cleric's spontaneously casting ability, except that the divine warden can channel stored spell energy into "cure" spells or any of her domain spells.

Divine Hunter's Bond (Su): At 4th level, the divine warden gains the ranger's hunter's bond ability, but with the following changes. If the divine warden bonds with his companions, he can spend a move action to grant his companions half his channel energy damage (rounded down) against a single target of the appropriate favored enemy type within 30 feet. If the divine warden bonds with an animal companion, the companion gains either the celestial, entropic, fiendish, or resolute template at 11th level, as determined by the divine warden's alignment. A neutral divine warden may select any one of these templates as he desires. This ability otherwise functions as and replaces hunter's bond.

Divine Hunter (Su): At 20th level, the divine warden becomes a divine hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the divine warden may spend two uses of his channel energy to deal 10d6 of energy damage of the divine warden's type to the target. In addition, the target must make a Will save (DC 10 + 1/2 the divine warden's level + the divine warden's Charisma modifier) or gain one of the following three effects:

The target can be...

- ♦ blinded for 1d4 hours
- ♦ fatigued, or
- ♦ frightened for 2d6 rounds

A successful save negates this effect. A divine warden can use this ability once per day against each favored enemy type he possesses, but not against the same creature more than once in a 24-hour period. This ability replaces master hunter.

Table: Divine Warden

Class Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+1	+2	+0	+2	1st channeled enemy, aura, domain, track	0+1	—	—	—	—	—
2nd	+2	+3	+0	+3	Combat style feat	1+1	—	—	—	—	—
3rd	+3	+3	+1	+3	Endurance, spontaneous casting	1+1	—	—	—	—	—
4th	+4	+4	+1	+4	Divine hunter's bond	1+1	0+1	—	—	—	—
5th	+5	+4	+1	+4	2nd channeled enemy	1+1	1+1	—	—	—	—
6th	+6/+1	+5	+2	+5	Combat style feat	2+1	1+1	—	—	—	—
7th	+7/+2	+5	+2	+5	Woodland stride	2+1	1+1	0+1	—	—	—
8th	+8/+3	+6	+2	+6	Swift tracker	2+1	1+1	1+1	—	—	—

9th	+9/+4	+6	+3	+6	Evasion	2+1	2+1	1+1	—	—	—
10th	+10/+5	+7	+3	+7	3rd channeled enemy, combat style feat	3+1	2+1	1+1	0+1	—	—
11th	+11/+6/+1	+7	+3	+7		3+1	2+1	1+1	1+1	—	—
12th	+12/+7/+2	+8	+4	+8		3+1	2+1	2+1	1+1	—	—
13th	+13/+8/+3	+8	+4	+8		3+1	3+1	2+1	1+1	0+1	—
14th	+14/+9/+4	+9	+4	+9	Combat style feat	4+1	3+1	2+1	1+1	1+1	—
15th	+15/+10/+5	+9	+5	+9	4th channeled enemy	4+1	3+1	2+1	2+1	1+1	—
16th	+16/+11/+7/+2	+10	+5	+10	Improved evasion	4+1	3+1	3+1	2+1	1+1	0+1
17th	+17/+12/+7/+2	+10	+5	+10		4+1	4+1	3+1	2+1	1+1	1+1
18th	+18/+13/+8/+3	+11	+6	+11	Combat style feat	4+1	4+1	3+1	2+1	2+1	1+1
19th	+19/+14/+9/+4	+11	+6	+11		4+1	4+1	3+1	3+1	2+1	2+1
20th	+20/+15/+10/+5	+12	+6	+12	5th channeled enemy, divine hunter	4+1	4+1	4+1	3+1	3+1	3+1

RIGHTEOUS SENTINEL

The righteous sentinel is a wandering crusader who often lives the life of a nomad, sleeping under the stars and taking what sustenance he can from the world around him. He does this to patrol the breadth of the world, constantly on watch for incursions or uprisings of evil and corrupt creatures. The righteous sentinel often finds the endless hordes of demons, devils, and other fiends to be the most offensive and dangerous threat to life, though dragons, undead, and other such vile creatures are also considered equally as malevolent in the heart of these covenant-bound protectors of the world. Regardless of their sworn enemy, the righteous sentinel sacrifices much in order to become the perfect warrior, dedicated to preventing certain evil from gaining any further hold on the world he has vowed to protect.

Primary Class: Ranger.

Secondary Class: Paladin.

Alignment: Any good.

Hit Dice: d10.

Bonus Skills and Ranks: The righteous sentinel selects three paladin skills to add to his class skills in addition to the normal ranger class skills. The righteous sentinel gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The righteous sentinel is proficient with all simple and martial weapons, all types of armor (light, medium, and heavy), and with shields (except tower shields).

Spellcasting: The righteous sentinel casts divine spells drawn from the ranger spell list, and adds his covenant spells to his list at the indicated spell level. A righteous sentinel otherwise learns, prepares, and casts spells as a ranger equal to his righteous sentinel level. He also receives bonus spells per day if he has a high Wisdom score.

Code of Conduct: A righteous sentinel must adhere to his own alignment as a strict moral code, while additional restrictions on the righteous sentinel's conduct are derived from his divine covenant. He loses all class features except proficiencies if he ever willingly breaks this code.

Avenging Smite (Su): At 1st level, the righteous sentinel gains the paladin's smite evil ability, except that it functions only against creatures described in the righteous sentinel's divine covenant. This ability replaces **avored enemy**.

Detect Evil (Sp): At 1st level, a righteous sentinel gains the paladin's detect evil ability. This ability replaces **wild empathy**.

Divine Covenant (Su): At 1st level, a righteous sentinel must devote himself to a singular cause. A divine covenant grants the righteous sentinel a number of new spells and special abilities. He is also expected to follow a code of conduct, in addition to strict adherence to his alignment. Should the righteous sentinel ever violate his covenant or his code of conduct, he loses the benefits of his covenant until he atones. The violation of a covenant or code of conduct is subject to GM interpretation.

A righteous sentinel cannot change his covenant without undertaking a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits granted by his old covenant. He must then follow the decree of his new covenant for one entire level without gaining any benefits from that covenant. Once accomplished, he gains all of the benefits from his new covenant. Note that the names of these divine covenants might vary depending upon the campaign setting or GM's preference. This ability replaces **combat style feats gained at 2nd, 10th, 14th, and 18th level, and master hunter**.

Defended Realm (Ex): At 3rd level, the righteous sentinel becomes a guardian of the world, sworn to defend its lands from those creatures that wantonly destroy it or are in complete opposition to the natural world. As such, the righteous sentinel gains the ranger's favored terrain ability, except that that the bonuses apply to all terrains. The righteous sentinel gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks, and when traveling he normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). At 10th level and every seven levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. In addition, the righteous sentinel adds this bonus to any Knowledge skill checks when attempting to identify creatures throughout the world. He may make these checks untrained. This otherwise functions as and replaces **avored terrain**.

Righteous Bond (Sp): Upon reaching 4th level, a righteous sentinel forms a powerful bond with the goodly powers of the celestial planes. This bond can take one of two forms. Once the form is chosen, it cannot be changed. This ability replaces **hunter's bond**.

The first type of bond is exactly like the weapon bond described in the paladin's divine bond ability, except that the celestial spirit grants the weapon a +1 enhancement bonus at 4th level, and an additional +1 enhancement bonus every three levels thereafter, to a maximum of +6 at 19th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5. In addition, the righteous sentinel can add weapon special properties as determined by his divine covenant.

The second type of bond allows a righteous sentinel to gain the service of an unusually strong and loyal companion. This bond is exactly like the druid's animal companion ability, except that the righteous sentinel's effective druid level is equal to his righteous sentinel level -3. The animal companion also gains a new template as determined by the righteous sentinel's divine covenant.

Divine Conviction (Ex): At 6th level, a righteous sentinel can resist magical attacks with greater effectiveness than other warriors. By drawing on the boundless divine energy within and dedication to his cause, he can shrug off effects that would hinder even the toughest warrior. If he succeeds on a Fortitude or Will save against an attack that would normally produce a lesser effect on a successful save (such as a spell with a saving throw entry of Will half or Fortitude partial), he instead negates the effect. The righteous sentinel retains this benefit even when he is unconscious or sleeping. This ability replaces **combat style feat gained at 6th level**.

Camouflage (Ex): This is exactly like the ranger ability of the same name, except that the righteous sentinel can use it in any terrain, but only against creatures described in his divine covenant. This ability otherwise functions as and replaces **camouflage**.

Hide in Plain Sight (Ex): This is exactly like the ranger ability of the same name, except that the righteous sentinel can use it in any terrain, but only against creatures described in his divine covenant. A righteous sentinel gains this ability at 18th level. This ability otherwise functions as and replaces **hide in plain sight**.

DIVINE COVENANTS

The following divine covenants represent the most common chosen by righteous sentinels. Those who have made a particular covenant are not necessarily bound together, since righteous sentinels tend to be loners and wanderers. However, some small organizations do exist that are comprised of righteous sentinels that all worship one specific deity, though their divine covenants may vary. In addition, righteous sentinels have been known to partner with terrain patriarch to remove a certain threat or creature in a specific terrain.

Covenant Against Aberrations

A righteous sentinel who makes a covenant against aberrations, he becomes a hunter of aberrations, protecting the common people from these bizarre threats. Often the righteous sentinel will work in secret, usually alone or with one or two trusted allies, so as not to spread panic or fear from potential threats. Upon locating the lair of such abhorrent creatures, the righteous sentinel will seek infiltration through whatever sewers or passages are available, and not leave again unless it or he has been obliterated.

Skills: The righteous sentinel with the covenant against aberrations adds Knowledge (dungeoneering) (Int) to his list of class skills. In addition, whenever a righteous sentinel with a covenant against aberrations uses Knowledge (dungeoneering) to identify or gain information about aberrations, he receives a bonus on the check equal to 1/2 his righteous sentinel level (minimum +1).

Covenant Powers: A righteous sentinel with the covenant against aberrations gains the following abilities as he increases in level.

Purity of the Soul (Su): At 2nd level, the righteous sentinel gains a +2 sacred bonus on saving throws against mind-affecting spells or effects from creatures of the aberration type, and an additional +1 bonus every four levels thereafter, to a maximum of +6 at 18th level. In addition, the righteous sentinel gains the paladin's divine health ability.

Cleansing Fire (Sp): At 8th level, as a standard action, the righteous sentinel may wreath himself in cleansing blue flames for a number of rounds equal to his Charisma modifier. This flame sheds light as a torch. Aberrations within 20 feet of the flame take a -4 penalty on attack rolls against the righteous sentinel and his allies. In addition, allies within 20 feet of the flame gain a +2 sacred bonus on saving throws against spells and effects from aberrations. The righteous sentinel can use this ability a number of times per day equal to 3+ his Charisma modifier.

Aura of Suppression (Su): At 14th level, as a standard action, a righteous sentinel can emit a 20-foot aura that suppresses an aberration's supernatural and spell-like abilities for a number of rounds per day equal to his righteous sentinel level. Any aberrations that attempts to use a supernatural or spell-like ability (such as the rust monster's antennae attack, an intellect devourer's body thief, or a neothelid's mind thrust) must succeed at a Will save (DC 10 + 1/2 the righteous sentinel's level + the righteous sentinel's Charisma modifier); failure means such an ability does not function, as if the aberration were affected by *antimag* field. These rounds do not need to be consecutive.

Into the Void (Su): At 20th level, a righteous sentinel becomes the true bane of aberrations. His DR increases to 10/evil, and he becomes immune to all mind-affecting spells and effects used by aberrations. Whenever he uses avenging smite and successfully strikes an aberration, the creature must make a Will save (DC 10 + 1/2 the righteous sentinel's level + the righteous sentinel's Charisma modifier) or be banished to oblivion. This ability does not kill the creature, but it is sent to a remote place, such as deep underground or far into space (if it is a creature native to space), and cannot return under its own power for at least 100 years.

Righteous Bond: The righteous sentinel can add the *allying**, *bane* (aberrations), *cunning**, *defending*, *flaming*, *flaming burst*, *holy*, *hunter's*, *keen*, *speed*, and *transformative** special weapon properties to his bonded weapon. Alternately, the righteous sentinel adds the *cave creature** template to his bonded companion at 11th level. (*Advanced Player's Guide, ²Advanced Bestiary by Green Ronin Publishing, LLC., Copyright 2004)

Covenant Spells: The righteous sentinel adds the following spells to his spell list: 1st level—*protection from evil*, *true strike*, *unbreakable heart*², *word of resolve*^{**}; 2nd level—*fire of entanglement**, *paladin's sacrifice**, *twisted space*¹, *wake of light**; 3rd level—*deadly juggernaut*¹, *displacement*, *magic circle against evil*, *holy whisper**; 4th level—*break enchantment*, *fluid form**, *holy sword*, *spell immunity*. (*Advanced Player's Guide, ^{**}Ultimate Magic, ¹Ultimate Combat, ²Pathfinder Campaign Setting World Guide: The Inner Sea)

Code of Conduct: Hunt aberrations and do not allow them to roam freely or harm others. Destroy them if you can, or banish them if you cannot.

Covenant Against Dragons

A righteous sentinel who makes a covenant against dragons swear to protect others against the predation of dragonkind. Some include dragonblooded creatures (such as half-dragons or even sorcerers with the draconic bloodline) in their covenant and team up with inquisitors to root out those whose ancestry carries the taint of dragon magic. Many righteous sentinels with this covenant are thrill-seekers for the cause of good, channeling their divine power in ways that allow them to take on their powerful foes head on.

Skills: The righteous sentinel with the covenant against dragons adds Knowledge (arcana) (Int) to his list of class skills. In addition, whenever a righteous sentinel with a covenant against dragons uses Knowledge (arcana) to identify or gain information about dragons, he receives a bonus on the check equal to 1/2 his righteous sentinel level (minimum +1).

Covenant Powers: A righteous sentinel with the covenant against dragons gains the following abilities as he increases in level.

Breath Evasion (Su): At 2nd level, a righteous sentinel gains evasion, but only against the breath weapons of creatures with the dragon type.

Dragon Resistance (Su): At 8th level, the righteous sentinel gains energy resistance 10 against one energy type of his choice (acid, cold, electricity, fire, or sonic) and a +2 natural armor bonus for a number of rounds per day equal to his righteous sentinel level + the righteous sentinel's Charisma modifier. At 13th level, the righteous sentinel's energy resistance increases to 20 and natural armor bonus increases to +3. At 18th level, the righteous sentinel's energy resistance increases to 30 and natural armor bonus increases to +4. These rounds need not be consecutive. A righteous sentinel may select a different type of energy resistance each time he activates this ability. Activating and deactivating this ability is a free action.

Spell Resistance (Su): At 14th level, the righteous sentinel gains spell resistance against evil dragons equal to 12 + his righteous sentinel level for a number of rounds equal to 1/2 the righteous sentinel's level + the righteous sentinel's Charisma modifier. The righteous sentinel can use this ability a number of times per day equal to 3 + the righteous sentinel's Charisma modifier.

Dragon Slayer (Su): At 20th level, the righteous sentinel becomes a true slayer of dragons. He gains DR 10/evil. Whenever he uses avenging smite and successfully strikes a dragon, the dragon is also subject to a single-target *holy word*, using his righteous sentinel level as the caster level. After the banishment effect and the damage from the attack are resolved, the avenging smite immediately ends. In addition, whenever the righteous sentinel makes a successful dragon slayer attack, he is healed for a number of hit points equal to his righteous sentinel level + his Charisma modifier.

Righteous Bond: The righteous sentinel can add the *allying**, *bane* (dragon), *corrosive**, *corrosive burst**, *defending*, *flaming*, *flaming burst*, *frost*, *holy*, *hunter's*, *icy burst*, *keen*, *shock*, *shocking burst*, and *vorpal* special weapon properties to his bonded weapon. Alternately, the righteous sentinel adds the *half-dragon template* (brass, bronze, copper, silver, or gold) to his bonded companion at 11th level. (*Advanced Player's Guide)

Covenant Spells: The righteous sentinel adds the following spells to his spell list: 1st level—*divine favor*, *honeyed tongue**, *knight's calling**, *righteous vigor**; 2nd level—*aura of greater courage**, *draconic reservoir**, *heroism*, *litany of defense*¹; 3rd level—*dragon's breath**, *hold monster*, *magic weapon (greater)*, *sanctify armor**; 4th level—*form of the dragon I*, *heroism (greater)*, *holy sword*, *resounding blow**. (*Advanced Player's Guide, ¹Ultimate Combat)

Code of Conduct: Slay evil dragons, as well as other dangerous dragons whether or not they are evil. Prevent the bloodlines of other creatures from being corrupted with draconic power. Protect the innocent against the predation of dragons.

Covenant Against Fiends

A righteous sentinel who makes a covenant against demons, devils, daemons, and other evil outsiders is constantly on the hunt for malevolent fiendish incursions into the world. Should fiends gain entrance into the Material plane, the righteous sentinel has vowed to hunt them down and either banish them to their plane of origin, or destroy them utterly.

Skills: The righteous sentinel with the covenant against fiends adds Knowledge (planes) (Int) to his list of class skills. In addition, whenever a righteous sentinel with a covenant against fiends uses Knowledge (planes) to identify or gain information about fiends, he receives a bonus on the check equal to 1/2 his righteous sentinel level (minimum +1).

Covenant Powers: A righteous sentinel with the covenant against fiends gains the following abilities as he increases in level.

Unyielding Stalker (Ex): At 2nd level, the righteous sentinel gains the scent ability to locate unseen fiends (see the Special Abilities section in the *Pathfinder RPG Bestiary* for rules on the scent ability). The righteous sentinel adds 1/2 his level to all Survival checks made to locate fiends by scent and on Perception checks to pinpoint the location of fiends he cannot see. If he pinpoints the location of a fiend that has total concealment, he treats it as having concealment.

Anchoring Aura (Su): At 8th level, the righteous sentinel emits an aura that hampers extradimensional travel by evil outsiders. The aura extends 20 feet from the righteous sentinel. Evil outsiders attempting to use abilities such as *dimension door*, *plane shift*, or *teleport* to leave or enter the aura must succeed at a Will save (DC 10 + 1/2 the righteous sentinel's level + the righteous sentinel's Charisma modifier); failure means the ability does not function, as if the outsider were affected by *dimensional anchor*. The aura functions only while the righteous sentinel is conscious, not if he is unconscious or dead.

Alternatively, as an immediate action, the righteous sentinel can expend one use of his avenging smite ability to target an evil outsider within 30 feet with *dimensional anchor*. A targeted *dimensional anchor* persists even if the righteous sentinel is unconscious or dead.

Celestial Resilience (Su): At 14th level, a righteous sentinel gains DR 5/evil against evil outsiders. He also gains resistance to cold 10 and fire 10 for a number of rounds per day equal to his righteous sentinel level + the righteous sentinel's Charisma modifier. These rounds need not be consecutive.

Fiend Hunter (Su): At 20th level, a righteous sentinel becomes the true bane of fiends. His DR increases to 10/evil and his resistance to cold and fire each increase to 20. Whenever he uses avenging smite and successfully strikes a fiend (daemon, demon, or devil), the fiend is also subject to a single-target *holy word*, using his righteous sentinel level as the caster level. After the banishment effect and the damage from the attack are resolved, the avenging smite immediately ends.

Righteous Bond: The righteous sentinel can add the *allying**, *anarchic*, *axiomatic*, *bane* (daemon, demon, or devil), *defending*, *holy*, *hunter**, *shock*, *shocking burst*, *speed*, and *thundering* special weapon properties to his bonded weapon. Alternately, the righteous sentinel adds the **celestial template** to their bonded companion at 11th level. (**Advanced Player's Guide*)

Covenant Spells: The righteous sentinel adds the following spells to his spell list: 1st level—*bless weapon*, *challenge evil**, *divine favor*, *protection from evil*; 2nd level—*blessing of courage and life**, *fire of entanglement**, *vestment of the champion***; 3rd level—*archon's aura***, *dismissal*, *fire of judgment**, *magic circle against evil*, *righteous vigor**; 4th level—*banishment*, *fire of vengeance**, *holy sword*, *planar ally (lesser)*. (**Advanced Player's Guide*, ***Ultimate Magic*)

Code of Conduct: Never suffer an evil outsider to live if it is in your power to destroy it. Banish fiends you cannot kill. Purge the evil from those possessed by fiends

Covenant Against Giants

A righteous sentinel who makes a covenant against giants is ever watchful for marauding bands of these large creatures. Some righteous sentinels swear to protect communities from the predation of giantkind, free those enslaved by them, or avenge those slain at their hands. Some include giantblooded creatures (such as half-giants) in their covenant and team up with rangers to hunt down and destroy those whose ancestry carries the taint of giant blood.

Skills: The righteous sentinel with the covenant against giants adds Knowledge (nature) (Int) to his list of class skills. In addition, whenever a righteous sentinel with a covenant against giants uses Knowledge (nature) to identify or gain information about giants, he receives a bonus on the check equal to 1/2 his righteous sentinel level (minimum +1).

Covenant Powers: A righteous sentinel with the covenant against giants gains the following abilities as he increases in level.

Defensive Training (Ex): At 2nd level, the righteous sentinel becomes well trained in the tactics required to battle giants. The righteous sentinel gains +1 dodge bonus to his AC against any monster of the giant subtype, and an additional +1 every four levels thereafter, to a maximum of +5 at 18th level.

Powerful Build (Ex): At 8th level, the righteous sentinel becomes particularly large and muscular. Whenever the righteous sentinel is subject to a size modifier, he is treated as one size larger if doing so is advantageous to him. He is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. In addition, the righteous sentinel can wield weapons one size category larger than normal without penalty, and gains a +2 bonus to his CMB when performing combat maneuvers against giant types with such a weapon.

Regenerative Blood (Su): At 14th level, **as a swift action**, the righteous sentinel gains fast healing 5 for a number of rounds per day equal to 1/2 the righteous sentinel's level + the righteous sentinel's Charisma modifier. These rounds need not be consecutive.

Thunderous Strike (Su): At 20th level, a righteous sentinel becomes imbued with divine power. His DR increases to 10/evil. Whenever he uses avenging smite and successfully strikes a giant, a clap of thunder resounds. The giant must succeed at a Fortitude save (DC 10 + 1/2 the righteous sentinel's level + the righteous sentinel's Charisma modifier); failure means the giant is killed, as if it were affected by *slay living*. If the save is successful, the giant takes normal damage from the righteous sentinel's avenging smite, and is stunned for 1 round. Once a giant has been the subject of a righteous sentinel's thunderous strike (whether the save was successful or not), it cannot be affected again for a 24-hour period.

Righteous Bond: The righteous sentinel can add the *allying**, *bane* (humanoid, giant), *defending*, *flaming*, *flaming burst*, *frost*, *holy*, *hunter**, *icy burst*, *keen*, *mighty cleaving*, *shock*, *shocking burst*, and *speed* special weapon properties to his bonded weapon. Alternately, the righteous sentinel adds the **giant template** to his bonded companion at 11th level. (**Advanced Player's Guide*)

Covenant Spells: The righteous sentinel adds the following spells to his spell list: 1st level—*challenge evil**, *protection from evil*, *stumble gap**, *unerring weapon†*; 2nd level—*effortless armor**, *litany of defense†*, *righteous vigor**, *weapon of awe**; 3rd level—*deadly juggernaut†*, *fire of judgment**, *litany of escape†*, *magic circle against evil*; 4th level—*divine power*, *holy sword*, *righteous might*, *stay the hand**. (**Advanced Player's Guide*, †*Ultimate Combat*)

Code of Conduct: Destroy evil giants, as well as other dangerous giants whether or not they are evil. Protect communities and the land from the marauding ravages of giants.

Covenant Against Magical Beasts

A righteous sentinel who makes a covenant against magical beasts seek to destroy those creatures that wantonly ravage settlements, devour the innocent, or are dangerous to citizens throughout the land. However, among those who make this covenant, are righteous sentinels who secretly work with sages to determine the correct method to utterly destroy the most feared of magical beasts—the tarrasque.

Skills: The righteous sentinel with the covenant against magical beasts adds Knowledge (arcana) (Int) to his list of class skills. In addition, whenever a righteous sentinel with a covenant against magical beasts uses Knowledge (arcana) to identify or gain information about magical beasts, he receives a bonus on the check equal to 1/2 his righteous sentinel level (minimum +1).

Covenant Powers: A righteous sentinel with the covenant against magical beasts gains the following abilities as he increases in level.

Bestial Sight (Su): At 2nd level, the righteous sentinel gains low-light vision and darkvision 30 feet. If the righteous sentinel has low-light vision or darkvision, his low-light vision's range is doubled, and his darkvision range is increased by 30 feet.

Monstrous Aspect (Ex): At 8th level, **as a standard action**, the righteous sentinel can gain one of the following aspects for a number of hours per day equal to his Charisma modifier: he grows hard, flat claws that grant him a burrow speed of 20 feet; he grows webbing between his fingers and toes that grants him a swim speed of 30 feet; he grows feathery or bat-like wings that grants him a fly speed of 30 feet with poor maneuverability. The righteous sentinel can use this ability a number of times per day equal to 3 + his Charisma modifier. In addition, the righteous sentinel gains a +4 competence bonus on all saving throws against special attacks made by magical beasts, such as a basilisk's gaze attack or a gorgon's breath weapon.

Reflective Aura (Su): At 14th level, **as an immediate action**, the righteous sentinel can emit an aura that reflects special attacks back upon the creature. The aura reflects only attacks made by magical beasts that target the righteous sentinel, such as a basilisk's gaze attack or a gorgon's breath weapon, and can be maintained for a number of rounds per day equal to the righteous sentinel's level + the righteous sentinel's Charisma modifier. These rounds need not be consecutive. The reflective aura creates one of the following effects.

- 01-15 Attack drains away without effect.
- 16-35 Attack hits magical beast for half effect, but hits the righteous sentinel normally.
- 36-50 Attack hits both magical beast and righteous sentinel for half effect.
- 51-65 Attack hits magical beast normally, but hits the righteous sentinel for half effect.
- 66-00 Attack hits magical beast normally, but the righteous sentinel is unaffected.

Deadly Strike (Su): At 20th level, a righteous sentinel becomes a master hunter of magical beasts. He can always move at full speed while using Survival to follow magical beast tracks without penalty. Whenever he uses his avenging smite and successfully strikes a magical beast, the creature must make a Fortitude save (DC 10 + 1/2 the righteous sentinel's level + the righteous sentinel's Charisma modifier) or die. A righteous sentinel can choose instead to deal an amount of nonlethal damage equal to the magical beast's current hit points. A successful save negates nonlethal damage, but not avenging smite damage. A righteous sentinel can use this ability once per day against each type of magical beast, but not against the same creature more than once in a 24-hour period.

Righteous Bond: The righteous sentinel can add the *allying**, *axiomatic*, *brilliant energy*, *corrosive**, *corrosive burst**, *defending*, *flaming*, *flaming burst*, *holy*, *hunter**, *keen*, *speed*, and *transformative** special weapon properties to his bonded weapon. Alternately, the righteous sentinel adds the **totem animal[‡] template** to his bonded companion at 11th level. (**Advanced Player's Guide*; [‡]*The Book of Divine Magic* by 4 Winds Fantasy Gaming, Authors Connie J. Thomson and Robert W. Thomson, with Katheryn Bauer and Sean O'Connor, Copyright 2009)

Covenant Spells: The righteous sentinel adds the following spells to his spell list: 1st level—*challenge evil**, *divine favor*, *lock gaze[†]*, *sun metal[†]*; 2nd level—*beast shape I*, *blur*, *daze monster*, *litany of eloquence[†]*; 3rd level—*beast shape II*, *fire of entanglement**, *litany of sight[†]*, *mirror image*; 4th level—*beast shape III*, *break enchantment*, *holy sword*, *keen edge*. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

Code of Conduct: Let no evil magical beast remain alive. Prevent the destruction of settlements and death of their inhabitants from predation by magical beasts. Aid those afflicted by magical beasts and return them to their previous state. Seek the key to destroying the tarrasque.

Covenant Against Monstrous Humanoids

A righteous sentinel who makes a covenant against monstrous humanoids seeks out bands of such creatures, and either divert them from their destructive course or destroy them outright. Often the righteous sentinel works closely with druids, rangers, or local guides to seek out the lairs and encampments of monstrous humanoids and their minions.

Skills: The righteous sentinel with the covenant against monstrous humanoids adds Knowledge (nature) (Int) to his list of class skills. In addition, whenever a righteous sentinel with a covenant against monstrous humanoids uses Knowledge (nature) to identify or gain information about monstrous humanoids, he receives a bonus on the check equal to 1/2 his righteous sentinel level (minimum +1).

Covenant Powers: A righteous sentinel with the covenant against monstrous humanoids gains the following abilities as he increases in level.

Darkvision (Su): At 2nd level, the righteous sentinel gains darkvision up to 60 feet. If the righteous sentinel has darkvision, it increases by 30 feet.

Impeding Burst (Sp): At 8th level, as a **standard action**, the righteous sentinel can release a 30-foot burst of divine energy that hampers a monstrous humanoid's movements for a number of rounds equal to his Charisma modifier. Monstrous humanoids caught within this burst must make a Will save (DC 10 + 1/2 the righteous sentinel's level + the righteous sentinel's Charisma modifier) or be affected by a *slow* spell. The righteous sentinel can use this ability a number of times per day equal to 3 + his Charisma modifier.

Strategic Unity (Ex): At 14th level, the righteous sentinel can spend a standard action to grant the following bonuses to a number of allies within 30 feet (including himself) equal to his Charisma modifier. The allies must be able to see or hear the righteous sentinel to receive this bonus. The righteous sentinel can grant a +2 dodge bonus to AC, a +2 morale bonus on all attack rolls, and the ability to move up to their speed as an immediate action once for a number of rounds equal to his Charisma modifier. The righteous sentinel can grant these bonuses to each ally within range, but only once per combat.

Conquering Hero (Ex): At 20th level, the righteous sentinel becomes incredibly proficient at defeating monstrous humanoids. Whenever the righteous sentinel engages the target of his avenging strike, he gains DR 5/– and gains a number of temporary hit points equal to his level for the duration of the smite. Also, whenever he uses avenging smite and successfully strikes a monstrous humanoid, the creature must make a Fortitude save (DC 10 + 1/2 the righteous sentinel's level + the righteous sentinel's Wisdom modifier) or receives one of the following three additional effects:

The target can be...

- ♦ put to sleep for 1d4 hours
- ♦ paralyzed for 2d6 rounds, or
- ♦ slain

Once a creature has been the target of a conquering hero attack, regardless of whether or not the save is made, that creature is immune to that righteous sentinel's attack for 24 hours.

Righteous Bond: The righteous sentinel can add the *allying**, *anarchic*, *axiomatic*, *brilliant energy*, *defending*, *flaming*, *flaming burst*, *frost*, *holy*, *hunter**, *icy burst*, *keen*, and *speed* special weapon properties to his bonded weapon. Alternately, the righteous sentinel adds the **advanced template** to his bonded companion at 11th level. (**Advanced Player's Guide*)

Covenant Spells: The righteous sentinel adds the following spells to his spell list: 1st level—*challenge evil**, *expeditious retreat*, *divine favor*, *knights calling**; 2nd level—*aura of greater courage**, *light lance**, *righteous vigor**, *unprepared combatant***; 3rd level—*blink*, *deadly juggernaut[†]*, *heroic fortune**, *monstrous physique I***; 4th level—*fire of vengeance**, *holy sword*, *monstrous physique II***, *vengeful outrage***. (**Advanced Player's Guide*, ***Ultimate Magic*, [†]*Ultimate Combat*)

Code of Conduct: Defeat monstrous humanoids with evil intent through cunning or battle. Eradicate single or small bands of monstrous humanoids that harm or threaten civilization. Liberate those under the influence or enslavement of evil monstrous humanoids.

Covenant Against The Horde

A righteous sentinel who makes a covenant against the horde pledges to battle the hordes of orcs and goblinoids that ravage the countryside and claws at the very pillars of society. As such, many righteous sentinels who take make this covenant expect to fight many creatures at once, and develop special abilities to deal with these numbers.

Skills: The righteous sentinel with the covenant against the hordes adds Knowledge (nature) (Int) to his list of class skills. In addition, whenever a righteous sentinel with a covenant against giants uses Knowledge (nature) to identify or gain information about giants, he receives a bonus on the check equal to 1/2 his righteous sentinel level (minimum +1).

Covenant Powers: A righteous sentinel with the covenant against the horde gains the following abilities as he increases in level.

Darkvision (Ex): At 2nd level, a righteous sentinel gains darkvision up to 60 feet. If the righteous sentinel already has darkvision, his darkvision increases by 30 feet.

Hordebreaker (Su): At 8th level, the righteous sentinel may make a number of attacks of opportunity per round equal to his Charisma bonus against creatures of the horde. When the righteous sentinel hits an evil humanoid of the hordes with an attack of opportunity, he deals an additional 1d6 points of damage. This increase stacks with similar increases from other sources such as Combat Reflexes.

Resounding Burst (Su): At 14th level, as a **standard action**, the righteous sentinel can unleash a tremendous cacophony of sound in a 30-foot burst. Any evil humanoids of the hordes caught within the cone take 5d6 points of sonic damage, are stunned for 1 round, and are deafened for 2d6 rounds. A creature caught within the burst can make a Fortitude save (DC 10 + 1/2 the righteous sentinel's level + the righteous sentinel's Charisma modifier) for half damage and to negate the stunning and deafening effects. A righteous sentinel can use this ability a number of times per day equal to 3 + his Charisma modifier.

Defy the Horde (Su): At 20th level, a righteous sentinel gains DR 5/– against any attacks made against him by any orc or goblinoid race. In addition, the righteous sentinel gains a +5 bonus to all damage rolls and checks made to confirm critical hits against the races of the horde.

Righteous Bond: The righteous sentinel can add the *allying**, *axiomatic*, *brilliant energy*, *corrosive**, *corrosive burst**, *defending*, *flaming*, *flaming burst*, *holy*, *huntzman**, *keen*, *shock*, *shocking burst*, and *speed* special weapon properties to his bonded weapon. Alternately, the righteous sentinel adds the **resolute template** to his bonded companion at 11th level. (**Advanced Player's Guide*)

Covenant Spells: The righteous sentinel adds the following spells to his spell list: 1st level—*grace**, *mirror strike*[†], *rally point**, *tactical acumen*[†]; 2nd level—*forbid action***, *litany of defense*[†], *protection from arrows*, *righteous vigor**; 3rd level—*deadly juggernaut*[†], *heroic fortune**, *heroism*, *magic circle against evil*; 4th level—*blaze of glory**, *forbid action (greater)***, *holy sword*, *sirocco**. (**Advanced Player's Guide*, ***Ultimate Magic*, [†]*Ultimate Combat*)

Code of Conduct: Always heed the call of a community in danger from the horde races. Stand vigilant at the line of battle, defend settlements with all his might, and be the last to retreat.

Covenant Against Undead

A righteous sentinel who makes a covenant against undead vows to restore any animated corpse he encounters to its natural state of death, and destroy any residual undead energy in the process. Although these righteous sentinels recognize that not all undead are evil, some are quite willing to destroy neutral and good undead along with all the evil ones.

Skills: The righteous sentinel with the covenant against undead adds Knowledge (religion) (Int) to his list of class skills. In addition, whenever a righteous sentinel with a covenant against undead uses Knowledge (religion) to identify or gain information about undead, he receives a bonus on the check equal to 1/2 his righteous sentinel level (minimum +1).

Detect Undead (Su): At 2nd level, a righteous sentinel can *detect undead*, as the spell. This power otherwise functions like the paladin's *detect evil* ability.

Aura of Life (Su): At 8th level, the righteous sentinel gains a +4 morale bonus on saves against attacks that grant negative levels and saves to overcome negative levels. Each ally within 10 feet of her gains a +2 morale bonus on these saves. This ability functions only while the righteous sentinel is conscious, not if she is unconscious or dead. This ability replaces aura of resolve.

Heaven's Gift (Su): At 14th level, the righteous sentinel gains resist cold 10 and DR 5/— against undead attacks. At 18th level, the righteous sentinel's resistance to cold increases to 20.

Undead Slayer (Su): At 20th level, the righteous sentinel becomes the bane of all undead. His DR against undead attacks increases to 10/—. Whenever he uses avenging smite and successfully strikes an undead, the undead must make a Will save (DC 10 + 1/2 the righteous sentinel's level + the righteous sentinel's Charisma modifier) or be destroyed. If the save is successful, a 30-foot burst of positive energy is released, healing living creatures or damaging undead caught within the burst for a number of hit points equal to his righteous sentinel level + his Charisma modifier. Once an undead has been the subject of a righteous sentinel's undead slayer attack (whether the save was successful or not), it cannot be affected again for a 24-hour period.

Righteous Bond: The righteous sentinel can add the *allying**, *brilliant energy*, *defending*, *disruption*, *flaming*, *flaming burst*, *ghost touch*, *holy*, *huntzman**, *keen*, *speed*, and *transformative** special weapon properties to his bonded weapon. Alternately, the righteous sentinel adds the **Life-Giver template (see below)** to his bonded companion at 11th level. (**Advanced Player's Guide*)

Covenant Spells: The righteous sentinel adds the following spells to his spell list: 1st level—*ghostbane dirge**, *protection from evil*, *sanctify corpse***, *veil of positive energy***; 2nd level—*blessing of courage and life**, *halt undead*, *light lance**, *vestment of the champion***; 3rd level—*blade of bright victory***, *ghostbane dirge (mass)**, *magic circle against evil*, *searing light*; 4th level—*death ward*, *disrupting weapon**, *flame strike*, *holy sword*. (**Advanced Player's Guide*, ***Ultimate Magic*)

Code of Conduct: Destroy all undead. Put to rest the poor souls turned against their will. Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.

LIFE-GIVER TEMPLATE

Life-giver is an inherited or acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature) that does not have the (evil) subtype. A life-giver creature retains all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +1.

Type: The creature's type does not change, but it gains the Good subtype.

Alignment: The creature's alignment changes to LG, NG, or CG as appropriate for the deity that created the creature or granted it the life-giver template.

Armor Class: Natural armor bonus improves by +2.

Defenses/Qualities: The base creature gains darkvision 60 ft., DR as shown on the table below, spell resistance equal to 6 + its Hit Dice, and a +5 bonus to saving throws against negative energy effects.

Special Abilities: The base creature gains the ability to channel positive energy as shown on the table below. A life-giver creature also gains the ability to cast *detect undead* at will as a spell-like ability, with a caster level equal to its Hit Dice.

HD	Channeling	Channel Damage	DR
1-4	1/day	1d6	—
6-8	2/day	2d6	5/evil
9-12	3/day	3d6	5/evil
13-16	4/day	4d6	10/evil
17-20	5/day	5d6	10/evil

Ability Scores: Str + 2, Con +2, Cha +4.

Skills: A life-giver creature with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Racial class skills are unchanged from the base creature's skills.

Table: Righteous Sentinel

Class Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Avenging smite 1/day, <i>detect evil</i> , <i>divine covenant</i> , track	—	—	—	—
2nd	+2	+3	+3	+0	<i>Covenant ability</i>	—	—	—	—
3rd	+3	+3	+3	+1	Defended realm, endurance	—	—	—	—
4th	+4	+4	+4	+1	<i>Righteous bond</i>	0	—	—	—
5th	+5	+4	+4	+1	Avenging smite 2/day	1	—	—	—
6th	+6/+1	+5	+5	+2	<i>Divine conviction</i>	1	—	—	—

7th	+7/+2	+5	+5	+2	Woodland stride	1	0	—	—
8th	+8/+3	+6	+6	+2	Covenant ability , swift tracker	1	1	—	—
9th	+9/+4	+6	+6	+3	Evasion	2	1	—	—
10th	+10/+5	+7	+7	+3	Avenging smite 3/day	2	1	0	—
11th	+11/+6/+1	+7	+7	+3	Quarry	2	1	1	—
12th	+12/+7/+2	+8	+8	+4	Camouflage	2	2	1	—
13th	+13/+8/+3	+8	+8	+4		3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Covenant ability	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	Avenging smite 4/day	3	2	2	1
16th	+16/+11/+7/+2	+10	+10	+5	Improved evasion	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6		4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	Avenging smite 5/day, covenant ability	4	4	3	3

WILD WANDERER

It is for reasons of faith, love of a nature spirit, or guardianship of the land that most rangers serve in their capacity as custodians of the wilderness. However, there are those who enjoy the simple pleasures of life, seek knowledge in all its forms, and hearken to the mystical call of the eternal song of the word itself. A wild wanderer is the keeper of outlandish lore and trusted custodian of the long forgotten woodsongs and spellchimes of ages past. It is these songs, fey rituals, and ancient lore that reflect the wild wanderer's breadth of mystical and mundane talents. To the wild wanderer, the hoot of an owl, the sound of a fawn passing quietly through the undergrowth, or the deep and mystical places of the wild that serves as his greatest inspirations as he strives to become one with song of the world.

Primary Class: Ranger.

Secondary Class: Bard.

Hit Dice: d10.

Bonus Skills and Ranks: The wild wanderer selects three bard skills to add to his class skills in addition to the normal ranger class skills, one of which must be Perform. The wild wanderer gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The wild wanderer is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Spellcasting: The wild wanderer casts divine spells drawn from the ranger's spell list. A wild wanderer otherwise learns, prepares, and casts spells as a ranger equal to his wild wanderer level. A wild wanderer receives bonus spells per day if he has a high Wisdom score.

Bardic Knowledge (Ex): At 1st level, a wild wanderer gains the bard's bardic knowledge ability. This ability replaces *1st favored enemy*.

Bardic Performance: Beginning at 2nd level, a wild wanderer gains the bard's bardic performance ability and receives a number of rounds of bardic performance equal to 2 + the wild wanderer's Wisdom modifier. At each level after 2nd a wild wanderer can use bardic performance for 2 additional rounds per day. Each round, the wild wanderer can produce any one of the types of bardic performances that he has mastered, as indicated by his level. Each of the wild wanderer's performances requires a specific number of uninterrupted rounds to perform (with the exception of Song of the Wild), and take effect immediately upon the performance's completion. If a wild wanderer's performance is interrupted, the rounds of performance are wasted.

Mystic Knot (Sp): At 2nd level, a wild wanderer may select a 1st-level bard spell and cast it as a spell-like ability. This song requires 1 round of bardic performance to cast. At 6th level, a wild wanderer may select a 2nd-level bard spell. This song requires 2 rounds of bardic performance to cast. At 10th level, a wild wanderer may select a 3rd-level bard spell. This song requires 3 rounds of bardic performance to cast. At 14th level, a wild wanderer may select a 4th-level bard spell. This song requires 4 rounds of bardic performance to cast. At 18th level, a wild wanderer may select a 5th-level bard spell. This song requires 5 rounds of bardic performance to cast. The wild wanderer uses his level as his caster level when using mystic knot. This ability replaces combat style feats.

Song of the Wild (Ex): At 11th level, a wild wanderer learns to attune himself to the song of the wild. As long as the song of the wild is maintained, the wild wanderer gains a +2 morale bonus to attack rolls, skill checks, and saving throws. The wild wanderer may also grant this same bonus to all allies within 30 feet and that can hear him speak. The song of the wild uses 1 round of bardic performance for every round it is maintained. This ability replaces quarry.

To Hear the Call (Su): At 19th level, a wild wanderer can use his performance to entrance any creature within 30 feet that can hear his as the *dominate monster* spell. However, the duration of this effect is dependent upon the type of creature affected. If the wild wanderer targets a creature of the animal or magical beast types, they remain entranced for 1 minute per wild wanderer level. If the wild wanderer targets any other creature, they remain entranced for 1 round per wild wanderer level. Any target affected by this ability gains a Will save (DC 10 + 1/2 the wild wanderer's level + the wild wanderer's Wisdom modifier). To hear the call requires 6 rounds to perform. This ability replaces improved quarry.

Versatile Performance (Ex): At 3rd level, a wild wanderer gains the bard's versatile performance. At 8th level and every five levels thereafter, a wild wanderer can select an additional versatile performance. This ability replaces favored terrain.

Well-Versed (Ex): At 3rd level, a wild wanderer gains the bard's well-versed ability. This ability replaces Endurance.

Wild Walk (Su): At 20th level, a wild wanderer becomes so deeply attuned to the song of nature that he can become one with it. For every round that this ability is maintained, the wild wanderer gains the combined effects of a *barkskin* and *tree stride* spell, as well as fast healing 4. The wild wanderer can activate this ability as a free action and maintain it for up to 20 rounds per day. These rounds do not need to be consecutive, but must be spent in 5-round increments. This ability replaces master hunter.

Table: Wild Wanderer

Class Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
1st	+1	+0	+2	+2	Bardic knowledge, bardic performance, track, wild empathy	—	—	—	—
2nd	+2	+0	+3	+3	Mystic knot	—	—	—	—
3rd	+3	+1	+3	+3	Versatile performance, well-versed	—	—	—	—
4th	+4	+1	+4	+4	Hunter's bond	0	—	—	—
5th	+5	+1	+4	+4	1st favored enemy	1	—	—	—
6th	+6/+1	+2	+5	+5	Mystic knot	1	—	—	—
7th	+7/+2	+2	+5	+5	Woodland stride	1	0	—	—
8th	+8/+3	+2	+6	+6	Swift tracker, versatile performance	1	1	—	—
9th	+9/+4	+3	+6	+6	Evasion	2	1	—	—
10th	+10/+5	+3	+7	+7	2nd favored enemy, mystic knot	2	1	0	—
11th	+11/+6/+1	+3	+7	+7	Song of the wild	2	1	1	—
12th	+12/+7/+2	+4	+8	+8	Camouflage	2	2	1	—
13th	+13/+8/+3	+4	+8	+8	Versatile performance	3	2	1	0
14th	+14/+9/+4	+4	+9	+9	Mystic knot	3	2	1	1
15th	+15/+10/+5	+5	+9	+9	3rd favored enemy	3	2	2	1
16th	+16/+11/+7/+2	+5	+10	+10	Improved evasion	3	3	2	1
17th	+17/+12/+7/+2	+5	+10	+10	Hide in plain sight	4	3	2	1
18th	+18/+13/+8/+3	+6	+11	+11	Mystic knot, versatile performance	4	3	2	2
19th	+19/+14/+9/+4	+6	+11	+11	To hear the call	4	3	3	2
20th	+20/+15/+10/+5	+6	+12	+12	4th favored enemy, wild walk	4	4	3	3

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Paizo's Alternate Class Features

The primary way in which archetypes modify their corresponding base classes is via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source (typically the *Core Rulebook* or the *Advanced Player's Guide*)—the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class. For example, the flowing monk archetype's redirection class feature replaces the Stunning Fist feature of the standard monk class.

When an archetype includes multiple alternate class features, a character must take them all—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature

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