

DIVINE CHAMPIONS

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

CHAPTER 1: ANTIPALADIN MULTICLASS ARCHETYPES

BLACKGUARD ASSASSIN

While antipaladin's are viewed as purely evil and malevolent, the blackguard assassin is feared as a deadly killer with the honed skills of a frontline combatant. Using the stealth and death attacks of an assassin, the blackguard assassin can study his mark from afar, and slay him the next instant without anyone realizing it. Then, under the guise of a gruff and powerful warrior, he can escape the scene without being conspicuous. His combination of evasive maneuvers, fellfire strikes, precision attacks, and roguish capacities make the blackguard assassin a fearsome foe to behold.

Primary Class: Antipaladin.

Secondary Class: Rogue.

Alignment: Any evil.

Hit Dice: d10.

Bonus Skills and Ranks: The blackguard assassin may select six rogue skills to add to his class skills in addition to the normal antipaladin class skills. The blackguard assassin gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The blackguard assassin is proficient with all simple and martial weapons, with all types of armor (heavy, light, medium), but not with shields.

Smite Good (Su): This is exactly like the antipaladin ability of the same name, except that the blackguard assassin can smite good 1/day at 1st level, and an additional time per day every six levels thereafter, to a maximum of 4/day at 19th level.

Sneak Attack: At 2nd level, a blackguard assassin gains the rogue's sneak attack ability, except that this extra damage is 1d6 at 2nd level, and increases by 1d6 every four blackguard assassin levels thereafter. This stacks with any class that grants the sneak attack class feature. This ability replaces touch of corruption.

Poison Use: At 3rd level, a blackguard assassin is trained in the use of poison and cannot accidentally poison himself when applying poison to a blade. This ability replaces plague bringer.

Cruelty (Su): This is exactly like the antipaladin ability of the same name, except that each cruelty adds an effect to the blackguard assassin's sneak attack. Alternatively, each time that the blackguard assassin could select a cruelty, he can select a rogue talent for which he qualifies instead. At 12th level, a blackguard assassin can select an advanced talent whenever he could select a rogue talent.

Evasion (Ex): At 4th level, a blackguard assassin can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be

used only if the blackguard assassin is wearing light armor, medium armor, or no armor. A helpless blackguard assassin does not gain the benefit of evasion. This ability, uncanny dodge, and improved uncanny dodge replace the antipaladin's spellcasting ability.

Fellfire Strike (Su): At 4th level, a blackguard assassin can wreath his weapon in fiendish flame, causing terrible wounds to open on those he strikes. Each day he can use this ability a number of times equal to 1/2 his blackguard assassin level + his Charisma modifier. This fiendish fire deals 1d6 points of damage at 4th level, plus an additional 1d6 points of damage every four levels thereafter, to a maximum of 5d6 damage. Using this ability is a swift action that does not provoke attacks of opportunity. This ability replaces channel negative energy.

Death Attack (Ex): At 5th level, the blackguard assassin gains the assassin's death attack ability. This ability replaces smite good 2/day, 4/day, and 6/day.

Fiendish Boon (Su): This is exactly like the antipaladin's ability of the same name, except that the blackguard assassin must select the weapon bond.

Uncanny Dodge (Ex): At 6th level, a blackguard assassin gains the rogue's uncanny dodge ability. This ability, evasion, and improved uncanny dodge replace the antipaladin's spellcasting ability.

True Death (Su): At 11th level, the blackguard assassin gains the assassin's true death ability. This ability replaces aura of vengeance.

Improved Uncanny Dodge (Ex): At 13th level, a blackguard assassin gains the rogue's improved uncanny dodge ability. This ability, evasion, and uncanny dodge replace the antipaladin's spellcasting ability.

Quiet Death (Ex): At 14th level, the blackguard assassin gains the assassin's quiet death ability. This ability replaces aura of sin.

Hide in Plain Sight (Su): At 17th level, the blackguard assassin gains the assassin's hide in plain sight ability. This ability replaces aura of depravity.

Death Strike (Su): At 20th level, once per day, a blackguard assassin can make a death attack against a foe without studying the foe beforehand. He must still sneak attack his foe using a melee weapon that deals damage. The DC for the blackguard assassin's death attack is 10 + 1/2 the blackguard assassin's class level + the blackguard assassin's Charisma modifier. Once a creature has been the target of a death strike, regardless of whether or not the save is made, that creature is immune to that blackguard assassin's death strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability. In addition, whenever he uses fellfire strike with his sneak attack, he deals the maximum possible amount of fellfire damage. This ability replaces unholy champion.

Table: Blackguard Assassin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Aura of evil, <i>detect good</i> , smite good 1/day
2nd	+2	+3	+3	+0	Sneak attack +1d6, unholy resilience
3rd	+3	+3	+3	+1	Aura of cowardice, cruelty, poison use
4th	+4	+4	+4	+1	Evasion, fellfire strike +1d6
5th	+5	+4	+4	+1	Death attack, fiendish boon
6th	+6/+1	+5	+5	+2	Cruelty, sneak attack +2d6, uncanny dodge
7th	+7/+2	+5	+5	+2	Smite good 2/day
8th	+8/+3	+6	+6	+2	Aura of despair, fellfire strike +2d6
9th	+9/+4	+6	+6	+3	Cruelty
10th	+10/+5	+7	+7	+3	Sneak attack +3d6
11th	+11/+6/+1	+7	+7	+3	True death
12th	+12/+7/+2	+8	+8	+4	Cruelty, fellfire strike +3d6
13th	+13/+8/+3	+8	+8	+4	Improved uncanny dodge, smite good 3/day
14th	+14/+9/+4	+9	+9	+4	Quiet death, sneak attack +4d6
15th	+15/+10/+5	+9	+9	+5	Cruelty

16th	+16/+11/+6/+1	+10	+10	+5	Fellfire strike +4d6
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight
18th	+18/+13/+8/+3	+11	+11	+6	Cruelty, sneak attack +5d6
19th	+19/+14/+9/+4	+11	+11	+6	Smite good 4/day
20th	+20/+15/+10/+5	+12	+12	+6	Death strike, fellfire strike +5d6

Feats: The blackguard assassin counts as an antipaladin, assassin, and rogue for any feats with level requirements in these classes.

Rogue Talents: The following rogue talents complement the blackguard assassin multiclass archetype: Befuddling Strike*, Bleeding Attack, Combat Trick, Distracting Attack*, Lasting Poison*, Surprise Attack, Swift Poisoning*, Underhanded†. (**Advanced Player's Guide*, †*Ultimate Combat*)

Advanced Talents: The following advanced rogue talents complement the blackguard assassin multiclass archetype: Crippling Strike, Deadly Cocktail*, Entanglement of Blades*, Hunter's Surprise*, Improved Evasion, Opportunist, Unwitting Ally†. (**Advanced Player's Guide*, †*Ultimate Combat*)

BLOODED TYRANT

Despots and invokers of vile powers, the blooded tyrant harnesses the energies of his innate bloodline and melds them with the dark blessings of his antipaladin training. This merging of both arcane and divine power allows the blooded tyrant to inflict his foes with cruelties that weaken their defenses, blunt their attacks, and hinder their magical capabilities. Many blooded tyrants proudly display their dark and fiendish ancestry. While the origin of their bloodlines can vary from that of creatures from far-flung planes, to those that stem from the strange or powerful races of their home world, blooded tyrants must sacrifice some of the dark blessings normally granted to an unholy champion to access the innate powers of their distant heritage.

Primary Class: Antipaladin.

Secondary Class: Sorcerer.

Alignment: Any evil.

Hit Dice: d8.

Bonus Skills and Ranks: The blooded tyrant may select three sorcerer skills to add to his class skills in addition to the normal antipaladin class skills. The bloodfiend gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The blooded tyrant is proficient with all simple and martial weapons, with all types of armor (heavy, light, and medium), but not with shields.

Spellcasting: A blooded tyrant casts divine spells drawn from the antipaladin spell list, and adds his bloodline spells to his spells list (see Bloodline). Through 3rd level, a blooded tyrant has no caster level. At 4th level and higher, his caster level is equal to his blooded tyrant level –3. The blooded tyrant gains bonus spells for a high Charisma score. This ability otherwise functions as and replaces the antipaladin’s spellcasting ability.

Bloodline: A blooded tyrant’s innate magical bloodline acts as a conduit for his dark god’s divine energy, enhancing his divine spellcasting abilities. The blooded tyrant may choose from any of the following sorcerer bloodlines or their associated mutated bloodlines: Aberrant, Abyssal, Anarchic**, Brutal**, Draconic, Elemental, Infernal, Linnorm**, Pit-touched**, Primal **, Protean*, Sanguine**, Shadow, Umbral**, Undead, or Warped**. The blooded tyrant does not gain the associated bloodline arcana. This ability replaces aura of evil, aura of cowardice, aura of despair, and aura of sin. (**Advanced Players Guide*, ***Ultimate Magic*)

At 2nd level, a blooded tyrant gains his first bloodline power and each subsequent power every six levels thereafter, up to his fourth bloodline power at 20th level.

At 4th level, a blooded tyrant adds his 1st–level bloodline spell to his spell list, and each subsequent spell every three levels thereafter, up to his 4th–level bloodline spell at 13th level.

Cruelty (Su): At 3rd level, whenever a blooded tyrant could choose a cruelty, he may select one of the following new cruelties, using his innate magical abilities to reduce his enemy’s prowess in combat. The caster level for a new cruelty is equal to the blooded tyrant’s level.

At 3rd level, a blooded tyrant can select from the following new initial cruelties.

- ♦ **Feeble Fang:** The target receives a –1 penalty with all natural attack or unarmed strike rolls for 1 round per level of the blooded tyrant.
- ♦ **Range Reduction:** The range of any ranged weapon is reduced by 10 feet. In addition, the target receives a –1 penalty on attack rolls made with ranged weapons. This effect lasts for 1 round per level of the blooded tyrant.
- ♦ **Weakened Defense:** The target receives a –2 penalty to its AC for 1 minute per level of the blooded tyrant.

At 6th level, a blooded tyrant adds the following new cruelties to the list of those that can be selected.

- ♦ **Cursed Weapon:** The target’s manufactured weapons are cursed and receive a –2 penalty to all attack and damage rolls for 1 round per level of the blooded tyrant.
- ♦ **Divine Bewilderment:** The target receives a –10 penalty to all Perception and Sense Motive checks for 1 minute per level of the blooded tyrant.

- ♦ **Light Blindness:** The target suffers from light blindness for 1 minute per level of the blooded tyrant.
- At 9th level, a blooded tyrant adds the following new cruelties to the list of those that can be selected.
- ♦ **Disrupt Spell:** The target’s spellcasting is rendered ineffective through the blooded tyrant’s channeled magical power. The next spell the target casts that is of 3rd level or less is expended without any effect. The spell must be cast before the target’s next turn, and cannot have a casting time longer than 1 full round.
 - ♦ **Energy Susceptibility:** The target becomes more susceptible to one type of energy (acid, cold, electricity, or fire) as chosen by the blooded tyrant for 1 minute per level of the blooded tyrant. The target takes an additional 1d6 points of energy damage from any attack that deals energy damage of that type.
 - ♦ **Hinder:** The target’s land speed decreases by 20 feet (10 feet if the target is wearing medium or heavy armor). This penalty stacks with any other penalties to the target’s land speed, and lasts for 1 round per level of the blooded tyrant.

At 12th level, a blooded tyrant adds the following new cruelties to the list of those that can be selected.

- ♦ **Confusion:** The target is confused for 1 round per level of the blooded tyrant.
- ♦ **Distracted Caster:** The target receives a –4 penalty on all Concentration checks for 1 round per level of the blooded tyrant. This penalty increases to –6 at 15th level, and –8 at 18th level.
- ♦ **Reduced Resistance:** The target receives a –4 penalty to all saves against spells and spell-like effects for 1 round per level of the blooded tyrant.

Smite Good (Su): This is exactly like the antipaladin’s ability of the same name, except that the blooded tyrant can smite good once per day at 1st level, and an additional time per day every six levels thereafter, to a maximum of 4 times per day.

Fiendfire Strike (Sp): At 4th level, as a standard action, a blooded tyrant can call upon his dark powers and call forth a column of raging, black and red fiendish fire that erupts from the ground to engulf his enemies. This fiendfire deals 1d6 points of damage at 4th level, and an additional 1d6 points of damage every four levels thereafter, to a maximum of 5d6 at 20th level. Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. The blooded tyrant can use this ability once per day and an additional time per day every six levels thereafter (10th and 16th level) to a maximum of three times per day. Fiendfire strike otherwise functions as *flame strike*, except that the column of flame only has a 5-foot radius, is 20 feet high, and has a range of 10 feet per blooded tyrant level. This ability replaces smite good 2/day, 4/day and 6/day.

Blooded Smite (Su): At 11th level, whenever a blooded tyrant casts a spell with a range of “touch” from the antipaladin spell list (including any bloodline spells), he can deliver the spell through any weapon he is wielding as part of a melee attack. This functions exactly like the magus’s spellstrike ability, except that he can only deliver this spell upon the current target of his smite good. This ability replaces aura of vengeance.

Fiendish Champion (Su): At 20th level, a blooded tyrant becomes a conduit for both his arcane energies and the dark power of his god. His DR increases to 10/good. In addition, the blooded tyrant can use one of the following two effects when using his smite good ability. Whenever the blooded tyrant uses smite good and successfully strikes a good outsider, the outsider is subject to *banishment*, as described in the antipaladin’s unholy champion ability.

Alternately, he can expend one use of his smite good to unleash a magical burst of energy that cause all good creatures in the affected area to be subject to an *expend** spell. This effect only functions against good creatures.

In addition, the blooded tyrant gains his 5th–level bloodline spell. He can cast this spell as a spell-like ability once per day at a caster level equal to his blooded tyrant level. This ability replaces holy champion.

(**Advanced Player’s Guide*)

Table: Blooded Tyrant

Class Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
1st	+0	+2	+0	+2	Bloodline, detect good, smite good 1/day	—	—	—	—

2nd	+1	+3	+0	+3	Bloodline power, touch of corruption, unholy resilience	—	—	—	—
3rd	+2	+3	+1	+3	Cruelty, plague bringer	—	—	—	—
4th	+3	+4	+1	+4	Bloodline spell, channel negative energy, fiendfire strike 1/day	0	—	—	—
5th	+3	+4	+1	+4	Fiendish boon	1	—	—	—
6th	+4	+5	+2	+5	Cruelty	1	—	—	—
7th	+5	+5	+2	+5	Bloodline spell, smite good 2/day	1	0	—	—
8th	+6/+1	+6	+2	+6	Bloodline power	1	1	—	—
9th	+6/+1	+6	+3	+6	Cruelty	2	1	—	—
10th	+7/+2	+7	+3	+7	Bloodline spell, fiendfire strike 2/day	2	1	0	—
11th	+8/+3	+7	+3	+7	Blooded smite	2	1	1	—
12th	+9/+4	+8	+4	+8	Cruelty	2	2	1	—
13th	+9/+4	+8	+4	+8	Bloodline spell, smite good 3/day	3	2	1	0
14th	+10/+5	+9	+4	+9	Bloodline power	3	2	1	1
15th	+11/+6/+1	+9	+5	+9	Cruelty	3	2	2	1
16th	+12/+7/+2	+10	+5	+10	Fiendfire strike 3/day	3	3	2	1
17th	+12/+7/+2	+10	+5	+10	Aura of depravity	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Cruelty	4	3	2	2
19th	+14/+9/+4	+11	+6	+11	Smite good 4/day	4	3	3	2
20th	+15/+10/+5	+12	+6	+12	Bloodline power, fiendish champion	4	4	3	3

DIVINE AGENT

Divine agents walk a thin line between divine enlightenment and the dark shadows of the underworld. As special servants of their respective sects, the divine agent wields the power of her god while employing stealth and legerdemain to accomplish her appointed duty. Often seen as somewhat outside the laws of the church, divine agents employ whatever means necessary to fulfill their duty within the strictures of their sect and moral viewpoint. One of their feared abilities is that of channeling the power of their god into their precision attacks. Through spells, stealth, and innate agility, the divine agent can ferret out those who oppose her god, and strike them down in the same breath.

Primary Class: Cleric.

Secondary Class: Rogue.

Alignment: Any.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The divine agent is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. She is proficient with light armor and medium armor, but not with shields. A divine agent is also proficient with the favored weapon of her deity.

Spellcasting: The divine agent casts divine spells drawn from the cleric spell list. Only cleric spells of 6th level and lower are considered to be part of the divine agent spell list.

The divine agent adds the following cleric spells to her spell list as 6th level spells: *blasphemy*, *destruction*, *dictum*, *holy word*, *restoration (greater)*, *resurrection*, *summon nature's ally VIII*, *word of chaos*. This supersedes their normal spell levels. The divine agent also adds the following spells to her spell list at the indicated spell levels: 1st—*blend*, *disguise self*, *shadow weapon*, *vanish*, *ventriloquism*; 2nd—*blur*, *invisibility*, *mirror image*, *phantom trap*; 3rd—*displacement*, *illusory poison*, *invisibility sphere*; 4th—*invisibility (greater)*, *shadow step*; 5th—*seeming*; 6th—*mislead*, *shadow walk*.

A divine agent cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of cleric spells of 7th level or higher (but see above). Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells. A divine agent must choose and prepare her spells in advance.

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

Like other spellcasters, a divine agent can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Divine agent. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

Divine agents meditate or pray for their spells. Each divine agent must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether a divine agent can prepare spells. A divine agent may prepare and cast any spell on the divine agent spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Domain: This is exactly like the cleric ability of the same name, except that the divine agent may select only one domain. She can choose her domain from among those belonging to her deity, the Trickery domain or any associated subdomains (even if her deity does not normally provide access to them), the new Stealth[‡] domain, or an alignment domain (Chaos, Evil, Good, or Law). She otherwise follows all other parameters pertaining to cleric domains. ([‡]*Divine Champions*)

Sneak Attack (Ex): At 1st level, a divine agent gains the rogue's sneak attack ability, except that the extra damage is 1d6 at 1st level, and increases by 1d6 at 4th level and every three divine agent levels thereafter, to a maximum of 7d6 at 19th level.

Channel Energy (Su): This is exactly like the cleric ability of the same

name, except that the amount of damage dealt or healed by the divine agent is equal to 1d6 points of damage at 2nd level plus 1d6 points of damage for every three divine agent levels thereafter, to a maximum of 7d6 at 20th level.

Evasion (Ex): At 2nd level, a divine agent gains the rogues evasion ability. This ability, uncanny dodge, and improved uncanny dodge replace **channel energy 2d6, 5d6, and 8d6**.

Channeling Strike (Su): At 3rd level, a divine agent can channel her divine energy through a sneak attack. Before the divine agent makes an attack roll, she can choose to spend one use of her channel energy ability as a swift action. If the divine agent channels positive energy, her weapon becomes imbued with holy power and gains the *holy* weapon ability until the end of her turn. This makes the weapon good-aligned and thus bypasses the corresponding damage reduction. On a successful sneak attack, it deals extra points of holy damage against all creatures of evil alignment equal to the damage dealt by her channel positive energy ability. If the divine agent channels negative energy, her weapon becomes imbued with unholy power and gains the *unholy* weapon ability until the end of his turn. This makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals extra points of unholy damage against all creatures of good alignment equal to the damage dealt by her channel negative energy ability. The target can make a Will save (DC 10 + 1/2 the divine agent's level + the divine agent's Charisma modifier), as normal, to halve this additional damage (but not sneak attack damage). If the divine agent's attack misses, the channel energy ability is still expended with no effect. This ability and greater channeling strike **replace spontaneous casting**.

Rogue Talent: At 3rd level and every three levels thereafter, a divine agent gains a rogue talent for which she qualifies. At 12th level, the divine agent can choose an advanced rogue talent whenever she could choose a rogue talent, or when she selects the Extra Rogue Talent feat. A divine agent adds Trapfinding to list of rogue talents she can select. A divine agent treats her level as her rogue level for the purpose of qualifying for talents with level-dependent requirements and calculating the effects of any talent or rogue ability she's chosen. This ability replaces the **cleric's second domain**.

Uncanny Dodge (Ex): At 4th level, a divine agent gains the rogues uncanny dodge ability.

Improved Uncanny Dodge (Ex): At 8th level, a divine agent gains the rogues improved uncanny dodge ability.

Divine Strike (Su): Upon reaching 20th level, a divine agent becomes incredibly deadly when channeling sneak attack damage. Each time the divine agent successfully makes a channeling strike, she can choose to deal twice the damage dealt by her channel energy ability, or force the target (if it is an outsider) to become subject to *banishment*, using her divine agent level as the caster level.

Regardless of the effect chosen, the target receives a Will save (DC 10 + 1/2 the divine agent's level + the divine agent's Charisma modifier) for half damage, as normal, or the appropriate save to negate the *banishment* effect. Once a creature has been the target of a divine strike, regardless of whether or not the save is successful, that creature is immune to that divine agent's divine strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to sneak attack damage from this ability, but not the channeled energy damage.

Rogue Talents: The following rogue talents complement the divine agent multiclass archetype: Assault Leader*, Black Market Connections†, Camouflage*, Canny Observer*, Coax Information*, Fast Stealth, Finesse Rogue, Guileful Polygot*, Hard to Fool*, Honeyed Words*, Ki Pool†, Major Magic, Minor Magic, Ninja Trick†, Strong Impression*, Studied Trickery‡, and Trapfinding‡. (**Advanced Player's Guide*, †*Divine Champions*, ‡*Ultimate Combat*)

Advanced Talents: The following advanced rogue talents complement the divine agent multiclass archetype: Confounding Blades†, Defensive Roll, Dispelling Attack, Evasion‡, Hard to Fool†, Hide in Plain Sight†, Impromptu Sneak Attack‡, Improved Evasion, Improved Uncanny Dodge‡, Redirect Attack*, Rumormonger†, Skill Mastery, Slippery Mind, Thoughtful Reexamining*, Uncanny Dodge‡, and Unwitting Ally†. (**Advanced Player's Guide*, †*Divine Champions*, ‡*Ultimate Combat*)

Table: Divine Agent

Class	Base Attack	Fort	Ref	Will	Spells per Day
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Level	Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Aura, domain, orisons, sneak attack +1d6	3	1+1	—	—	—	—	—
2nd	+1	+0	+3	+3	Channel energy 1d6, evasion	4	2+1	—	—	—	—	—
3rd	+2	+1	+3	+3	Channeling strike, rogue talent	4	3+1	—	—	—	—	—
4th	+3	+1	+4	+4	Sneak attack +2d6, uncanny dodge	4	3+1	1+1	—	—	—	—
5th	+3	+1	+4	+4	Channel energy 2d6	4	4+1	2+1	—	—	—	—
6th	+4	+2	+5	+5	Rogue talent	5	4+1	3+1	—	—	—	—
7th	+5	+2	+5	+5	Sneak attack +3d6	5	4+1	3+1	1+1	—	—	—
8th	+6/+1	+2	+6	+6	Channel energy 3d6, improved uncanny dodge	5	4+1	4+1	2+1	—	—	—
9th	+6/+1	+3	+6	+6	Rogue talent	5	5+1	4+1	3+1	—	—	—
10th	+7/+2	+3	+7	+7	Sneak attack +4d6	5	5+1	4+1	3+1	1+1	—	—
11th	+8/+3	+3	+7	+7	Channel energy 4d6	5	5+1	4+1	4+1	2+1	—	—
12th	+9/+4	+4	+8	+8	Advanced talents, rogue talent	5	5+1	5+1	4+1	3+1	—	—
13th	+9/+4	+4	+8	+8	Sneak attack +5d6	5	5+1	5+1	4+1	3+1	1+1	—
14th	+10/+5	+4	+9	+9	Channel energy 5d6	5	5+1	5+1	4+1	4+1	2+1	—
15th	+11/+6/+1	+5	+9	+9	Rogue talent	5	5+1	5+1	5+1	4+1	3+1	—
16th	+12/+7/+2	+5	+10	+10	Sneak attack +6d6	5	5+1	5+1	5+1	4+1	3+1	1+1
17th	+12/+7/+2	+5	+10	+10	Channel energy 6d6	5	5+1	5+1	5+1	4+1	4+1	2+1
18th	+13/+8/+3	+6	+11	+11	Rogue talent	5	5+1	5+1	5+1	5+1	4+1	3+1
19th	+14/+9/+4	+6	+11	+11	Sneak attack +7d6	5	5+1	5+1	5+1	5+1	5+1	4+1
20th	+15/+10/+5	+6	+12	+12	Channel energy 7d6, divine strike	5	5+1	5+1	5+1	5+1	5+1	5+1

Note: "+1" represents the domain spell slot

DIVINE EXEMPLAR

Somewhere between the clergyman and the crusader lies the divine exemplar. She rarely operates in concert with a church, as the cleric does; neither does she devote herself to holy combat as the paladin does. She foregoes much of both clerical and paladinic lifestyles in order to pursue something closer to her god. She casts spells, but only those granted by her deity's domains. She smites whatever her god frowns upon with the same vigor as a paladin, but she lacks the paladin's combat training. Her channeling is weaker than a cleric's, but the good divine exemplar can heal as mercifully as the best paladin and the evil divine exemplar can harm as cruelly as the worst antipaladin, while neutral divine exemplars are gifted by their gods with the power to maintain balance. Divine exemplars are far more closely-linked to their patron deities than clerics or paladins, and it is in this link that they specialize.

Primary Class: Cleric.

Secondary Class: Paladin.

Hit Dice: d8.

Bonus Skills and Ranks: The divine exemplar may select three paladin skills to add to her class skills in addition to the normal cleric class skills. The divine exemplar gains a number of ranks at each level equal to 2 + Int modifier.

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

Code of Conduct: A divine exemplar must adhere to her deity's exact alignment as a strict moral code, and loses all class features except proficiencies if she ever willingly breaks this code. Additional restrictions on the divine exemplar's behavior may be derived from her deity's rules, preferences, etc.

Aura (Su): A divine exemplar's aura is more potent than that of an ordinary cleric. At 1st level, a divine exemplar's aura detects as both aspects of her alignment, and has the same strength as that of a paladin of her level. Thus, a chaotic good divine exemplar has an aura of chaos and an aura of good.

In addition, as the divine exemplar gains levels, her aura provides her with additional effects, according to her alignment. A good or evil aligned divine exemplar gains aura effects that functions as a paladin's or antipaladin's aura of the same name, while a neutral divine exemplar may select one of the four *magic circle* effects listed below, but cannot select a type that wards against an aspect of her alignment. For example, a chaotic neutral divine exemplar cannot select *magic circle against chaos*. The DC for a magic circle effect is equal to 10 + 1/2 the divine exemplar's level + the divine exemplar's Charisma bonus. This ability otherwise functions as and replaces the cleric's aura ability.

At 6th level, a divine exemplar gains the following initial aura effect according to her alignment.

- ♦ *Aura of courage* (good).
- ♦ *Aura of cowardice* (evil).
- ♦ *Magic circle against chaos/evil/good/law* (neutral).

At 12th level, a divine exemplar adds one of the following effects to her aura.

- ♦ *Aura of resolve* or *aura of justice* (good).
- ♦ *Aura of despair* or *aura of vengeance* (evil).
- ♦ *Magic circle against chaos/evil/good/law* (neutral).

At 18th level, a divine exemplar adds one of the following effects to her aura.

- ♦ *Aura of faith* or *aura of righteousness* (good).
- ♦ *Aura of sin* or *aura of depravity* (evil).
- ♦ *Magic circle against chaos/evil/good/law* (neutral).

Diminished Spellcasting: A divine exemplar gains one fewer spell of each level than normal, and does not receive the normal domain spell slot at each spell level. If this reduces the number of spells at a certain level to 0, she may cast spells of that level only if she receives bonus spells of that level from having a high ability score. A divine exemplar uses his Charisma score to determine bonus spells per day and spell DCs, and must have a Charisma score equal to 10 + a spell's level in order to cast it. A divine exemplar receives no 0-level spell slots.

Domains: At 1st level, and again at 5th level and every four levels thereafter, the divine exemplar receives one of her deity's domains. If possible, the first domain she selects must be one of her deity's alignment domains. She gains all the granted powers of her domains as a cleric of her level. However, the divine exemplar does not gain domain spells (see diminished spellcasting), and uses her Charisma bonus to determine the

save DCs and uses per day for these abilities. This otherwise functions as and replaces the cleric's domains ability.

Domain Spells Only: A divine exemplar does not receive the normal cleric spell list. Instead her spell list is composed of the spells associated with all her deity's domains, including those the granted powers of which he cannot yet access. She can prepare any combination of domain spells in appropriately-leveled spell slots. This does not affect the cleric's spontaneous casting class feature: divine exemplars of good deities can still channel stored spell energy into healing spells, and divine exemplars of evil deities can still channel stored spell energy into harmful spells, despite these spells not technically being on the divine exemplar's spell list. (Divine exemplars of neutral deities can choose one or the other as normal.) For the purposes of spontaneous casting, the divine exemplar's spells are not considered to be "domain spells."

Righteous Fury (Ex): At 1st level, a divine exemplar uses her divine exemplar level in place of her base attack bonus when smiting and using domain powers which require an attack roll. She also uses her divine exemplar level as his base attack bonus for the purpose of determining the number of attacks she can make in a full attack action while smiting.

Smite (Su): At 1st level, a divine exemplar can smite as a paladin of her level, once per day, and an additional time per day every six levels thereafter, to a maximum of four times per day at 19th level. Divine exemplars of good alignment smite evil, and those of an evil alignment smite good. A lawful neutral divine exemplar smites chaos, while one of chaotic neutral alignment smites law. True neutral divine exemplars can smite chaos, evil, good, and law, but each day must choose which alignment she can smite for that day. This ability replaces channel energy 1d6, 4d6, 7d6, and 10d6.

Lay on Hands/Touch of Corruption/Versatile Channeler (Su): At 2nd level, a divine exemplar that worships a good or evil deity can expend one of her daily channel energy uses to use lay on hands or touch of corruption respectively. When using channel energy in this way, the healing (or damage) dice are calculated as though the divine exemplar were a paladin (or antipaladin) of her level. For example, a 9th level divine exemplar normally channels energy for 3d6 points of healing or damage, but when using lay on hands or touch of corruption this is increased to 5d6). A divine exemplar may use this ability on herself as a swift action. This ability otherwise functions as the paladin or antipaladin ability of the same name.

Alternatively, a divine exemplar who worships neither a good nor evil deity gains Versatile Channeler as a bonus feat. This allows the divine exemplar to channel positive or negative energy, but with an effective cleric level equal to her divine exemplar level -2. At 11th level, the divine exemplar no longer receives a penalty for channeling both types of energy. This ability allows the divine exemplar to qualify for feats and abilities that have "channel positive energy" or "channel negative energy" as a prerequisite, such as the Command Undead feat and the Turn Undead feat.

Mercy/Cruelty (Su): At 4th level, and again at 10th and 16th levels, a divine exemplar selects one mercy or cruelty available to paladins or antipaladins of her level. Good divine exemplars select mercies, and apply all mercies known when using lay on hands, as a paladin would. Evil divine exemplars select cruelties, and apply one cruelty known when using touch of corruption, as an anti-paladin would. Non-good/non-evil divine exemplars may choose freely between mercies and cruelties; they apply all mercies known to one creature healed by their positive channeling, and one cruelty known to one creature harmed by their negative channeling.

Favored (Su): At 5th level, a divine exemplar receives a bonus equal to her Charisma modifier on all her saves. This bonus is a sacred bonus if the divine exemplar worships a good deity, profane if the divine exemplar worships an evil deity, and untyped if the divine exemplar worships a neutral deity. This functions as, and does not stack with, the paladin's divine grace or antipaladin's unholy resilience ability. This ability replaces orisons.

Abundant Channeling (Su): Starting at 8th level, a divine exemplar may channel energy a number of times per day equal to 1/2 her divine exemplar level + her Charisma bonus (instead of 3 + her Charisma bonus).

Improved Righteous Fury (Ex): At 11th level, a divine exemplar uses her divine exemplar level in place of her base attack bonus whenever she makes an attack roll with her deity's favored weapon. She also uses her divine exemplar level as her base attack bonus for the purpose of determining the number of attacks she can make in a full attack action with her deity's favored weapon.

Conductive Weaponry (Su): At 14th level, a divine exemplar treats any magical melee weapon she wields as though it had the conductive special

PACTBOUND THAUMATURGE

While clerics wield the power of the divine, they will, on occasion, seek to enhance their power by entering a pact with a powerful entity to obtain access to both divine domains and arcane bloodlines. It is from her benefactor that the pactbound thaumaturge draws additional power, besides those granted by her deity. By channeling divine energies and arcane powers, the pactbound thaumaturge possesses far greater potential than a cleric or sorcerer might alone.

Primary Class: Cleric.

Secondary Class: Sorcerer.

Alignment: Any (see Pact).

Hit Dice: d8.

Bonus Skills and Ranks: The pactbound thaumaturge may select three sorcerer skills to add to her class skills in addition to the normal cleric class skills. The pactbound thaumaturge gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The pactbound thaumaturge is proficient with all simple weapons, with light armor, but not with shields.

Diminished Spellcasting: A pactbound thaumaturge casts divine spells which are drawn from the cleric spell list, and casts one fewer spell of each level than normal. She also adds her pact spells to her list. The pactbound thaumaturge otherwise learns and casts spells as a cleric of the same level. The pactbound thaumaturge gains bonus spells for a high Wisdom score.

Channel Energy (Su): This is exactly like the cleric ability of the same name, except that the pactbound thaumaturge channels energy according to his pact.

Expert Channeler: At 1st level, a pactbound thaumaturge can choose either Extra Channel or Selective Channeling as a bonus feat.

Pact: At 1st level, a pactbound thaumaturge must select a pact that creates a bond between her and her benefactor. Each pact grants the pactbound thaumaturge a number of powers, determines the type of energy he can channel, and requires her to adhere to a specific code of conduct, as described in the individual pact descriptions.

At 1st level, the pactbound thaumaturge adds her Pact skill to her class skill list, and learns to channel energy associated with her pact. Additionally, she gains a pact power at each of the indicated levels as shown on Table: Pactbound Thaumaturge.

At 2nd level, and every two levels thereafter, a pactbound thaumaturge learns two additional spells, derived from her pact. These spells are in addition to the spells on the cleric spell list. These spells cannot be exchanged for different spells at higher levels.

The pactbound thaumaturge may select from the Aberrant, Abyssal, Celestial, Elemental, Fey, Infernal, or Verdant pact (see Pacts below), but these represent only some of the possible sources of power that a pactbound thaumaturge can draw upon.

Spontaneous Casting: This is exactly like the cleric ability of the same name, except that the pactbound thaumaturge can “lose” any prepared spell in order to cast any pact spell that she knows of the same spell level or lower.

FACTS

A pact is a mutually binding contract between a powerful benefactor, such as an outsider or some other creature of great influence, and the pactbound thaumaturge. Making such a pact places the pactbound thaumaturge in service to her benefactor, and is obliged, as its agent (or slave), to follow a strict code of conduct and carry out any vital undertakings that the benefactor deems fit to impose upon her. In return for this “servitude”, the pactbound thaumaturge is granted a variety of spells, powers, and a unique type of energy channeling as determined by the type of pact that is formed.

Alternate Pact Spells and Powers: While each pact is created from a combination of the listed sorcerer bloodline and cleric domain, the pactbound thaumaturge may, at the GM’s discretion, select pact spells or powers from an associated wildblooded bloodline or a related subdomain.

The pactbound thaumaturge can choose to enter one of the following pacts described hereafter.

Aberrant Pact

You have forged a pact with a bizarre aberration from some unknown location deep below the surface of the world, such as an aboleth slave master or dark naga savant. In so doing, the pactbound thaumaturge gains bizarre powers which allow you to implant your foes’ minds with insane dreams, emit an aura that confuses your enemies, resist magical spells, or

become more in tune with aberrant creatures yourself. The Aberrant pact consists of the Aberrant bloodline and the Madness domain.

Code of Conduct: You must be of a nongood alignment and loses all class features except proficiencies if you ever willingly speak of your true master. Additionally, once per month, you must sacrifice a sentient creature to her overlord.

Class Skill: You add Knowledge (dungeoneering) to your list of class skills.

Channeling: Your pact grants you the ability to channel aberrant energies that incapacitate and weaken one’s willpower. The target takes a –1 penalty to all Intelligence- and Wisdom-based skill checks for 1 round per pactbound thaumaturge level, plus an additional 1 every two pactbound thaumaturge levels beyond 1st (–2 at 3rd, –3 at 5th, and so on). A successful Will save (DC 10 + 1/2 the pactbound thaumaturge’s level + the pactbound thaumaturge’s Charisma modifier) reduces this penalty by half (minimum –1). The target uses this Will save against any secondary effects (see below).

In addition, a number of targets within the burst equal to your Charisma modifier must make a Will save (DC 10 + 1/2 the pactbound thaumaturge’s level + the pactbound thaumaturge’s Charisma modifier) or be subject to a *lesser confusion* spell. At 8th level, on a failed save, the targets are subject to a *confusion* spell for 1 round per pactbound thaumaturge level. A successful save reduces this to being dazed for 1 round. At 15th level, on a failed save, the targets are subject to a *feeblemind* spell for 1 round per pactbound thaumaturge level. A successful save reduces this to being dazed for 1 round. This otherwise functions like the cleric’s channel energy ability.

Pact Spells: You add the following Aberrant bloodline and Madness domain spells to your spell list at the indicated spell levels: 1st—*enlarge person*, *lesser confusion*; 2nd—*see invisibility*, *touch of idiocy*; 3rd—*rage*, *tongues*; 4th—*black tentacles*; *confusion*; 5th—*feeblemind*, *nightmare*; 6th—*phantasmal killer*, *veil*; 7th—*insanity*, *plane shift*; 8th—*mind blank*, *scintillating pattern*; 9th—*shapechange*, *weird*.

Pact Powers: Your pact grants you a great many powers of a sinister and deviant origin. The aberrant creatures throughout the realms are watching you and strive to aid you in your endeavors to oppress and dominate the races throughout the world. At each level that you receive a pact power, you can choose between one of the two presented powers, or you gain the indicated individual power.

At 1st level, you may select either the Acidic Ray bloodline power or the Vision of Madness domain power as your pact power.

At 3rd level, you gain the Long Limbs bloodline power as your pact power.

At 9th level, you may select either the Aura of Madness domain power or the Unusual Anatomy power as your pact power.

At 15th level, you gain the Alien Resistance bloodline power as your pact power.

At 20th level, you gain the Aberrant Form bloodline power as your pact power.

Abyssal Pact

You have forged a pact with a vile demon from the abyssal horde, such as a balor, glabrezu, or even a demon lord. In so doing, you gain demonic powers which allow you to rend your foes with vicious claws, summon forth minor demons, resist certain energy attacks, or transform into a creature of abyss yourself. The abyssal pact consists of the Abyssal bloodline and the Destruction domain.

Code of Conduct: You must be of evil alignment and lose all class features except proficiencies if you ever willingly commit a good act. Additionally, your code requires that you seek out agents of good and strive to trick, harm, or slaughter them.

Class Skill: You add Knowledge (planes) to your list of class skills.

Channeling: Your pact grants you the ability to channel demonic energies that harrow up the wracking pains of the impenitent. The amount of damage dealt from this internal torment is 1d4 points of damage plus 1d4 points of damage every two pactbound thaumaturge levels beyond 1st (2d4 at 3rd, 3d4 at 5th, and so on).

In addition, each target that is hit must make a Will save (DC 10 + 1/2 your pactbound thaumaturge level + your Charisma modifier) or become sickened for 1 round. At 8th level, on a failed save, the target becomes sickened for 1 round per pactbound thaumaturge level. A successful save reduces this to being sickened 1 round. At 15th level, on a failed save, the target becomes nauseated for 1 round per pactbound thaumaturge level. A

successful save reduces this to being sickened for 1 round. This otherwise functions like the cleric's channel energy ability.

Pact Spells: You add the following Abyssal bloodline and Destruction domain spells to your spell list at the indicated spell levels: 1st—*cause fear, true strike*; 2nd—*bull's strength, shatter*; 3rd—*rage*; 4th—*inflict critical wounds, stoneskin*; 5th—*dismissal, shout*; 6th—*harm, transformation*; 7th—*disintegrate, greater teleport*; 8th—*earthquake, unholy aura*; 9th—*implosion, summon monster IX*.

Pact Powers: Your pact grants you a great many powers of an abyssal origin. The entities of the abyssal planes are watching you and strive to aid you in your struggle against all that is good and right. At each level that you receive a pact power, you can choose between one of the two presented powers, or you gain the indicated individual power.

At 1st level, you may select either the Claws bloodline power or the Destructive Smite domain power as your pact power.

At 3rd level, you gain the Demon Resistances bloodline power as your pact power.

At 9th level, you may select either the Destructive Aura domain power or the Strength of the Abyss bloodline power as your pact power.

At 15th level, you gain the Added Summonings bloodline power as your pact power.

At 20th level, you gain the Demonic Might bloodline power as your pact power.

Celestial Pact

You have forged a pact with a saintly being from the hosts of heaven, such as a solar or planetar. In so doing, you gain holy powers which allow you to immolate your foes with heavenly fire, resist certain energy attacks, or transform into a being of the heavenly planes yourself. The celestial pact consists of the Celestial bloodline and the Good domain.

Code of Conduct: You must be of good alignment and lose all class features except proficiencies if you ever willingly commit an evil act. Additionally, your code requires that you help those in need (provided they do not use the help for evil ends), and punish those who harm or threaten the innocent.

Class Skill: You add Heal to your list of class skills.

Channeling: Your pact grants you the ability to channel positive energy. The amount of damage dealt or healed is 1d6 points of damage plus 1d6 points of damage every two pactbound thaumaturge levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). This functions exactly like channel positive energy for a cleric of a good-aligned deity.

Pact Spells: You add the following Celestial bloodline and Good domain spells to your spell list at the indicated spell levels: 1st—*bles, protection from evil*; 2nd—*align weapon* (good only), *resist energy*; 3rd—*magic circle against evil*; 4th—*holy smite, remove curse*; 5th—*dispel evil, flame strike*; 6th—*blade barrier, greater dispel magic*; 7th—*banishment, holy word*; 8th—*holy aura, sunburst*; 9th—*gate, summon monster IX* (good spell only).

Pact Powers: Your pact grants you a great many powers of a heavenly origin. The entities of the goodly planes are watching you and strive to aid you in your struggle against the ever spreading evil and darkness. At each level that you receive a pact power, you can choose between one of the two presented powers, or you gain the indicated individual power.

At 1st level, you may select either the Heavenly Fire bloodline power or the Touch of Good domain power as your pact power.

At 3rd level, you gain the Celestial Resistances bloodline power as your pact power.

At 9th level, you may select either the Holy Lance domain power or the Wings of Heaven bloodline power as your pact power.

At 15th level, you gain the Conviction bloodline power as your pact power.

At 20th level, you gain the Ascension bloodline power as your pact power.

Elemental Pact

You have forged a pact with a primal entity from the elemental planes, such as an elder or greater elemental. In so doing, you gain primal powers which allow you to harrow your foes with elemental energies, resist certain energy attacks, move freely through one of the four primal elements, or transform into a being of the elemental planes himself. The elemental pact consists of the Elemental bloodline and either the Air, Earth, Fire, or Water domain.

Code of Conduct: You must be of neutral alignment (either along the chaos/law or evil/good axis) and lose all class features except proficiencies

if you fail to remain so. Additionally, your code requires that you destroy any elemental that is opposed to your own (air and earth, fire and water).

Class Skill: You add Knowledge (planes) to your list of class skills.

Channeling: Your pact grants you the ability to channel elemental energy according to your chosen elemental subtype—acid (Earth), cold (Water), electricity (Air), or fire (Fire). You can use your channeled energy to harm others (including elementals of your chosen subtype, if you so choose), or to heal elementals of your chosen subtype. The amount of damage dealt or healed is 1d6 points of damage plus 1d6 points of damage every two pactbound thaumaturge levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). This otherwise functions like the cleric's channel energy ability.

Pact Spells: You add the following Elemental bloodline and the Air, Earth, Fire, or Water domain spells according to your subtype to your spell list at the indicated spell levels: 1st—*burning hands**, *magic stone* (earth), *obscuring mist* (air and water); 2nd—*fog cloud* (water), *produce flame* (fire), *scorching ray**, *soften earth and stone* (earth), *wind wall* (air); 3rd—*fireball* (fire), *gaseous form* (air), *protection from energy*, *stone shape* (earth), *water breathing* (water); 4th—*air walk* (air), *control water* (water), *elemental body I* (subtype only), *spike stones* (earth), *wall of fire* (fire); 5th—*control winds* (air), *elemental body II* (subtype only), *fire shield* (fire), *ice storm* (water), *wall of stone* (earth); 6th—*chain lightning* (air), *cone of cold* (water), *elemental body III* (subtype only), *fire seeds* (fire), *stoneskin* (earth); 7th—*elemental body IV* (subtype only); 8th—*earthquake* (earth), *horrid wilting* (water), *incendiary cloud* (fire), *summon monster VIII* (elemental subtype only), *whirlwind* (air); 9th—*elemental swarm* (subtype only).

*These spells always deal a type of damage determined by your element. In addition, the subtype of these spells changes to match the energy type of your element.

Pact Powers: Your pact grants you a great many powers of an elemental origin. The entities of the elemental planes desire you to serve as a conduit for their primal elemental energies. At each level that you receive a pact power, you can choose between one of the presented powers, or you gain the indicated individual power.

At 1st level, you may select the Elemental Ray bloodline power, or the associated Acid Dart (Earth), Fire Bolt (Fire), Icicle (Water), or Lightning Arc (Air) domain power as your pact power.

At 3rd level, you gain the Elemental Resistance bloodline power as your pact power.

At 9th level, you gain the Elemental Blast bloodline power as your pact power.

At 15th level, you gain the Elemental Movement bloodline power as your pact power.

At 20th level, you gain the Elemental Body bloodline power as your pact power.

Fey Pact

You have forged a pact with a mischievous and powerful entity of the mystical realm of the fey, such as pixie queen or the king of the leprechauns. In so doing, you gain fey-like powers which allow you to charm your foes, stride through overgrown terrain without notice, force laughter out of those nearby, or become one with the world of the fey. The fey pact consists of the Fey bloodline and the Trickery domain.

Code of Conduct: You must be of chaotic alignment and lose all class features except proficiencies if you fail to remain so. Additionally, you are prohibited from wearing metal armor or using a metal shield. This devotion grants you damage reduction 1/cold iron, and increases by 1 every four levels beyond 1st, to a maximum of damage reduction 5/cold iron.

Class Skill: You add Knowledge (nature) to your list of class skills.

Channeling: Your pact grants you the ability to channel fey energies that fascinate and beguile the mind. The target takes a -1 penalty to all Intelligence- and Charisma-based skill checks for 1 round per pactbound thaumaturge level, plus an additional 1 for every two pactbound thaumaturge levels beyond 1st (-2 at 3rd, -3 at 5th, and so on). A successful Will save (DC 10 + 1/2 your pactbound thaumaturge level + your Charisma modifier) reduces this penalty by half (minimum -1). The target uses this Will save against any secondary effects (see below).

In addition, a number of targets within the burst equal to your Charisma modifier must make a Will save (DC 10 + 1/2 your pactbound thaumaturge level + your Charisma modifier) or become fascinated for 1 round. At 8th level, on a failed save, the targets are subject to a *charm person* spell for 1 round per pactbound thaumaturge level. A successful save reduces this to being fascinated for 1 round. At 15th level, on a failed save, the targets are

subject to a *charm monster* spell for 1 round per pactbound thaumaturge level. A successful save reduces this to being fascinated for 1 round.

Alternatively, at 15th level, you can target one living creature. The creature must make a Will save (DC 10 + 1/2 the pactbound thaumaturge's level + the pactbound thaumaturge's Charisma modifier) or be subject to an *irresistible dance* spell. This otherwise functions like the cleric's channel energy ability.

Pact Spells: You add the following Fey bloodline and the Trickery domain spells to your spell list at the indicated spell levels: 1st—*disguise self, entangle*; 2nd—*hideous laughter, invisibility*; 3rd—*deep slumber, nondetection*; 4th—*confusion, poison*; 5th—*false vision, tree stride*; 6th—*mislead*; 7th—*phase door, screen*; 8th—*irresistible dance, mass invisibility*; 9th—*shapechange, time stop*.

Pact Powers: Your pact grants you a great many powers of a fey origin. The entities of the fey realm are watching you and stand ready to assist you in your endeavors to spread confusion and mayhem. At each level that you receive a pact power, you can choose between one of the two presented powers, or you gain the indicated individual power.

At 1st level, you may select either the Copy Cat domain power or the Laughing Touch bloodline power as your pact power.

At 3rd level, you gain the Woodland Stride power as your pact power.

At 9th level, you may select either the Fleeting Glance bloodline power or the Master Illusion domain power as your pact power.

At 15th level, you gain the Fey Magic bloodline power as your pact power.

At 20th level, you gain the Soul of the Fey bloodline power as your pact power.

Infernal Pact

You have forged a pact with a powerful devil from the legions of hell, such as a pit fiend or horned devil. In so doing, you gain infernal powers which allow you to scorch your foes with hellfire, invoke fear, resist certain energy attacks, or transform into a being of the planes of hell yourself. The celestial pact consists of the Infernal bloodline and the Evil domain.

Code of Conduct: You must be of any non-good alignment and lose all class features except proficiencies if you ever willingly break a contract or agreed upon pledge. Additionally, once per month, you receive an order from your infernal lord that must be completed. This can be as simple as discovering the weekly income of a small blacksmith operation to a more task such as assassinating the mayor of a nearby town.

Class Skill: You add Diplomacy to your list of class skills.

Channeling: Your pact grants you the ability to channel damnable energies of hell that bring fear to the soul. The amount of damage dealt is 1d4 points of damage plus 1d4 points of damage every two pactbound thaumaturge levels beyond 1st (2d4 at 3rd, 3d4 at 5th, and so on). In addition, each target must make a Will save (DC 10 + 1/2 your pactbound thaumaturge level + your Charisma modifier) or become shaken for 1 round. At 8th level, on a failed save, the target becomes frightened for 1 round per pactbound thaumaturge level. A successful save reduces this to being shaken for 1 round. At 15th level, on a failed save, the target becomes panicked for 1 round per pactbound thaumaturge level. A successful save reduces this to being shaken for 1 round. This otherwise functions like the cleric's channel energy ability.

Pact Spells: You add the following Infernal bloodline and the Evil domain spells to your spell list at the indicated spell levels: 1st—*protection from good*; 2nd—*align weapon* (evil only), *scorching ray*; 3rd—*magic circle against good, suggestion*; 4th—*charm monster, unholy blight*; 5th—*dispel good, dominate person*; 6th—*create undead, planar binding* (devils and creatures with the fiendish template only); 7th—*blasphemy, greater teleport*; 8th—*unholy aura, power word stun*; 9th—*meteor swarm, summon monster IX* (evil spell only).

Pact Powers: Your pact grants you a great many powers of an infernal origin. The entities of the planes of hell are watching you in an effort to see if you will fulfill your contract, and how cunning you are in finding ways bend the rules without breaking them. At each level that you receive a pact power, you can choose between one of the two presented powers, or you gain the indicated individual power.

At 1st level, you may select either the Corrupting Touch bloodline power or the Touch of Evil domain power as your pact power.

At 3rd level, you gain the Infernal Resistances bloodline power as your pact power.

At 9th level, you may select either the Hellfire bloodline power or the Scythe of Evil domain power as your pact power.

At 15th level, you gain the On Dark Wings bloodline power as your pact power.

At 20th level, you gain the Power of the Pit bloodline power as your pact power.

Verdant Pact

You have forged a pact with a powerful plant creature or guardian of the natural world, such as a treant elder or a unicorn forest master. In so doing, you gain powers over plants and the natural world which allow you to trip up your foes, survive without food and drink, grow thorny spurs to dissuade others from attacking you, enhance your natural healing, or become as one with the plant creatures you serve. The verdant pact consists of the Verdant bloodline and the Plant domain.

Code of Conduct: You must be of neutral alignment (either along the chaos/law or evil/good axis) and lose all class features except proficiencies if you fail to remain so. Additionally, your code requires that you protect the natural world from devastation, including plant and animal life alike.

Class Skill: You add Knowledge (nature) to your list of class skills.

Channeling: Your pact grants you the ability to channel verdant energy, allowing you to wither or rejuvenate those within the blast. You can use your channeled energy to evaporate the moisture from the body of other living creatures (including plant and water-based creatures, if you so choose), or to heal plant creatures. The amount of damage dealt is 1d6 points of damage plus 1d6 points of damage every two pactbound thaumaturge levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Against plant and water-based creatures your damage dice (or healing dice for plant creatures) increase to 1d8 at 1st level and every two levels beyond 1st. This otherwise functions like the cleric's channel energy ability.

Pact Spells: You add the following Verdant bloodline and the Plant domain spells to your spell list at the indicated spell levels: 1st—*entangle*; 2nd—*barkskin*; 3rd—*plant growth, speak with plants*; 4th—*command plants*; 5th—*wall of thorns*; 6th—*repel wood, transport via plants*; 7th—*animate plants, plant shape III*; 8th—*control plants*; 9th—*shambler*.

Pact Powers: Your pact grants you a great many powers of a plant nature. The natural entities are watching you and strive to aid you in your struggle to safeguard the world from those who seek to destroy its natural habitats. At each level that you receive a pact power, you can choose between one of the two presented powers, or you gain the indicated individual power.

At 1st level, you may select either the Tanglevine bloodline power or the Wooden Fist domain power as your pact power.

At 3rd level, you gain the Photosynthesis bloodline power as your pact power.

At 9th level, you may select either the Bramble Armor domain power or the Massmorph bloodline power as your pact power.

At 15th level, you gain the Rooting bloodline power as your pact power.

At 20th level, you gain the Shepherd of the Trees bloodline power as your pact power.

Table: Pactbound Thaumaturge

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	Aura, channel energy, expert channeler, orisons, pact power	2	0	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Pact spells, spontaneous casting	3	1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Channel energy, pact power	3	1	0	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Pact spells	3	2	1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Channel energy	3	2	1	0	—	—	—	—	—	—

RAGE PRIEST

Clerics worship their deities in many ways; fasting for twenty days, lying nude in moonlight one night a month, and many other fascinating rituals are practiced throughout the world. Recently, a tribe in the outer reaches of the jungles was found, and their clerics had a peculiar, yet very powerful worship ritual for their god, involving giving over to their bestial side and screaming at the top of their lungs while attacking the nearest enemy with particular bloodlust. Scholars have studied them, and found that for many faiths, this form of reckless worship can bring out truly great power granted by the gods.

Primary Class: Cleric.

Secondary Class: Barbarian.

Alignment: Any nonlawful.

Hit Dice: d10.

Bonus Skills and Ranks: The rage priest may select three barbarian skills to add to her class skills in addition to the normal cleric class skills, one of which must be Intimidate. The rage priest gains a number of ranks at each level equal to 2 + Int modifier.

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

Spellcasting: A rage priest prepares and casts spells from the cleric spell list, and casts spells as a cleric of her level. She gains domain spell slots as normal, but may only use them to prepare spells from her single domain (see below).

Domain: A rage priest chooses one domain (or subdomain) from the following list: Chaos, Catastrophe, Destruction, Ferocity, Freedom, Liberation, or Strength. This otherwise functions as and replaces the cleric's domain ability.

Rage: At 1st level, a rage priest gains the barbarian's rage ability, and treats her rage priest level as her barbarian level for all level-dependent

effects. This ability replaces the cleric's second domain and spontaneous casting.

Channel Rage: At 1st level, a rage priest can channel energy into devastating attacks of divine wrath that leave her opponents breathless and disoriented. The rage priest must select the type of energy she will channel (either chaotic, evil, or good), according to her choice and alignment. Once per day, as a swift action, a rage priest can channel this energy into a weapon she is wielding and unleash it upon the target of her next successful attack. The amount of damage dealt is equal to 1d6 points of damage plus 1d6 points of damage for every four rage priest levels beyond 1st (2d6 at 5th, 3d6 at 9th, and so on). This damage is considered as either chaotic, evil, or good for the purposes of bypassing damage reduction, as chosen at 1st level. Any creature with an alignment in opposition to the energy's type, (such as a creature with a lawful alignment or the lawful subtype against chaotic energy), must make a Fortitude save (DC 10 + 1/2 rage priest's level + the rage priest's Charisma modifier) or be stunned for 1 round. The channeled rage effect remains until the rage priest makes her first successful attack, at which time the energy is unleashed upon her target. A rage priest may channel rage a number of times per day equal to 3 + her Charisma modifier. This is a swift action that does not provoke an attack of opportunity. This ability replaces channel energy 1d6, 3d6, 5d6, 7d6, and 9d6.

Rage Powers: At 3rd level and every four levels thereafter, a rage priest can choose a rage power that she qualifies for, treating her rage priest level as her barbarian level for any level-dependent effects or requirements. This ability replaces channel energy 2d6, 4d6, 6d6, 8d6, and 10d6.

Rage Powers: The following rage powers complement the rage priest multiclass archetype: Chaos Totem*, Chaos Totem (Greater)*, Chaos Totem (Lesser)*, Clear Mind, Guarded Life*, Guarded Life (Greater)†, Inspire Ferocity*, Moment of Clarity, Perfect Clarity†, Reckless Abandon*. (*Advanced Player's Guide, †Ultimate Combat)

Table: Rage Priest

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day												
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th			
1st	+0	+2	+0	+2	Aura, channel rage 1d6, domain, orisons, rage	3	1+1	—	—	—	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3		4	2+1	—	—	—	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Rage power	4	2+1	1+1	—	—	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4		4	3+1	2+1	—	—	—	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Channel rage 2d6	4	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—
6th	+4	+5	+2	+5		4	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—
7th	+5	+5	+2	+5	Rage power	4	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6		4	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Channel rage 3d6	4	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—
10th	+7/+2	+7	+3	+7		4	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—
11th	+8/+3	+7	+3	+7	Rage power	4	4+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—
12th	+9/+4	+8	+4	+8		4	4+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—
13th	+9/+4	+8	+4	+8	Channel rage 4d6	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—
14th	+10/+5	+9	+4	+9		4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—
15th	+11/+6/+1	+9	+5	+9	Rage power	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—
16th	+12/+7/+2	+10	+5	+10		4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—
17th	+12/+7/+2	+10	+5	+10	Channel rage 5d6	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	—	—	—
18th	+13/+8/+3	+11	+6	+11		4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	—	—	—
19th	+14/+9/+4	+11	+6	+11	Rage power	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	—	—	—
20th	+15/+10/+5	+12	+6	+12		4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	—	—	—

TEMPLE DANCER

Deep within the holy sanctuaries of the gods are those who perform daily rites meant to demonstrate one's utmost devotion and love for their beloved deity. Many of these are but lay devotees or trained acolytes seeking the favor and blessings of their god. However, there are those blessed few touched by the hand of their god to demonstrate their devotion through ritualistic dance and song. The ritual dances of the temple dancer are special prayers of honor and glory to her deity. Through these performances, the temple dancer is blessed with greater divine power, special weapon training, and supernatural abilities for the sole purpose of enhancing her natural grace and ability to perform. She can use her dances in a variety of ways—from influencing those around her and aiding her allies, to bolstering her skills in battle against common foes on her god's behalf. Those who come within close proximity of a temple dancer engaged in her ritual performances are in danger of harm from the wall of whirling limbs or razor sharp steel that she employs.

Primary Class: Cleric.

Secondary Class: Bard.

Hit Dice: d8.

Bonus Skills and Ranks: The temple dancer may select three bard skills to add to her class skills in addition to the normal cleric class skills, one of which must be Perform. The temple dancer gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The temple dancer is proficient with all simple weapons, plus the temple sword, and her deity's favored weapon. The temple dancer is proficient with light armor, but not with shields.

Spellcasting: The temple dancer casts divine spells drawn from the cleric and bard spell lists. A temple dancer relies less on spells than other clerics, and can cast any spell she knows without preparing it ahead of time. However, her alignment may restrict her from casting spells opposed to her moral and ethical beliefs. The temple dancer uses the bard spell progression table for her daily allotment of spells and known spells. She also receives bonus spells per day if she has a high Charisma score. The temple dancer otherwise learns and casts spells as a bard equal to her temple dancer level.

Dance of Devotion (Ex): At 1st level, whenever the temple dancer wields a temple sword or her deity's favored weapon, she can use her Charisma modifier instead of her Strength modifier on melee attack and damage rolls. She also treats any favored melee (not ranged) weapon as a one-handed weapon of its type (bludgeoning, piercing, or slashing) when qualifying for all feats and class abilities that require such a weapon. The weapon must be sized appropriately for a creature of the temple dancer's size. A temple dancer cannot use this ability if she is wielding a weapon that is not a temple sword, or her deity's favored weapon.

Domain: This is exactly like the cleric's domains ability except that the temple dancer may select only one domain. This domain must be selected from one of those granted by the temple dancer's deity, or the new Cadence[®] domain, which supersedes any domains the temple dancer's deity normally grants access to. Due to the temple dancer's nature, only certain deities have the predisposition of counting them among the ranks of their clergy. As such, temple dancers must worship nonlawful deities, though deities of another alignment may be included at the GM's discretion. This ability otherwise functions as and replaces domains. (³*Divine Champions*)

Orisons: A temple dancer learns a number of orisons, or 0-level spells, as noted on Table: Temple Dancer Spells Known under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Temple Knowledge (Ex): At 1st level, a temple dancer gains the bard's bardic knowledge ability, except that she adds half her temple dancer level (minimum 1) to only Knowledge (history), Knowledge (nobility), Knowledge (religion), and Perform (dance) skills checks, and can make these skill checks untrained. This ability and temple training replace spontaneous casting.

Temple Training: A temple dancer relies on freedom of motion to cast spells and perform her duties. As such, her special training allows her to ignore the use of insignificant material components. Beginning at 1st level, the temple dancer gains the Eschew Materials as a bonus feat. However, as the temple dancer gains further training in the sacred ways of the temple, she can eschew more expensive material components. The cost of material components that the temple dancer can eschew increases to 10 gp or less at 6th level, 50 gp or less at 11th level, 100 gp or less at 16th level, and 250 gp or less at 20th level.

Table: Temple Dancer Spells Known

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Temple Performance: At 2nd level, the temple dancer gains the bard's bardic performance ability, but is restricted to Perform (act), Perform (dance), Perform (sing), and Perform (percussion) to create magical effects. This ability and all related performances replace channel energy and the cleric's second domain.

Distraction (Su): At 2nd level, the temple dancer gains the bard's distraction performance.

Fascinate (Su): At 2nd level, the temple dancer gains the bard's fascinate performance.

Pavane (Su): At 2nd level, the temple dancer can use her performance to enact a slow dance that unleashes a wave of divine energy in a 30-foot radius. This wave of divine energy functions like a cleric's channel energy ability, except that the temple dancer deals or heals 1d6 points of damage, plus an additional 1d6 points of damage every four levels after 2nd, to a maximum of 5d6 at 18th level. The energy type (positive or negative) that the temple dancer channels is determined by her deity, like a cleric. This ability qualifies the temple dancer for feats with the channel energy class feature as a prerequisite, such as Turn Undead or Command Undead. Using this ability requires a full round action and expends 1 round of performance.

Evocative Performance (Sp): At 6th level, the temple dancer gains the bard's *suggestion* performance.

Healer's Trance (Ex): At 8th level, the temple dancer can use her temple dance to enter a trance-like state while enacting a whirling motion that attunes her spirit to the aspects of her deity. By spending a move action focusing on her whirling, the temple dancer can apply the Quicken Spell feat to any cure spell (or inflict spells if the temple dancer channels negative energy during her pavane performance) she is about to cast (effectively spending a move action and swift action to cast the spell). This does not alter the level of the spell. Using this ability requires a move action and expends 2 rounds of performance.

Dance of Greatness (Su): At 9th level, the temple dancer gains the bard's inspire greatness performance.

Trance of Succor (Ex): At 12th level, the temple dancer gains the bard's soothing performance.

Dance of Inspiration (Su): At 15th level, the temple dancer gains the bard's inspire heroics performance.

Mesmerizing Performance (Sp): At 18th level, the temple dancer gains the bard's *mass suggestion* performance.

Deadly Promenade (Su): At 20th level, a temple dancer can use her performance to transform into the whirling avatar of her deity, once per day. During the first round of her performance, the temple dancer draws her weapon and enters a divinely induced trance that allows her to spin at a tremendous speed. Doing so creates an impassable curtain of whirling steel, granting the temple dancer a +1 bonus to AC and Reflex saves against any attacks made against her (hereafter referred to as a performance bonus). For each additional round of the performance, this bonus increases by +1, up to a maximum of +6. While the performance is maintained, any creature that

attacks the temple dancer takes 4d6 points of damage, with a Reflex save for half damage.

At the end of the performance, the temple dancer can make one of the following actions. She can, as an immediate action, make a single attack at her full base attack bonus against a single foe, adding her performance bonus to her attack roll. If the attack hits, the target takes 10d6 points of damage plus additional damage equal to 1d6 damage per point of performance bonus (maximum +6d6).

Alternatively, at the end of her performance, she can, as an immediate action, make a single attack at her full base attack bonus against a foe within reach. If the attack hits, she deals an amount of damage equal to 4d6 plus her performance bonus (maximum +6). She can then make an additional attack (using her full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If the temple dancer hits, she deals the same amount of damage (see above) and can continue to make attacks against foes adjacent to the previous foe, so long as they are within her reach. The temple dancer adds her performance bonus to each of her attack rolls. The temple dancer cannot attack an individual foe more than once during this attack action.

In addition, if the temple dancer has maintained her performance for at least 5 rounds, her weapon is treated as having the *vorpal* weapon ability (see p. 472 of the *Core Rulebook*) with any attacks made during this

immediate action, regardless of the weapon's type (bludgeoning, piercing, or slashing).

All benefits of the deadly promenade performance are retained until the temple dancer's immediate action is completed. The temple dancer must begin a new performance to regain the benefits of the deadly promenade performance. Deadly promenade relies on visual components.

Quick Steps (Su): Starting at 3rd level, whenever the temple dancer uses her temple dance she gains a +10 enhancement bonus to her land speed.

Harmonious Grace (Ex): At 4th level, whenever the temple dancer is using her temple dance she gains a +1 dodge bonus to AC. This bonus increases by +1 at 8th level and every four levels thereafter, to a maximum of +5 at 20th level.

Zealot's Step (Ex): At 5th level, the temple dancer gains Combat Casting as a bonus feat.

Dance of Insight (Su): At 10th level, once per day, a temple dancer can gain a +5 bonus on a single attack roll, caster level check, or saving throw as an immediate action. This decision must be made before the results of the roll are known, but can be made after the die is rolled. This ability can be used twice per day at 15th level, and three times per day at 20th level.

Table: Temple Dancer

Class Level	Base			Special	Spells per Day						
	Attack Bonus	Fort Save	Ref Save		Will Save	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Aura, dance of devotion, domain, orisons, temple knowledge, temple training	1+1	—	—	—	—	—
2nd	+1	+0	+3	+3	Temple performance, distraction, fascinate, pavane	2+1	—	—	—	—	—
3rd	+2	+1	+3	+3	Quick steps	3+1	—	—	—	—	—
4th	+3	+1	+4	+4	Harmonious grace	3+1	1+1	—	—	—	—
5th	+3	+1	+4	+4	Zealot's step	4+1	2+1	—	—	—	—
6th	+4	+2	+5	+5	Evocative performance	4+1	3+1	—	—	—	—
7th	+5	+2	+5	+5		4+1	3+1	1+1	—	—	—
8th	+6/+1	+2	+6	+6	Healer's trance	4+1	4+1	2+1	—	—	—
9th	+6/+1	+3	+6	+6	Dance of greatness	5+1	4+1	3+1	—	—	—
10th	+7/+2	+3	+7	+7	Dance of insight	5+1	4+1	3+1	1+1	—	—
11th	+8/+3	+3	+7	+7		5+1	4+1	4+1	2+1	—	—
12th	+9/+4	+4	+8	+8	Trance of succor	5+1	5+1	4+1	3+1	—	—
13th	+9/+4	+4	+8	+8		5+1	5+1	4+1	3+1	1+1	—
14th	+10/+5	+4	+9	+9		5+1	5+1	4+1	4+1	2+1	—
15th	+11/+6/+1	+5	+9	+9	Dance of inspiration	5+1	5+1	5+1	4+1	3+1	—
16th	+12/+7/+2	+5	+10	+10		5+1	5+1	5+1	4+1	3+1	1+1
17th	+12/+7/+2	+5	+10	+10		5+1	5+1	5+1	4+1	4+1	2+1
18th	+13/+8/+3	+6	+11	+11	Mesmerizing performance	5+1	5+1	5+1	5+1	4+1	3+1
19th	+14/+9/+4	+6	+11	+11		5+1	5+1	5+1	5+1	5+1	4+1
20th	+15/+10/+5	+6	+12	+12	Deadly promenade	5+1	5+1	5+1	5+1	5+1	5+1

Note: "+1" represents the domain spell slot

TERRAIN PATRIARCH

Terrain patriarchs are the masters of the natural realms, bestowed with divine investiture to serve as guardians and protectors of the wild. A terrain patriarch is a staunch opponent of everything that ravages or destroys the natural world; whether creatures, organizations, greater powers. As such, the terrain patriarch will protect her homeland terrain by whatever means necessary and hunt down those who seek to destroy it.

Primary Class: Cleric.

Secondary Class: Ranger.

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

Hit Dice: d8.

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

Weapon and Armor Proficiency: The terrain patriarch is proficient with all simple and martial weapons, plus her deity's favored weapon. The terrain patriarch is proficient with light armor, medium armor, and with shields (except tower).

Spellcasting: The terrain patriarch casts divine spells drawn from the cleric and ranger spell lists. Only cleric spells of 6th level and lower and ranger spells are considered to be part of the terrain patriarch spell list. If a spell appears on both the cleric and ranger spell lists, the terrain patriarch uses the lower of the two spell levels listed for the spell. For instance, *cure serious wounds* is a 3rd-level cleric spell and a 4th-level ranger spell, making it a 3rd-level terrain patriarch spell. Likewise, *detect poison* is a 0-level cleric spell and a 2nd-level ranger spell, making it a 0-level terrain patriarch spell.

The terrain patriarch removes all *summon monster* spells from her spell list, and adds the following cleric spells to her spell list at the indicated spell levels: 1st—*summon nature's ally I*; 2nd—*summon nature's ally II*; 3rd—*summon nature's ally IV*; 4th—*summon nature's ally V*; 5th—*summon nature's ally VII*; 6th—*blasphemy, destruction, dictum, holy word, restoration (greater), resurrection, summon nature's ally VIII, word of chaos*.

A terrain patriarch cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of cleric spells of 7th level or higher (but see above). Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells. A terrain patriarch must choose and prepare her spells in advance.

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

Like other spellcasters, a terrain patriarch can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Terrain Patriarch. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

Terrain patriarchs meditate or pray for their spells. Each terrain patriarch must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether a terrain patriarch can prepare spells. A terrain patriarch may prepare and cast any spell on the terrain patriarch spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Channel Energy (Su): This is exactly like the cleric ability of the same name, except that the amount of damage dealt or healed by the terrain patriarch is equal to 1d6 points of damage at 1st level plus 1d6 points of damage for every three terrain patriarch levels beyond 1st, to a maximum of 7d6 at 19th level.

Domain: This is exactly like the cleric ability of the same name, except that the terrain patriarch may select only one domain. This domain must be selected from the Animal or Plant domain, or one of the Terrain domains (including the new Forest domain; see *Divine Champions*). These domains supersede any domains the terrain patriarch's deity normally grants access to.

Favored Realm (Ex): At 1st level, the terrain patriarch is an unwavering defender and protector of her homeland realm. As such, the terrain patriarch gains the ranger's favored terrain ability, except that the terrain patriarch may select one of the terrains from Table: Ranger Favored to the exclusion of all others (excluding Planes and Urban). At 6th level

and every five levels thereafter, the skill bonus and initiative bonus in her favored terrain increases by +2, to a maximum of +8 at 16th level. The terrain patriarch adds this bonus to any Knowledge skill checks when attempting to identify creatures within her favored terrain. She may make these checks untrained. In addition, she uses her terrain patriarch level in place of her base attack bonus when making attack rolls against any opponent when within her favored terrain.

If the terrain patriarch is within an environment other than her favored terrain, these bonuses are reduced to +2 only, and she no longer uses her terrain patriarch level as her base attack bonus. This ability replaces the cleric's second domain.

Track (Ex): At 1st level, a terrain patriarch gains the ranger's track ability.

Combat Flurry (Ex): Starting at 2nd level, a terrain patriarch selects one of the ranger's combat styles to pursue. The terrain patriarch can make a combat flurry as a full-attack action. A terrain patriarch has the Two-Weapon Fighting feat when attacking with any combination of weapons from the fighter's weapon group associated with her combat style. She does not need to use two different weapons to use this ability.

At 8th level, the terrain patriarch gains use of the Improved Two-Weapon Fighting feat when using combat flurry. At 15th level, she gains use of the Greater Two-Weapon Fighting feat when using combat flurry.

A terrain patriarch applies her full Strength modifier to her damage rolls for all attacks made with combat flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A terrain patriarch does not apply her Strength bonus on damage rolls made with a combat flurry when using a ranged weapon, unless she is using a composite bow with a Strength rating, or a thrown weapon that allow her to add her Strength bonus to the damage. A terrain patriarch cannot use Rapid Shot or Manyshot when making a combat flurry with a ranged weapon.

A terrain patriarch can substitute disarm, sunder, and trip combat maneuvers for melee or ranged attacks as part of a combat flurry. A terrain patriarch with natural weapons can't use such weapons as part of a combat flurry, nor can she make natural weapon attacks in addition to her combat flurry attacks.

A terrain patriarch can use weapons from the following fighter weapon groups, as determined by her chosen combat style. Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups), and refer to those listed in the fighter's weapon training class feature:

Archery: This style group includes all weapons from the Bows weapon group. At GM's discretion, it can be expanded to include weapons from the Firearm and Throwing weapon groups.

Crossbow: This style group includes all weapons from the Crossbows weapon group.

Mounted Combat: This group includes all weapons from the Polearms and Spears weapon groups, plus any weapon with the reach special weapon feature.

Natural Weapon: This group includes all weapons from the Natural weapon group.

Two-Handed: This group includes all two-handed melee weapons from the Axe, Blades (Heavy), Double, Flails, Hammer, Polearms, and Spears weapon groups.

Two-Weapon: This group includes all one-handed melee weapons from the Axe, Blades (Heavy), Blades (Light), Flails, and Hammers weapon groups.

Weapon and Shield: This group includes all shields and all one-handed melee weapons from the Axe, Blades (Heavy), Blades (Light), Flails, Hammers, and Spears weapon groups.

This ability replaces channel energy 2d6, 5d6, and 8d6.

Wild Empathy (Ex): At 2nd level, a terrain patriarch gains the ranger's wild empathy ability, except that it only functions with animals from or within the terrain patriarch's favored terrain.

Woodland Stride (Ex): At 3rd level, a terrain patriarch gains the ranger's woodland stride ability.

Animal Companion (Su): At 5th level, a terrain patriarch forms a bond with an animal companion. A terrain patriarch may begin play with any of the animals available to a druid. This animal is a loyal companion that accompanies the terrain patriarch on her adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The terrain patriarch's effective druid level is equal to her terrain patriarch level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the companion's statistics and abilities. A

terrain patriarch may teach her companion bonus tricks from the skirmisher ranger archetype instead of standard tricks. A terrain patriarch's animal companion shares her favored terrain bonuses.

If a terrain patriarch releases her companion from service or her animal companion perishes, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of *prayer* in the environment where the new companion typically lives. While the terrain patriarch's animal companion is dead, any animal she summons with a *summon nature's ally* spell remains for 1 minute per level instead of 1 round per level. A terrain patriarch cannot have more than one *summon nature's ally* spell active in this way at one time. If this ability is used again, any existing *summon nature's ally* immediately ends.

Terrain Step (Su): At 6th level, a terrain patriarch can step into a land feature such as a tree, a boulder, or a stream, as determined by her terrain domain, and magically infuse herself with it. Once within this feature, the terrain patriarch you can teleport from that particular feature to another feature of the same kind. The effect lasts until the terrain patriarch exits the feature, or after a number of minutes have passed equal to the terrain patriarch's level, whichever comes first. Each transport is a full-round action. Terrain step has a transport range of 1,500 feet within the terrain patriarch's favored terrain, and only 500 feet when outside of it. This ability otherwise functions like the *tree stride* spell. The terrain patriarch can use this ability a number of times per day equal to 3+ her Wisdom modifier.

Evasion (Ex): At 9th level, a terrain patriarch gains the ranger's evasion ability.

Favored Strike (Su): At 11th level, any weapon wielded by the terrain patriarch gains the *conductive weapon* special ability (see *Ultimate Equipment*) allowing her to channel her divine energy when attacking any opponent when within her favored terrain. This ability replaces spontaneous casting.

Quarry (Ex): At 12th level, a terrain patriarch gains the ranger's quarry ability.

Camouflage (Ex): At 14th level, a terrain patriarch gains the ranger's camouflage ability, except that it only functions within the terrain patriarch's favored terrain.

Improved Evasion (Ex): At 17th level, a terrain patriarch gains the ranger's improved evasion ability.

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

Patriarch's Strike (Su): A terrain patriarch of 20th level becomes a true hunter of those who wantonly cause destruction. She can always move at full speed while using Survival to follow tracks without penalty. In addition, she can, as a standard action, make a single attack against a creature at her highest attack bonus. If the attack hits, the target takes an amount of divine damage equal to twice the damage dealt by her channel energy ability. The target can make a Will save (DC 10 + 1/2 the terrain patriarch's level + the terrain patriarch's Charisma modifier) for half damage. A terrain patriarch can use this ability once per day against any single creature type, but not against the same creature type more than once in a 24-hour period.

Table: Terrain Patriarch

Class Level	Base			Will Save	Special	Spells per Day								
	Attack Bonus	Fort Save	Ref Save			0	1st	2nd	3rd	4th	5th	6th		
1st	+0	+0	+2	+2	Aura, channel energy 1d6, domain, favored realm, orisons, track	3	1+1	—	—	—	—	—	—	—
2nd	+1	+0	+3	+3	Combat flurry (Two-Weapon Fighting), wild empathy	4	2+1	—	—	—	—	—	—	—
3rd	+2	+1	+3	+3	Woodland stride	4	3+1	—	—	—	—	—	—	—
4th	+3	+1	+4	+4	Channel energy 2d6	4	3+1	1+1	—	—	—	—	—	—
5th	+3	+1	+4	+4	Animal companion	4	4+1	2+1	—	—	—	—	—	—
6th	+4	+2	+5	+5	Terrain step	5	4+1	3+1	—	—	—	—	—	—
7th	+5	+2	+5	+5	Channel energy 3d6	5	4+1	3+1	1+1	—	—	—	—	—
8th	+6/+1	+2	+6	+6	Combat flurry (Improved Two-Weapon Fighting), swift tracker	5	4+1	4+1	2+1	—	—	—	—	—
9th	+6/+1	+3	+6	+6	Evasion	5	5+1	4+1	3+1	—	—	—	—	—
10th	+7/+2	+3	+7	+7	Channel energy 4d6	5	5+1	4+1	3+1	1+1	—	—	—	—
11th	+8/+3	+3	+7	+7	Favored strike	5	5+1	4+1	4+1	2+1	—	—	—	—
12th	+9/+4	+4	+8	+8	Quarry	5	5+1	5+1	4+1	3+1	—	—	—	—
13th	+9/+4	+4	+8	+8	Channel energy 5d6	5	5+1	5+1	4+1	3+1	1+1	—	—	—
14th	+10/+5	+4	+9	+9	Camouflage	5	5+1	5+1	4+1	4+1	2+1	—	—	—
15th	+11/+6/+1	+5	+9	+9	Combat flurry (Greater Two-Weapon Fighting)	5	5+1	5+1	5+1	4+1	3+1	—	—	—
16th	+12/+7/+2	+5	+10	+10	Channel energy 6d6	5	5+1	5+1	5+1	4+1	3+1	1+1	—	—
17th	+12/+7/+2	+5	+10	+10	Improved evasion	5	5+1	5+1	5+1	4+1	4+1	2+1	—	—
18th	+13/+8/+3	+6	+11	+11	Hide in plain sight	5	5+1	5+1	5+1	5+1	4+1	3+1	—	—
19th	+14/+9/+4	+6	+11	+11	Channel energy 7d6	5	5+1	5+1	5+1	5+1	5+1	4+1	—	—
20th	+15/+10/+5	+6	+12	+12	Patriarch's strike	5	5+1	5+1	5+1	5+1	5+1	5+1	5+1	5+1

Note: "+1" represents the domain spell slot

CHAPTER 3: INQUISITOR MULTICLASS ARCHETYPES

TEMPLE ASSASSIN

The temple assassin is an inquisitor who specializes even more heavily than the norm in the eradication of enemy faiths. Using some of the rogue's stealth and hard-hitting technique, the temple assassin stalks targets important to antagonist churches and ends them efficiently.

Primary Class: Inquisitor.

Secondary Class: Rogue.

Hit Dice: d8.

Bonus Skills and Ranks: A temple assassin selects three rogue skills to add to her class skills in addition to the normal inquisitor class skills. The temple assassin gains a number of ranks at each level equal to 6 + Int.

Weapon and Armor Proficiency: A temple assassin is proficient with all simple weapons, plus the hand crossbow, longbow, rapier, repeating crossbow, sap, shortbow, short sword, and the favored weapon of her deity. She is also proficient with light armor, medium armor, and shields (except tower shields).

Sneak Attack: This is exactly as the rogue ability by the same name. The temple assassin deals an extra 1d6 damage at 1st level when sneak attacking, and an additional +1d6 damage every three levels thereafter, to a maximum of +7d6 damage at 19th level. This ability and trapfinding replace the inquisitor's spellcasting ability.

Trapfinding: At 1st level, a temple assassin gains the rogue's trapfinding ability. This ability and sneak attack replace the inquisitor's spellcasting ability.

Versatile Domain: A temple assassin is trained to use whichever aspect of her faith will aid her in her current hunt. The temple assassin may change her domain (or inquisition) once per week in a one-hour ritual. Her

new domain or inquisition must still be in her deity's portfolio. This otherwise functions as, and replaces the inquisitor's domain ability.

Enemy Faith: At 5th level, the temple assassin gains the enemy faith ability. This ability is exactly like the ranger's favored enemy, except that the temple assassin receives the favored enemy bonuses on relevant rolls against all members of a chosen faith instead of a creature type. Usually, this enemy faith is one in opposition to the temple assassin's. At 12th level, these bonuses increase to +4. This ability replaces bane and greater bane.

Rogue Talents: Starting at 3rd level, the temple assassin may select a rogue talent for which she qualifies in place of a teamwork feat and any subsequent teamwork feats (6th, 9th, 12th, 15th, and 18th level). A temple assassin counts her temple assassin as her rogue level for the purpose of qualifying for rogue talents with level-dependent requirements. At 12th level, the temple assassin may select an advanced rogue talent in place of a teamwork feat.

In addition, as a standard action, the temple assassin can choose to learn a new rogue talent in place of the most recent rogue talent she has already learned. In effect, the temple assassin loses the rogue talent in exchange for the new one. She can only change the most recent rogue talent gained. Whenever she gains a new rogue talent, the previous rogue talent becomes set and cannot be changed again. Changing her most recent rogue talent counts against the total number of times per day she can change her most recent teamwork feat. A temple assassin cannot swap out a rogue talent with a daily usage limit if she has already used it that day.

Evasion: At 11th level, the temple assassin may select the rogue's evasion ability in place of stalwart. Because of her specialized training, a temple assassin's evasion ability functions even in medium armor.

Table: Temple Assassin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Judgment 1/day, monster lore, sneak attack +1d6, stern gaze, versatile domain
2nd	+1	+0	+3	+3	Cunning initiative, <i>detect alignment</i> , track
3rd	+2	+1	+3	+3	Solo tactics, teamwork feat or rogue talent
4th	+3	+1	+4	+4	Judgment 2/day, sneak attack +2d6
5th	+3	+1	+4	+4	<i>Discern lies</i> , enemy faith +2
6th	+4	+2	+5	+5	Teamwork feat or rogue talent
7th	+5	+2	+5	+5	Judgment 3/day, sneak attack +3d6
8th	+6/+1	+2	+6	+6	Second judgment
9th	+6/+1	+3	+6	+6	Teamwork feat or rogue talent
10th	+7/+2	+3	+7	+7	Judgment 4/day, sneak attack +4d6
11th	+8/+3	+3	+7	+7	Stalwart or evasion
12th	+9/+4	+4	+8	+8	Enemy faith +4, teamwork feat or rogue talent
13th	+9/+4	+4	+8	+8	Judgment 5/day, sneak attack +5d6
14th	+10/+5	+4	+9	+9	Exploit weakness
15th	+11/+6/+1	+5	+9	+9	Teamwork feat or rogue talent
16th	+12/+7/+2	+5	+10	+10	Judgment 6/day, sneak attack +6d6, third judgment
17th	+12/+7/+2	+5	+10	+10	Slayer
18th	+13/+8/+3	+6	+11	+11	Teamwork feat or rogue talent
19th	+14/+9/+4	+6	+11	+11	Judgment 7/day, sneak attack +7d6
20th	+15/+10/+5	+6	+12	+12	True judgment

Gulian

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Thematically, by far my favourite was the Temple Assassin (Inquisitor/Rogue). However some things seemed out of place thematically while I played, and some things were rather situationally useless, despite their flavour.

So first off, Versatile Domain was cool, but the problem with it was that my character belonged to a specific faith, who's god allowed only a specific list of domains. That cut down on what this ability could do clean in half. When I played, me and my GM agreed on switching that out for Versatile Inquisition, which instead of domains, allowed me to change up my inquisitions as needed. I found that thematically more appropriate for the "Vengeful Hunter of the Wicked" shtick I was doing with this character.

I absolutely LOVED the teamwork feat or rogue talent thing. It was awesome and allowed me to customize my character the way I wanted to. I was an absolute master of flanking and dirty, honourless fighting.

One thing that I found, once again, thematically useless, was how Cunning Initiative and all the Wisdom related abilities worked. The problem with them was, wisdom was no longer something you would get over 10 or 12 because you had no spells to cast, something I also regret. I think granting this class 4 levels of casting wouldn't hurt it all that much.

I'm not saying you should bring back bane, because that would bring the total damage this character is able to put out in a single sneak attack to 11d6 (4d6 bane), which is broken, but Enemy Faith is... it's not going to work unless the entire campaign is about rivaling religions.

It seemed quite a bit useless and streamlined the class into a very niche role of being "that guy that hunts down heretics, period". I'd all-together remove it from the class or just switch it up with a sacred enhancement bonus of some sort. Perhaps making it an hour-long ritual where the Temple Assassin designates a single individual/monster/creature and so on, and gains a sacred bonus to his weapon against that individual? Something like: "My blade is guided by my God. Long as I have faith, it shall not miss your heart, heathen."

Something like that~.

WITCHFINDER

The witchfinder utilizes the very tricks of those she hunts to bring them to judgment. To best combat dark practices one requires the aid of dark pacts, but woe betides the witchfinder who blurs the line between ardent execution of duty and fervent desire for power.

Primary Class: Inquisitor.

Secondary Class: Witch.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The witchfinder is proficient with all simple weapons, plus the hand crossbow, the longbow, the repeating crossbow, the shortbow, and the favored weapon of her deity. The witchfinder is also proficient with light armor.

Spellcasting: The witchfinder casts divine spells drawn from the inquisitor spell list and adds the following witch spells to her list at the indicated spell level: 1st level—*fumbletongue***, *ill omen**, *mask dweomer**; 2nd level—*haunting mists***, *mask dweomer (communal)*†, *miserable pity***, *severed fate**, *share memory***, *status*; 3rd level—*pain strike**, *reckless infatuation***, *sepia snake sigil*, *unadulterated loathing***†; 4th level—*debilitating portent*†, *shadow step***†; 5th level—*contact other plane*, *pain strike (mass)**; 6th level—*analyze dweomer*. (**Advanced Player's Guide*, ***Ultimate Magic*, †*Ultimate Combat*) A witchfinder otherwise learns and casts spells as an inquisitor equal to her witchfinder level.

Feybane Weapon (Su): At 1st level, the witchfinder selects one weapon, which must be either her deity's favored weapon or any single martial weapon, and designates that weapon as her feybane weapon. If she is not proficient with that weapon, she becomes proficient with it. At 3rd level, the witchfinder gains the benefits of Penetrating Strike when wielding her feybane weapon, bypassing up to 5 points of damage reduction. This only applies to the damage reduction of fey, outsiders, undead, and animated or summoned creatures.

Inquisition: At 1st level, the witchfinder gains one of the following inquisitions: Anger, Fate, and Spellkiller. This ability replaces domain.

Judgment (Su): A witchfinder's judgments function as normal for an inquisitor. Starting at 3rd level, however, the witchfinder gains a new use for her judgment. She may expend one of her daily judgments in order to use a hex on a creature that ordinarily could not be targeted by that hex due to daily hex usage restrictions. This requires no action in addition to the normal action required to use the hex. Beginning at 12th level, the witchfinder may expend two of her daily judgments to use a major hex in this manner.

Versatile Casting: Due to her dual nature, a witchfinder has no qualms using any method to achieve her aims. A witchfinder may cast inquisitor

spells of any alignment. This ability replaces detect alignment.

Erudite Incunabulist (Ex): A witchfinder peruses ancient texts in order to better understand her foes. Beginning at 2nd level, the witchfinder adds her Wisdom bonus in addition to her Intelligence bonus on Knowledge skill checks made to identify the abilities and weaknesses of fey, outsiders, undead, and animated or summoned creatures, and on Spellcraft skill checks made to identify spells as they are being cast. This ability replaces monster lore.

Steel Mind (Ex): Witchfinders have trained their thinking to counteract the wiles of the fey. At 2nd level, a witchfinder gains a +1 morale bonus on all saves against mind-affecting effects. This bonus increases by +1 at 5th level and every three levels thereafter, to a maximum of +7 at 20th level. This ability replaces stern gaze.

Trace Essence (Ex): The witchfinder is particularly adept at tracking her traditional enemies. When a witchfinder gains the benefits of her track ability against a creature identified via her erudite incunabulist ability, the bonus on Survival skills checks made to track that creature doubles (from +1 every 2 witchfinder levels to +1 per witchfinder level).

Patron: At 2nd level, a witchfinder chooses a witch patron and adds the patron's spells to her spell list. The witchfinder must still learn these spells before she can cast them, as normal for inquisitor spells. She casts her patron spells as divine spells. The following patrons complement the witchfinder: Ancestors**, Endurance*, Occult**, Strength*, Wisdom*, and Vengeance**. This ability replaces solo tactics and cunning initiative. (**Advanced Player's Guide*, ***Ultimate Magic*)

Hex: At 3rd level, a witchfinder gains one hex of her choice, and an additional hex every three levels thereafter. A witchfinder cannot select an individual hex more than once, nor can she select the Cauldron* or Covenant* hexes. In addition, the following Witchfinder's Brand hex may be chosen only by the witchfinder. This ability replaces the inquisitor's teamwork feats. (**Advanced Player's Guide*, ***Ultimate Magic*)

Witchfinder's Brand (Su): This hex can only affect a creature the witch has successfully located with the trace essence ability. It has a range of 10 miles. The affected creature is visually marked in such a way as to alert all observers that it is being hunted. That creature receives a -4 penalty on all skill checks.

Feybane (Su): At 5th level, the witchfinder can imbue her feybane weapon with the bane weapon special ability as a swift action. This functions as and replaces the inquisitor's bane ability, except that it can only be used with the weapon the witchfinder has designated as her feybane weapon.

Greater Feybane (Su): At 12th level, the amount of bonus damage dealt when using feybane increases to 4d6. This ability otherwise functions as and replaces greater bane.

Major Hex: Starting at 14th level, the witchfinder can select a major hex anytime she could choose a hex. This ability replaces exploit weakness.

Table: Witchfinder

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Feybane weapon, inquisition, judgment 1/day, versatile casting	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Erudite incunabulist, steel mind, patron, trace essence	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Hex	3	—	—	—	—	—
4th	+3	+4	+1	+4	Judgment 2/day	3	1	—	—	—	—
5th	+3	+4	+1	+4	Feybane, <i>discern lies</i>	4	2	—	—	—	—
6th	+4	+5	+2	+5	Hex	4	3	—	—	—	—
7th	+5	+5	+2	+5	Judgment 3/day	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Second judgment	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Hex	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Judgment 4/day	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Stalwart	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Greater feybane, major hex	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Judgment 5/day	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9		5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Hex	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Judgment 6/day, third judgment	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Slayer	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Hex	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Judgment 7/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	True judgment	5	5	5	5	5	5

CHAPTER 4: ORACLE MULTICLASS ARCHETYPES

ELEMENTAL SAVANT

Among those that study divine magic, some become devoted to the elements as a spiritual ideal, honing their minds and bodies to exemplify what they see as divine traits in the natural elements of the world. These then are elemental savants, devout martial artists who wield the divine powers of fire, water, earth, and air. Called by the voice of the divine, elemental savants seek to understand the great mysteries of these elements by becoming one with them. Through this extraordinary relationship, the elemental savant can draw upon the mysteries of her chosen element to breath flame, fly through the air, walk on water, or melt into stone.

Primary Class: Oracle.

Secondary Class: Monk.

Hit Die: d8.

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

Weapon and Armor Proficiency: The elemental savant is proficient with all simple weapons, in addition to those martial weapons proficiencies granted by her elemental mystery (see below). An elemental savant is proficient with light armor, but not with shields.

Diminished Spellcasting: The elemental savant casts divine spells drawn from the cleric/oracle spell list, and gains one fewer spell of each spell level per day. If this reduces the number to 0, she may cast spells of that level only if her Wisdom allows bonus spells of that level. He otherwise casts spells as an oracle of equal level.

Intuitive Mind: Unlike most oracles whose divine magic is powered by force of personality, an elemental savant uses pure willpower to master and fuel his magic. She uses her Wisdom, rather than her Charisma to determine all class features and effects relating to her oracle class, such as bonus spells per day, maximum spell level she can cast, and the save DCs of her spells.

Elemental Mystery: This is exactly like the oracle's mystery ability, except that the elemental savant must select the Flame, Stone, Wind, or Water mystery. In addition, the elemental savant is proficient with the following martial weapons according to her chosen mystery: Flame (falchion, scimitar, shortsword), Stone (light flail, heavy flail, warhammer), Waves (ransneur, nunchaku, trident), Wind (longbow, shortbow, shuriken). The elemental savant's chosen mystery attunes her to a certain element, according to the following energy type associations: Flame (fire), Stone (acid), Wind (electricity), Waves (cold).

Elemental Curse: At 1st level, an elemental savant's bond with one element makes her susceptible to damage from her opposing element. She takes 1 point of additional damage per elemental savant level from opposing energy spells and effects as determined by her mystery: Air (acid), Earth (electricity), Fire (cold), Water (fire). This additional damage cannot be avoided in any way, even if the savant gains access to energy immunity to the given type of energy. In addition, an elemental savant gains Elemental Fist as a bonus feat, even if he doesn't meet the prerequisites. She can attempt an Elemental Fist attack a number of times per day equal to 3 + her Wisdom modifier.

As the elemental savant increases in level, she can bestow one condition on the target of her unarmed attack instead of the normal energy damage granted by Elemental Fist. A successful Fortitude save (DC 10 + the elemental savant's level + the elemental savant's Wisdom modifier) reduces the condition's effect as described below. At 5th level, if the elemental savant forgoes her bonus energy damage, the target becomes *dazzled* for 1d4 rounds. A successful Fortitude reduces this to 1 round.

At 10th level, if the elemental savant forgoes her bonus energy damage, the target becomes *dazed* for 1d4 rounds. A successful Fortitude reduces this to 1 round.

At 15th level, if the elemental savant forgoes her bonus energy damage, the target becomes *stunned* for 1 round. A successful Fortitude reduces this to shaken for 1d4 rounds.

If the target of the elemental savant's Elemental Fist attacks is vulnerable to her energy type, the target receives a -2 penalty to its Fortitude save. This ability replaces oracle's curse.

Table: Elemental Savant Spells Known

Class Level	Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Unarmed Strike: At 1st level, an elemental savant gains the monk's unarmed strike ability, except that the damage she deals with her unarmed strike is 1d4 (1d3 for Small creatures). This unarmed damage increases to 1d6 (1d4) at 4th level, 1d8 (1d6) at 10th level, and 1d10 (1d8) at 16th level. This ability, elemental body, evasion, and tongue of the sun and the moon replace spells lost due to diminished spellcasting.

Evasion (Ex): At 2nd level, an elemental savant gains the monk's evasion ability.

Elemental Body: An elemental savant 5th level or higher gain greater power and becomes more attuned to the elemental forces. She gains the following benefits as determined by her elemental mystery.

Flame: At 5th level, the elemental savant gains a +2 damage bonus on all spells and effects that deal fire damage. At 13th level, the elemental savant can emit an aura that causes the blood of creatures within the aura to ignite upon contact with air. This effect functions as *blood blaze*, except that the aura has a 10-foot radius, blood spray deals 2d6 points of fire damage, splash damage increases to 2, and the effect lasts for 1 minute per level of the elemental savant. These minutes do not need to be consecutive, but must be spent in 1-minute increments. The elemental savant is immune to the damaging effects of this ability, but is subject to damage caused by other *blood blaze* spells.

Stone: At 5th level, the elemental savant gains a +2 natural armor bonus. At 13th level, the elemental savant can stomp her foot to create a shock wave that travels along the ground, toppling creatures and loose objects in a 20 ft. cone-shaped spread from her square. The shock wave affects only creatures standing on the ground within the cone's area. Creatures must make a Fortitude save (DC 10 + the elemental savant's level + the elemental savant's Wisdom modifier) or be thrown to the ground, become prone, and take 2d6 points of nonlethal damage. The elemental savant can use this ability once per day at 13th level, and an additional time per day every three levels thereafter, to a maximum of three times per day at 19th level.

Waves: At 5th level, the elemental savant gains a +2 insight bonus on all saving throws against spells and effects that deal cold damage and those with the water descriptor. At 13th level, the elemental savant can move unhindered along icy surfaces for a number of 10 minutes per level each day. These minutes do not need to be consecutive, but must be used in 1-minute increments. This ability works like the *spider climb* spell, but the surfaces the elemental savant climbs must be icy. The elemental savant can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Wind: At 5th level, the elemental savant's land speed is faster than the norm for his race by +10 feet. This benefit applies only when she is wearing no armor, or light armor, and not carrying a heavy load. Apply this bonus before modifying the elemental savant's speed because of any load

CHAPTER 5: PALADIN MULTICLASS ARCHETYPES

ANGELIC KNIGHT

The angelic knight is a holy champion imbued with the divine power to smite her foes and call upon her deity for aid in the form of a mighty angelic companion. Together, the angelic knight and her cassisian ally are fearsome opponents to any who serve the cause of darkness. Over time, the angelic knight slowly transforms into a creature of the celestial realms through increased exposure to heavenly emanations of her angelic companion. With a direct conduit to the upper planes, should the angelic knight be required to destroy a truly powerful and evil creature, she need only speak the words and the wrath of heaven will rain down upon it.

Primary Class: Paladin.

Secondary Class: Summoner.

Alignment: Lawful good.

Hit Dice: d10.

Bonus Skills and Ranks: The angelic knight may select three summoner skills to add to her class skills in addition to the normal paladin class skills. The angelic knight gains a number of ranks at each level equal to 2 + Int modifier.

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

Spellcasting: The angelic knight casts divine spells drawn from both the paladin and summoner spell list. Like a paladin, she is restricted from casting any spells that oppose her code of conduct. The angelic knight otherwise prepares and casts spells as a paladin equal to the angelic knight's level.

Code of Conduct: An angelic knight must adhere to the guidelines presented in the paladin's code of conduct.

Cassisian: An angelic knight begins play with the ability to call to her side a powerful outsider from the celestial planes called a cassisian (see *Bestiary 2*). The cassisian forms a link with the angelic knight who, forever after, can summon an aspect of the same creature. A cassisian is the weakest of the angelic beings, and comes in answer of the angelic knight's call to serve her in her war against the powers of darkness. The cassisian is considered an outsider with the angel, extraplanar, and good subtypes. It is always lawful good in alignment, and can speak all of the angelic knight's languages in addition to those it already knows. Cassisians are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. In addition, due to its tie to its angelic knight, a cassisian can touch and attack creatures warded by *protection from evil* and similar effects that prevent contact with summoned creatures.

An angelic knight can summon her cassisian in a ritual that takes 1 minute to perform. When summoned in this way, the cassisian's hit points are unchanged from the last time it was summoned. The only exception to this is if the cassisian was slain, in which case it returns with half its normal hit points. The cassisian does not heal naturally. The cassisian remains until dismissed by the angelic knight (a standard action). If the cassisian is sent back to its home plane due to death, it cannot be summoned again until the following day. The cassisian cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* work normally. If the angelic knight is unconscious, asleep, or killed, her cassisian is immediately banished.

The cassisian always appears in its true form as a helmet possessing a pair of bird's wings. The exact style of helmet is determined by the angelic knight's desires, and may vary from a steel bassinet with angular cheek-plates, to skullcaps, great helms, or even samurai helmets. However, the cassisian can assume other forms as described hereafter in the cassisian statistics section. The cassisian's Hit Dice, saving throws, skills, feats, and abilities are tied to the angelic knight's class level and increase as the angelic knight gains levels. In addition, each cassisian receives a pool of evolution points, based on the angelic knight's class level that can be used to give the cassisian different abilities and powers. Whenever the angelic knight gains a level, she must decide how these points are spent, and they are set until she gains another level of angelic knight.

The cassisian's physical appearance is up to the angelic knight, but it always appears as a winged helmet of some sort, as described above (or one of its other forms). The cassisian also bears a glowing divine rune that is identical to a rune that appears on the angelic knight's forehead as long as the cassisian is summoned. While this rune can be hidden through

mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts). This ability replaces divine bond.

Life Link (Su): At 1st level, the angelic knight gains the summoner's life link ability, except that it applies to her cassisian instead. This ability replaces lay on hands.

Smite Evil (Su): This is exactly like the paladin ability of the same name, except that the angelic knight can smite evil once per day at 1st level, and an additional time per day every six levels thereafter, to a maximum of four times per day at 19th level.

Lesser Exaltation (Su): Starting at 4th level, an angelic knight's body becomes infused with the otherworldly energies that emanate from her cassisian. These celestial emanations begin to physically change the angelic knight into an exalted creature of the celestial planes. This change is slow at first, but accelerates as the angelic knight increases in level. The angelic knight's features take on an angelic appearance, and gains the following abilities: a +2 bonus to Charisma, darkvision 60 feet, and low-light vision. If the angelic knight already has darkvision, its range increases by 30 feet. This ability, exaltation, and greater exaltation replace channel energy.

Cherubic Call (Su): At 5th level, as a standard action, an angelic knight can call her cassisian to her side. The angelic knight can use this ability once per day at 5th level, plus one additional time per day for every four levels thereafter. This functions exactly like the summoner's maker's call ability. This ability replaces mercy.

Celestial Ally (Sp): At 6th level, an angelic knight can call upon her deity for aid, in the form of a powerful servant. This allows the angelic knight to cast *lesser planar ally* once per week as a spell-like ability without having to pay the material component cost or the servant (for reasonable tasks). This improves to *planar ally* at 12th level, and to *greater planar ally* at 18th level. The angelic knight's caster level for this effect is equal to her angelic knight level. This ability replaces smite 2/day, 4/day, and 6/day.

Transposition (Su): At 8th level, the angelic knight gains the summoner's transposition ability, except that it applies to her cassisian instead. This ability replaces aura of resolve.

Exaltation (Su): At 10th level, the angelic knight's infusion of otherworldly energies increases. She gains DR 5/evil and resist acid 5, cold 5, and electricity 5.

Aura of Greater Courage (Sp): At 11th level, the angelic knight's aura of courage becomes more powerful. Each ally within the aura gains immunity to fear (magical or otherwise). This ability replaces aura of justice.

Shining Light (Su): At 14th level, an angelic knight can unleash a 30-foot burst of pure, white light as a standard action. Evil creatures within this burst take 1d6 points of damage for every four angelic knight levels and are *blinded* for 1 round. Evil dragons, evil outsiders, and evil undead are *blinded* for 1d4 rounds on a failed save. A Reflex save halves this damage and negates the blindness. The DC of this save is equal to 10 + 1/2 the angelic knight's level + the angelic knight's Charisma modifier. Good creatures within this burst are healed 1d6 points of damage per two angelic knight levels and receive a +2 sacred bonus on ability checks, attack rolls, saving throws, and skill checks for 1 round. An angelic knight can use this ability once per day at 14th level plus one additional time per day at 17th and 20th levels. This ability replaces aura of faith.

Greater Exaltation (Su): At 16th level, the angelic knight's infusion of otherworldly energies greatly increases. She gains SR equal to 5 + the angelic knight's level.

Life Bond (Su): At 17th level, the angelic knight gains the summoner's life bond ability, except that it applies to her cassisian instead. This replaces aura of righteousness.

Angelic Champion (Su): At 20th level, the angelic knight's infusion of otherworldly energies is complete, transforming her into a true celestial creature. Her DR increases to 10/evil, her resist acid, cold, and electricity increase to 10, and she gains both the native and outsider types. In addition, each time the angelic knight uses her smite evil ability, a nimbus of light emanates from him in a 10-foot radius. All allies in this area (including the angelic knight) receive a +2 morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear as long as they remain in the area of light. This nimbus lasts for 1 minute. This ability replaces holy champion.

CASSISIANS

A cassinian's abilities are determined by the angelic knight's level and by the choices made using its evolution pool. Table: Cassinian Base Statistics determines many of the base statistics of the cassinian. Each cassinian possesses a base form that modifies these base statistics. Cassinians are outsiders for the purpose of determining which spells affect them.

Class Level: This is the character's angelic knight level.

HD: This is the total number of 10-sided (d10) Hit Dice the cassinian possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the cassinian's base attack bonus. A cassinian's base attack bonus is equal to its Hit Dice. Unlike eidolons, cassinians gain additional attacks using their natural weapons for a high base attack bonus, as shown below.

Good/Bad Saves: These are the cassinian's base saving throw bonuses. A cassinian possesses two good saving throws and one bad saving throw, determined by the creature's base form.

Skills: This lists the cassinian's total skill ranks. A cassinian can assign skill ranks to any skill. Cassinians with Intelligence scores above the base value modify these totals as normal (a cassinian receives a number of skill ranks equal to 6 + its Intelligence modifier per HD, to a minimum of 1). A cassinian cannot have more ranks in a skill than it has Hit Dice. Cassinian skill ranks are set once chosen, even if the creature changes when the angelic knight gains a new level. The cassinian considers Diplomacy, Fly, Knowledge (planes), Knowledge (religion), Perception, Sense Motive, and Stealth as class skills.

Feats: This is the total number of feats possessed by a cassinian. Cassinians can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Cassinian feats are set once chosen, even if the creature changes when the angelic knight gains a new level. If, due to changes, the cassinian no longer qualifies for a feat, the feat has no effect until the cassinian once again qualifies for the feat.

Armor Bonus: The number noted here is the cassinian's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the angelic knight. This number is modified by the cassinian's base form and some options available through its evolution pool. A cassinian cannot wear armor of any kind, as the armor interferes with the angelic knight's connection to the cassinian.

Str/Dex Bonus: Add this modifier to the cassinian's Strength and Dexterity scores, as determined by its base form. Some options available through the cassinian's evolution pool might modify these scores.

Evolution Pool: The value given in this column is the total number of points in the cassinian's evolution pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the cassinian. Whenever the angelic knight gains a level, the number in this pool increases and the angelic knight can spend these points to change the abilities of the cassinian. These choices are not set. The angelic knight can change them whenever she gains a level (and through the *transmogrify* spell). The cassinian has access to a limited number of evolutions, as shown hereafter.

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

Angelic Traits: The cassinian has darkvision 60 feet, *detect evil* at will, low-light vision, immunity to acid, cold, and petrification, resistance to electricity 10 and fire 10, a +4 racial bonus on saves against poison, breathes, but does not need to eat or sleep, is proficient with all simple and martial weapons, and requires *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life.

Lesser Protective Aura (Su): A cassinian has a lesser form of the protective aura possessed by more powerful angels. This protective aura grants the cassinian a +2 deflection bonus to its AC against evil foes, and a +2 resistance bonus on all saving throws made against evil effects or spells cast by evil creatures. This aura extends to a radius of 5 feet, but can only benefit one additional creature other than the cassinian at any one time. A cassinian's protective aura is fragile, and as soon as an evil creature successfully strikes the cassinian, or as soon as the cassinian fails a saving throw against an evil source, its protective aura fades away and is no longer applicable. The cassinian can reactivate its protective aura by spending 1 minute concentrating upon the task.

Link (Ex): This is exactly like the eidolon ability of the same name.

Share Spells (Ex): This is exactly like the eidolon ability of the same name, but can be used by both the cassinian and the angelic knight.

Slam: A cassinian can deliver a devastating slam attack. This attack is a primary attack and deals 1d6 points of damage (1d8 if Medium, 2d6 if Large). The cassinian can use this attack in any form it assumes. The

number of slam attacks a cassinian can make during its turn increases as the angelic knight gains levels (see Table: Cassinian Base Statistics).

Truespeech (Su): A cassinian can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to cassinian's Hit Dice). This ability is always active.

Alternate Forms (Su): Although a cassinian's true form is a winged helmet, it can assume one of the following four alternate forms: a child-sized (Small) angelic humanoid wearing a proportional helmet matching the cassinian's true form, a dove, a dog, or a fish. The cassinian can assume any one of these forms, or revert back to its natural form as a standard action. The dog form has a land speed and the fish a swim speed, each of 30 ft., while all have wings suitable to allow them to maintain the cassinian's fly speed, but only with a good maneuverability.

Breath Weapon (Su): The cassinian can breathe a 15-foot line that deals 1d6 points of cold or fire damage. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the cassinian's HD + the cassinian's Constitution modifier. The cassinian can use this ability once per day.

Evasion (Ex): This is exactly like the eidolon ability of the same name.

Perfect Memory (Ex): Though they are not particularly intelligent, cassinians have perfect memories and remember everything they see or hear. They can faultlessly recite conversations they heard hundreds of years before. They also have the power to erase portions of their own memories, which they do (usually under orders from superior angels) to protect sensitive information.

Ability Score Increase (Ex): This is exactly like the eidolon ability of the same name.

Divine Apparel (Ex): Whenever the cassinian is in its true form, the angelic knight may don it as she would any other helm. In so doing, the cassinian instantly sizes itself to fit its master, regardless of its true size. While worn, the angelic knight counts as the cassinian for the purpose of its lesser protective aura (or protective aura), true speech, and perfect memory abilities. This allows the cassinian to affect one additional creature (including the angelic knight) with its lesser protective aura. In addition, the angelic knight may speak with any creature that has a language as though he was using a *tongues* spell (caster level equal to angelic knight's level), and remembers everything he sees or hears. Once the cassinian is removed, the angelic knight no longer gains the benefits of the true speech or perfect memory abilities, and once again counts against the number of creatures the cassinian's lesser protective aura can affect.

Protective Aura (Su): The cassinian's gains the normal protective aura granted to all other angels. Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). This aura is no longer fragile and always remains active.

Improved Evasion (Ex): This is exactly like the eidolon ability of the same name.

True Form

Cassinian (outsider, angel, extraplanar, good)

Starting Statistics: Size Small; Speed fly 60 ft. (perfect, true form); AC +3 natural armor, +1 size bonus; Saves Fort (good), Ref (good), Will (bad); Attack slam (1d3); Ability Scores Str 3, Dex 11, Con 12, Int 6, Wis 11, Cha 10.

EVOLUTIONS

Each cassinian receives a number of evolution points that can be spent to give the cassinian new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the angelic knight gains a new level, but they are otherwise set. Some evolutions require that the cassinian assume one of its alternate forms or the angelic knight be of a specific level before they can be chosen. A number of evolutions grant the cassinian additional natural attacks.

Natural attacks listed as primary are made using the cassinian's full base attack bonus and add the cassinian's Strength modifier on damage rolls. Natural attacks listed as secondary are made using the cassinian's base attack bonus -5 and add 1/2 the cassinian's Strength modifier on damage rolls (if positive). If the cassinian only has a single natural attack, the attack is made using its full base attack bonus and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

Evolutionary points are grouped by their cost in evolution points. Evolutionary points cannot be saved. All of the points must be spent whenever the angelic knight gains a level. Unless otherwise noted, each evolution can only be selected once. However, the cassinian is restricted from choosing the following evolutions: *channel resistance* (2 pt.), *constrict* (2 pt.), *gills* (1 pt.), *gore* (2 pt.), *head* (2 pt.), *huge* (6 pt.), *incorporeal form* (4 pt.), *keen scent* (2 pt.), *limbs* (2 pt.), *pincers* (1 pt.), *poison* (2 pt.), *sense life* (4 pt.), *sting* (1 pt.), *swallow whole* (3 pt.), *tail* (1 pt.), *tail slap* (1 pt.), *tentacle* (1 pt.), *undead appearance* (2 pt.), *unnatural aura* (1 pt.), *weapon proficiency* (2 pt.), and *web* (3 pt.). The cassinian has no need of the *darkvision* or *low-light vision* evolutions, as they already possess these abilities. The following section lists new evolutions or normal evolutions with changes specific to the cassinian.

1-Point Evolutions

The following evolutions cost 1 point from the cassinian's evolution pool.

Basic Angelic Magic (Sp): The cassinian learns to cast a basic spell as a spell-like ability. Select one spell from the following list: *detect magic*, *detect poison*, *guidance*, *light*, *purify food and drink*, *read magic*, *resistance*, *spark**, or *stabilize*. This spell can be cast once per day as a spell-like ability. At 4th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the cassinian's Hit Dice. The save DC for this spell is 10 + the cassinian's Charisma modifier. The cassinian must have a Charisma score of at least 10 to take this evolution. This evolution can be selected more than once. Each time a cassinian selects this evolution, it applies to a new spell. (**Advanced Player's Guide*)

Bite (Ex): The cassinian must assume its dog form to use this evolution.

Claws (Ex): The cassinian must have the eagle form to select this evolution. The cassinian must assume the eagle form to use this evolution.

Climb (Ex): The cassinian must assume its humanoid form to use this evolution.

Hooves* (Ex): The cassinian must have the equine form and Large evolutions to select this evolution. The cassinian must assume its equine form to use this evolution.

Mount (Ex): The cassinian must be one size larger than its angelic knight to select this evolution. The cassinian must assume the dog, eagle, or equine form to use this evolution.

Slam (Ex): The cassinian must assume its true or humanoid form to use this evolution.

Wing Buffet (Ex): The cassinian may use this evolution in any of its forms.

2-Point Evolutions

The following evolutions cost 2 points from the cassinian's evolution pool.

Eagle Form (Su): A cassinian can assume the form of an eagle in addition to its other alternate forms. The cassinian can assume this or any other form it has, or revert back to its natural form as a standard action. The cassinian must have the Medium or Large evolution to select this evolution.

Empowered Breath Weapon (Su): The cassinian's breath weapon damage increases to 6d6. The angelic knight must be at least 11th level before selecting this evolution.

Improved Breath Weapon (Su): The cassinian's breath weapon increases to a 30-foot line and deals 3d6 points of cold or fire damage. The cassinian can use this ability one additional time per day by spending 1 additional evolution point (maximum 3/day). The angelic knight must be at least 7th level before selecting this evolution.

Medium (Ex): The cassinian grows in size, becoming Medium. The cassinian gains a +4 bonus to Strength, and a +2 bonus to Constitution. It takes a -2 penalty to its Dexterity. This size change gives no other size bonuses or penalties to AC, attack rolls, CMB and CMD, Fly skill checks, or Stealth skill checks. When the cassinian assumes its humanoid form, it also gains 10-foot reach. Any reach evolutions the cassinian possesses are added to this total. The cassinian must be Small and be at least 4th level before selecting this evolution.

Minor Angelic Magic (Sp): The cassinian learns to cast a minor spell as a spell-like ability. Select one spell from the following list: *bless*, *command*, *cure light wounds*, *detect chaos/evil/good/law*, *divine favor*, *entropic shield*, *forbid action***, *know the enemy***, *obscuring mist*, *sanctuary*, or *shield of faith*. This spell can be cast once per day as a spell-like ability. At 7th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the

cassinian's Hit Dice -2. The save DC for this spell is 10 + 1/2 the cassinian's HD + the cassinian's Charisma modifier. The cassinian must have a Charisma score of at least 11 and must possess the basic celestial magic evolution to take this evolution. The angelic knight must be at least 4th level before selecting this evolution. This evolution can be selected more than once. Each time a cassinian selects this evolution, it applies to a new spell from the above list. (***Ultimate Magic*)

Nature's Pacifist (Ex): Animals and plant creatures do not willingly attack the cassinian, though they can be forced to do so by magic. If the cassinian attacks a plant or animal, its protection against that creature ends.

3-Point Evolutions

The following evolutions cost 3 points from the cassinian's evolution pool.

Equine Form (Su): The cassinian can assume the form of a horse in addition to his other alternate forms. The cassinian can assume this or any other form it has, or revert back to its natural form as a standard action. The cassinian must have the Large evolution to select this evolution.

Major Angelic Magic (Sp): A cassinian learns to cast a major spell as a spell-like ability. Select one spell from the following list: *aid*, *align weapon*, *arrow of law***, *augury*, *compassionate ally***, *consecrate*, *cure moderate wounds*, *hold person*, *lesser restoration*, *shield other*, *silence*, *spear of purity***, or *weapon of awe**. This spell can be cast once per day as a spell-like ability. At 10th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the cassinian's Hit Dice -2. The save DC for this spell is 10 + 1/2 the cassinian's HD + the cassinian's Charisma modifier. The cassinian must have a Charisma score of at least 12 and must possess the minor angelic magic evolution to take this evolution. The angelic knight must be at least 7th level before selecting this evolution. This evolution can be selected more than once. Each time a cassinian selects this evolution, it applies to a new spell from the above list. (**Advanced Player's Guide*, ***Ultimate Magic*)

Solid Blow (Su): If the cassinian strikes an opponent twice in one round with its slam, that creature takes extra damage equal to 1d6 (1d8 if Medium, 1d10 if Large) + the cassinian's Strength modifier.

Stunning Blow (Su): If the cassinian strikes an opponent twice in one round with its slam, that creature must succeed on a Fortitude save (DC 10 + the cassinian's HD + the cassinian's Strength modifier) or be stunned for 1d6 rounds.

4-Point Evolutions

The following evolutions cost 4 points from the cassinian's evolution pool.

Fiery Rebirth (Su): When slain, the cassinian explodes in a burst of heavenly fire that deals 40 points of damage (half fire, half holy damage). Any creature within 100 feet may make a Reflex save (DC 10 + the cassinian's HD + the cassinian's Constitution modifier) for half damage. The cassinian can be summoned again within 1d4 days later with half its hit points. The angelic knight must be at least 13th level before selecting this evolution.

Flight (Su): The cassinian gains the ability to fly via magic means. In so doing, the cassinian loses its angelic wings and gains a perfect maneuverability in all its forms. The cassinian's fly speed can be increased by spending additional evolution points, gaining a 20-foot increase to fly speed for each additional point spent. The angelic knight must be at least 5th level before selecting this evolution.

Protected Life Force (Ex): The cassinian is never harmed by positive-dominant or negative-dominant planar traits. The angelic knight must be at least 9th level before selecting this evolution.

Ultimate Angelic Magic (Sp): The cassinian learns to cast a powerful spell as a spell-like ability. Select one spell from the following list: *archon's aura***, *blessing of the mole***, *cure serious wounds*, *daylight*, *dispel magic*, *invisibility purge*, *protection from energy*, *remove disease*, *sacred bond**, *searing light*, *summon monster III*, *tongues*, or *wrathful mantle**. This spell can be cast once per day as a spell-like ability. The caster level for this evolution is equal to the cassinian's Hit Dice -2. The save DC for this spell is 10 + 1/2 the cassinian's HD + the cassinian's Charisma modifier. The cassinian must have a Charisma score of at least 13 and must possess the major angelic magic evolution to take this evolution. The angelic knight must be at least 11th level before selecting this evolution. This evolution can be selected more than once. Each time a cassinian selects this evolution, it applies to a new spell from the above list. (**Advanced Player's Guide*, ***Ultimate Magic*)

Table: Angelic Knight

Class Level	Base			Special	Spells per Day				
	Attack Bonus	Fort Save	Ref Save		Will Save	1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Aura of good, cassisian, detect evil, life link, smite evil 1/day	—	—	—	—
2nd	+2	+3	+0	+3	Divine grace	—	—	—	—
3rd	+3	+3	+1	+3	Aura of courage, divine health	—	—	—	—
4th	+4	+4	+1	+4	Lesser exaltation	0	—	—	—
5th	+5	+4	+1	+4	Cherubic call	1	—	—	—
6th	+6/+1	+5	+2	+5	Celestial ally (<i>lesser planar ally</i>)	1	—	—	—
7th	+7/+2	+5	+2	+5	Smite evil 2/day	1	0	—	—
8th	+8/+3	+6	+2	+6	Transposition	1	1	—	—
9th	+9/+4	+6	+3	+6		2	1	—	—
10th	+10/+5	+7	+3	+7	Exaltation	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Aura of greater courage	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Celestial ally (<i>planar ally</i>)	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Smite evil 3/day	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Shining light	3	2	1	1
15th	+15/+10/+5	+9	+5	+9		3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Greater exaltation	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Life bond	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Celestial ally (<i>greater planar ally</i>)	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Smite evil 4/day	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Angelic champion	4	4	3	3

Table: Cassisian Base Statistics

Class Level	HD	BAB	Good Saves	Bad Save	Skills	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Special
2nd	2	+2	+3	+0	12	1	+2	+1	2	Alternate forms, breath weapon, evasion, perfect memory
3rd	3	+3	+3	+1	18	2	+2	+1	3	—
4th	3	+3	+3	+1	18	2	+2	+1	3	—
5th	4	+4	+4	+1	24	2	+4	+2	4	Ability score increase
6th	5	+5	+4	+1	30	3	+4	+2	5	Divine apparel
7th	6	+6/+1	+5	+2	36	3	+6	+3	6	—
8th	6	+6/+1	+5	+2	36	3	+6	+3	6	—
9th	7	+7/+2	+5	+2	42	4	+6	+3	7	Protective aura
10th	8	+8/+3	+6	+2	48	4	+8	+4	8	Ability score increase
11th	9	+9/+4	+6	+3	54	5	+8	+4	9	—
12th	9	+9/+4	+6	+3	54	5	+10	+5	9	—
13th	10	+10/+5	+7	+3	60	5	+10	+5	10	—
14th	11	+11/+6/+1	+7	+3	66	6	+10	+5	11	Improved evasion
15th	12	+12/+7/+2	+8	+4	72	6	+12	+6	12	Ability score increase
16th	12	+12/+7/+2	+8	+4	72	6	+12	+6	12	—
17th	13	+13/+8/+3	+8	+4	78	7	+14	+7	13	—
18th	14	+14/+9/+4	+9	+4	84	7	+14	+7	14	—
19th	15	+15/+10/+5	+9	+5	90	8	+14	+7	15	—
20th	15	+15/+10/+5	+9	+5	90	8	+16	+8	15	—

DIVINE DUELIST

The divine duelist is charged by her church with the task of seeking out evil and defeating it through the noble tenets of single combat. Trained in battle techniques that rely more on agility and finesse than brawn, the divine duelist unites the divine power granted her by her deity with the quick blade and decisive attacks of her dueling heritage. Although paladins are viewed as the true champions of righteousness, divine duelists have gained grudging respect in their own right, not only for their often unmatched expertise in combat, but also as defenders of the poor and downtrodden, and deadly avengers of misdeeds committed against the innocent by villainous malefactors. To the divine duelist, challenging and defeating an evil opponent in one-on-one combat allows her to serve as both judge and jury in the eyes of her god.

Primary Class: Paladin.

Secondary Class: Rogue.

Alignment: Any good.

Hit Dice: d10.

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

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

Code of Conduct: A divine duelist follows a strict code of honorable single combat. This code prevents her from gaining the benefits of flanking, though she can provide the flanking benefit to an ally. In addition, she must adhere to the guidelines presented in the paladin's code of conduct, but apply them to her chosen alignment as appropriate.

Duelist Reactions (Ex): At 1st level, the divine duelist gains Weapon Finesse as a bonus feat.

Righteous Strike (Ex): Starting at 2nd level, whenever the target of the divine duelist's smite evil is denied its Dex bonus to AC or is flat-footed, she can strike the target in a vulnerable spot for extra damage (called "precision damage") instead of her smite damage. She can use this ability a number of times per day equal to 1/2 her divine duelist level + her Charisma modifier. This extra damage is 1d6 at 2nd level, and increases by 1d6 every four divine duelist levels thereafter, to a maximum of 5d6 at 18th level. This ability replaces lay on hands.

Rites: At 3rd level, and every three levels thereafter, a divine duelist can select one rite. Anytime the target of the divine duelist's smite evil is denied its Dex bonus to AC, she may add any one rite that she knows to her smite attack as an immediate action. These effects are in addition to the divine duelist's normal smite damage. This ability replaces mercy.

The divine duelist may choose from the following rites:

Bleeding Attack: The divine duelist can cause the target to bleed. This attack causes the target to take a number of additional points of damage each round equal to the divine duelist's Charisma modifier (for example, a Charisma modifier of +4 equals 4 points of bleed damage). The target takes that amount of bleeding damage every round at the start of each of its turns. The bleeding can be stopped with a successful DC 15 Heal check, or the application of any effect that heals hit point damage.

Defensive Attack: The divine duelist gains a +2 bonus to her Armor Class and saving throws against the target's attacks. This bonus increases to +4 at 12th level, and +6 at 18th level. She is also treated as having the Mobility feat when provoking attacks of opportunity from the target. These benefits remain in effect until the end of her next turn. The divine duelist must be at least 6th level to select this rite.

Disarming Attack: The divine duelist may attempt to disarm the target of her smite evil without provoking an attack of opportunity. If she is trained in Sleight of Hand, she may use that check in place of her CMB. The divine duelist gains a +4 bonus on her disarm check when attempting this maneuver.

Disorienting Attack: The divine duelist may attempt to tumble through the target's space by making an Acrobatics check. If successful, she gains a +2 circumstance bonus on attack rolls against the target until the start of her next turn. If she chooses to make a trip attempt against the target instead, she gains a +4 circumstance bonus on her combat maneuver check. This bonus on trip also lasts until the start of her next turn. The divine duelist must be at least 6th level to select this rite.

Dispelling Attack: The divine duelist can affect the target of her smite evil as if she had cast *dispel magic*. The divine duelist must use the targeted dispel option, and uses her divine duelist level as her caster level. At 16th level, the dispelling attack functions as if she had cast *greater dispel magic*. The divine duelist must be at least 12th level to select this rite.

Knock-Out Attack: The divine duelist can forgo her smite damage to attempt to knock out her target. She must declare the use of knock-out blow before she makes the attack. If the attack hits, it deals normal damage instead of smite 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 divine duelist's level + the divine duelist's Intelligence modifier. The divine duelist must be at least 12th level to select this rite.

Martial Attack: The divine duelist treats her attack and damage rolls against the target of her smite evil as if she had the Critical Focus feat. The divine duelist must be at least 9th level to select this rite.

Positioning Attack: The divine duelist can move up to 30 feet without provoking attacks of opportunity. The movement must end in a space adjacent to the target of her smite evil.

Pushing Attack: The divine duelist can make a CMB roll against the CMD of the target of her smite evil in an attempt to push it back 5 feet. She gains a +4 to her CMB when attempting this maneuver, and does not provoke an attack of opportunity.

Slowing Attack: The divine duelist slows the target of her smite evil with a precise blow. The target's speed is reduced by 10 feet and the target cannot make attacks of opportunity for a number of rounds equal to 1/2 the divine duelist's Charisma modifier, rounded down. The divine duelist must be at least 6th level to select this rite.

Tactical Attack: The divine duelist gains a bonus to her CMD equal to her Charisma modifier when defending against bull rush, disarm, grapple, overrun, and trip combat maneuvers directed at her by the target of her smite evil. This bonus remains until the end of her next turn.

Beguiling Strike (Ex): At 4th level, the divine duelist can distract an evil opponent with a flourish of movements. As a move action, the divine duelist can make a feint maneuver against the target of her smite evil that does not provoke an attack of opportunity.

At 8th level, whenever the divine duelist makes a feint maneuver against the target of her smite evil, the target is denied its Dexterity bonus until the end of the divine duelist's turn.

At 12th level, the divine duelist may sacrifice her first attack (at the highest base attack bonus) to make a feint attempt as part of a full attack action.

At 16th level, whenever the divine duelist makes an Acrobatics check to move at least 10 feet, she provokes no attack of opportunity. Also, as part of that move action, she can make a feint maneuver against the target of her smite evil. In addition, whenever the divine duelist uses the Bluff skill, she gains a bonus on her check equal to her divine duelist level when using it with this ability. This ability replaces channel positive energy.

Evasion (Ex): This is exactly like the rogue ability of the same name. This ability, uncanny dodge, and improved uncanny dodge replace the paladin's spellcasting ability.

Divine Bond (Su): This is exactly like the paladin ability of the same name, except that the divine duelist must select the weapon bond.

Uncanny Dodge (Ex): This is exactly like the rogue ability of the same name. This ability, evasion, and improved uncanny dodge replace the paladin's spellcasting ability.

Aura of Acuity (Su): At 11th level, the divine duelist is blessed with divine awareness that allows her to more effectively protect her vital areas during combat. Whenever a critical hit, sneak attack, or other form of precision attack is scored on the divine duelist, there is a 25% chance that the attack's precision damage is negated and damage is instead rolled normally. This chance of negating such attacks increases to 50% at 15th level, and 75% at 19th level. This ability functions only while the divine duelist is conscious and able to move, not if she is unconscious, paralyzed, or dead. This ability replaces aura of justice.

Improved Uncanny Dodge (Ex): This is exactly like the rogue ability of the same name. This ability, evasion, and uncanny dodge replace the paladin's spellcasting ability.

Aura of Reprisal (Su): At 14th level, whenever an opponent that is adjacent to the divine duelist takes a withdraw action the divine duelist may take an attack of opportunity against that opponent as if she had simply moved away. This ability replaces aura of faith.

Champion's Strike (Su): At 20th level, a divine duelist becomes incredibly deadly when dealing sneak attack damage. Each time the divine duelist makes a successful righteous strike against the target of her smite evil, she can choose to deal 10d6 points of precision damage to the target. Alternatively, the divine duelist can choose the target to be subject to a slaying living spell, and the target receives a Fortitude save to negate this

spell effect. The DC of this save is equal to 10 + 1/2 the divine duelist's level + the divine duelist's Intelligence modifier.

Once a creature has been the target of a champion's strike, regardless of whether or not the save is made, that creature is immune to that divine duelist's champion's strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

In addition, the divine duelist gains a dodge bonus against the target of her smite evil equal to her Intelligence modifier. This ability replaces holy champion.

Table: Divine Duelist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Aura of good, detect evil, duelist reactions, smite evil 1/day
2nd	+2	+3	+3	+0	Divine grace, righteous strike +1d6
3rd	+3	+3	+3	+1	Aura of courage, divine health, rite
4th	+4	+4	+4	+1	Beguiling strike, evasion, smite evil 2/day
5th	+5	+4	+4	+1	Divine bond
6th	+6/+1	+5	+5	+2	Righteous strike +2d6, rite
7th	+7/+2	+5	+5	+2	Smite evil 3/day, uncanny dodge
8th	+8/+3	+6	+6	+2	Aura of resolve
9th	+9/+4	+6	+6	+3	Rite
10th	+10/+5	+7	+7	+3	Righteous strike +3d6, smite evil 4/day
11th	+11/+6/+1	+7	+7	+3	Aura of acuity
12th	+12/+7/+2	+8	+8	+4	Rite
13th	+13/+8/+3	+8	+8	+4	Improved uncanny dodge, smite evil 5/day
14th	+14/+9/+4	+9	+9	+4	Aura of reprisal, righteous strike +4d6
15th	+15/+10/+5	+9	+9	+5	Rite
16th	+16/+11/+6/+1	+10	+10	+5	Smite evil 6/day
17th	+17/+12/+7/+2	+10	+10	+5	Aura of righteousness
18th	+18/+13/+8/+3	+11	+11	+6	Righteous strike +5d6, rite
19th	+19/+14/+9/+4	+11	+11	+6	Smite evil 7/day
20th	+20/+15/+10/+5	+12	+12	+6	Champion's strike

DIVINE EMISSARY

A divine emissary serves as the harbinger and right hand of her deity. Through divine investiture, she is infused with great power and holy might meant to destroy the enemies of all that is good, gains an increased capacity for spellcasting and may imbue her smites with additional effects. Should a divine emissary fully embrace her holy calling and immerse herself in the wellsprings of divine power buried deep within her soul, evil creatures, even those of great and terrible power, often find their hellish influence diminished in her very presence.

Primary Class: Paladin.

Secondary Class: Cleric.

Alignment: Lawful good.

Hit Dice: d10.

Bonus Skills and Ranks: The divine emissary may select three cleric skills to add to her class skills in addition to the normal paladin class skills. The divine emissary gains a number of ranks at each level equal to 2 + Int modifier.

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

Spellcasting: A divine emissary casts divine spells which are drawn from the paladin's spell list and adds all domain spells from each of her deity's domains to her spell list. Only domain spells of 6th level and lower are considered to be part of the paladin spell list. She adds her 1st and 2nd level domain spells to the paladin spell list as 1st- and 2nd-level paladin spells respectively, but adds her 3rd and 4th level domain spells as 3rd-level paladin spells, and her 5th and 6th level domain spells as 4th-level paladin spells. If a spell appears on both the paladin spell list and her deity's domain spells lists, the divine emissary uses the lower of the two spell levels listed for the spell. A divine emissary must choose and prepare her spells in advance, and in the same manner as a paladin. She also gains one domain spell slot per spell level per day that can only be used to cast her domain spell. A divine emissary can cast only a certain number of spells of each spell level per day according to her daily allotment, as shown on the Table: Divine Emissary, and gains bonus spells for a high Charisma score. This ability otherwise functions as the paladin's spellcasting ability.

Code of Conduct: A divine emissary must adhere to the guidelines presented in the paladin's code of conduct.

Domain: A divine emissary chooses one domain from among those belonging to her deity (see Domains at the end of the Cleric class entry in the *Core Rulebook*). A divine emissary can always select the Good or Law domain as her choice, even if these domains are not among those belonging to her deity. The divine emissary gains the domain powers at the indicated levels, but does not gain any domain spell slots. This ability replaces channel positive energy 2d6, 5d6, and 8d6.

Anathema (Su): Starting at 3rd level, and every three levels thereafter, a divine emissary can select one anathema. Each anathema adds an effect to the divine emissary's smite evil attack. A divine emissary cannot select an individual anathema more than once. Only one of these anathemas can be applied to an individual smite and the decision must be made before the attack roll is made. If an anathema allows a saving throw, the DC is equal to 10 + 1/2 the divine emissary's level + the divine emissary's Charisma modifier. Any anathema effects used against a creature of nonevil alignment is wasted. Anathema effects are not cumulative, and once chosen, they cannot be changed. This ability replaces mercy.

Arcing Smite: When making an arcing smite, the divine emissary must select a 9th level or lower anathema. Then, on a successful smite, the primary target suffers both the anathema's effect and smite damage. The smite effect then arcs to a secondary target of the divine emissary's choice that is within a 10-foot radius of the primary target. The secondary target then suffers the full effects of the anathema, but only half the smite damage. The divine emissary can affect one primary and one secondary target at 9th level, and one additional secondary target for every four levels thereafter, to a maximum of 4 secondary targets at 18th level. The divine emissary can choose to affect less than the maximum number of secondary targets. The divine emissary must be at least 9th level to select this anathema.

Banishing Smite: When making a banishing smite against an evil outsider, the target must make a successful Will save or be subject to *banishment* with a caster level equal to the divine emissary's level. The divine emissary's weapon and holy symbol automatically count as objects that the subject hates. The divine emissary must be at least 18th level to select this anathema.

Blasting Smite: When making a blasting smite, the divine emissary unleashes a 10-foot radius blast of positive energy. All evil creatures caught within the blast must make a successful Fortitude save for half the divine emissary's smite damage. All undead and evil outsiders caught within the blast take twice the amount of normal smite damage, but can make Fortitude save for half damage. The divine emissary must be at least 15th level to select this anathema.

Blinding Smite: When making a blinding smite, a cascade of holy light erupts forth and the target must make a successful Fortitude save or be blinded for 1d4 rounds. Any evil creatures within 10 feet of the target must make a Fortitude save or become *dazed* for 1 round. The divine emissary must be at least 6th level to select this anathema.

Debilitating Smite: When making a debilitating smite, the divine emissary foregoes the normal extra damage from his smite. Evil targets struck by his melee weapons must make a successful Fortitude save or take a penalty to Strength, Dexterity, or Constitution (divine emissary's choice) equal to the divine emissary's Charisma bonus for 1d4 rounds. These penalties do not stack. The divine emissary must be at least 12th level to select this anathema.

Dispelling Smite: When making a dispelling smite, the target is subject to a targeted *dispel magic* with a caster level for the purposes of the dispel check equal to the divine emissary's level + the divine emissary's Charisma modifier. The divine emissary must be at least 6th level to select this anathema.

Disrupting Smite: When making a disrupting smite against evil undead, the target must make a successful Will save or be destroyed. Spell resistance does not apply against the destruction effect. The divine emissary must be at least 18th level to select this anathema.

Divine Smite: When making a divine smite against an evil divine spellcaster, the divine emissary gains the benefits of the *divine power* spell with a caster level equal to the divine emissary's level. The divine emissary must be at least 12th level to select this anathema.

Focused Smite: When making a focused smite, the divine emissary gains a +2 bonus to his smite attack roll for the duration of his smite.

Frightening Smite: When making a frightening smite, the target must make a successful Will save or becomes shaken for 1d4 rounds.

Greater Dispelling Smite: This is exactly like dispelling smite, but the target is subject to *greater dispel magic*. The divine emissary must be at least 15th level to select this anathema.

Hampering Smite: When making a hampering smite, the target must make a successful Fortitude save. If the target fails, its speed is reduced by 10 feet and the target cannot take a 5-foot step. This effect lasts for 1d4 rounds.

Impeding Smite: This is exactly like hampering smite, but reduces the target's speed by half or 15 feet, whichever is greater. The target is unable to make 5-foot steps for 1d4 rounds. The divine emissary must be at least 9th level to select this anathema.

Overbearing Smite: When making an overbearing smite, the divine emissary gains a free bull rush attempt against the target. This does not provoke an attack of opportunity. If the bull rush is successful, the divine emissary can make a free 5-foot step immediately after, as long as it he is not within difficult terrain.

Paralyzing Smite: When making a paralyzing smite, the divine emissary's target must make a successful Fortitude save or be paralyzed 1d4 rounds. The divine emissary must be at least 12th level to select this anathema.

Penetrating Smite: When making a penetrating smite, the divine emissary reduces his target's spell resistance by 2. At 12th level, and every three levels thereafter, he can reduce his target's spell resistance by an additional 2 points, to a maximum of 8 at 18th level. This effect remains for a number of rounds equal to 3 + the divine emissary's Charisma modifier. The divine emissary must be at least 9th level to select this anathema.

Reproving Smite: When making a reproving smite, the target must make a successful Will save or receive a -2 penalty to its attack rolls, damage rolls, saves, and checks for a number of rounds equal to 3 + the divine emissary's Charisma modifier. The divine emissary must be at least 6th level to select this anathema.

Resisting Smite: When making a resisting smite, the divine emissary gains energy resistance 5 to a single energy type of his choice (acid, cold, fire, electricity, or sonic) for the duration of the smite, but only against attacks made by the target of the smite. At 12th level, the divine emissary gains energy resistance 5 to two energy types of his choice. At 15th level,

the divine emissary gains energy resistance 5 to three energy types of his choice. At 18th level, this energy resistance increases to 10. The divine emissary must be at least 9th level to select this anathema.

Seeking Smite: When making a seeking smite, the divine emissary ignores any concealment used by his target that is less than total concealment for the duration of his smite. The divine emissary must be at least 6th level to select this anathema.

Slaying Smite: When making a slaying smite, the target must make a successful Fortitude save or be subject to *slay living*. The divine emissary must be at least 15th level to select this anathema.

Stunning Smite: When making a stunning smite, the target must make a successful Fortitude or be stunned for 1d4 rounds. The divine emissary must be at least 12th level to select this anathema.

Unerring Smite: This is exactly like seeking smite, but the divine emissary also ignores total concealment and effects such as *mirror image* which create illusory copies of the target. The divine emissary must be at least 9th level to select this anathema.

Unstoppable Smite: This is exactly like focused smite, but the divine emissary instead gains a +4 bonus on all attack rolls against the target of his *smite evil*. The divine emissary must be at least 9th level to select this anathema.

Wracking Smite: When making a wracking smite, the target must make a successful Fortitude save or be nauseated for 1d4 rounds from the mental anguish of his sins.

Wrathful Smite: When making a wrathful smite, any target normally immune to or unaffected by critical hits is affected as normal for the duration of the smite. All critical threats against evil creatures are automatically confirmed, and the divine emissary's smite damage is doubled on a confirmed critical hit. The divine emissary must be at least 18th level to select this anathema.

Channel Positive Energy (Su): This is exactly like the paladin ability of the same name, except that the amount of damage dealt or healed is equal to 2d6 points of damage plus 1d6 points of damage for every three divine emissary levels beyond 4th (3d6 at 7th, 4d6 at 10th, and so on).

Divine Eminence (Ex): At 8th level, a divine emissary emanates an aura that makes her very presence unsettling to foes. This ability is exactly

like the frightful presence special ability (see the Frightful Presence monster ability in the *Bestiary*), except that it only affects evil creatures. This ability replaces aura of resolve.

Greater Smite (Su): At 11th level, a divine emissary can spend two uses of her lay on hands ability to make a greater smite. This is exactly like smite evil, but if the target is evil, the divine emissary adds a +2 bonus (plus her Charisma bonus if any) to her attack rolls, and his bonus to damage increases to 2 points of damage per level the divine emissary possesses. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 3 points of damage per level the divine emissary possesses. As usual, greater smite automatically bypasses any DR the creature might possess. This ability replaces aura of justice.

Protective Aura (Su): At 14th level, a divine emissary emanates an aura that protects against attacks made or effects created by evil creatures. She provides a +2 deflection bonus to AC and a +2 resistance bonus on saving throws to all allies within 10 feet. At 16th level these bonuses and aura radius increase to +3 and 15 feet, and at 20th level they increase to +4 and 20 feet. This ability otherwise functions as a *magic circle against evil* effect and a *lesser globe of invulnerability* with a caster level equal to the divine emissary's level. This ability replaces aura of faith.

Transfiguration (Su): At 17th level, a divine emissary begins to transform into a creature of the celestial planes. She gains DR 5/evil, and resistance to acid 5, cold 5, and electricity 5. This ability replaces aura of righteousness.

Hand of the Divine (Su): At 20th level, a divine emissary becomes the right hand of her deity. Her DR increases to 10/evil and her resistance to acid, cold, and electricity increase to 10. She also gains the native outsider type and the *truespeech* ability (see the Angel subtype in the *Bestiary*).

In addition, the divine emissary may spend four uses of her lay on hands to channel positive energy as a cleric of his level, unleashing it in a 30-foot burst. This burst deals 10d6 holy damage to all evil creatures caught within the burst. For each evil creature so harmed, the divine emissary may spend one additional use of lay on hands to affect that creature with one anathema of her choice. Only those anathemas gained at 9th level or lower may be applied to this ability. This ability replaces holy champion.

Table: Divine Emissary

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Aura of good, detect evil, domain, smite evil 1/day	—	—	—	—
2nd	+2	+3	+0	+3	Divine grace, lay on hands	—	—	—	—
3rd	+3	+3	+1	+3	Anathema, aura of courage, divine health	—	—	—	—
4th	+4	+4	+1	+4	Channel positive energy, smite evil 2/day	0	—	—	—
5th	+5	+4	+1	+4	Divine bond	1	—	—	—
6th	+6/+1	+5	+2	+5	Anathema	1	—	—	—
7th	+7/+2	+5	+2	+5	Smite evil 3/day	1	0	—	—
8th	+8/+3	+6	+2	+6	Divine eminence	1	1	—	—
9th	+9/+4	+6	+3	+6	Anathema	2	1	—	—
10th	+10/+5	+7	+3	+7	Smite evil 4/day	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Greater smite	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Anathema	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Smite evil 5/day	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Protective aura	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Anathema	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Smite evil 6/day	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Transfiguration	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Anathema	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Smite evil 7/day	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Hand of the divine	4	4	3	3

FERAL CHAMPION

In the defense of nature, it is at times necessary to take the fight for survival directly to those who would ravage the wildlands and the sacred places of those who venerate it. In the wild, judgment is sharp and there is no room for sentiment—only clear, efficient prejudice, loyalty to one's set or the purity of hunger and blood. Feral champions live by nature's creed, kill or be killed, eat or go hungry, find or be left wanting. Able to strike down destroyers of the wild and surround himself with natural power, the feral champion's ultimate expression of discipline and attunement is expressed by the famed wild aspect they can achieve. Elemental in essence, fearless as stone, and inexorable as the tide, all who defile the natural world must beware the feral champion.

Primary Class: Paladin.

Secondary Class: Druid.

Alignment: Lawful good, neutral good, or lawful neutral.

Hit Dice: d10.

Bonus Skills and Ranks: The feral champion selects three druid skills to add to her class skills in addition to the normal paladin class skills. The feral champion gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The feral champion is proficient with all simple and martial weapons. The feral champion is proficient with all types of armor (heavy, light, and medium), but is prohibited from wearing metal armor; thus, she may wear only padded, leather, or hide armor. A feral champion may also wear wooden armor (even wooden full plate) that has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description. A feral champion is proficient with shields (except tower shields) but must use only wooden ones.

Spellcasting: The feral champion casts divine spells drawn from the paladin spell list, and adds the following druid spells to her list at the indicated levels: 1st level—*feather step**, *longstrider*, *magic fang*; 2nd level—*barkskin*, *bear's endurance*, *wilderness soldiers*†; 3rd level—*badger's ferocity****, *magic fang (greater)*, *spike growth*; 4th level—*aspect of the stag**, *command plants*, *thorny body**. A feral champion otherwise learns, prepares, and casts spells as a paladin equal to her feral champion level. A feral champion receives bonus spells per day if she has a high Charisma score.

Code of Conduct: A feral champion must adhere to her own alignment as a strict moral code, but otherwise serves to protect the natural world from harm as she deems fit. She loses all class features except proficiencies if she ever willingly breaks this code.

Aura of Nature (Ex): A feral champion has a particularly powerful aura corresponding to her devotion to and protection of the natural world. The power of a feral champion's aura of nature (see *detect animals and plants*) is equal to her feral champion level. This ability replaces aura of good.

Detect Abomination (Sp): At will, a feral champion can, as a move action, concentrate on a creature within 60 feet and determine if it is an abomination (aberration, outsider, or undead), learning its type and the strength of its aura as if having studied it for 3 rounds as if using the *detect animal or plant* spell. While focusing on one creature, the feral champion does not detect abomination in any creature within range. This ability replaces detect evil.

Smite Abomination (Su): This is exactly like the paladin's smite evil ability, except that the feral champion can only smite aberrations, outsiders, and undead, or creatures she personally witnesses defiling the natural world. If the target of smite abomination is an aberration, outsider, or undead with an alignment that is directly opposed by the feral champion's own alignment, the bonus to damage on the first successful attack increases to 2 points of damage per level the feral champion possesses. Regardless of the target, smite abomination attacks automatically bypass any DR the creature might possess. The feral champion can smite abomination 1/day at 1st level and an additional time per day at 4th, 10th, 13th, and 19th level.

Feral Resistance (Su): At 2nd level, a feral champion gains a +2 bonus on saving throws against poison and the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*. This bonus increases to +4 at 4th level, and +6 at 6th level. At 8th level, a feral champion becomes completely immune to poison and to spell-like and supernatural abilities of the fey. This ability replaces divine health and aura of resolve.

Woodland Stride (Ex): At 2nd level, a feral champion gains the druid's woodland stride ability. This ability replaces mercy.

Nature's Grace (Su): At 3rd level, a feral champion gains a +2 bonus to all saving throws. This ability replaces divine grace.

Relentless Bravery (Su): At 3rd level, a feral champion becomes immune to fear (magical or otherwise). This ability replaces aura of courage.

Aspect of the Wild (Su): Starting at 4th level, a feral champion can, transform into a larger, more ferocious version of herself for a number of rounds per day equal to 1/2 her feral champion level + her Charisma modifier. These rounds do not need to be consecutive. While this ability is in effect, the feral champion grows in size by 1 size category (Small to Medium, Medium to Large, etc.), gains a +4 size bonus to her Strength and Constitution score, but receives a -4 penalty to her Intelligence score. These ability score adjustments supersede all other adjustments due to size change. She also gains low-light vision, the scent ability, and a +2 competence bonus to all Perception and Survival checks. At 10th level, a feral champion's competence bonus to all Perception and Survival checks increase to +4. Using aspect of the wild is a standard action and when the ability is expired, the feral champion becomes fatigued for 1 round for each round she used her aspect of the wild ability. This ability replaces channel positive energy.

Champion's Bond (Sp): At 5th level, a feral champion forms a close bond with an animal companion, as described in the druid's Nature Bond class feature. Once per day, as a full-round action, a feral champion may magically call her animal companion to her side. This ability is the equivalent of a spell of a level equal to one-third the feral champion's level. The animal companion immediately appears adjacent to the feral champion. A feral champion can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level. At 11th level, the companion gains the dire creature template and becomes a magical beast for the purposes of determining which spells affect it.

Unlike other animal companions, a feral champion's bonded animal has an Intelligence of at least 6. This companion otherwise functions as a druid's animal companion, using the feral champion's level as her effective druid level. This ability replaces divine bond.

Wild Armor (Sp): Beginning at 6th level, a feral champion can toughen her skin into a form of natural armor for a number of rounds per day equal to 1/2 her feral champion level + her Charisma modifier, as a swift action. These rounds do not need to be consecutive. While wild armor is in effect, the feral champion gains a +1 enhancement bonus to her natural armor. This natural armor bonus increases by +1 at 9th level and every three levels thereafter to a maximum of +5 at 18th level. This enhancement bonus does not stack with other natural armor bonuses, such as those granted by an *amulet of natural armor*, or spells like *barkskin*. This ability replaces lay on hands, smite evil 3/day, and smite evil 6/day.

Vigilant Aura (Su): At 11th level, a feral champion can expend two uses of her smite nature's foe ability to grant the ability to smite nature's foe to all allies within 10 feet, using her bonuses. Allies must use this smite nature's foe ability by the start of the feral champion's next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability. This ability otherwise functions as and replaces aura of justice.

Wild Aura (Su): At 14th level, a feral champion's weapons are treated as chaotic-, good-, and lawful-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of her is treated as chaotic-, good-, and lawful-aligned for the purposes of overcoming damage reduction. This ability functions only while the feral champion is conscious, not if she is unconscious or dead. This ability otherwise functions as and replaces aura of faith.

Feral Resilience (Su): At 17th level, a feral champion gains DR 5/cold iron and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects. This ability functions only while the feral champion is conscious, not if she is unconscious or dead. This ability otherwise functions as and replaces aura of righteousness.

Nature's Champion (Su): At 20th level, a feral champion becomes a conduit for the power of nature itself. Her DR increases to 10/cold iron. Whenever she uses smite nature's foe and successfully strikes an outsider that is defiling the land, the outsider is also subject to a *banishment*, using her feral champion level as the caster level (her weapon automatically count as objects that the subject hates). After the *banishment* effect and the damage from the attack is resolved, the smite immediately ends. This ability replaces holy champion.

Table: Feral Champion

Class Level	Base			Special	Spells per Day				
	Attack Bonus	Fort Save	Ref Save		Will Save	1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Aura of nature, detect abomination, smite abomination 1/day	—	—	—	—
2nd	+2	+3	+0	+3	Feral resistance +2, wild empathy, woodland stride	—	—	—	—
3rd	+3	+3	+1	+3	Nature's grace, relentless valor	—	—	—	—
4th	+4	+4	+1	+4	Aspect of the wild, feral resistance +4, smite abomination 2/day	0	—	—	—
5th	+5	+4	+1	+4	Champion's bond	1	—	—	—
6th	+6/+1	+5	+2	+5	Feral resistance +6, wild armor+1	1	—	—	—
7th	+7/+2	+5	+2	+5		1	0	—	—
8th	+8/+3	+6	+2	+6	Feral immunity	1	1	—	—
9th	+9/+4	+6	+3	+6	Wild armor+2	2	1	—	—
10th	+10/+5	+7	+3	+7	Smite abomination 3/day	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Vigilant aura	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Wild armor+3	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Smite abomination 4/day	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Wild aura	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Wild armor+4	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10		3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Feral resilience	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Wild armor+5	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Smite abomination 5/day	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Nature's champion	4	4	3	3

MYSTIC DEFENDER

Suffused with the ethers of arcane energy, mystic defenders are divinely called by their god as protectors of arcane magic. Through her unusual amalgamation of divine and arcane magic, the mystic defender enters battle at the forefront, calling upon her god-granted powers to defend wizards, sorcerers, and other potentially vulnerable spellcasters from the enemy. With their enhanced spellcasting and unique mercies, mystic defenders can augment arcane spellcasters and other allies alike to ensuring their victory in battle.

Primary Class: Paladin.

Secondary Class: Sorcerer.

Alignment: Any good.

Hit Die: d8.

Bonus Skills and Ranks: The mystic defender may select three sorcerer skills to add to her class skills in addition to the normal paladin class skills. The mystic defender gains a number of ranks at each level equal to 2 + Int modifier.

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

Spellcasting: A mystic defender prepares and casts divine spells in the same manner as a paladin, but adds her bloodline spells to her spells list (see Bloodline). The mystic defender gains bonus spells for a high Charisma score. Through 3rd level, a mystic defender has no caster level. However, at 4th level and higher, her caster level is equal to her mystic defender level, instead of equal to her level –3, as a paladin. This ability otherwise functions as and replaces the paladin’s spellcasting ability.

Bloodline: A mystic defender’s innate magical bloodline acts as a conduit for her god’s divine energy, enhancing her divine spellcasting abilities. The mystic defender may choose from any of the following sorcerer bloodlines or their associated mutated bloodlines: Arcane, Celestial, Destined, Djinni, Draconic (metallic subtypes only), Efreeti, Elemental, Empyreal**, Fey, Karmic**, Linnorm**, Primal**, Sage**, Stormborn, or Sylvan**. The mystic defender does not gain the associated bloodline arcana. This ability replaces aura of good, aura of courage, aura of resolve, and aura of faith. (***Ultimate Magic*)

At 2nd level, the mystic defender gains her first bloodline power, and each subsequent power every six levels thereafter, up to her fourth bloodline power at 20th level.

At 4th level, the mystic defender adds her 1st–level bloodline spell to her spell list, and each subsequent spell every three levels thereafter, up to her 4th–level bloodline spell at 13th level.

Mercy (Su): At 3rd level, whenever a mystic defender can choose a mercy, she may select one of the following new mercies, using her innate arcane abilities to enhance her allies’ prowess in combat. The caster level for a new mercy is equal to the mystic defender’s level.

At 3rd level, a mystic defender can select from the following new initial mercies.

- ♦ **Armor:** The target gains a +4 armor bonus as the *mage armor* spell, but for 1 minute per level of the mystic defender.
- ♦ **Righteous Fang:** The target gains a +1 enhancement bonus to a natural attack or unarmed strike for 1 round per level of the mystic defender.
- ♦ **Throwing:** The target can increase the range of any thrown weapon by 10 feet. In addition, the target receives a +1 insight bonus on attack

rolls made with thrown weapons. This effect lasts for 1 round per level of the mystic defender.

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

- ♦ **Darkvision:** The target gains darkvision 60 ft. for 1 minute per level of the mystic defender.
- ♦ **Divine Perception:** The target is affected by the *acute senses* spell.
- ♦ **Weapon Align:** The target’s weapons (including a natural attacks or unarmed strikes) are treated as either good–, lawful–, or chaotic–aligned (mystic defender’s choice) for the purposes of overcoming damage reduction for 1 round per level of the mystic defender.

At 9th level, a mystic defender adds the following new mercies to the list of those that can be selected.

- ♦ **Elemental Absorption:** The target gains the effects of the *draconic reservoir* spell for 1 minute per level of the mystic defender.
- ♦ **Speed:** The target’s land speed increases by +20 feet (+10 feet if the target is wearing medium or heavy armor), and does not provoke attacks of opportunity. This bonus stacks with any other bonuses to the target’s land speed, and lasts for 1d4 rounds.
- ♦ **Spell Power:** The target’s spellcasting is enhanced through the mystic defender’s channeled magical power. The next spell the target casts that is of 3rd–level or less does not expend a spell slot. The spell must be cast before the target’s next turn, and cannot have a casting time longer than 1 full round. The mystic defender’s alignment and other restrictions to her spellcasting do not affect the target, nor does the mystic defender suffer any backlash from the target’s choice of spell.

At 12th level, a mystic defender adds the following new mercies to the list of those that can be selected.

- ♦ **Arcane Defense:** The target gains a +4 bonus to all saves against spells and spell-like effects for 1 minute per level of the mystic defender.
- ♦ **Clairsentient Ward:** The target gains the effects of the *nondetection* spell, but for 1 minute per level of the mystic defender.
- ♦ **Guarded Caster:** The target gains the effects of the *warding weapon* spell for 1 round per level of the mystic defender.

Mystic Smite (Su): At 11th level, a mystic defender can channel her innate arcane power into her smiting attacks. As a standard action, the mystic defender may expend one extra use of her smite evil to cast a spell with a range of “touch”. She can then make a single attack with her weapon to deliver it upon the current target of her smite evil. This ability functions much like the magus spellstrike ability, and provokes an attack of opportunity if she does not cast defensively. The chosen spell uses the critical range of the mystic defender’s weapon. If the attack misses, the spell is wasted. This ability replaces aura of justice.

Mystic Champion (Su): At 20th level, a mystic defender becomes a conduit for both her arcane energies and the power of her god. Her DR increases to 10/evil. In addition, the mystic defender can use one of the following two effects when using her smite evil ability.

Whenever the mystic defender uses smite evil and successfully strikes an evil outsider, the outsider is subject to *banishment*, as described in the paladin’s holy champion ability. Alternately, she can expend one use of her smite evil to unleash a magical burst of energy that cause all evil creatures in the affected area to be subject to an *expend** spell. This effect only functions against evil creatures. (**Advanced Player’s Guide*)

In addition, the mystic defender gains her 5th–level bloodline spell. She can cast this spell as a spell-like ability twice per day at a caster level equal to her mystic defender level.

Table: Mystic Defender

Class Level	Base			Special	Spells per Day				
	Attack Bonus	Fort Save	Ref Save		Will Save	1st	2nd	3rd	4th
1st	+0	+2	+0	+2	Bloodline, detect evil, smite evil 1/day	—	—	—	—
2nd	+1	+3	+0	+3	Bloodline power, divine grace, lay on hands	—	—	—	—
3rd	+2	+3	+1	+3	Divine health, mercy	—	—	—	—
4th	+3	+4	+1	+4	Bloodline spell, channel positive energy, smite evil 2/day	0	—	—	—
5th	+3	+4	+1	+4	Divine bond	1	—	—	—
6th	+4	+5	+2	+5	Mercy	1	—	—	—
7th	+5	+5	+2	+5	Bloodline spell, smite evil 3/day	1	0	—	—
8th	+6/+1	+6	+2	+6	Bloodline power	1	1	—	—
9th	+6/+1	+6	+3	+6	Mercy	2	1	—	—
10th	+7/+2	+7	+3	+7	Bloodline spell, smite evil 4/day	2	1	0	—
11th	+8/+3	+7	+3	+7	Bloodline power, mystic smite	2	1	1	—
12th	+9/+4	+8	+4	+8	Mercy	2	2	1	—

13th	+9/+4	+8	+4	+8	Bloodline spell, smite evil 5/day	3	2	1	0
14th	+10/+5	+9	+4	+9	Bloodline power	3	2	1	1
15th	+11/+6/+1	+9	+5	+9	Mercy	3	2	2	1
16th	+12/+7/+2	+10	+5	+10	Smite evil 6/day	3	3	2	1
17th	+12/+7/+2	+10	+5	+10	Aura of righteousness	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Mercy	4	3	2	2
19th	+14/+9/+4	+11	+6	+11	Smite evil 7/day	4	3	3	2
20th	+15/+10/+5	+12	+6	+12	Bloodline power, mystic champion	4	4	3	3

RADIANT HERALD

The radiant herald serves as a divine messenger, a harbinger of light and goodness on behalf of her god. Imbued with heavenly power and gifted with an angelic voice, the radiant herald uses her vocal performances to strike down her enemies, protect and heal her allies, and glorify her god through her songs and actions. While occasionally employed as frontline combatants, radiant heralds are typically seen roving the battlefield giving encouragement, healing the injured, and bolstering their allies.

Primary Class: Paladin.

Secondary Class: Bard.

Alignment: Any good.

Hit Dice: d10.

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

Weapon and Armor Proficiency: The radiant herald is proficient with all simple and martial weapons, with light and medium armor, and with shields (except for towershields).

Spellcasting: A radiant herald casts divine spells drawn from the paladin spell list, and adds the following bard spells to her spell list at the indicated levels: 1st level—*adoration*†, *alarm*, *anticipate peril****, *invigorate**, *lock gaze*†, *remove fear*, *timely inspiration**; 2nd level—*acute senses****, *animal messenger*, *cat's grace*, *compassionate ally****, *delay pain****, *eagle's splendor*, *enthrall*, *gallant inspiration**, *heroism**; 3rd level—*blink*, *charm monster*, *coordinated effort**, *exquisite accompaniment****, *fear*, *good hope*, *invigorate (mass)**, *purging finale**, *thunderous drums**; 4th level—*denounce**, *freedom of movement*, *heroic finale**, *legend lore*, *primal scream****, *secure shelter*, *serenity****, *sonic thrust****, *wall of sound****. The radiant herald otherwise learns, prepares, and casts spells as a paladin of her radiant herald level. (**Advanced Player's Guide*, ***Ultimate Magic*, †*Ultimate Combat*)

Code of Conduct: A radiant herald must adhere to her deity's exact alignment as a strict moral code, and loses all class features except proficiencies if she ever willingly breaks this code. Additional restrictions on the radiant herald's behavior may be derived from her deity's rules, preferences, etc. A radiant herald of lawful good alignment must adhere to the paladin code of conduct.

Smiting Ballad (Su): This is exactly like the paladin's smite evil ability, except that the radiant herald can choose to sing during a smite attack as an immediate action, infusing the attack with sonic energy in addition to the divine energy granted by her god. Half the damage is sonic damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to sonic-based attacks. This ability otherwise functions as and replaces smite evil.

Radiant Voice: At 2nd level, a radiant herald gains the bard's bardic performance ability, except that it only functions with the Perform (oratory) or Perform (sing) skills. All of the radiant herald's vocal performances rely on audible or vibration components, or both, and function as a bard of equal level to her radiant herald level. Any creature that lacks the ability to hear is immune to those performances with only audible components.

Lay of Healing (Su): At 2nd level, a radiant herald can use her voice to heal wounds (her own or those of others), as a standard action. The radiant herald can heal 1d6 hit points of damage at 2nd level, and an additional 1d6 hit points every four levels thereafter, to a maximum of 5d6 at 18th level. Alternatively, a radiant herald can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage at 2nd level and an additional 1d6 damage every four levels thereafter, to a maximum of 5d6 at 18th level. The radiant herald can divide her healing or damage dice (minimum 1d6) among a number of allies (including herself) or undead within 30 feet, equal to her Charisma modifier. Undead do not receive a saving throw against this damage. Lay of healing relies on audible and vibration components. Lay of healing expends one round of the radiant herald's radiant voice ability for 1d6, 2d6, or 3d6 points of healing or damage, and 2 rounds for 4d6 or 5d6 points of healing or damage. This ability otherwise functions as and replaces lay on hands.

Merciful Melody (Su): Beginning at 3rd level, a radiant herald can use her vocal performance to remove conditions placed upon herself or her allies. At 3rd level, and every three levels thereafter, a radiant herald may select one mercy from those listed in the paladin's mercy ability. Each mercy adds an effect to the radiant herald's merciful melody ability. Whenever the radiant herald uses merciful melody on one target, the target

also receives the additional effects from all of the mercies possessed by the radiant herald. Merciful melody relies on audible components. Merciful melody expends one round of the radiant herald's radiant voice ability for every two conditions it removes. This ability otherwise functions as and replaces mercy.

Song of Courage (Su): At 3rd level, a radiant herald can use her vocal performance to inspire courage in herself and her allies, as a standard action. The radiant herald becomes immune to fear (magical or otherwise), while each ally within 10 feet of her gains a +1 morale bonus on saving throws against fear effects. At 8th level and every five levels thereafter, this bonus increases by +1, to a maximum of +4 at 18th level. Song of courage relies on audible components. This song consumes one round of the radiant herald's radiant voice ability for every round it is maintained. This ability otherwise functions as and replaces aura of courage.

Shout of Glory (Su): At 4th level, a radiant herald can use her vocal performance to channel the power of her faith to emit an ear-splitting yell in a 30-foot cone-shaped burst. Any creature within the cone's area is *deafened* for 1d4 rounds and the amount of damage dealt is equal to 2d6 points of damage plus 1d6 points of damage at 5th level and every two levels thereafter, up to a maximum of 10d6 at 19th level. This damage is both sonic and positive energy damage and does not heal living creatures like a cleric's channel positive energy ability. A successful save negates the deafness and reduces the damage by half. This shout consumes two rounds of the radiant herald's radiant voice ability. Shout of glory relies on vibration components. Shout of glory expends two rounds of the radiant herald's radiant voice ability. This ability replaces channel energy.

Refrain of Resolve (Su): At 8th level, a radiant herald can use her vocal performance to bolster her resolve and that of her allies against charm effects, as a standard action. The radiant herald becomes immune to charm spells and spell-like abilities, while each ally within 10 feet of her gains a +2 morale bonus on saving throws against charm effects. At 12th level and every four levels thereafter, this bonus increases by +1, to a maximum of +4 at 20th level. Refrain of resolve relies on audible components. Refrain of resolve expends two rounds of the radiant herald's radiant voice ability. This ability otherwise functions as and replaces aura of resolve.

Note of Glorious Wrath (Su): At 11th level, a radiant herald can use her vocal performance to grant the ability to smite evil to all allies within 10 feet, using her smiting ballad bonuses, as a swift action. Allies can use this smite evil ability by the start of the radiant herald'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. Note of glorious wrath relies on audible and vibration components. Note of glorious wrath expends three rounds of the radiant herald's radiant voice ability. This ability otherwise functions as and replaces aura of justice.

Hymn of Resounding Radiance (Su): At 14th level, a radiant herald can use her vocal performance as a standard action, to create a resonating aura of sound that causes her weapons and those of her allies to be charged with sonic energy and treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of her deals 1d6 points of sonic damage and is treated as good-aligned for the purposes of overcoming damage reduction. Hymn of resounding radiance relies on audible and vibration components. Hymn of resounding radiance expends three rounds of the radiant herald's radiant voice ability. This ability otherwise functions as and replaces aura of faith.

Choir of the Heavenly Hosts (Su): At 17th level, a radiant herald can use her vocal performance to grant divine protection and insight, as a standard action. The radiant herald gains resistance to acid 10 and cold 10, DR 5/evil and immunity to compulsion spells and spell-like abilities, and grants a single ally within 30 feet a +4 sacred bonus on saving throws and a +4 sacred bonus to AC. At 20th level, the radiant herald can grant this bonus to two allies within 30 feet. To gain these bonuses, the targets must be able to hear the radiant herald, and its effect lasts for as long as the radiant herald maintains the performance. Choir of the heavenly hosts is a mind-affecting ability that relies on audible components. Choir of the heavenly hosts expends four rounds of the radiant herald's radiant voice ability. This otherwise functions as and replaces aura of righteousness.

Harbinger's Call (Su): At 20th level or higher, a radiant herald can use her vocal performance to call down the wrath of her god and smite her enemy to ruin. To be affected, the target must be able to hear the radiant herald perform for 1 full round and be within 30 feet. Upon completing the performance, a vertical column of divine fire streaks down from heaven to strike the target. The target must succeed on a Will save (DC 10 + 1/2 the radiant bard's level + the radiant herald's Charisma modifier) or die. If the saving throw succeeds, the target is affected as if by a *flame strike*, and is

staggered for 1d4 rounds. The radiant herald cannot use harbinger's call on that creature again for 24 hours. Harbinger's call is a mind-affecting death effect. Harbinger's call expends five rounds of the radiant herald's radiant voice ability. This ability replaces holy champion.

Divine Bond (Su): This is exactly like the paladin ability of the same name, except that the radiant herald adds *anarchic*, *dancing* and *thundering* to the list of magical weapon properties she can select.

Table: Radiant Herald

Class Level	Base			Special	Spells per Day				
	Attack Bonus	Fort Save	Ref Save		Will Save	1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Aura of good, detect evil, smiting ballad 1/day	—	—	—	—
2nd	+2	+3	+0	+3	Divine grace, lay of healing, radiant voice	—	—	—	—
3rd	+3	+3	+1	+3	Divine health, merciful melody, song of courage	—	—	—	—
4th	+4	+4	+1	+4	Shout of glory, smiting ballad 2/day	0	—	—	—
5th	+5	+4	+1	+4	Divine bond	1	—	—	—
6th	+6/+1	+5	+2	+5	Merciful melody	1	—	—	—
7th	+7/+2	+5	+2	+5	Smiting ballad 3/day	1	0	—	—
8th	+8/+3	+6	+2	+6	Refrain of resolve	1	1	—	—
9th	+9/+4	+6	+3	+6	Merciful melody	2	1	—	—
10th	+10/+5	+7	+3	+7	Smiting ballad 4/day	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Note of glorious wrath	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Merciful melody	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Smiting ballad 5/day	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Hymn of resounding radiance	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Merciful melody	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Smiting ballad 6/day	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Choir of the heavenly hosts	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Merciful melody	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Smiting ballad 7/day	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Harbinger's call	4	4	3	3

WEEPING EXECUTIONER

Paladins tend to look upon the slaying of sentient creatures with disdain, even if those creatures are numbered among the most vile and malevolent. Most hold to a sliver of hope that such creatures can change and must be given the chance to atone for their deeds. However, within some of the obscure orders of these highly regarded and honorable warriors are those who are oath-sworn to avenge the innocent and destroy those who would bring about great evil, no matter the cost. Weeping executioners employ stealth, secrecy, and divine might to strike down their enemies and carry out their duty without remorse. However, they are by no means vigilantes, but protectors of all things good and right who slay only those they have been strictly ordered to by the hierarchy of their church. These holy assassins seek out those who would destroy the very morality of society. Thus, they walk a fine line between crime and punishment, and vengeance and sorrow. With their faces painted white as a mask of mourning and only their consciences to guide them, weeping executioners use measured precision while relying upon their faith and righteous zeal as they hold steadfast to their creed that all ends are justified in the pursuit of the greater good.

Primary Class: Paladin.

Secondary Class: Ninja.

Hit Dice: d10.

Alignment: Any nonevil.

Bonus Skills and Ranks: The weeping executioner may select six ninja skills to add to her class skills in addition to the normal paladin class skills, one of which must be Stealth. The weeping executioner gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The weeping executioner is proficient with all simple weapons, plus the kama, katana, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi. She is also proficient with light armor and medium armor, but not with shields.

Code of Conduct: A weeping executioner never allows lesser evils to distract her from her pursuit of just vengeance.

Oath of Vengeance: At 1st level, a weeping executioner takes the oathbound paladin's Oath of Vengeance and is tasked with eradication of evil in all its forms.

Divine Ki Pool (Su): Starting at 2nd level, a weeping executioner gains a pool of divine *ki* points, supernatural energy granted by her devotion to her cause that she can use to accomplish amazing feats. The number of points in the weeping executioner's divine *ki* pool is equal to 1/2 her weeping executioner level + her Charisma modifier. As long as she has at least 1 point in her divine *ki* pool, she treats any Acrobatics skill check made to jump as if she had a running start. At 13th level, she also reduces

At 6th level, a weeping executioner adds the following sorrows to the list of those that can be selected.

- ♦ *Weakened:* The target takes 1d4 temporary Strength damage for 1 round per three levels of the weeping executioner.
- ♦ *Confused:* The target is confused for 1 round per three levels of the weeping executioner.
- ♦ *Staggered:* The target is staggered for 1 round per two levels of the weeping executioner.

At 9th level, a weeping executioner adds the following sorrows to the list of those that can be selected.

- ♦ *Enfeebled:* The target takes 2d4 temporary Strength damage for 1 round per three levels of the weeping executioner.
- ♦ *Exhausted:* The target is exhausted. The weeping executioner must have the fatigue cruelty before selecting this cruelty.
- ♦ *Frightened:* The target is frightened for 1 round per two levels of the weeping executioner. The weeping executioner must have the shaken cruelty before selecting this cruelty.
- ♦ *Nauseated:* The target is nauseated for 1 round per three levels of the weeping executioner. The weeping executioner must have the sickened cruelty before selecting this cruelty.

At 12th level, a weeping executioner adds the following sorrows to the list of those that can be selected.

- ♦ *Blinded:* The target is blinded for 1 round per level of the weeping executioner.
- ♦ *Debilitated:* The target takes 4d4 temporary Strength damage for 1 round per three levels of the weeping executioner.
- ♦ *Deafened:* The target is deafened for 1 round per level of the weeping executioner.
- ♦ *Stunned:* The target is stunned for 1 round per four levels of the weeping executioner.

the DC of Acrobatics skill checks made to jump by 1/2 (although she still cannot move farther than her speed allows).

By spending 1 point from her divine *ki* pool, a weeping executioner can increase her speed by 20 feet for 1 round. A weeping executioner can also spend 1 point from her divine *ki* pool to give herself a +4 insight bonus on Stealth checks for 1 round. Finally, a weeping executioner can spend 1 point from her divine *ki* point to heal her own wounds. She can heal a number of hit points of damage equal to her weeping executioner level. Each of these powers is activated as a swift action. A weeping executioner can gain additional powers that consume points from her divine *ki* pool by selecting certain ninja tricks.

The divine *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the weeping executioner possesses levels in another class that grants points to a *ki* pool, weeping executioner levels stack with the levels of that class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The weeping executioner can now use *ki* points from this pool to power the abilities of every class she possesses that grants a *ki* pool. This ability replaces lay on hands.

Ninja Tricks: At 2nd level, a weeping executioner gains the ninja's ninja tricks ability, except that she can select a ninja trick for which she qualifies at 2nd level and every four levels thereafter. This ability, light steps, master tricks, and no trace replace the paladin's spellcasting ability.

Sorrows (Su): At 3rd level, and every three levels thereafter, a weeping executioner can select one sorrow. Each sorrow adds an effect to the weeping executioner's smite evil ability. Sorrows are magical traumas that turn the moral corruption of evil creatures into physical corruption that wracks their bodies. Whenever the weeping executioner uses smite evil, the target also receives the additional effect from one of the sorrows possessed by the weeping executioner. This choice is made when the smite evil is used. The target receives a Fortitude save to avoid this sorrow. If the save is successful, the target takes the damage as normal, but not the effects of the sorrow. The DC of this save is equal to 10 + 1/2 the weeping executioner's level + the weeping executioner's Charisma modifier. This ability replaces mercy.

At 3rd level, the weeping executioner can select from the following initial sorrows.

- ♦ *Fatigued:* The target is fatigued.
- ♦ *Shaken:* The target is shaken for 1 round per level of the weeping executioner.
- ♦ *Sickened:* The target is sickened for 1 round per level of the weeping executioner.

These sorrows are not cumulative. For example, a 12th-level weeping executioner's smite evil ability deals normal damage against an evil creature and might also cause the target to become fatigued, weakened, frightened, or blinded. Once a sorrow is chosen, it can't be changed.

Channel Wrath (Su): At 4th level, a weeping executioner can spend 2 points from her divine *ki* pool to gain an extra use of smite evil that day. This ability replaces channel positive energy.

Ki Weapon (Su): At 5th level, a weeping executioner can spend 1 point from her divine *ki* pool to enhance her weapon as a swift action for 1 minute. This grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *advancing**, *bane*, *brilliant energy*, *courageous**, *defending*, *flaming burst*, *flaming*, *holy*, *keen*, *speed*, and *stalking**. (**Ultimate Equipment*)

Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the divine *ki* pool point is spent and cannot be changed until the next time the weeping executioner uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the weeping executioner. This ability replaces divine bond.

Light Steps (Ex): At 7th level, a weeping executioner gains the ninja's light steps ability.

Vengeful Smite (Su): At 8th level, if a weeping executioner studies the target of her smite evil for 3 rounds and then makes a smite attack with a melee weapon that successfully deals damage, she can immediately spend 1

point from her divine *ki* pool to make a vengeful smite. Studying the victim is a standard action. The bonus to damage against the target of her smite increases to twice her weeping executioner level on her first successful attack. The target must also make a successful Fortitude save (DC 10 + the weeping executioner's class level + the weeping executioner's Charisma modifier) or become shaken for 1d6 rounds plus 1 round per two levels of the weeping executioner. Once the weeping executioner has completed the 3 rounds of study, she must make the vengeful smite within the next 3 rounds.

If the weeping executioner does not launch the vengeful smite attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another vengeful smite. This ability replaces aura of resolve.

Powerful Justice (Su): At 11th level, a weeping executioner may spend one use of her smite evil ability to grant her allies within 10 feet the ability to smite evil, except they only gain the weeping executioner's bonus to damage, not her smite's attack bonus or ability to bypass DR. This ability replaces aura of justice.

Hide in Plain Sight (Ex): At 17th level, a weeping executioner can use the Stealth skill even while being observed. As long as she is within 10 feet of some sort of shadow, a weeping executioner can hide herself from view

in the open without having anything to actually hide behind. She cannot, however, hide in her own shadow. This ability replaces aura of righteousness.

Holy Vengeance (Su): At 20th level, anyone slain by a weeping executioner's vengeful smite becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + the weeping executioner's level or the spell fails and the material component is wasted. If the caster level check succeeds, but does not also surpass a DC equal to 20 + the weeping executioner's level, the weeping executioner is instantly made aware that the creature has been returned to life, and may seek it out once again. Casting *remove curse* the round before attempting to bring the creature back from the dead temporarily suppresses the effect of Holy Vengeance. The DC of the *remove curse* is 10 + the weeping executioner's level.

In addition, whenever she uses smite evil and successfully strikes an evil outsider, the outsider is also subject to a *banishment*, using her weeping executioner level as the caster level (her weapon and holy symbol automatically count as objects that the subject hates). After the *banishment* effect and the damage from the attack is resolved, the smite immediately ends.

Table: Weeping Executioner

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Aura of good, detect evil, oath of vengeance, smite evil 1/day
2nd	+2	+3	+3	+0	Divine grace, divine <i>ki</i> pool, ninja trick
3rd	+3	+3	+3	+1	Aura of courage, no trace +1, poison immunity, sorrow
4th	+4	+4	+4	+1	Channel wrath, smite evil 2/day
5th	+5	+4	+4	+1	<i>Ki</i> weapon
6th	+6/+1	+5	+5	+2	Ninja trick, no trace +2, sorrow
7th	+7/+2	+5	+5	+2	Light steps, smite evil 3/day
8th	+8/+3	+6	+6	+2	Vengeful smite
9th	+9/+4	+6	+6	+3	No trace +3, sorrow
10th	+10/+5	+7	+7	+3	Master tricks, ninja trick, smite evil 4/day
11th	+11/+6/+1	+7	+7	+3	Powerful justice
12th	+12/+7/+2	+8	+8	+4	No trace +4, sorrow
13th	+13/+8/+3	+8	+8	+4	Smite evil 5/day
14th	+14/+9/+4	+9	+9	+4	Aura of faith, ninja trick
15th	+15/+10/+5	+9	+9	+5	No trace +5, sorrow
16th	+16/+11/+6/+1	+10	+10	+5	Smite evil 6/day
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight
18th	+18/+13/+8/+3	+11	+11	+6	Ninja trick, no trace +6, sorrow
19th	+19/+14/+9/+4	+11	+11	+6	Smite evil 7/day
20th	+20/+15/+10/+5	+12	+12	+6	Holy vengeance

CHAPTER 6: MCA SUPPLEMENTS

MCA supplements are available to all Core classes, Base classes, and Multiclass Archetypes with the appropriate class features and that meet the indicated prerequisites. These supplements may complement one or more Multiclass Archetypes.

DOMAINS

The following new domains are available to any Core Class, Base Class, or Multiclass Archetype with the Domain class feature. These domains may complement one or more Multiclass Archetypes.

Battle Domain

Clerics that have Glory or an alignment domain as one of their deity's domains can instead choose the new Battle domain. This domain complements the Battle Adept multiclass archetype.

Granted Powers: You are a trained in the art of divine combat tactics that enhance your prowess in battle. Intimidate, Knowledge (engineering), and Ride are class skills.

Divine Providence (Su): As a swift action, a cleric can surround himself with an aura of divine energy that protects him from enemy attacks. This divine aura grants him a +1 deflection bonus to his AC for a number of rounds equal to his Charisma modifier. This bonus increases to +2 at 5th level and an additional +1 every four levels thereafter, to a maximum of +5 at 17th level. Upon reaching 9th level, a cleric can transfer some or all of his divine providence bonus to allies within 10 feet, as a free action. The cleric may choose how to allocate his shield's bonus at the start of his turn, whether to a single ally or multiple allies, but may not allocate more than his maximum bonus to a single ally. This effect lasts until the divine shield ends. A cleric can use this ability a number of times per day equal to 3 + his Charisma modifier.

Divine Wrath (Su): At 6th level, a cleric can channel divine energy to enhance his skill in battle. A cleric can expend one use of his channel energy to gain a damage bonus equal to his cleric level, for a number of rounds equal to his Charisma modifier. This damage is not multiplied on a confirmed critical. Also, if the target of a battle adept's divine wrath has an alignment that is at least two steps from his own on the good/evil or lawful/chaotic axis, the bonus damage is doubled. For example, a lawful good battle adept would deal double his level in damage against any target with a chaotic or evil alignment. A neutral battle adept does not double his bonus damage, no matter the alignment of his target.

At 12th level, the cleric can expend two uses of his channel energy to use his level in place of his base attack bonus for any attacks rolls made against the target of his divine wrath, and for the purpose of determining the number of attacks he can make in a full attack action when using divine wrath.

At 18th level, the cleric may expend four uses of his channel energy to unleash a 30-foot burst of divine energy that deals an amount of damage equal to his channel energy damage. Any creature with an alignment that is at least two steps from the cleric's (as above) that is caught in the burst receives double the cleric's channel energy damage. Each target can make a Will save (DC 10 + the cleric's level + the cleric's Charisma modifier) for half damage.

Domain Spells: 1st—*divine favor*, 2nd—*align weapon*, 3rd—*magic vestment*, 4th—*magic weapon (greater)*, 5th—*righteous might*, 6th—*blade barrier*, 7th—*resonating word***, 8th—*divine vessel**, 9th—*power word kill*. (**Advanced Player's Guide*, ***Ultimate Magic*)

Cadence Domain

Clerics that have Liberation or Travel as one of their deity's domains can instead choose the new Cadence domain. This domain complements the Temple Dancer multiclass archetype.

Granted Powers: You are gifted in the arts of dance and song, and possess a natural rhythm that guides you in all of your endeavors. Acrobatics, Perform (dance), Perform (sing) are class skills.

Measure of Courage (Su): Your rhythmic tempo grants your allies a +1 bonus to saving throws against charm and fear effects and on attack and damage rolls. This bonus increases by +1 at 5th level and every six levels thereafter. You can dance or sing the measure of courage a number of times per day equal to 1 + your Charisma bonus. This power is otherwise similar to a bard's inspire courage ability.

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

Domain Spells: 1st—*feather step**, 2nd—*cat's grace*, 3rd—*coordinated effort**, 4th—*freedom of movement*, 5th—*dance of a hundred cuts****, 6th—*cat's grace (mass)*, 7th—*dance of a thousand cuts***, 8th—*irresistible dance*, 9th—*overwhelming presence***. (**Advanced Player's Guide*, ***Ultimate Magic*)

Forest Domain

Clerics that have Animal or Plant as one of their deity's domains can instead choose the new Forest domain. This domain is added to the list of Terrain domains presented in *Ultimate Magic*. This domain complements the Terrain Patriarch multiclass archetype.

Granted Powers: You are a master of the forest terrain, a father of the trees, and able to travel through the landscape quickly and quietly. Knowledge (geography), Perception, Stealth, and Survival are class skills.

Forest Step (Su): You ignore the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain while within a forest terrain.

Leaf Armor (Su): At 6th level, you can cause a layer of flexible, scale-like leaves to cover your skin as a free action. While leaf armor is in effect, you gain a +1 natural armor bonus to your AC. This natural armor bonus increases by +1 at 9th level and every three cleric levels thereafter to a maximum of +5 at 18th level. You can use this ability for a number of minutes per day equal to your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st—*speak with animals*, 2nd—*barkskin*, 3rd—*plant shape* (as *stone shape*, but affects trees and shrubs), 4th—*summon nature's ally IV* (animals only), 5th—*awaken*, 6th—*summon nature's ally VI* (animals only), 7th—*liveoak*, 8th—*summon nature's ally VIII* (animals only), 9th—*transport via plant*.

Stealth Domain

Clerics that have Trickery as one of their deity's domains can instead choose the new Stealth domain. This domain complements the Divine Agent multiclass archetype.

Granted Powers: You are a master of stealth and the use of shadows to surprise your enemies or vanish from sight. Bluff, Disable Device, and Stealth are class skills.

Sudden Shift (Sp): In the blink of an eye, you can appear somewhere else. As an immediate action, after you are missed by a melee attack, you can *teleport* up to 10 feet to a space that you can see. This space must be inside the reach of the creature that attacked you. You can use this power a number of times each day equal to 3 + your Wisdom modifier.

Hide in Plain Sight (Su): At 8th level, you can use the Stealth skill even while being observed. As long as you are within 10 feet of an area of dim light, you can hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow. You can use this power for a number of minutes per day equal to your cleric level. These minutes do not need to be consecutive.

Domain Spells: 1st—*vanish*, 2nd—*invisibility*, 3rd—*nondetection*, 4th—*greater invisibility*, 5th—*shadow step*, 6th—*mislead*, 7th—*shadow walk*, 8th—*mass invisibility*, 9th—*greater shadow conjuration*.

FEATS

The following new feat is available to any Multiclass Archetype.

Multiclass Adept

You gain favored class benefits from both classes of a multiclass archetype.

Prerequisites: Not a half-elf, levels in an MCA.

Benefit: You treat both the primary and secondary classes from your Multiclass Archetype as a favored class.

ROGUE TALENTS

The following new rogue talents are available to any Core Class, Base Class, or Multiclass Archetype with the Rogue Talent class feature and that meet the indicated prerequisites. These rogue talents may complement one or more Multiclass Archetypes.

Improved Sneak Attack (Ex): The rogue's sneak attack deals an additional +1d6 damage. This bonus damage stacks with any other source. This rogue talent may be selected only once.

Silent Magic (Su): The rogue can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the casting time or the level of the spell. The rogue must be able to cast spells, or have the minor magic or major magic rogue talent to select this talent.

Still Magic (Su): The rogue can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the casting time or the level of the spell. The rogue must be able to cast spells, or have the minor magic or major magic rogue talent to select this talent.

Studied Trickery: Choose two of the following skills: Bluff, Disable Device, Disguise, Escape Artist, Sleight of Hand, Stealth. The rogue adds her Intelligence bonus to checks made with these skills in addition to the normal ability bonus used by the skill. A rogue can pick this talent more than once, each time selecting another two skills.

Trapfinding: The rogue gains the first-level rogue ability by the same name. The rogue must have lost this ability due to a chosen archetype or multiclass archetype to select this talent.

ADVANCED TALENTS

The following new advanced talents are available to any Core Class, Base Class, or Multiclass Archetype with the Advanced Talent class feature and that meet the indicated prerequisites. These advanced talents may complement one or more Multiclass Archetypes.

Evasion (Ex): This rogue talent functions as the second-level rogue ability by the same name. The rogue must have lost this ability due to a chosen archetype to select this talent.

Greater Sneak Attack (Ex): The rogue's sneak attack deals an additional +2d6 damage. This bonus damage stacks with any other source, including the power attack rogue talent. This rogue talent may only be selected once. The rogue must have the improved sneak attack rogue talent to select this talent.

Improved Uncanny Dodge (Ex): This rogue talent functions as the eighth-level rogue ability by the same name. The rogue must have lost this ability due to a chosen archetype, and have the uncanny dodge ability to select this talent.

Impromptu Sneak Attack: Once per day, a rogue with this talent can declare one melee or ranged attack she makes to be a sneak attack, with the normal range restrictions on ranged sneak attacks. The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures not subject to critical hits take no extra damage. The rogue must be able to cast spells to select this talent.

Uncanny Dodge (Ex): This rogue talent functions as the fourth-level rogue ability by the same name. The rogue must have lost this ability due to a chosen archetype to select this talent.

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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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