

MASTERS OF STEALTH

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

CHAPTER 1: MONK MULTICLASS ARCHETYPES

FURIOUS FIST

While monks are trained to maintain discipline no matter what situation they may face, there are a select few that have learned to use the chaotic, unfettered rage deep within them to enhance their skill in combat. These rage-induced monks have been dubbed furious fists. A furious fist uses their rage to make powerful unarmed strikes and shape the mystical *ki* energies within to gain resilience against attacks, or make the one perfect attack that could determine the victory or defeat of their companions.

Primary Class: Monk.

Secondary Class: Barbarian.

Hit Dice: d10.

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

Weapon and Armor Proficiency: The furious fist is proficient with the brass knuckles*, cestus*, club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear, and temple sword*, and one martial weapon of his choice. The furious fist is not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a furious fist loses his AC bonus, as well as his fast movement and flurry of blows abilities. (**Advanced Player's Guide*)

Raging Strike (Ex): A furious fist has learned to unleash the anger buried deep within his soul and focus it into devastating attacks. At 1st level, a furious fist can make a raging strike for a number of rounds per day equal to 4 + his Wisdom modifier. At each level after 1st, he can make a raging strike for 2 additional rounds. Temporary increases to Wisdom, such as those gained from spells like *owl's wisdom* do not increase the total number of times that a furious fist can use raging strike per day. A furious fist can channel anger into his raging strikes as a free action. The total number of rounds per day that a furious fist can make a raging strike is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While using his raging strike, a furious fist gains a +4 morale bonus to his Strength and Dexterity, a +2 morale bonus on Will saves, and a -2 penalty to Fortitude saves. While using raging strike, a furious fist cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, or Ride), or any ability that requires patience or concentration.

A furious fist can end his raging strike as a free action and is fatigued after the raging strike ends for a number of rounds equal to the number of rounds spent in raging strikes.

A furious fist cannot enter a new use of raging strike while fatigued or exhausted but can otherwise begin a raging strike multiple times during a single encounter or combat. If a furious fist falls unconscious, his raging strike immediately ends, placing him in peril of death. Raging strike cannot be used with flurry of blows. This ability replaces the bonus feat gained at 1st level and stunning strike.

Rage Power (Ex): Starting at 2nd level, a furious fist gains the barbarian's rage power ability and may select a rage power that he qualifies for. At 6th level and every four levels thereafter, a furious fist may select an additional rage power. A furious fist uses his furious fist level as his barbarian level for the purpose of qualifying for rage powers. A rage power takes effect only while a furious fist is using his raging strike. This ability replaces the bonus feats gained at 2nd, 6th, 10th, 14th, and 18th level.

Ki Pool (Su): This is exactly like the monk ability of the same name, except that whenever a furious fist of 10th level or higher makes a *ki* strike, it is not considered lawful for the purpose of overcoming damage reduction.

Greater Raging Strike (Ex): At 11th level, when a furious fist enters a raging strike, the morale bonus to his Strength and Dexterity increases to +6 and the morale bonus on his Will saves increases to +3. This ability replaces purity of body and diamond body.

Damage Reduction (Ex): At 7th level, a furious fist can spend 1 point from his *ki* pool to gain damage reduction until the end of his next turn. Subtract 1 from the damage the furious fist takes each time he is dealt damage from a weapon or a natural attack while this ability is in effect. At 10th level, and every three furious fist levels thereafter (13th, 16th and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0. This ability replaces wholeness of body, *ki* pool (lawful), diamond soul, tongue of the sun and the moon, empty body.

Perfect Strike (Ex): At 20th level, when a furious fist enters a raging strike, the morale bonus to his Strength and Dexterity increases to +8 and the morale bonus on his Will saves increases to +4. In addition, whenever he makes an unarmed strike (including flurry of blows or raging strike), he deals an amount of precision damage equal to his Wisdom modifier. Also, a furious fist can spend 3 points from his *ki* pool to gain a +20 insight bonus on his next unarmed strike. This functions as the *true strike* spell. This ability replaces perfect self.

Table: Furious Fist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarm Dmg*	AC Bns	Fast Move
1st	+0	+2	+2	+2	Flurry of blows, raging strike, unarmed strike	-1/-1	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Evasion, rage power	+0/+0	1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Fast movement, maneuver training, still mind	+1/+1	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	<i>Ki</i> pool (magic), slow fall 20 ft.	+2/+2	1d8	+1	+10 ft.
5th	+3	+4	+4	+4	High jump	+3/+3	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Rage power, slow fall 30 ft.	+4/+4/-1	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Damage reduction 1/—	+5/+5/+0	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Slow fall 40 ft.	+6/+6/+1/+1	1d10	+2	+20 ft.
9th	+6/+1	+6	+6	+6	Improved evasion	+7/+7/+2/+2	1d10	+2	+30 ft.
10th	+7/+2	+7	+7	+7	Damage reduction 2/—, rage power, slow fall 50 ft.	+8/+8/+3/+3	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Greater raging strike	+9/+9/+4/+4/-1	1d10	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Abundant step, slow fall 60 ft.	+10/+10/+5/+5/+0	2d6	+3	+40 ft.

13th	+9/+4	+8	+8	+8	Damage reduction 3/—	+11/+11/+6/+6/+1	2d6	+3	+40 ft.
14th	+10/+5	+9	+9	+9	Rage power, slow fall 70 ft.	+12/+12/+7/+7/+2	2d6	+3	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering palm	+13/+13/+8/+8/+3/+3	2d6	+3	+50 ft.
16th	+12/+6/+2	+10	+10	+10	Damage reduction 4/—, <i>ki</i> pool (adamantine), slow fall 80 ft.	+14/+14/+9/+9/+4/+4/−1	2d8	+4	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Timeless body	+15/+15/+10/+10/+5/+5/+0	2d8	+4	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Rage power, slow fall 90 ft.	+16/+16/+11/+11/+6/+6/+1	2d8	+4	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Damage reduction 5/—	+17/+17/+12/+12/+7/+7/+2	2d8	+4	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Perfect strike, slow fall any distance	+18/+18/+13/+13/+8/+8/+3	2d10	+5	+60 ft.

HEALING PALM

Most monastic orders focus on the mental discipline, martial training, and perfecting the body of its initiates. However, certain factions provide special training to those with a divine propensity. Healing palms employ their martial training in much the same way as other monks, but have learned to channel the divine energy of their god to heal the injured and cast spells. It is also believed that the most powerful of these chosen ascetics can simultaneously breathe new life into a number of his dead and dying allies, but at the cost of their very lives.

Primary Class: Monk.

Secondary Class: Cleric.

Alignment: Lawful good or lawful neutral.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The healing palm is proficient with the brass knuckles*, cestus*, club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear, temple sword*, and his deity's favored weapon. The healing palm is not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, the healing palm loses his AC bonus, as well as his fast movement and flurry of blows abilities. (*Advanced Player's Guide)

Aura (Ex): At 1st level, the healing palm gains the cleric's aura ability.

Domains: At 1st level, a healing palm gains the cleric's domains ability and chooses two domains, one of which must be the Healing domain or one of its subdomains. If the healing palm worships a deity, that deity must be one that grants the Healing domain. The second domain must be chosen from among those belonging to his deity, or one of his choice if he does not worship a deity. The healing palm gains his domain powers at the described levels. A healing palm gains one domain spell slot for each level of spell she can cast, from 1st on up. Each day, a healing palm can cast one spell from either of her two domains in that slot without preparing it before hand. She gains her 1st-level domain spell slot at 2nd level, and each subsequent domain spell slot every two levels thereafter, up to his 9th-level domain spell slot at 18th level, as indicated on Table: Healing Palm. When casting a domain spell, a healing palm has a caster level equal to his healing palm level. The healing palm otherwise follows all other parameters pertaining to cleric domains. This ability replaces bonus feat at 2nd, 6th, 10th, 14th, and 18th level, still mind, slow fall, diamond soul, timeless body, and tongue of the sun and the moon.

Unarmed Strike: This is exactly like the monk ability of the same name, except that the healing palm deals unarmed damage as indicated on Table: Healing Palm.

Channel Energy (Su): At 4th level, a healing palm gains the cleric's channel energy ability, except that the healing palm must channel positive energy, and when he does, he cannot choose to target undead. In addition, the amount of damage healed is equal to 1d6 points of damage at 4th level, and an additional 1d6 points of damage every three levels thereafter, to a maximum of 6d6 at 19th level.

In addition, a healing palm may spend uses of his channel energy ability to cast additional Healing domain (or a subdomain) spells. He may spend one use of his channel energy ability to cast a Healing domain spell of 1st-3rd level, two uses to cast a Healing domain spell of 4th-6th level, or three uses to cast a Healing domain spell of 7th-9th level. This ability replaces *ki* pool, high jump, wholeness of body, abundant step, and empty body.

Flurry of Blows (Ex): Starting at 4th level, a healing palm gains flurry of blows as a monk equal to his healing palm level, as indicated on Table: Healing Palm.

Channeled Life (Su): At 11th level, a healing palm can sacrifice all his remaining uses of channel energy to bring a person back to life. It takes 1 hour to perform this ritual. At the end of the ritual, the healing palm sacrifices all his channel energy uses in order to cast *raise dead* (as the spell) with a caster level equal to his healing palm level. The healing palm must have at least four uses of channel energy to use this ability. At 15th level, the healing palm may sacrifice his channel energy to cast *resurrection*. The healing palm must have at least six uses of channel energy to use this ability. These rituals do not require material components. When this ability is used, the healing palm's channel energy ability is not replenished until 24 hours have passed. This ability replaces both diamond body and quivering palm.

Sacrifice Self (Su): At 20th level, in a final selfless act, the healing palm can focus all channeled and life energy within himself, which then explodes outward in a 50-foot-radius emanation. All dead allies within the emanation are brought back to life, as if they were the subject of a *true resurrection* spell with a caster level equal to the healing palm's level. When the healing palm does this, he immediately dies and is sent to halls of his deity, there to dwell forever in glory and eternal bliss. A healing palm that dies in this way can never come back to life, not even by way of a *wish* or *miracle* spell or by the power of a deity. However, the healing palm's name is forever spoken with respect, and all written mentions of his name shimmer with a divine glow. This ability replaces perfect self.

Table: Healing Palm

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarm Dmg*	AC Bns	Fast Move
1st	+0	+2	+2	+2	Aura, bonus feat, domains, stunning strike, unarmed strike	—	1d4	+0	+0 ft.
2nd	+1	+3	+3	+3	Domain spell (1st), evasion	—	1d4	+0	+0 ft.
3rd	+2	+3	+3	+3	Fast movement, maneuver training	—	1d4	+0	+10 ft.
4th	+3	+4	+4	+4	Channel energy 1d6, domain spell (2nd), flurry of blows	+2/+2	1d6	+1	+10 ft.
5th	+3	+4	+4	+4	Purity of body	+3/+3	1d6	+1	+10 ft.
6th	+4	+5	+5	+5	Domain spell (3rd)	+4/+4/-1	1d6	+1	+20 ft.
7th	+5	+5	+5	+5	Channel energy 2d6	+5/+5/+0	1d6	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Domain spell (4th)	+6/+6/+1/+1	1d8	+2	+20 ft.
9th	+6/+1	+6	+6	+6	Improved evasion	+7/+7/+2/+2	1d8	+2	+30 ft.
10th	+7/+2	+7	+7	+7	Channel energy 3d6, domain spell (5th)	+8/+8/+3/+3	1d8	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Channeled life	+9/+9/+4/+4/-1	1d8	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Domain spell (6th)	+10/+10/+5/+5/+0	1d10	+3	+40 ft.
13th	+9/+4	+8	+8	+8	Channel energy 4d6	+11/+11/+6/+6/+1	1d10	+3	+40 ft.
14th	+10/+5	+9	+9	+9	Domain spell (7th)	+12/+12/+7/+7/+2	1d10	+3	+40 ft.
15th	+11/+6/+1	+9	+9	+9		+13/+13/+8/+8/+3/+3	1d10	+3	+50 ft.
16th	+12/+6/+2	+10	+10	+10	Channel energy 5d6, domain spell (8th)	+14/+14/+9/+9/+4/+4/-1	2d6	+4	+50 ft.
17th	+12/+7/+2	+10	+10	+10		+15/+15/+10/+10/+5/+5/+0	2d6	+4	+50 ft.

18th	+13/+8/+3	+11	+11	+11	Domain spell (9th)	+16/+16/+11/+11/+6/+6/+1	2d6	+4	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Channel energy 6d6	+17/+17/+12/+12/+7/+7/+2	2d6	+4	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Sacrifice self	+18/+18/+13/+13/+8/+8/+3	2d8	+5	+60 ft.

HOLY FIST

Through unshakable faith and transcendence of mind, body, and soul, holy fists have learned to penetrate the barrier between the mortal and the divine. Guided by strict laws of morality and nobility, the holy fist utilizes his vast mental discipline and heavenly powers to strike down his enemies, further the cause of righteousness, and transform into a sanctified being. The holy fist, while often viewed as a compassionate pacifist, is a staunch champion of justice, honor, and freedom. Those who seek to rule through tyranny or follow the edicts of dark powers quickly learn that these supposed pacifists are ferocious defenders of liberty, life, and the common people.

Primary Class: Monk.

Secondary Class: Paladin.

Alignment: Lawful good.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The holy fist is proficient with all monk weapons listed in the Pathfinder source books. The holy fist is not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a holy fist loses his AC bonus, as well as his fast movement and flurry of blows abilities. (*Advanced Player's Guide)

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

Aura of Good (Ex): At 1st level, the holy fist gains the paladin's aura of good ability. Its power is equal to his holy fist level. This ability replaces bonus feat at 1st level.

Smiting Strike (Su): This is exactly like the paladin's smite evil ability, except that the holy fist can use it once per day at 2nd level, and an additional time per day every four levels thereafter, to a maximum of five times per day at 18th level. A holy fist may only use smiting strike with unarmed strike, flurry of blows, and monk weapons. This ability replaces bonus feat at 2nd, 6th, 10th, 14th, and 18th level.

Aura of Courage (Su): This is exactly like the paladin ability of the same name. This ability replaces maneuver training.

Ki Bond (Su): At 4th level, a holy fist may form a strong bond between his *ki* pool and his unarmed strikes. A holy fist gains a *ki* pool, as normal, with a number of points equal to 1/2 his holy fist level + his Wisdom modifier. As long as he has at least 1 point in his *ki* pool, he can make a *ki* strike. At 4th level, *ki* strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

At 7th level, a holy fist may also use his *ki* pool to enhance his unarmed strikes as a standard action by drawing upon his own divinely infused *ki* energy for 1 minute per holy fist level. As long as he has at least 1 point in his *ki* pool, his unarmed strikes gain a +1 enhancement bonus. A holy fist may spend 1 additional *ki* point for every three levels beyond 7th, to grant his unarmed strikes another +1 enhancement bonus, to a maximum of +5 at 19th level.

A holy fist may also spend *ki* points to add any of the following weapon properties to his unarmed strikes: *axiomatic*, *brilliant energy*, *defending*, *disruption*, *flaming burst*, *flaming*, *holy*, *keen*, *merciful* and *speed*. Adding these properties consumes an amount of *ki* points equal to the property's cost (see Table: Melee Weapon Special Abilities in the Pathfinder Core Rulebook) and may not exceed the maximum enhancement bonus for his level, as described above. Duplicate abilities do not stack. The holy fist must have at least 1 *ki* point remaining in his *ki* pool to ensure a +1 enhancement bonus before any other properties can be added to his unarmed strikes. The bonus and properties granted by expended *ki* points are determined when his *ki* points are spent and cannot be changed until the current effects have expired.

A holy fist can use this ability as often as he has *ki* points remaining in his pool. This ability may be used with flurry of blows, but only if the holy fist is wielding no weapons. The holy fist's *ki* pool is replenished each morning after 8 hours of meditation; these hours do not need to be consecutive. This ability otherwise functions as and replaces *ki* pool.

Consecrated Body (Ex): At 8th level, a holy fist gains darkvision 60 feet. He also gains a +1 natural armor bonus, and increases by an additional +1 every six levels thereafter. This ability replaces slow fall.

Sanctified Soul (Su): At 12th level, a holy fist gains immunity to compulsion spells and spell-like abilities, and a +4 sacred bonus on saving throws against necromancy effects. This ability replaces abundant step.

Aura of Faith (Su): At 16th level, a holy fist's weapons (including his unarmed strikes) are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of him is treated as good-aligned for the purposes of overcoming damage reduction. This ability functions only while the holy fist is conscious, not if he is unconscious or dead. This ability replaces tongue off the sun and the moon.

Heavenly Utterance (Ex): At 19th level, the holy fist gains tongue of the sun and moon. This ability replaces empty body.

Perfect Saint (Su): At 20th level, a holy fist becomes a divine creature. He is forevermore treated as an outsider (good) rather than as a humanoid (or whatever the holy fist's creature type was) for the purpose of spells and magical effects. He also gains DR 5/evil, acid resistance 5, cold resistance 5, and electricity resistance 5. Additionally, whenever he uses smiting strike and successfully strikes an evil outsider, the outsider is also subject to a *banishment*, using his holy fist level as the caster level (his weapon and the holy fist himself automatically count as objects that the subject hates). After the *banishment* effect and the damage from the attack is resolved, the smiting strike immediately ends. Unlike other outsiders, the holy fist can still be brought back from the dead as if he were a member of his previous creature type. This ability replaces perfect self.

Table: Holy Fist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarm. Dmg*	AC Bonus	Fast Mov.
1st	+0	+2	+2	+2	Aura of good, detect evil, flurry of blows, unarmed strike	-1/-1	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Evasion, smiting strike 1/day	+0/+0	1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Aura of courage, fast movement still mind	+1/+1	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	Ki bond	+2/+2	1d8	+1	+10 ft.
5th	+3	+4	+4	+4	Purity of body	+3/+3	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Smiting strike 2/day	+4/+4/-1	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Wholeness of body	+5/+5/+0	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Consecrated body	+6/+6/+1/+1	1d10	+2	+20 ft.
9th	+6/+1	+6	+6	+6	Improved evasion	+7/+7/+2/+2	1d10	+2	+30 ft.
10th	+7/+2	+7	+7	+7	Smiting strike 3/day	+8/+8/+3/+3	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Diamond body	+9/+9/+4/+4/-1	1d10	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Sanctified soul	+10/+10/+5/+5/+0	2d6	+3	+40 ft.
13th	+9/+4	+8	+8	+8	Diamond soul	+11/+11/+6/+6/+1	2d6	+3	+40 ft.
14th	+10/+5	+9	+9	+9	Smiting strike 4/day	+12/+12/+7/+7/+2	2d6	+3	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering palm	+13/+13/+8/+8/+3/+3	2d6	+3	+50 ft.

16th	+12/+6/+2	+10	+10	+10	Aura of faith	+14/+14/+9/+9/+4/+4/-1	2d8	+4	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Timeless body	+15/+15/+10/+10/+5/+5/+0	2d8	+4	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Smiting strike 5/day	+16/+16/+11/+11/+6/+6/+1	2d8	+4	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Heavenly utterance	+17/+17/+12/+12/+7/+7/+2	2d8	+4	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Perfect saint	+18/+18/+13/+13/+8/+8/+3	2d10	+5	+60 ft.

MYSTIC PISTOLEER

The mystic pistoleer is a master of the art of dual-wielding one-handed firearms. Through mystic meditation, he has perfected the technique of unleashing a deadly hail of bullets at his opponents.

Primary Class: Monk.

Secondary Class: Gunslinger.

Alignment: Any lawful.

Hit Dice: d8.

Bonus Skills and Ranks: The mystic pistoleer selects three gunslinger skills to add to his class skills in addition to the normal monk class skills. The mystic pistoleer gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The mystic pistoleer is only proficient with one-handed firearms, and must take Exotic Weapon Proficiency (firearm) to gain proficiency with two-handed firearms and firearm siege engines. He is also proficient with the brass knuckles*, cestus*, club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear, and temple sword*. The mystic pistoleer is not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a mystic pistoleer loses his AC bonus, as well as his fast movement and flurry of blows abilities. (*Advanced Player's Guide)

Gunsmith: A mystic pistoleer gains the gunslinger's gunsmith ability, and must take a pistol when he chooses a battered firearm at 1st level. He must also purchase a second pistol as soon as funds allow him to do so. This ability replaces **bonus feat gained at 1st level**.

Bonus Feats: This is exactly like the monk's ability of the same name, except that the mystic pistoleer gains a bonus feat at 2nd, 10th, and 18th level. In addition, a mystic pistoleer adds Rapid Reload and Two-Weapon Fighting to the list of feats he can choose at 2nd level. At 10th level, he adds Deft Shootist Deed and Improved Two-Weapon Fighting to this list. At 18th level he adds Greater Two-Weapon Fighting and Leaping Shot to this list.

Deeds (Ex): At 3rd level, a mystic pistoleer gains the gunslinger's deeds ability, and gains access to 1st level deeds. Every four levels beyond 3rd, the mystic pistoleer gains access to each subsequent level of deeds (3rd, 7th, etc.), up to 15th level deeds at 19th level. This ability replaces **maneuver training, wholeness of body, diamond body, abundant step, and empty body**.

Ki Grit (Su): A mystic pistoleer of 3rd level or higher gains a pool of *ki* grit, supernatural energy he can use to perform amazing feats of agility or actions in combat. The number of points in a mystic pistoleer's *ki* grit pool is equal to 1/2 his mystic pistoleer level + his Wisdom modifier. This *ki* grit pool functions both as the gunslinger's grit and the monk's *ki* pool. A mystic pistoleer's replenishes his *ki* grit like a gunslinger replenishes his grit (critical hits and kills), and cannot exceed his daily limit. A mystic pistoleer cannot replenish his *ki* grit in this manner when using hail of bullets.

At 3rd level, a mystic pistoleer can spend *ki* grit to accomplish deeds (see Deeds) like a gunslinger.

At 4th level, as long as the mystic pistoleer has at least 1 point of *ki* grit, he can make a *ki* strike. This functions exactly like a monk's *ki* strike, but its effects apply to both the mystic pistoleer's unarmed strikes and ranged attacks made with his pistol chosen at 1st level, including his hail of bullets. A *ki* strike allows his unarmed attacks and ranged attacks made with his pistol chosen at 1st level to be treated as magic weapons for the purpose of overcoming damage reduction. *Ki* strike improves at 8th (cold iron and silver), 12th (lawful) and 16th level (adamantine).

In addition, by spending 1 point of his *ki* grit, a mystic pistoleer can do one of the following as a swift action:

- ♦ Make one additional attack at his highest attack bonus when making a flurry of blows, or
- ♦ Increase his speed by 20 feet for 1 round, or
- ♦ Give himself a +4 dodge bonus to AC for 1 round.

The *ki* grit is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. This ability changes *ki* pool and replaces **stunning fist**.

Hail of Bullets (Su): Starting at 4th level, when a mystic pistoleer dual-wields his pistols he can spend 1 *ki* grit to make a hail of bullets as a full-attack action. When doing so he creates a killing zone in a 15-foot cone as if his pistols had the scatter weapon quality. The mystic pistoleer makes a separate attack roll against each creature within the cone. Each attack roll is made at his highest attack bonus but takes a -2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. While performing a hail of bullets, the mystic pistoleer provokes no attacks of opportunity and can reload his firearm after each attack roll as a free action. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil a hail of bullets attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. A mystic pistoleer that makes a hail of bullets misfires only if all of the attack rolls made misfire. Unlike a firearm with the true scatter weapon quality, if either of the mystic pistoleer's pistols explode on a misfire, they do not deal triple its damage to all creatures within the misfire radius. This ability replaces slow fall and quivering palm.

Pistol Expert (Ex): At 6th level, a mystic pistoleer gains a bonus equal to his Dexterity modifier on damage rolls when firing a one-handed firearm. Furthermore, when he misfires with a one-handed firearm, the misfire value of that firearm increases by 2 instead of 4. At 15th level, when a mystic pistoleer misfires with a one-handed firearm, the misfire value of that firearm increases by 1 instead of 4. This ability replaces **bonus feat gained at 6th level**.

Ki Bullets (Su): At 8th level, a mystic pistoleer may spend 1 *ki* grit as a swift action to change the damage dice of bullets he shoots to that of his unarmed strikes. This lasts until the start of his next turn. For example, a Medium mystic pistoleer's pistol normally deals 1d8 damage. Using this ability at 8th level, his bullets deal 1d10 damage until the start of his next turn. This ability replaces **tongue of the sun and moon**.

Rapid Attack (Ex): At 14th level, a mystic pistoleer can combine a full attack action with a single move. He must forgo the first attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal. Rapid attack can be used with flurry of blows but not hail of bullets, and he must forgo his first two attacks at his highest bonus. This ability replaces **bonus feat gained at 14th level**.

Perfect Gunfighter (Su): At 20th level, the mystic pistoleer becomes the consummate gunfighter. He gains damage reduction 10/chaotic. The mystic pistoleer also picks one deed that he has access to and that he must spend grit to perform. He can perform this deed for 1 *ki* grit fewer (minimum 0) than usual. If the number of grit points to perform the deed is reduced to 0, the mystic pistoleer can perform this deed as long as he has at least 1 grit point. If the deed could already be performed as long as he had at least 1 grit point, he can now perform that deed even when he has no grit points. This ability replaces **perfect self**.

Mystic Musketeer

While mystic pistoleers focus on one-handed firearms, some prefer two-handed firearms. These Mystic Musketeers gain the following class features.

Gunsmith: A mystic musketeer gains the gunslinger's gunsmith ability, and must take a musket when he chooses a battered firearm at 1st level. This ability replaces **bonus feat gained at 1st level**.

Bonus Feats: A mystic musketeers adds Point Blank Shot and Rapid Reload to the list of feats he can choose at 2nd level. At 10th level, he adds Deft Shootist Deed and Improved Point Blank Shot to this list. At 18th level he adds Greater Two-Weapon Fighting and Pinpoint Targeting to this list.

Distant Shot (Ex): Starting at 4th level, when a mystic musketeer wields his one-handed firearm chosen at 1st level, he can spend 1 *ki* grit to gain the *distance* weapon ability for a number of rounds equal to his Wisdom modifier. This ability replaces **hail of bullets**.

Musket Expert (Ex): At 6th level, a mystic musketeer gains a bonus equal to his Dexterity modifier on damage rolls when firing a two-handed firearm. Furthermore, when he misfires with a two-handed firearm, the misfire value of that firearm increases by 2 instead of 4. At 15th level, when a mystic musketeer misfires with a two-handed firearm, the misfire value of that firearm increases by 1 instead of 4. This ability replaces **pistol expert**.

Table: Mystic Pistoleer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarm Dmg*	AC Bns	Fast Move
1st	+0	+2	+2	+0	Flurry of blows, gunsmith , unarmed strike	-1/-1	1d6	+0	+0 ft.
2nd	+1	+3	+3	+0	Bonus feat, evasion	+0/+0	1d6	+0	+0 ft.
3rd	+2	+3	+3	+1	Deeds , fast movement, ki grit , still mind	+1/+1	1d6	+0	+10 ft.
4th	+3	+4	+4	+1	Hail of bullets , ki grit (magic)	+2/+2	1d8	+1	+10 ft.
5th	+3	+4	+4	+1	High jump	+3/+3	1d8	+1	+10 ft.
6th	+4	+5	+5	+2	Pistol expert	+4/+4/-1	1d8	+1	+20 ft.
7th	+5	+5	+5	+2	Deeds	+5/+5/+0	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+2	Ki bullets , ki grit (cold iron and silver)	+6/+6/+1/+1	1d10	+2	+20 ft.
9th	+6/+1	+6	+6	+3	Improved evasion	+7/+7/+2/+2	1d10	+2	+30 ft.
10th	+7/+2	+7	+7	+3	Bonus feat	+8/+8/+3/+3	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+3	Deeds	+9/+9/+4/+4/-1	1d10	+2	+30 ft.
12th	+9/+4	+8	+8	+4	Ki grit (lawful)	+10/+10/+5/+5/+0	2d6	+3	+40 ft.
13th	+9/+4	+8	+8	+4	Diamond soul	+11/+11/+6/+6/+1	2d6	+3	+40 ft.
14th	+10/+5	+9	+9	+4	Rapid attack	+12/+12/+7/+7/+2	2d6	+3	+40 ft.
15th	+11/+6/+1	+9	+9	+5	Deeds	+13/+13/+8/+8/+3/+3	2d6	+3	+50 ft.
16th	+12/+6/+2	+10	+10	+5	Ki grit (adamantine)	+14/+14/+9/+9/+4/+4/-1	2d8	+4	+50 ft.
17th	+12/+7/+2	+10	+10	+5	Timeless body	+15/+15/+10/+10/+5/+5/+0	2d8	+4	+50 ft.
18th	+13/+8/+3	+11	+11	+6	Bonus feat	+16/+16/+11/+11/+6/+6/+1	2d8	+4	+60 ft.
19th	+14/+9/+4	+11	+11	+6	Deeds	+17/+17/+12/+12/+7/+7/+2	2d8	+4	+60 ft.
20th	+15/+10/+5	+12	+12	+6	Perfect gunfighter	+18/+18/+13/+13/+8/+8/+3	2d10	+5	+60 ft.

MYSTIC STRIKER

Primary Class: Monk.

Secondary Class: Sorcerer.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The mystic striker is proficient with all simple weapons, plus kama, nunchaku, sai, shortspear, short sword, shuriken, siangham, and temple sword*. The mystic striker is not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a mystic striker loses her AC bonus, fast movement, and flurry of blows abilities, as well as interfering with her bloodline arcana. (**Advanced Player's Guide*)

Bloodline: A mystic striker gains the sorcerer bloodline class ability and may choose from any of the bloodlines listed in the *Core Rulebook*, *Advanced Players Guide*, *Ultimate Magic*, or any other Pathfinder source. She adds the skill listed in her bloodline to her class skills, and also gains her first bloodline power and each subsequent power at the indicated level, as shown on Table: Mystic Striker.

At 4th level, the mystic striker adds her first bloodline spell to her list of mystic arcanum spells as a 1st-level spell. At 8th level she adds her second bloodline spell as a 2nd-level mystic arcanum spell. At 12th level she adds her third bloodline spell as a 3rd-level mystic arcanum spell. At 16th level she adds her fourth bloodline spell as a 4th-level mystic arcanum spell. At 20th level she adds her fifth bloodline spell as a 5th-level mystic arcanum spell.

The mystic striker does not gain her bloodline arcana. She does not gain her bloodline bonus feats, but she can select any feat listed in her bloodline feats as a normal feat gained due to level advancement, even if she does not qualify for it. This ability replaces the bonus feat gained at 1st level, maneuver training, still mind, slow fall, high jump, wholeness of body, abundant step, diamond body, diamond soul, quivering palm, empty body, tongue of the sun and the moon, and perfect self.

Fast Movement (Ex): A mystic striker's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the mystic striker's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the mystic striker's land speed. This ability replaces the monk's fast movement.

Sorcerous Strike (Ex): At 1st level, a mystic striker gains Sorcerous Strike as a bonus feat. This ability replaces stunning fist.

Mystic Arcanum: Starting at 2nd level, a mystic striker can cast arcane spells drawn from her mystic arcanum, with a caster level equal to her mystic striker level. To cast a spell, a mystic striker must have a Charisma score equal to at least 10 + the spell level. The save DC against a mystic striker's spell is 10 + the spell level + the mystic striker's Charisma modifier.

A mystic striker's selection of mystic arcanum spells is also extremely limited, more so than other spontaneous spellcasters. At 2nd level, a mystic striker can cast 1st-level mystic arcanum spells and each subsequent level of spells every four levels thereafter, up to a maximum of 5th-level spells at 18th level.

A mystic striker gains one mystic arcanum spell slot for each level of mystic arcanum spell she can cast, from 1st on up. Each day, a mystic striker can cast one of the spells from her mystic arcanum in that slot. At 2nd level, a mystic striker may select one 1st-level sorcerer spells of her choice as her 1st-level mystic arcanum. At 6th level she may select one 2nd-level sorcerer spells of her choice as her 2nd-level mystic arcanum. At 10th level she may select one 3rd-level sorcerer spells of her choice as her 3rd-level mystic arcanum. At 14th level she may select one 4th-level sorcerer spell of her choice as her 4th-level mystic arcanum. At 18th level she may select one 5th-level sorcerer spell of her choice as her 5th-level mystic arcanum.

Upon reaching 10th level, and at every even-numbered mystic striker level after that (12th, 14th, and so on), a mystic striker can choose to learn a new sorcerer spell in place of one of her mystic arcanum she already knows. In effect, the mystic striker loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A mystic striker may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. A mystic striker cannot swap her bloodline spells.

Unlike a wizard or a cleric, a mystic striker need not prepare her mystic arcanum spells in advance. She can cast any mystic arcanum spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. This ability replaces the bonus feats gained at 2nd, 6th, 10th, 14th, and 18th level.

Ki Pool (Su): This is exactly like the monk ability of the same name, but in addition to her other *ki* pool options, a mystic striker can spend 1 point from her *ki* pool to cast one additional 1st-level or 2nd-level mystic arcanum spell. By spending 2 points from her *ki* pool, she can cast one additional 3rd-level or 4th-level mystic arcanum spell. By spending 3 points from her *ki* pool, she can cast one additional 5th-level mystic arcanum spell. Each of these powers is activated as a swift action, as normal.

Table: Mystic Striker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarm Dmg*	AC Bns
1st	+0	+0	+2	+2	Bloodline power, flurry of blows, sorcerous strike, unarmed strike	-1/-1	1d6	+0
2nd	+1	+0	+3	+3	Evasion, mystic arcanum (1st)	+0/+0	1d6	+0
3rd	+2	+1	+3	+3	Bloodline power, fast movement	+1/+1	1d6	+0
4th	+3	+1	+4	+4	Bloodline spell, <i>ki</i> pool (magic)	+2/+2	1d8	+1
5th	+3	+1	+4	+4	Purity of body	+3/+3	1d8	+1
6th	+4	+2	+5	+5	Mystic arcanum (2nd)	+4/+4/-1	1d8	+1
7th	+5	+2	+5	+5		+5/+5/+0	1d8	+1
8th	+6/+1	+2	+6	+6	Bloodline spell	+6/+6/+1/+1	1d10	+2
9th	+6/+1	+3	+6	+6	Bloodline power, improved evasion	+7/+7/+2/+2	1d10	+2
10th	+7/+2	+3	+7	+7	<i>Ki</i> pool (lawful), mystic arcanum (3rd)	+8/+8/+3/+3	1d10	+2
11th	+8/+3	+3	+7	+7		+9/+9/+4/+4/-1	1d10	+2
12th	+9/+4	+4	+8	+8	Abundant step, bloodline spell	+10/+10/+5/+5/+0	2d6	+3
13th	+9/+4	+4	+8	+8		+11/+11/+6/+6/+1	2d6	+3
14th	+10/+5	+4	+9	+9	Mystic arcanum (4th)	+12/+12/+7/+7/+2	2d6	+3
15th	+11/+6/+1	+5	+9	+9	Bloodline power	+13/+13/+8/+8/+3/+3	2d6	+3
16th	+12/+6/+2	+5	+10	+10	Bloodline spell, <i>ki</i> pool (adamantine)	+14/+14/+9/+9/+4/+4/-1	2d8	+4
17th	+12/+7/+2	+5	+10	+10	Timeless body	+15/+15/+10/+10/+5/+5/+0	2d8	+4
18th	+13/+8/+3	+6	+11	+11	Mystic arcanum (5th)	+16/+16/+11/+11/+6/+6/+1	2d8	+4
19th	+14/+9/+4	+6	+11	+11		+17/+17/+12/+12/+7/+7/+2	2d8	+4
20th	+15/+10/+5	+6	+12	+12	Bloodline power, bloodline spell	+18/+18/+13/+13/+8/+8/+3	2d10	+5

CHAPTER 2: NINJA MULTICLASS ARCHETYPES

ASCETIC ACROBAT

Silent and deadly in their own rights, ninjas are secretive and unobtrusive. It is these qualities combined with their unarmed combat training that have transformed them into a truly fearsome foe. Instructed in the ancient martial arts of the monastic orders, the ascetic acrobat utilizes her vast skill expertise, supernatural stealth, and knack of escaping difficult situations to defeat her enemies, and those of her clan. Through their versatility, breadth of instruction, and battle prowess, ascetic acrobats can cow even the most fearless or arrogant of rogues.

Primary: Ninja.

Secondary: Monk.

Alignment: Any lawful.

Hit Dice: d8.

Bonus Skills and Ranks: The ascetic acrobat selects three monk skills to add to her class skills in addition to the normal monk class skills. The ascetic acrobat gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The ascetic acrobat is proficient with all simple weapons, plus the brass knuckles*, cestus*, club, crossbow (light or heavy), dagger, handaxe, javelin, kama, katana, kusarigama, nunchaku, quarterstaff, sai, shortbow, shortspear, short sword, shuriken, siangham, sling, spear, temple sword*, and wakizashi. An ascetic acrobat is not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, an ascetic acrobat loses her AC bonus, as well as her fast movement and flurry of blows abilities. (**Advanced Player's Guide*)

AC Bonus (Ex): At 1st level, an ascetic acrobat gains the monk's AC bonus ability. This ability replaces no trace.

Sneak Attack: This is exactly like the ninja's ability of the same name, except that the extra damage is 1d6 at 1st level, and increases by 1d6 at 3rd, 7th, 9th, 13th, 15th, and 19th level, to a maximum of 7d6.

Ninja Trick (Ex): This is exactly like the ninja ability of the same name, except that an ascetic acrobat gains a ninja trick at 2nd level and every four levels thereafter.

Fast Movement (Ex): At 3rd level, an ascetic acrobat gains the monk's fast movement ability. This ability replaces sneak attack 2d6, 4d6, and 8d6.

Devious Charge (Ex): At 4th level, whenever an ascetic acrobat makes a charge, her attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability. This ability replaces uncanny dodge.

Flurry of Blows (Ex): Starting at 4th level, an ascetic acrobat gains the monk's flurry of blows ability, except that she can only make a flurry of blows when wielding a monk or ninja weapon she is proficient with. This ability replaces the ninja tricks gained at 4th, 16th, and 20th level.

Slow Fall (Ex): At 4th level, an ascetic acrobat gains the monk's slow fall ability. This ability replaces the ninja trick gained at 8th level.

Skirmisher (Ex): At 8th level, whenever an ascetic acrobat moves more than 10 feet in a round and makes an attack action, the attack deals sneak attack damage as if the target was flat-footed. If the ascetic acrobat makes more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability. This ability replaces improved uncanny dodge.

Abundant Step (Su): At 12th level, an ascetic acrobat gains the monk's abundant step ability. This ability replaces the ninja trick gained at 12th level.

Table: Ascetic Acrobat

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	AC Bonus	Fast Mov.
1st	+0	+0	+2	+2	Poison use, sneak attack +1d6	—	+0	+0 ft.
2nd	+1	+0	+3	+3	Ki pool, ninja trick	—	+0	+0 ft.
3rd	+2	+1	+3	+3	Fast movement, sneak attack +2d6	—	+0	+10 ft.
4th	+3	+1	+4	+4	Devious charge, flurry of blows, slow fall 20 ft.	+2/+2	+1	+10 ft.
5th	+3	+1	+4	+4		+3/+3	+1	+10 ft.
6th	+4	+2	+5	+5	Light steps, ninja trick, slow fall 30 ft.	+4/+4/-1	+1	+20 ft.
7th	+5	+2	+5	+5	Sneak attack +3d6	+5/+5/+0	+1	+20 ft.
8th	+6/+1	+2	+6	+6	Skirmisher, slow fall 40 ft.	+6/+6/+1/+1	+2	+20 ft.
9th	+6/+1	+3	+6	+6	Sneak attack +4d6	+7/+7/+2/+2	+2	+30 ft.
10th	+7/+2	+3	+7	+7	Master tricks, ninja trick, slow fall 50 ft.	+8/+8/+3/+3	+2	+30 ft.
11th	+8/+3	+3	+7	+7		+9/+9/+4/+4/-1	+2	+30 ft.
12th	+9/+4	+4	+8	+8	Abundant step, slow fall 60 ft.	+10/+10/+5/+5/+0	+3	+40 ft.
13th	+9/+4	+4	+8	+8	Sneak attack +5d6	+11/+11/+6/+6/+1	+3	+40 ft.
14th	+10/+5	+4	+9	+9	Ninja trick, slow fall 70 ft.	+12/+12/+7/+7/+2	+3	+40 ft.
15th	+11/+6/+1	+5	+9	+9	Sneak attack +6d6	+13/+13/+8/+8/+3	+3	+50 ft.
16th	+12/+7/+2	+5	+10	+10	Slow fall 80 ft.	+14/+14/+9/+9/+4/+4/-1	+4	+50 ft.
17th	+12/+7/+2	+5	+10	+10		+15/+15/+10/+10/+5/+5/+0	+4	+50 ft.
18th	+13/+8/+3	+6	+11	+11	Ninja trick, slow fall 90 ft.	+16/+16/+11/+11/+6/+6/+1	+4	+60 ft.
19th	+14/+9/+4	+6	+11	+11	Sneak attack +7d6	+17/+17/+12/+12/+7/+7/+2	+4	+60 ft.
20th	+15/+10/+5	+6	+12	+12	Hidden master, slow fall any distance	+18/+18/+13/+13/+8/+8/+3	+5	+60 ft.

KI MAGE (Byrdology/+5 Toaster)

While most ninja's focus primarily on perfecting their skills of stealth and subterfuge, some seek to harness their *ki* energy for the soul purpose of casting spells and enhancing their attacks. *Ki* mages are practitioners of *ki* magic who can trace their bloodline back to a powerful ancestor. By honing body and mind, they are able to tap into their reservoir of power to cast spells and accomplish amazing feats.

Primary: Ninja.

Secondary: Sorcerer.

Alignment: Any.

Hit Dice: d8.

Bonus Skills and Ranks: The *ki* mage selects three sorcerer skills to add to her class skills in addition to the normal ninja class skills. The *ki* mage gains a number of ranks at each level equal to +4 Int modifier.

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

Bloodline: At 1st level, a *ki* mage gains the sorcerer's bloodline ability. She can choose any bloodline listed in the sorcerer class description, and adds her bloodline skill to her list of class skills.

At 2nd level, and every four levels thereafter, a *ki* mage learns an additional spell, derived from her bloodline. These spells are in addition to the *ki* spells she learns at each interval. These spells cannot be exchanged for different spells at higher levels.

At 3rd level, a *ki* mage gains her 1st-level bloodline power. At 5th level and every six levels thereafter, she gains each subsequent level of bloodline power, up to her 15th-level bloodline power at 17th level.

A *ki* mage treats her *ki* mage level as her sorcerer level for the purpose of determining the effects of her bloodline powers and spells. This ability replaces **sneak attack +3d6, +5d6 and +8d6, no trace, uncanny dodge, and improved uncanny dodge**.

Cantrips: At 1st level, a *ki* mage learns 4 cantrips, or 0-levels from the sorcerer/wizard spell list. As long as she has at least 1 *ki* point, she can cast these spells like any other *ki* spell she knows, but they do not consume any *ki* points and may be used again. This ability and *ki* spells replace **the ninja tricks gained at 2nd, 6th, 10th, 14th, and 18th level**.

Sneak Attack (Ex): This is exactly like the ninja's ability of the same name, except that the *ki* mage's extra damage is 1d6 at 1st level, and increases by 1d6 at 3rd, 7th, 9th, 13th, 15th and 19th level.

Ki Pool (Su): This is exactly like the ninja's ability of the same name, except that the *ki* mage gains it at 1st level. A *ki* mage also uses her *ki* pool to power her cantrips, *ki* spells and her toxic infusion abilities.

Ki Spells: Starting at 2nd level, a *ki* mage casts arcane spells drawn from the sorcerer/wizard spell list. She can cast any spell she knows by expending points from her *ki* pool. To learn or cast a spell, a *ki* mage must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a *ki* mage's spell is 10 + the spell level + the *ki* mage's Charisma modifier. When casting a spell, a *ki* mage must expend a number of *ki* points equal to 1/2 the level of the spell rounded up (minimum 1). Thus, a *ki* mage must expend 1 *ki* point to cast a 1st- or 2nd-level spell, 2 *ki* points to cast a 3rd- or 4th-level spell, and 3 *ki* points to cast a 5th level spell.

A *ki* mage's selection of spells is extremely limited. A *ki* mage begins play knowing four 0-level spells and one 1st-level spells of her choice. She also adds her 1st-level bloodline spell to her list of spells known. At 6th level and every four levels thereafter, a *ki* mage gains one new spell of the level indicated on Table: Ki Mage, and adds her bloodline spell of the appropriate spell level at each interval.

Upon reaching 6th level, and at every four *ki* mage levels after that (10th, 14th, and 18th), a *ki* mage can choose to learn a new spell in place of one she already knows (but not bloodline spells). In effect, the *ki* mage loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A *ki* mage may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. She can cast any spell she knows at any time, assuming she has not yet used up her *ki* points for the day.

Poison Use (Ex): This is exactly like the ninja ability of the same name, except that the *ki* mage gains it at 2nd level.

Toxic Infusion (Su): At 6th level, a *ki* mage can manipulate the nature of her spells. Whenever the *ki* mage casts a spell that deals damage, she can replace that spell's normal damage with acid damage or split the spell's damage, so that half is of acid damage and half is of its normal type. The target of a toxic infusion spell must make a successful Fortitude save or become exposed to *ki* toxin.

Alternatively, a *ki* mage can expend 1 *ki* point as a swift action to apply a dose of *ki* toxin to her weapon. *Ki* toxin has the following statistics.

Ki Toxin—injury; save Fort DC 10 + 1/2 the *ki* mage's level + the *ki* mage's Charisma modifier; frequency 1/round for 4 rounds; effect 1 Con damage; cure 1 save.

This ability replaces **light steps**.

Master Tricks: At 12th level, whenever the *ki* mage could select a ninja trick or when she selects the Extra Rogue Talent feat, she can select a master trick instead. The *ki* mage adds the following ninja abilities to the list of master tricks she may select: No Trace, Uncanny Dodge, Light steps, and Improved Uncanny Dodge. A *ki* mage must select uncanny dodge before selecting improved uncanny dodge. A *ki* mage treats her level as her ninja level for the purpose of qualifying for tricks with level-dependent requirements and calculating the effects of any trick or ninja ability she's chosen.

Ki Master (Su): At 20th level, a *ki* mage adds her 6th level bloodline spell to her list of spells known. She can cast this spell by expending 3 *ki* points. In addition, whenever the *ki* mage deals sneak attack damage, she can expend points from her *ki* pool to deal additional damage dice. Whenever a *ki* mage makes a successful sneak attack, she can expend up to 3 *ki* points as an immediate action to increase her sneak attack damage by 1d6 per *ki* point expended, up to a maximum sneak attack damage of 10d6. This ability replaces **hidden master**.

Table: Ki Mage

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bloodline, cantrips, <i>ki</i> pool, sneak attack +1d6
2nd	+1	+0	+3	+3	<i>Ki</i> spell (1st), poison use
3rd	+2	+1	+3	+3	Bloodline power, sneak attack +2d6
4th	+3	+1	+4	+4	Ninja trick
5th	+3	+1	+4	+4	Bloodline power
6th	+4	+2	+5	+5	<i>Ki</i> spell (2nd), toxic infusion
7th	+5	+2	+5	+5	Sneak attack +3d6
8th	+6/+1	+2	+6	+6	Ninja trick
9th	+6/+1	+3	+6	+6	Sneak attack +4d6
10th	+7/+2	+3	+7	+7	<i>Ki</i> spell (3rd)
11th	+8/+3	+3	+7	+7	Bloodline power
12th	+9/+4	+4	+8	+8	Master tricks, ninja trick
13th	+9/+4	+4	+8	+8	Sneak attack +5d6

14th	+10/+5	+4	+9	+9	<i>Ki</i> spell (4th)
15th	+11/+6/+1	+5	+9	+9	Sneak attack +6d6
16th	+12/+7/+2	+5	+10	+10	Ninja trick
17th	+12/+7/+2	+5	+10	+10	Bloodline power
18th	+13/+8/+3	+6	+11	+11	<i>Ki</i> spell (5th)
19th	+14/+9/+4	+6	+11	+11	Sneak attack +7d6
20th	+15/+10/+5	+6	+12	+12	<i>Ki</i> master, ninja trick

NIGHT SHROUD (Dustyboy)

A staunch enemy of all that is evil, the path of the night shroud is one of secrecy. Outcasts by nature, night shrouds are misunderstood heroes who know do whatever it takes to defeat evil, even if they must fight darkness with darkness. Although their unorthodox tactics often brand them enemies of paladins and other like-minded individuals, the night shroud uses the powers of necromancy and shadows to combat the growing tide of evil and to protect the realms from malevolent influences. While some night shrouds follow the path of darkness in order to take revenge on evil cults and organizations, others are simply born to one of the legendary grand masters. Regardless of their origins, the night shrouds' true purposes are misconstrued due to the seemingly contradictory methods they employ to fulfill their duty. Since night shrouds believe they can trust nobody but themselves, they tend to work alone, but will work with those outside their order when the situation absolutely requires it.

Primary Class: Ninja.

Secondary Class: Cleric.

Alignment: Neutral good, chaotic good, neutral, or chaotic neutral

Hit Dice: d8.

Bonus Skills and Ranks: The night shroud may select three cleric skills to add to his class skills in addition to the normal ninja class skills, one of which must be Spellcraft. The night shroud gains a number of ranks at each level equal to 6 + Int modifier.

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

Spellcasting: A night shroud casts divine spells drawn from the night shroud spell list, and adds his domain spells at the indicated spell levels. Like other spellcasters a night shroud can cast only a certain number of spells of each spell level per day. His daily allotment of spells is given on Table: Night Shroud. He also receives bonus spells per day if he has a high Wisdom score. A night shroud otherwise prepares and casts spells as a cleric equal to his night shroud level.

Code of the Shroud: While night shrouds do not adhere to a strict set of rules, they endeavor to hold to the following tenets of the order. Foremost, a night shroud must weigh every action, ensuring that the ultimate goal of eliminating evil is achieved above all else. Do all within his power to defend the weak and helpless from unjust rule. Never bow to a king or worldly ruler—for kings do not have divine rule. Always strive to eliminate the worship of evil deities through whatever means necessary. Never turn from a great threat of evil or tyranny but seek to dispose of it. Do not allow personal dignity or self-respect to interfere with removal of a great threat. Never foolishly throw away his life, for a night shroud is far too valuable to the cause. Avoid slaying an agent of good, unless no alternative presents itself and the agent is of less value than himself in the ultimate cause in the fight against evil.

Orisons: A night shroud gains the cleric's orisons ability and casts orisons as a cleric equal to his night shroud level.

Shrouded Aura (Su): A night shroud blurs the line between the powers of darkness and light, which comes at a cost. At 1st level, whenever a night shroud is subject to a *detect evil* to determine his aura's power, he is considered to have no aura. Starting at 2nd level, a night shroud becomes tainted by the very dark magic he is striving to destroy and is considered to have a faint aura of evil, regardless of his true alignment. Thus, a night shroud often finds it difficult to be trusted by potential allies, such as paladins or inquisitors, but it allows him to remain hidden or incognito while in the presence of his enemies (at the GM discretion). This ability replaces poison use.

Sneak Attack (Ex): This is exactly like the ninja ability of the same name, except that a night shroud deals 1d6 extra damage at 1st level, and an additional 1d6 every three ninja levels thereafter, to a maximum of 7d6 at 19th level.

Domain: At 2nd level, a night shroud gains the cleric's domain ability except that he can only choose one of the following domains (or subdomains): Darkness (Night), Death (Murder), Destruction (Torture), Fire (Arson), Luck (Curse), Trickery (Deception), and War (Blood). This ability replaces sneak attack +2d6, +5d6, +8d6, and ninja tricks gained at 4th, 8th, 12th, and 16th level.

Ninja Tricks: This is exactly like the ninja ability of the same name, except that whenever the night shroud could select a ninja trick, he can choose a channeling feat instead.

Ki Channeling (Su): At 5th level, a night shroud can spend 2 *ki* points to channel energy like the cleric's ability of the same name, except that the night shroud uses 1/2 his night shroud level as his effective cleric level when channeling energy. A night shroud can channel positive energy or negative energy, but he must choose which energy type to channel at the beginning of each day, and is treated as a living being (if channeling positive energy) or an undead (if channeling negative energy) for the purpose of his channeling effects. Once the type of energy is chosen, it cannot be changed until the next time he rests to regain his daily spells. This ability replaces no trace and light steps.

Master Tricks (Ex): At 12th level, whenever a night shroud could select a ninja trick, he can choose a master trick instead.

Master of the Shroud (Ex): At 20th level, a night shroud's capacity to deceive his enemies into think he is one of them is greatly enhanced. A night shroud's personal sacrifices in carrying out the greater good grants his soul total protection from becoming truly corrupted. His alignment can never be changed to evil by any means, except through divine intervention or of his own choosing. In addition, he undergoes the following changes to his class features:

- ♦ Aura shroud now functions as a constant *undetected alignment* spell.
- ♦ Once per day, a night shroud can change the type of energy (positive or negative) that he can channel as a swift action, instead of waiting to rest to regain his spells. This does not count against his daily change of the type of energy he channels.
- ♦ One per day, whenever the night shroud spends 2 *ki* points to channel energy, he can increase the damage (or healing) to 10d6. This ability replaces hidden master.

NIGHT SHROUD SPELL LIST

Night shrouds gain access to the following spells.

0-Level Night Shroud Spells—*bleed, detect magic, detect poison, disrupt undead, ghost sound, guidance, haunted fey aspect, light, read magic, resistance, stabilize, touch of fatigue, virtue.*

1st-Level Night Shroud Spells—*alarm, bless, bowstaff, bless water, create water, detect magic, cure light wounds, endure elements, inflict light wounds, lesser restoration, magic weapon, pass without trace, obscuring mist, read magic, stabilize, virtue.*

2nd-Level Night Shroud Spells—*aid, align weapon, cure moderate wounds, discern lies, find traps, flame blade, hold person, inflict moderate wounds, locate object, remove paralysis, resist energy, sanctuary, shatter, sound burst.*

3rd-Level Night Shroud Spells—*breath of life, chain of perdition, create food and water, cure serious wounds, darkvision, dispel magic, greater magic weapon, inflict serious wounds, meld into stone, prayer, remove blindness/deafness, remove curse, silence, speak with dead, spell resistance, water breathing.*

4th-Level Night Shroud Spells—*break enchantment, cure critical wounds, death ward, dismissal, dust form, find quarry, freedom of movement, inflict critical wounds, neutralize poison, restoration, scrying, sending.*

Table: Night Shroud

Class	Base Attack	Fort	Ref	Will	Spells per Day
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Level	Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Orisons, shrouded aura, sneak attack +1d6	2	—	—	—	—
2nd	+1	+0	+3	+3	Domain, <i>ki</i> pool	2	—	—	—	—
3rd	+2	+1	+3	+3	Ninja trick	2	—	—	—	—
4th	+3	+1	+4	+4	Sneak attack +2d6, uncanny dodge	2	0+1	—	—	—
5th	+3	+1	+4	+4	<i>Ki</i> channeling	3	1+1	—	—	—
6th	+4	+2	+5	+5	Ninja trick	3	1+1	—	—	—
7th	+5	+2	+5	+5	Sneak attack +3d6	3	1+1	0+1	—	—
8th	+6/+1	+2	+6	+6	Improved uncanny dodge	3	1+1	1+1	—	—
9th	+6/+1	+3	+6	+6	Ninja trick	4	2+1	1+1	—	—
10th	+7/+2	+3	+7	+7	Sneak attack +4d6	4	2+1	1+1	0+1	—
11th	+8/+3	+3	+7	+7		4	2+1	1+1	1+1	—
12th	+9/+4	+4	+8	+8	Master tricks, ninja trick	4	2+1	2+1	1+1	—
13th	+9/+4	+4	+8	+8	Sneak attack +5d6	4	3+1	2+1	1+1	0+1
14th	+10/+5	+4	+9	+9		4	3+1	2+1	1+1	1+1
15th	+11/+6/+1	+5	+9	+9	Ninja trick	4	3+1	2+1	2+1	1+1
16th	+12/+7/+2	+5	+10	+10	Sneak attack +6d6	4	3+1	3+1	2+1	1+1
17th	+12/+7/+2	+5	+10	+10		4	4+1	3+1	2+1	1+1
18th	+13/+8/+3	+6	+11	+11	Ninja trick	4	4+1	3+1	2+1	2+1
19th	+14/+9/+4	+6	+11	+11	Sneak attack +7d6	4	4+1	3+1	3+1	2+1
20th	+15/+10/+5	+6	+12	+12	Master of the shroud	4	4+1	4+1	3+1	3+1

SHINOBI BREWMASTER

Among the secretive clans of the ninja are those skilled in the mystic science of alchemy. By diverting from her studies of the hidden arts of stealth and camouflage, the shinobi brewmaster employs both bombs and her limited extracts to deadly effect. Occasionally seen as deficient by other members of the clan, it is the shinobi brewmaster that is often given vital tasks on behalf of the clan leader, such as destroying a key installation belonging to a rival clan, assassinating a prominent merchant, or infiltrating the staff of a ruling lord. Regardless of the view of others, the shinobi brewmaster deems herself an integral part of his clan due to the unusual skill set she employs.

Primary Class: Ninja.

Secondary Class: Alchemist.

Hit Dice: d8.

Bonus Skills and Ranks: The shinobi brewmaster can select three alchemist skills to add to her list of class skills in addition to normal ninja class skills, one of which must be Craft (alchemy). The shinobi brewmaster gains a number of ranks at each level equal to 6 + Int modifier.

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

Alchemy (Ex): At 1st level, a shinobi brewmaster gains the alchemist's alchemy ability, except that she can only use her Craft (alchemy) to create mundane alchemical items.

Sneak Attack: This is exactly like the ninja ability of the same name, except that this extra damage is 1d6 at 1st level, and increases by 1d6 at 3rd level and every four shinobi brewmaster levels thereafter, to a maximum of +6d6 at 19th level. Sneak attack bonuses from multiple sources stack.

Ninja Tricks (Ex): This is exactly like the ninja ability of the same name, except that a shinobi brewmaster gains a ninja trick at 2nd level and every four levels thereafter. Also, whenever the shinobi brewmaster could select a ninja trick, she can select an alchemist discovery for which she qualifies, using her shinobi brewmaster as her alchemist level. The shinobi brewmaster may only select from the following discoveries: Acid Bomb*, Blinding Bomb**, Breath Weapon Bomb†, Chameleon±, Combine Extracts*, Concentrate Poison*, Delayed Bomb*, Dilution*, Explosive Missile†, Extend Potion*, Fast Bombs*, Force Bomb*, Frost Bomb*, Poison Bomb*, Poison Conversion†, Precise Bombs*, Precision Bombing‡, Shock Bomb*, Smoke Bomb*, Sticky Bomb*, Underwater Demolition±. (*Advanced Player's Guide, ±Advanced Race Guide, ‡Masters of Stealth, **Ultimate Magic, †Ultimate Combat)

In addition, any ninja trick with "bomb" in its name descriptor (such as smoke bomb) functions as a bomb discovery for the purpose of the shinobi brewmaster's bomb ability, and can therefore add its effects to bombs created with her bomb ability without expending the indicated number of *ki* points. A shinobi brewmaster that uses a "bomb" ninja trick separately from the bomb ability must spend the required *ki* points.

Poison Resistance (Ex): At 4th level, a shinobi brewmaster gains the alchemist's poison resistance ability, except that she gains a bonus on all saving throws against poison of +2 at 4th level, and increases to +4 at 6th level, and again to +6 at 8th level. At 12th level, a shinobi brewmaster becomes completely immune to poison. This ability replaces **no trace**.

Extracts (Ex): Beginning at 4th level, a shinobi brewmaster gains the ability to create a small number of extracts, which are drawn from the shinobi brewmaster formulae list. Like other spellcasters, a shinobi brewmaster can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Shinobi Brewmaster. In addition, she receives bonus spells per day if she has a high Intelligence score. When Table: Shinobi Brewmaster indicates that the shinobi brewmaster gets 0 extracts per day of a given extract level, she gains only the bonus extracts she would be entitled to based on her Intelligence score for that extract level.

Upon gaining the ability to create extracts, a shinobi brewmaster receives a formula book that contains two 1st level formulae of her choice, plus a number of additional formulae equal to her Intelligence modifier. At each new shinobi brewmaster level, she gains one new formula of any level that she can create. A shinobi brewmaster can also add formulae to her book just like a wizard adds spells to her spellbook, using the same costs and time requirements. A shinobi brewmaster can study a wizard's spellbook to learn any formula that is on her formulae list the spellbook contains. A wizard, however, cannot learn spells from a formula book. A shinobi brewmaster does not need to decipher arcane writings before copying them. Through 3rd level, a shinobi brewmaster has no caster level. At 4th level and higher, her caster level is equal to her shinobi brewmaster level -3. A shinobi brewmaster otherwise learns, prepares, and uses extracts as an alchemist. This ability replaces **ninja tricks gained at 4th, 8th, 12th, 16th, and 20th, uncanny dodge and improved uncanny dodge**.

Bombs (Su): At 5th level, a shinobi brewmaster gains the alchemist ability to create bombs, except that a shinobi brewmaster's bomb inflicts 1d6 points of fire damage + additional damage equal to his Intelligence modifier. At 9th level and every four levels thereafter, the damage of his bomb increases by 1d6 points to a maximum of 4d6 at 17th level. This ability replaces **sneak attack 3d6, 5d6, 7d6, and 9d6**.

Swift Poisoning (Ex): At 9th level, a shinobi brewmaster gains the alchemist's swift poisoning ability.

Shinobi Master (Su): At 20th level, a shinobi brewmaster becomes a true master of her art. A shinobi brewmaster can brew a master extract of significant import to her art of vanishing and escaping. Upon imbibing this extract, the shinobi brewmaster can, as a standard action, invoke the effects of the spell once per day, using her shinobi brewmaster level as her caster level. A shinobi brewmaster may select one of the spell effects listed below. This ability otherwise functions as and replaces **hidden master**.

Master of the Hidden: The shinobi brewmaster becomes invisible (as *greater invisibility*, a glamor), and at the same time, an illusory double of the shinobi brewmaster (as *major image*, a figment) appears. If she spends 3 points from her *ki* pool, she cannot be detected by any means, not even *invisibility purge*, see *invisibility*, and *true seeing* can reveal her, while she is invisible.

Master of the Mists: The shinobi brewmaster becomes ethereal, as the *ethereal jaunt* spell. If she spends 3 points from her *ki* pool, her attacks and formulae that she uses affect material creatures while she is ethereal.

Master of the Shadow: The shinobi brewmaster can travel through the Plane of Shadow, as the *shadow walk* spell. If she spends 3 points from her *ki* pool, she can make out details of the terrain or areas she passes over and judge distances accurately, allowing her to scout or spy. Also, when she reemerges into the Material Plane, she does so at her desired endpoint.

SHINOBI BREWMASTER FORMULAE LIST

The shinobi brewmaster gains access to the following formulae. (*Advanced Player's Guide**, *Ultimate Magic****, *Ultimate Combat*†)

1st-Level Shinobi Brewmaster Formulae—*bomber's eye**, *cure light wounds*, *disguise self*, *expeditious retreat*, *feather fall*, *forced quiet****, *ghost sound*, *jump*, *keen senses**, *negate aroma**, *sleep*, *targeted bomb admixture*†, *true strike*, *vanish**.

2nd-Level Shinobi Brewmaster Formulae—*acute sense****, *alter self*, *blur*, *cat's grace*, *cure moderate wounds*, *darkvision*, *delay poison*, *ghostly disguise****, *invisibility*, *perceive cues**, *shadow bomb admixture*†, *spider climb*, *transmute potion to poison**.

3rd-Level Shinobi Brewmaster Formulae—*burrow****, *burst of speed*†, *darkvision (greater)*, *deep slumber*, *displacement*, *healing thief*†, *non-detection*, *silence*, *water breathing*.

4th-Level Shinobi Brewmaster Formulae—*cure serious wounds*, *fluid form**, *freedom of movement*, *invisibility (greater)*, *neutralize poison*, *poison*, *shadow step****, *viper bomb admixture*†, *shadow projection**.

New Ninja Tricks

The shinobi brewmaster may select from the following new ninja tricks.

Precision Bombing (Ex): This trick allows a ninja to throw ninja bombs with deadly speed and precision. During her turn, a ninja may render an opponent flat-footed against her next ranged attack with a bomb. If the bomb hits, the ninja can add her sneak attack damage to the. The bomb must be thrown by the end of the shinobi brewmaster's next turn. Using this trick is a swift action that costs 1 *ki* point. The ninja must have the smoke bomb trick or the alchemist's bomb ability to select this trick.

Table: Shinobi Brewmaster

Class Level	Base			Special	Extracts per Day				
	Attack Bonus	Fort Save	Ref Save		Will Save	1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Poison use, sneak attack +1d6	—	—	—	—
2nd	+1	+0	+3	+0	<i>Ki</i> pool, ninja trick	—	—	—	—
3rd	+2	+1	+3	+1	Sneak attack +2d6	—	—	—	—
4th	+3	+1	+4	+1	Poison resistance +2	0	—	—	—
5th	+3	+1	+4	+1	Bomb 1d6	1	—	—	—
6th	+4	+2	+5	+2	Light steps, ninja trick, poison resistance +4	1	—	—	—
7th	+5	+2	+5	+2	Sneak attack +3d6	1	0	—	—
8th	+6/+1	+2	+6	+2	Poison resistance +6	1	1	—	—
9th	+6/+1	+3	+6	+3	Bomb 2d6, swift poisoning	2	1	—	—
10th	+7/+2	+3	+7	+3	Master tricks, ninja trick	2	1	0	—
11th	+8/+3	+3	+7	+3	Sneak attack 4d6	2	1	1	—
12th	+9/+4	+4	+8	+4	Poison immunity	2	2	1	—
13th	+9/+4	+4	+8	+4	Bomb 3d6	3	2	1	0
14th	+10/+5	+4	+9	+4	Ninja trick	3	2	1	1
15th	+11/+6/+1	+5	+9	+5	Sneak attack +5d6	3	2	2	1
16th	+12/+7/+2	+5	+10	+5		3	3	2	1
17th	+12/+7/+2	+5	+10	+5	Bomb 4d6	4	3	2	1
18th	+13/+8/+3	+6	+11	+6	Ninja trick	4	3	2	2
19th	+14/+9/+4	+6	+11	+6	Sneak attack +6d6	4	3	3	2
20th	+15/+10/+5	+6	+12	+6	Shinobi master	4	4	3	3

CHAPTER 3: ROGUE MULTICLASS ARCHETYPES

BATTLE KNAVE

Battle knaves are rogues who look to fighters as exemplars of a more reliable and effective fighting style. The battle knave trades study of traps and roguish ways for expertise with deadly combat tricks. More heavily armed, and eventually more heavily armored than the run-of-the-mill rogue, the battle knave taunts and confuses her foes before delivering the deathblow.

- Primary Class:** Rogue.
- Secondary Class:** Fighter.
- Alignment:** Any.
- Hit Dice:** d8.

Bonus Skills and Ranks: The battle knave may select three fighter skills to add to her class skills in addition to the normal rogue class skills. The battle knave gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The battle knave is proficient with all simple and martial weapons, plus the hand crossbow. She is also proficient with light armor and the buckler.

Battle Strike (Ex): A battle knave is trained to notice the gaps in an opponent's guard, and strikes harder when it is most vulnerable. For the purpose of sneak attacks or when flanking, the battle knave's base attack bonus from her battle knave levels is equal to her battle knave level. For all other purposes, such as qualifying for a feat or a prestige class, the battle knave uses her normal base attack bonus. This ability functions against creatures normally immune to sneak attack, but not against those without Intelligence scores (such as most constructs), nor those with all-around vision. This increase in his effective base attack bonus does not grant the battle knave more iterative attacks than he could normally make, but it affects the bonus on his attack rolls and the calculations of feats like Power Attack and Combat Expertise. Base attack bonuses from levels in other classes are calculated normally. This ability replaces **trapfinding**.

Rogue Talents: This is exactly like the rogue ability of the same name, except that the battle knave gains a rogue talent at 2nd level and every three levels thereafter. The battle knave may take the Combat Trick rogue talent any number of times.

Critical Sneak (Ex): Starting at 3rd level, when a battle knave successfully strikes with a sneak attack, she may treat her attack as a critical threat instead. If she does, she deals no precision damage from the sneak attack ability, and must instead confirm the critical hit. She receives a -5 penalty on this roll. If she confirms the critical, she deals double damage as normal. If she was modifying her sneak attack with a rogue talent (such as Bleeding Attack), the extra effect conveyed by that talent only applies if the critical hit is confirmed. If the battle knave fails to confirm the critical, her attack still hits, but is neither a critical hit nor a sneak attack, but a normal hit. At 6th level and every three levels thereafter, this penalty is reduced by 1 (minimum 0). This ability replaces trap sense.

Dirty Combat (Ex): Starting at 5th level, a battle knave treats any weapon she wields as though it had the distracting weapon property (see p. 130 in *Ultimate Combat*). Additionally, she gains one of the following feats as a bonus feat, even if she doesn't meet their prerequisites: Improved Feint, Improved Dirty Trick. At 9th level she gains the other of the two feats she can choose at 5th level. At 13th level, she gains Greater Feint or Greater Dirty Tricks as a bonus feat, and the other of the two at 17th level. This ability replaces sneak attack +3d6 and +9d6, uncanny dodge, and improved uncanny dodge.

Armor Training (Ex): Starting at 6th level, a battle knave counts among her talents a comfort in armor far surpassing that of the ordinary rogue. Whenever the battle knave is wearing armor, she reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. These bonuses increase by +1 at 12th and 15th level. At 12th level, the battle knave gains proficiency in medium armor and can move at his normal speed while wearing medium armor. At 18th level, the battle knave can benefit from evasion while wearing medium armor. This ability replaces **rogue talent at 6th, 12th, and 18th level**.

Critical Focus: At 11th level, the battle knave gains Critical Focus as a bonus feat, even if she doesn't meet its prerequisites. When qualifying for critical feats, the battle knave uses her level in place of her base attack bonus. Base attack bonuses from other classes are calculated normally. This ability replaces sneak attack +6d6.

Master Strike: This ability functions in conjunction with both normal sneak attacks and the battle knave's critical sneak ability. This ability otherwise functions as the rogue's **master strike** ability.

Trapfinding = Battle strike

Trap sense = Critical sneak

Sneak attack +3d6, +9d6, Uncanny dodge, Improved uncanny dodge = Dirty combat

Sneak attack +6d6 = Critical focus

Rogue talents (6/12/18) = Armor training

Table: Battle Knave

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Battle sneak, sneak attack +1d6
2nd	+1	+3	+3	+0	Evasion, rogue talent
3rd	+2	+3	+3	+1	Critical sneak (-5)
4th	+3	+4	+4	+1	Sneak attack +2d6
5th	+3	+4	+4	+1	Dirty combat, rogue talent
6th	+4	+5	+5	+2	Armor training 1, critical sneak (-4)
7th	+5	+5	+5	+2	Sneak attack +3d6
8th	+6/+1	+6	+6	+2	Rogue talent
9th	+6/+1	+6	+6	+3	Critical sneak (-3), dirty combat
10th	+7/+2	+7	+7	+3	Sneak attack +4d6
11th	+8/+3	+7	+7	+3	Advanced talents, critical focus, rogue talent
12th	+9/+4	+8	+8	+4	Armor training 2, critical sneak (-2)
13th	+9/+4	+8	+8	+4	Dirty combat, sneak attack +5d6
14th	+10/+5	+9	+9	+4	Rogue talent
15th	+11/+6/+1	+9	+9	+5	Critical sneak (-1)
16th	+12/+7/+2	+10	+10	+5	Sneak attack +6d6
17th	+12/+7/+2	+10	+10	+5	Dirty combat, rogue talent

18th	+13/+8/+3	+11	+11	+6	Armor training 3, critical sneak (0)
19th	+14/+9/+4	+11	+11	+6	Sneak attack +7d6
20th	+15/+10/+5	+12	+12	+6	Master strike, rogue talent
1st	+0	+2	+2	+0	Battle sneak, sneak attack +1d6
2nd	+1	+3	+3	+0	Evasion, rogue talent
3rd	+2	+3	+3	+1	Critical sneak (-5)
4th	+3	+4	+4	+1	Dirty combat expertise, sneak attack +2d6
5th	+3	+4	+4	+1	Rogue talent
6th	+4	+5	+5	+2	Armor training 1, critical sneak (-4)
7th	+5	+5	+5	+2	Sneak attack +3d6
8th	+6/+1	+6	+6	+2	Dirty combat mastery, rogue talent
9th	+6/+1	+6	+6	+3	Critical sneak (-3)
10th	+7/+2	+7	+7	+3	Sneak attack +4d6
11th	+8/+3	+7	+7	+3	Advanced talents, critical focus, rogue talent
12th	+9/+4	+8	+8	+4	Armor training 2, critical sneak (-2)
13th	+9/+4	+8	+8	+4	Sneak attack +5d6
14th	+10/+5	+9	+9	+4	Rogue talent
15th	+11/+6/+1	+9	+9	+5	Critical sneak (-1)
16th	+12/+7/+2	+10	+10	+5	Sneak attack +6d6
17th	+12/+7/+2	+10	+10	+5	Rogue talent
18th	+13/+8/+3	+11	+11	+6	Armor training 3, critical sneak (0)
19th	+14/+9/+4	+11	+11	+6	Sneak attack +7d6
20th	+15/+10/+5	+12	+12	+6	Master strike, rogue talent

Dirty Combat Expertise (Ex): Starting at 4th level, a battle knave treats any weapon she wields as though it had the distracting weapon property (see p. 130 in *Ultimate Combat*). Additionally, she gains Improved Feint and Improved Dirty Trick as bonus feats, even if he doesn't meet their prerequisites. This ability replaces **uncanny dodge**.

Fighter Training (Ex): The battle knave trails behind pure fighters in his combat prowess, but is a dedicated warrior in his own right. At 5th level, a battle knave's fighter level is equal to his battle knave level –3 for the purposes of qualifying for fighter-only feats. This ability replaces sneak attack +3d6.

Dirty Combat Mastery (Ex): At 8th level, the battle knave gains Greater Feint and Greater Dirty Trick as bonus feats, even if he doesn't meet their prerequisites. This ability replaces **improved uncanny dodge**.

Table: Battle Knave

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Sneak attack +1d6, critical sneak
2nd	+1	+3	+3	+0	Evasion, rogue talent
3rd	+2	+3	+3	+1	Sneak attack +2d6, vulnerability sense
4th	+3	+4	+4	+1	Dirty combat expertise, rogue talent
5th	+3	+4	+4	+1	Fighter training
6th	+4	+5	+5	+2	Armor training 1
7th	+5	+5	+5	+2	Sneak attack +3d6
8th	+6/+1	+6	+6	+2	Dirty combat mastery, rogue talent
9th	+6/+1	+6	+6	+3	Sneak attack +4d6
10th	+7/+2	+7	+7	+3	Advanced talents, rogue talent
11th	+8/+3	+7	+7	+3	Critical Focus
12th	+9/+4	+8	+8	+4	Armor training 2
13th	+9/+4	+8	+8	+4	Sneak attack +5d6
14th	+10/+5	+9	+9	+4	Rogue talent
15th	+11/+6/+1	+9	+9	+5	Sneak attack +6d6
16th	+12/+7/+2	+10	+10	+5	Rogue talent
17th	+12/+7/+2	+10	+10	+5	Improved critical sneak
18th	+13/+8/+3	+11	+11	+6	Armor training 3
19th	+14/+9/+4	+11	+11	+6	Sneak attack +7d6
20th	+15/+10/+5	+12	+12	+6	Master strike, rogue talent
1st	+0	+2	+2	+0	Sneak attack +1d6, critical sneak
2nd	+1	+3	+3	+0	Evasion, rogue talent
3rd	+2	+3	+3	+1	Sneak attack +2d6, vulnerability sense +1
4th	+3	+4	+4	+1	Dirty combat expertise, rogue talent
5th	+3	+4	+4	+1	
6th	+4	+5	+5	+2	Armor training 1
7th	+5	+5	+5	+2	Sneak attack +3d6, vulnerability sense +2
8th	+6/+1	+6	+6	+2	Dirty combat mastery, rogue talent
9th	+6/+1	+6	+6	+3	Sneak attack +4d6

10th	+7/+2	+7	+7	+3	Advanced talents, rogue talent
11th	+8/+3	+7	+7	+3	Critical Focus, vulnerability sense +3
12th	+9/+4	+8	+8	+4	Armor training 2
13th	+9/+4	+8	+8	+4	Sneak attack +5d6
14th	+10/+5	+9	+9	+4	Rogue talent
15th	+11/+6/+1	+9	+9	+5	Sneak attack +6d6, vulnerability sense +4
16th	+12/+7/+2	+10	+10	+5	Rogue talent
17th	+12/+7/+2	+10	+10	+5	
18th	+13/+8/+3	+11	+11	+6	Armor training 3
19th	+14/+9/+4	+11	+11	+6	Sneak attack +7d6, vulnerability sense +5
20th	+15/+10/+5	+12	+12	+6	Master strike, rogue talent
1st	+0	+0	+2	+0	Sneak attack +1d6, trap finding
2nd	+1	+0	+3	+0	Evasion, rogue talent
3rd	+2	+1	+3	+1	Vulnerability sense +1
4th	+3	+1	+4	+1	Sneak attack +2d6,
5th	+3	+1	+4	+1	Rogue talent
6th	+4	+2	+5	+2	Vulnerability sense +2
7th	+5	+2	+5	+2	Sneak attack +3d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, rogue talent
9th	+6/+1	+3	+6	+3	Vulnerability sense +3
10th	+7/+2	+3	+7	+3	Sneak attack +4d6
11th	+8/+3	+3	+7	+3	Advanced talents, rogue talent
12th	+9/+4	+4	+8	+4	Vulnerability sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +5d6
14th	+10/+5	+4	+9	+4	Rogue talent
15th	+11/+6/+1	+5	+9	+5	Vulnerability sense +5
16th	+12/+7/+2	+5	+10	+5	Sneak attack +6d6
17th	+12/+7/+2	+5	+10	+5	Rogue talent
18th	+13/+8/+3	+6	+11	+6	Vulnerability sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +7d6
20th	+15/+10/+5	+6	+12	+6	Master strike, rogue talent

BATTLE KNAVE

Battle knaves are rogues who look to fighters as exemplars of a more reliable and effective fighting style. The battle knave trades study of traps and roguish ways for expertise with deadly combat tricks. More heavily armed, and eventually more heavily armored than the run-of-the-mill rogue, the battle knave taunts and confuses his foes before delivering the deathblow.

Primary Class: Rogue.

Secondary Class: Fighter.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The battle knave is proficient with all simple and martial weapons, plus the hand crossbow. He is also proficient with light armor and the buckler.

Rogue Talents: This is exactly like the rogue ability of the same name, except that the battle knave gains a rogue talent at 2nd level and every three levels thereafter. The battle knave may take the Combat Trick rogue talent any number of times.

Critical Sneak (Ex): Starting at 3rd level, when a battle knave successfully strikes with a sneak attack, she may treat her attack as a critical threat instead. If she does, she deals no precision damage from the sneak attack ability, and must instead confirm the critical hit. She receives a –5 penalty on this roll. If she confirms the critical, she deals double damage as normal. If she was modifying her sneak attack with a rogue talent (such as Bleeding Attack), the extra effect conveyed by that talent only applies if the critical hit is confirmed. If the battle knave fails to confirm the critical, her attack still hits, but is neither a critical hit nor a sneak attack, but a normal hit. At 6th level and every three levels thereafter, this penalty is reduced by 1 (minimum 0). This ability replaces trap sense.

Vulnerability Sense (Ex): The battle knave notices the gaps in his opponents' guards, and strikes harder when they are most vulnerable. Beginning at 3rd level, the battle knave uses his level in place of his base attack bonus when flanking or any other time he could normally perform a sneak attack. This ability functions against creatures normally immune to sneak attack, but not against those without Intelligence scores (such as most constructs), nor those with all-around vision. This increase in his effective base attack bonus does not grant the rogue more iterative attacks than he could normally make, but it affects the bonus on his attack rolls and the calculations of feats like Power Attack and Combat Expertise. Base attack bonuses from levels in other classes are calculated normally. This ability replaces **trap sense**.

Dirty Combat Expertise (Ex): Starting at 4th level, a battle knave treats any weapon he wields as though it had the distracting weapon property (see p. 130 in *Ultimate Combat*). Additionally, he gains Improved Feint and Improved Dirty Trick as bonus feats, even if he doesn't meet their prerequisites. This ability replaces **uncanny dodge**.

Fighter Training (Ex): The battle knave trails behind pure fighters in his combat prowess, but is a dedicated warrior in his own right. At 5th level, a battle knave's fighter level is equal to his battle knave level –3 for the purposes of qualifying for fighter-only feats. This ability replaces **sneak attack +3d6**.

Armor Training (Ex): The battle knave counts among their talents a comfort in armor far surpassing that of the ordinary rogue. Starting at 6th level, whenever the battle knave is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. These bonuses increase by +1 at 12th and 18th level. At 12th level, the battle knave gains proficiency in medium armor and can move at his normal speed while wearing medium armor. At 18th level, the battle knave can benefit from evasion while wearing medium armor. This ability replaces **rogue talent at 6th, 12th, and 18th level**.

Dirty Combat Mastery (Ex): At 8th level, the battle knave gains Greater Feint and Greater Dirty Trick as bonus feats, even if he doesn't meet their prerequisites. This ability replaces **improved uncanny dodge**.

Critical Focus: At 11th level, the battle knave gains Critical Focus as a bonus feat, even if he doesn't meet its prerequisites. When qualifying for critical feats, the battle knave uses his level in place of his base attack bonus. Base attack bonuses from other classes are calculated normally. This ability replaces

sneak attack +6d6.

Improved Critical Sneak: At 17th level, the battle knave no longer takes the –5 penalty when confirming critical threats generated by his critical sneak ability. This ability replaces sneak attack +9d6.

Master Strike: This ability functions in conjunction with both normal sneak attacks and the battle knave's critical sneak ability. This ability otherwise functions as the rogue's **master strike** ability.

Trapfinding = Critical sneak

Trap sense = Vulnerability sense

Uncanny dodge = Dirty Combat Expertise

Improved uncanny dodge = Dirty combat mastery

Sneak attack +3d6 = Fighter training

Sneak attack +6d6 = Critical focus

Sneak attack +9d6 = Improved critical sneak

Rogue talents (6/12/18) = Armor training

Table: Battle Knave

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Sneak attack +1d6, critical sneak
2nd	+1	+3	+3	+0	Evasion, rogue talent
3rd	+2	+3	+3	+1	Sneak attack +2d6, vulnerability sense
4th	+3	+4	+4	+1	Dirty combat expertise, rogue talent
5th	+3	+4	+4	+1	Fighter training
6th	+4	+5	+5	+2	Armor training 1
7th	+5	+5	+5	+2	Sneak attack +3d6
8th	+6/+1	+6	+6	+2	Dirty combat mastery, rogue talent
9th	+6/+1	+6	+6	+3	Sneak attack +4d6
10th	+7/+2	+7	+7	+3	Advanced talents, rogue talent
11th	+8/+3	+7	+7	+3	Critical Focus
12th	+9/+4	+8	+8	+4	Armor training 2
13th	+9/+4	+8	+8	+4	Sneak attack +5d6
14th	+10/+5	+9	+9	+4	Rogue talent
15th	+11/+6/+1	+9	+9	+5	Sneak attack +6d6
16th	+12/+7/+2	+10	+10	+5	Rogue talent
17th	+12/+7/+2	+10	+10	+5	Improved critical sneak
18th	+13/+8/+3	+11	+11	+6	Armor training 3
19th	+14/+9/+4	+11	+11	+6	Sneak attack +7d6
20th	+15/+10/+5	+12	+12	+6	Master strike, rogue talent

MYSTIC KNAVE

While many scoundrels are possessed of devious skills that allow them to pilfer from the rich, or con the gullible, some are granted a special gift from the gods themselves. Despite being born among the drudges of society, the mystic knave is raised from the filth of the streets to serve her deity as a special servant. A mystic knave uses the innate divine abilities granted her from birth to aid her in both her martial and stealth related exploits. However, her gift is both a blessing and a curse, for she possesses the oracle's strange visions and prescient powers, and strives to use them to enlighten others and further the cause of her god.

Primary Class: Rogue.

Secondary Class: Oracle.

Hit Dice: d8.

Bonus Skills and Ranks: Mystic knaves may select three skills from either the oracle base skills or those listed on her mystery and add them to her class skills, in addition to the normal rogue class skills. The mystic knave gains a number of ranks at each level of the multiclass archetype equal to 8 + Int modifier.

Weapon and Armor Proficiency: Mystic knaves are proficient with all simple weapons plus the hand crossbow, rapier, sap, shortbow and short sword. They are proficient with light armor, but not with shields.

Mystery: At 1st level, a mystic knave chooses one mystery from the oracle class entry. Once made, this choice cannot be changed. At 4th level, a mystic knave gains her first mystery spell as derived from her list of mystery bonus spells in place of a rogue talent. She also gains subsequent bonus spells in place of additional rogue talents every four levels thereafter, up to and including her 6th-level mystery bonus spell. These spells are divine in nature, and may each be cast spontaneously once per day. A mystic knave's caster level is equal to her archetype level. In addition, the mystic knave does not add all of her chosen mystery skills to her class skill list, as described above. This ability replaces rogue talent at 4th, 8th, 12th, 16th and 20th level.

Innate Magic: At 1st level, a mystic knave gains Minor Magic as a bonus rogue talent. This is exactly like the rogue talent of the same name, except that the mystic knave must select her 0-level spell from the cleric spell list instead of the wizard/sorcerer spell list. This qualifies her to select the Major Magic rogue talent. The mystic knave uses her Charisma score instead of her Intelligence score to determine the effects of any spells chosen for the Minor Magic or Major Magic rogue talent.

Oracle's Curse (Ex): At 1st level, a mystic knave must choose one oracle's curse. This is exactly like the oracle ability of the same name, but her effective oracle level is equal to 1/2 her mystic knave level for determining any level-dependent effects.

Revelations: Beginning at 1st level, a mystic knave may select one revelation associated with her chosen mystery. Unless otherwise noted, the DC to save against the revelation is 10 + 1/2 the mystic knave level + the mystic knave's Charisma modifier. Levels in the oracle class stack with this ability when determining the required level for a revelation and any save DCs associated with it. The mystic knave may select an additional revelation at 6th level and every six levels thereafter. This ability replaces trapfinding and trap sense.

Mystic Master Strike: At 20th level, whenever the mystic knave deals sneak attack damage with a melee weapon, she may choose to cast one of her mystery spells as a swift action, in addition to selecting one of the normal master strike effects. The chosen spell must target the recipient of the sneak attack, who receives no save against its effects. If the mystic knave deals sneak attack damage with a ranged weapon (including ray type spells), the chosen spell must be an area effect spell, with the area centered on the target of her sneak attack. Casting this spell does not provoke any attacks of opportunity.

Mysteries: The following mysteries compliment the mystic knave multiclass archetype: battle, dark tapestry, stone, and wind.

Revelations: A mystic knave adds the following revelation to her list of revelations dictated by her mystery

Mystic Precision: Whenever the mystic knave is able to make a sneak attack, she gains a +1 insight bonus to her attack roll, due to a precognitive vision guiding her strike. This insight bonus to sneak attacks increases by +1 at 8th level and every four levels thereafter. The mystic knave must be at least 4th level to select this revelation.

Rogue Talents: The following rogue talents complement the mystic knave multiclass archetype: Distracting Attack*, Fast Stealth, Finesse Rogue, Hard to Fool*, Major Magic, Minor Magic, Offensive Defense*, Positioning Attack*, Resiliency, Slow Reactions, Surprise Attack, and Weapon Training. (*Advanced Player's Guide)

Advanced Talents: The following advanced rogue talents complement the mystic knave archetype: Another Day*, Defensive Roll, Dispelling Attack, Fast Tumble*, Improved Evasion, Redirect Attack*, Skill Mastery, and Thoughtful Reexamining*. (*Advanced Player's Guide)

Special: A mystic knave may select spells from the cleric spell list whenever she chooses the Minor Magic or Major Magic rogue talent.

Table: Mystic Knave

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Sneak attack +1d6, innate magic, mystery, oracle's curse, revelation
2nd	+1	+0	+3	+3	Evasion, rogue talent
3rd	+2	+1	+3	+3	Sneak attack +2d6
4th	+3	+1	+4	+4	Mystery spell, uncanny dodge
5th	+3	+1	+4	+4	Sneak attack +3d6
6th	+4	+2	+5	+5	Rogue talent, revelation
7th	+5	+2	+5	+5	Sneak attack +4d6
8th	+6/+1	+2	+6	+6	Improved uncanny dodge, mystery spell
9th	+6/+1	+3	+6	+6	Sneak attack +5d6
10th	+7/+2	+3	+7	+7	Advanced talents, rogue talent
11th	+8/+3	+3	+7	+7	Sneak attack +6d6
12th	+9/+4	+4	+8	+8	Mystery spell, revelation
13th	+9/+4	+4	+8	+8	Sneak attack +7d6
14th	+10/+5	+4	+9	+9	Rogue talent
15th	+11/+6/+1	+5	+9	+9	Sneak attack +8d6
16th	+12/+7/+2	+5	+10	+10	Mystery spell
17th	+12/+7/+2	+5	+10	+10	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+11	Rogue talent, revelation
19th	+14/+9/+4	+6	+11	+11	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+12	Master strike, mystery spell

SHADOW FADE

Most rogues prefer to keep to the shadows and are often at home in the darkness. However there are a small few that possess an unquenchable affinity to the endless night itself. As a result, these rogues have devised a way to transform this singular affinity into a powerful and deadly obsession. Thus enters the shadow fade. Shadow fades draw upon the mutable essence of the Shadow Plane to enhance their stealth and legerdemain, while warping their summoning magic to their will to call upon the service of a powerful incorporeal creature similar to the feared shadows of undead claim. This shadow companion serves the shadow fade as an unshakable ally, while adding infinite versatility and depth to his already vast assortment of expertise. Whether vanishing into the shadows and reappearing yards away, empowering his blade with the capacity to strike incorporeal creatures, or hiding within the murky form of his shadow servant itself, the shadow fade is the master of darkness, twisting and turning it to greatest advantage.

Primary Class: Rogue.

Secondary Class: Summoner.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The shadow fade is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. The shadow fade is proficient with light armor, but not with shields.

Shadow Blade (Su): At 1st level, a shadow fade can draw upon the Plane of Shadow to shape a quasi-real masterwork melee weapon of a type of her choice that she is proficient with. The shadow fade may use this weapon to make attacks as if it were a real weapon, dealing normal damage for a weapon of its type. The first time a shadow fade hits a creature with the weapon, the target may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects.

If the target has spell resistance, the shadow fade can make a caster level check (1d20 + her shadow fade level) against that spell resistance the first time the shadow weapon strikes it. If the weapon is successfully resisted, the weapon is dispelled. If not, the target may save to disbelieve as normal.

At 5th level, the weapon gains a +1 enhancement bonus. At 10th-level, the shadow fade can increase the enhancement bonus to +2 or she may add the *frost*, *ghost touch*, or *keen* weapon property. The *frost*, *ghost touch*, and *keen* properties have no effect if the target makes its disbelief save. The weapon vanishes if it leaves the shadow fade's possession. A shadow fade's shadow weapon can be used to deal precision damage. Once summoned, a shadow weapon remains for 1 round per shadow fade level. The shadow fade can use this ability a number of times per day equal to 3 + her Charisma modifier. This ability replaces [trapfinding](#).

Sneak Attack (Ex): This is exactly like the rogue ability of the same name, except that the extra damage is 1d6 at 1st level, and increases by 1d6 at 3rd, 7th, 9th, 13th, 15th, and 19th level, to a maximum of 7d6.

Shadow Fade (Su): Starting at 2nd level, while in any condition of illumination other than bright light, a shadow fade disappears into the shadows, giving her concealment (20% miss chance). The shadow fade can suspend or resume this ability as a free action. This ability replaces the [rogue talent gained at 2nd level](#).

Rogue Talents: This is exactly like the rogue ability of the same name, except that the shadow fade gains a rogue talent at 4th level and ever four levels thereafter.

Shadow Servant: Starting at 4th level, a shadow fade gains the ability to summon a powerful outsider from the Plane of Shadows called a shadow servant. The shadow servant forms a link with the shadow fade, who, forever after summons an aspect of the same creature. A shadow servant is similar to the Shadow described in the *Bestiary* (see p. 234), but unlike a normal shadow, this shadow's alignment matches that of the shadow fade, and the creature cannot create spawn. This shadow serves as a servant to the shadow fade and can speak all of her languages.

A shadow fade can summon her shadow servant as a standard action for a number of minutes per day equal to her shadow fade level. These minutes do not need to be consecutive but must be spent in 1-minute increments. At 5th level and every level thereafter, the power of this shadow servant increases. If a shadow servant is destroyed (sent back to the Plane of Shadows), the shadow fade must attempt a DC 15 Fortitude save. If the saving throw fails, the shadow fade gains one temporary negative level until the next time that the shadow servant is summoned. A successful saving throw avoids this negative level. This temporary negative level has no time limit and can never become permanent. The shadow servant otherwise functions like a summoner's eidolon, except for changes described here or in the Shadow Servant description below. This ability replaces [trapsense and uncanny dodge](#).

Maker's Call (Su): At 5th level, the shadow fade gains the summoner's maker's call ability, except that it applies to his shadow servant. This ability replaces [sneak attack 2d6](#).

Shadow Step (Sp): At 6th level, the shadow fade can walk through the Shadow Plane and reappear as a standard action. The shadow fade can travel up to 40 feet per day in this fashion. Every two levels higher than 6th, the distance a shadow fade can travel each day increases by 20 feet (60 feet at 8th, 80 feet at 10th, and so on). This movement must be used in 5-foot increments and does not provoke an attack of opportunity. Travel through the Shadow Plane is imprecise; when the shadow fade arrives, he re-enters 1 square off target, as per the rules for thrown splash weapons (see page 202 of the *Core Rulebook*). If this would place the shadow fade in an occupied square, he instead arrives in the nearest safe location. When the shadow fade arrives, he is cloaked in shadow and gains concealment as the *blur* spell for 1 round. The shadow fade may bring other willing creatures with him, but you must expend an equal amount of distance for each additional creature brought with him. They likewise re-enter off target (roll location for each creature) and are cloaked in shadow for 1 round. This ability replaces [rogue talent at 6th level](#).

Greater Shadow Fade (Su): At 10th level, a shadow fade can make his body become shadowy and more indistinct. While this ability is in effect, the shadow fade is granted constant concealment (20% miss chance), and her melee attacks affect incorporeal creatures as if it had the *ghost touch* weapon property. However, her melee attacks deal only half damage to corporeal creatures. In addition, when using her shadow fade ability, it instead grants total concealment (50% miss chance). This ability replaces the [rogue talent gained at 10th level](#).

Transposition (Su): At 11th level, the shadow fade gains the summoner's transposition ability, except that it applies to her shadow servant. This ability replaces [sneak attack 5d6](#).

Advanced Talents: At 12th level, the shadow fade can choose an advanced rogue talent whenever he could choose a rogue talent, or when he selects the Extra Rogue Talent feat. The shadow fade adds the following rogue abilities to the list of advanced talents he may select: Uncanny Dodge, and Improved Uncanny Dodge. A shadow fade must select Uncanny Dodge before selecting Improved Uncanny Dodge.

Hide in Shadows (Ex): At 14th level, can use the Stealth skill even while being observed. While in any condition of illumination other than bright light (including her shadow servant), a shadow fade can hide from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow. This ability replaces [rogue talent at 14th level](#).

Merge Forms (Su): At 17th level, the shadow fade gains the summoner's merge forms ability, and becomes one with his shadow servant. This ability replaces [sneak attack 8d6](#).

Master Shadow Fade (Su): At 18th level, a shadow fade can become incorporeal for a number of rounds per day equal to her shadow fade level. These rounds do not need to be consecutive. While incorporeal, the shadow fade gains the incorporeal subtype and incorporeal quality. The shadow fade only takes half damage from corporeal sources as long as they are magic (she takes no damage from nonmagical weapons and objects). Likewise, any of her spells or spell-like abilities deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. This ability replaces the [rogue talent gained at 18th level](#).

Shadow Strike (Su): At 20th level, whenever a shadow fade is in an area of dim light, he can transform himself into an incorporeal, shadow-like form. This form is similar to the shadow described in the *Bestiary* (see p. 234), but he cannot create spawn like a true shadow. While in this shadow form, the

shadow fade retains all his racial and archetype abilities, and gains DR 5/— and a +4 Stealth bonus in dim light (–4 in bright light). If the shadow fade makes a successful attack while in this shadow form (including a successful sneak attack), he deals 1d8 points of Strength damage to the target, in addition to any normal damage. The shadow fade can assume this shadow form for a number of rounds per day equal to his shadow fade level. These rounds do not need to be consecutive. This ability **replaces master strike**.

Trapfinding = Shadow weapon
 Trap sense + Uncanny dodge = Shadow servant
 Rogue talent (2) = Shadow fade
 Rogue talent (6) = Shadow step
 Rogue talent (10) = Greater shadow fade
 Rogue talent (14) = Hide in shadows
 Rogue talent (18) = Master shadow fade

Improved uncanny dodge =
 Master strike = Shadow strike

Table: Shadow Fade

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Shadow blade, sneak attack +1d6
2nd	+1	+0	+3	+0	Evasion, shadow fade
3rd	+2	+1	+3	+1	Sneak attack +2d6
4th	+3	+1	+4	+1	Rogue talent, shadow servant
5th	+3	+1	+4	+1	Maker's call
6th	+4	+2	+5	+2	Shadow step
7th	+5	+2	+5	+2	Sneak attack +3d6
8th	+6/+1	+2	+6	+2	Rogue talent
9th	+6/+1	+3	+6	+3	Sneak attack +4d6
10th	+7/+2	+3	+7	+3	Greater shadow fade
11th	+8/+3	+3	+7	+3	Transposition
12th	+9/+4	+4	+8	+4	Advanced talents, rogue talent
13th	+9/+4	+4	+8	+4	Sneak attack +5d6
14th	+10/+5	+4	+9	+4	Hide in shadows
15th	+11/+6/+1	+5	+9	+5	Sneak attack +6d6
16th	+12/+7/+2	+5	+10	+5	Rogue talent
17th	+12/+7/+2	+5	+10	+5	Merge forms
18th	+13/+8/+3	+6	+11	+6	Master shadow fade
19th	+14/+9/+4	+6	+11	+6	Sneak attack 7d6
20th	+15/+10/+5	+6	+12	+6	Shadow strike, rogue talent

Table: Shadow Fade

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Sneak attack +1d6
2nd	+1	+0	+3	+3	Rogue talent, shadow fade
3rd	+2	+1	+3	+3	Sneak attack +2d6
4th	+3	+1	+4	+4	Shadow servant
5th	+3	+1	+4	+4	Ghost blade
6th	+4	+2	+5	+5	Rogue talent
7th	+5	+2	+5	+5	Sneak attack +3d6
8th	+6/+1	+2	+6	+6	Shadow camouflage
9th	+6/+1	+3	+6	+6	Maker's call
10th	+7/+2	+3	+7	+7	Advanced talents, rogue talent
11th	+8/+3	+3	+7	+7	Shadow step, sneak attack +4d6
12th	+9/+4	+4	+8	+8	Greater shadow fade
13th	+9/+4	+4	+8	+8	Transposition
14th	+10/+5	+4	+9	+9	Rogue talent
15th	+11/+6/+1	+5	+9	+9	Sneak attack +5d6
16th	+12/+7/+2	+5	+10	+10	Hide in shadows
17th	+12/+7/+2	+5	+10	+10	Merge forms
18th	+13/+8/+3	+6	+11	+11	Rogue talent
19th	+14/+9/+4	+6	+11	+11	Sneak attack +6d6
20th	+15/+10/+5	+6	+12	+12	Shadow strike

SHADOW SERVANTS

Shadow servants are creatures of living darkness infused with partially real shadowstuff from the Shadow Plane. They treat the Shadow Plane as their home plane and thus gain the “extraplanar” subtype on the Material Plane. A shadow servant is completely indistinguishable from a standard shadow. However,

like its brethren, it is a creature of living darkness and can hide in darkness, springing to attack when living opponents wander too close. A shadow servant obeys its master's verbal commands to the best of its ability, and cannot be controlled or turned by others. A shadow servant will do all it can to aid and protect its shadow fade master. Shadow servants have the base statistics as shown on the Shadow Servant Base Statistics table. These base statistics can only be modified by the servant's base form and through a shadow fade's level advancement, for it gains no evolution pool and cannot be modified through evolutions.

SHADOW SERVANT ABILITIES

A shadow servant's abilities are determined only by the shadow fade's level. Table: Shadow Servant Base Statistics determines many of the base statistics of the servant. Each shadow servant possesses a base form that modifies these base statistics. Shadow servants are considered incorporeal and undead for the purpose of determining which spells affect them. A shadow servant's qualities are similar to those described in the Eidolons description block of the *Advanced Player's Guide* (see p. 58), except with the following changes.

Hit Dice: This is the total number of Hit Dice the shadow servant possesses, except that a shadow servant uses 8-sided (d8) Hit Dice, each of which gains a Charisma modifier instead.

BAB: This is the shadow servant's base attack bonus. A shadow servant's base attack bonus is equal to its Hit Dice. Shadow servants do not gain additional attacks using their natural weapons for a high base attack bonus. This replaces the eidolon's base attack bonus.

Skills: The shadow servant receives a number of skill ranks equal to 4 + its Intelligence modifier per HD (to a minimum of 1), instead of the usual 6 + Int modifier. The shadow servant considers Climb*, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. (*Note that shadow servants use their Charisma score when making any skill checks that require a Strength score.)

Deflection Bonus: The number noted here is the shadow servant's base total deflection bonus to Armor Class. This number is modified by the shadow servant's Charisma modifier. This replaces the eidolon's armor bonus.

Dex/Cha Bonus: Add this modifier to the shadow servant's Dexterity and Charisma scores, as determined by its base form. This replaces the eidolon's Str/Dex bonus.

Evolution Pool: A shadow servant gains no evolution pool, and therefore cannot be upgraded through evolutions. The shadow servant only improves according to the shadow fade's level advancement.

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

Claws (Ex): A shadow servant has a pair of vicious claws, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d3 if Small).

Darkvision (Ex): The shadow servant has darkvision out to a range of 60 feet.

Incorporeal Touch (Ex): Once per round as a standard action, a shadow servant can make a touch attack that deals 1d3 points of Strength damage to a living creature, regardless of its shadow fade master's alignment. This is a negative energy effect. This damage increases to 1d4 at 9th level, 1d6 at 14th level, and 1d8 at 19th level. A creature dies if this Strength damage equals or exceeds its actual Strength score. This attack bypasses solid objects, such as armor and shields by passing through them. An incorporeal touch attack works similarly to a normal touch attack except that it also ignores cover bonuses. Incorporeal touch attacks do not ignore armor bonuses granted by force effects, such as *mage armor* and *bracers of armor*.

Shadow Form (Su): The shadow servant's body is shadowy and indistinct, granting it constant concealment (20% miss chance). In any condition of illumination other than bright light, the shadow servant disappears into the shadows, giving it concealment (50% miss chance). In addition, the shadow servant's claw attacks affect incorporeal creatures as if it had the *ghost touch* weapon property. The shadow servant's claw attacks deal only half damage to corporeal creatures.

Undead Traits: The shadow servant gains the undead type (see p. 309 if the *Bestiary*).

Channel Resistance: The shadow servant receives a +2 bonus on Will saves made to halve the damage from positive channeled energy and cannot be turned or commanded. This increases to +4 at 10th level, and +6 at 16th level.

Fly (Ex): The shadow servant's fly speed increases to 20 feet at 7th level, 30 feet at 11th level, and 40 feet at 15th level.

Incorporeal Form (Su): Once per day, a shadow servant can become incorporeal for 1 round per shadow fade level. While in this form, the shadow servant gains the incorporeal subtype and incorporeal quality. It only takes half damage from corporeal sources as long as they are magic (it takes no damage from nonmagical weapons and objects). Every four levels beyond 6th, the shadow servant can become incorporeal one additional time per day, up to a maximum of four times per day at 18th level.

Base Form

A shadow servant has one form, that of a humanoid that resembles the shape of its shadow fade. This base form determines its starting size, speed, AC, attacks, and ability scores. All natural attacks are made using the shadow servant's full base attack bonus unless otherwise noted (such as in the case of secondary attacks). This base form gains no evolutions.

True Form

Shadow (extraplanar, incorporeal, undead)

Starting Statistics: Size Medium or Small (as the shadow fade's size); **Speed** fly 10 ft.; **AC** +2 deflection; **Saves** Fort (bad), Ref (good), Will (good);

Attacks claws (1d4) or incorporeal touch (1d3 Str); **Ability Scores** Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15. **Racial Modifiers** +4 Stealth in dim light (–4 in bright light).

Table: Shadow Servant Base Statistics

Class Level	HD	BAB	Good Saves	Bad Save	Skills	Feats	Deflection Bonus	Dex/Cha Bonus	Special
4th	1	+1	+2	+0	4	1	+0	+0	Claws (1d4), darkvision, incorporeal touch (1d3), link, shadow form, undead traits
5th	2	+2	+3	+0	8	1	+2	+1	Channel resistance (+2), evasion
6th	3	+3	+3	+1	12	2	+2	+1	Incorporeal form
7th	3	+3	+3	+1	12	2	+2	+1	Fly (20 ft.)
8th	4	+4	+4	+1	16	2	+4	+2	Ability score increase,
9th	5	+5	+4	+1	20	3	+4	+2	Incorporeal touch (1d4)
10th	6	+6	+5	+2	24	3	+6	+3	Channel resistance (+4)
11th	6	+6	+5	+2	24	3	+6	+3	Fly (30 ft.)
12th	7	+7	+5	+2	28	4	+6	+3	—
13th	8	+8	+6	+2	32	4	+8	+4	Ability score increase

14th	9	+9	+6	+3	36	5	+8	+4	Incorporeal touch (1d6)
15th	9	+9	+6	+3	36	5	+10	+5	Fly (40 ft.)
16th	10	+10	+7	+3	40	5	+10	+5	Channel resistance (+6)
17th	11	+11	+7	+3	44	6	+10	+5	Improved evasion
18th	12	+12	+8	+4	48	6	+12	+6	Ability score increase
19th	12	+12	+8	+4	48	6	+12	+6	Incorporeal touch (1d8)
20th	13	+13	+8	+4	52	7	+14	+7	—

SHADOW FADE

Most rogues prefer to keep to the shadows and are often at home in the darkness. However there are a small few that possess an unquenchable affinity to the endless night itself. As a result, these rogues have devised a way to transform this singular affinity into a powerful and deadly obsession. Thus enters the shadow fade. Shadow fades draw upon the mutable essence of the Shadow Plane to enhance their stealth and legerdemain, while warping their summoning magic to their will to call upon the service of a powerful incorporeal creature similar to the feared shadows of undead claim. This shadow companion serves the shadow fade as an unshakable ally, while adding infinite versatility and depth to his already vast assortment of expertise. Whether vanishing into the shadows and reappearing yards away, empowering his blade with the capacity to strike incorporeal creatures, or hiding within the murky form of his shadow servant itself, the shadow fade is the master of darkness, twisting and turning it to greatest advantage.

Primary Class: Rogue.

Secondary Class: Summoner.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The shadow fade is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. The shadow fade is proficient with light armor, but not with shields.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name, except that the extra damage is 1d6 at 1st level, and increases by 1d6 at 3rd and every four levels thereafter, to a maximum of 6d6 at 19th level.

Rogue Talents: This is exactly like the rogue ability of the same name, except that the shadow fade gains a rogue talent at 2nd level and ever four levels thereafter.

Shadow Fade (Sp): Starting at 2nd level, whenever the shadow fade is within 10 feet of an area of dim light (including his shadow servant), he can vanish from sight. This ability functions as *invisibility*. The shadow fade can use this ability for a number of rounds per day equal to his shadow fade level + his Cha modifier. These rounds do not need to be consecutive. This ability replaces evasion.

Shadow Servant: At 4th level, a shadow fade gains the ability to summon to his side a powerful outsider creature from the Plane of Shadows called a shadow servant. The shadow servant forms a link with the shadow fade, who, forever after summons an aspect of the same creature. A shadow servant is similar to the Shadow described in the *Bestiary* (see p. 234). Unlike a normal shadow, this shadow's alignment matches that of the shadow fade, and the creature cannot create spawn. This shadow serves as a servant to the shadow fade and can speak all of his languages. If a shadow servant is destroyed (sent back to the Plane of Shadows), the shadow fade must attempt a DC 15 Fortitude save. If the saving throw fails, the shadow fade gains one temporary negative level until the next time that the shadow servant is summoned. A successful saving throw avoids this negative level. This temporary negative level has no time limit and can never become permanent. In addition, due to the shadow servant's incorporeal nature, it is unable to use magical items. The shadow servant otherwise functions like a summoner's eidolon, except for changes described in this entry or hereafter. This ability replaces sneak attack 3d6, 5d6, 7d6, 9d6, and trapfinding.

Ghost Blade (Su): At 5th level, a shadow fade's weapons are treated as having the *ghost touch* special weapon ability. This ability does not function if another creature attempts to use the shadow fade's weapon. This ability replaces trap sense.

Shadow Camouflage (Ex): At 8th level, whenever a shadow fade is in an area of dim light (including his shadow servant), he can use the Stealth skill to hide himself within that area of dim light. He cannot, however, hide in his own shadow. This ability replaces uncanny dodge.

Maker's Call (Su): At 9th level, the shadow fade gains the summoner's maker's call ability, except that it applies to his shadow servant. This ability replaces improved uncanny dodge.

Advanced Talents: At 10th level, the shadow fade can choose an advanced rogue talent whenever he could choose a rogue talent, or when he selects the Extra Rogue Talent feat. The shadow fade adds the following rogue abilities to the list of advanced talents he may select: Evasion, Uncanny Dodge, and Improved Uncanny Dodge. A shadow fade must select Uncanny Dodge before selecting Improved Uncanny Dodge. In the case of the Improved Evasion talent, the shadow fade must have Evasion to select it.

Shadow Step (Sp): At 11th level, the shadow fade can use this ability to walk through the Shadow Plane and reappear as a standard action. The shadow fade can travel up to 30 feet per shadow fade level per day in this fashion, either in a single round or broken up across multiple shadow steps. This movement must be used in 5-foot increments and does not provoke an attack of opportunity. Travel through the Shadow Plane is imprecise; when the shadow fade arrives, he re-enters 1 square off target, as per the rules for thrown splash weapons (see page 202 of the *Core Rulebook*). If this would place the shadow fade in an occupied square, he instead arrives in the nearest safe location. When the shadow fade arrives, he is cloaked in shadow and gains concealment as the *blur* spell for 1 round. The shadow fade may bring other willing creatures with him, but you must expend an equal amount of distance for each additional creature brought with him. They likewise re-enter off target (roll location for each creature) and are cloaked in shadow for 1 round. This ability replaces rogue talent at 10th level.

Greater Shadow Fade (Sp): At 12th level, a shadow fade can become invisible (as *greater invisibility*, a glamor), and at the same time, an illusory double of himself (as *major image*, a figment) appears. This ability functions like the *mislead* spell, using the shadow fade's level as the caster level. The shadow fade can use this ability for a number of rounds per day equal to his shadow fade level + his Cha modifier. These rounds do not need to be consecutive. This ability replaces rogue talent at 12th level.

Transposition (Su): At 13th level, the shadow fade gains the summoner's transposition ability, except that it applies to his shadow servant. This ability replaces rogue talent at 14th level.

Hide in Shadows (Ex): At 16th level, a shadow fade can use the Stealth skill even while being observed. As long as he is within 10 feet of an area of dim light (including his shadow servant), a shadow fade can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow. This ability replaces rogue talent at 16th level.

Merge Forms (Su): At 17th level, the shadow fade gains the summoner's merge forms ability, and becomes one with his shadow servant. This ability replaces rogue talent at 18th level.

Shadow Strike (Su): At 20th level, whenever a shadow fade is in an area of dim light, he can transform himself into an incorporeal, shadow-like form. This form is similar to the shadow described in the *Bestiary* (see p. 234), but he cannot create spawn like a true shadow. While in this shadow form, the shadow fade retains all his racial and archetype abilities, and gains DR 5/— and a +4 Stealth bonus in dim light (−4 in bright light). If the shadow fade makes a successful attack while in this shadow form (including a successful sneak attack), he deals 1d8 points of Strength damage to the target, in addition to any normal damage. The shadow fade can assume this shadow form for a number of rounds per day equal to his shadow fade level. These rounds do not need to be consecutive. This ability replaces master strike.

Table: Shadow Fade

Class	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+0	+2	+2	Sneak attack +1d6
2nd	+1	+0	+3	+3	Rogue talent, shadow fade

3rd	+2	+1	+3	+3	Sneak attack +2d6
4th	+3	+1	+4	+4	Shadow servant
5th	+3	+1	+4	+4	Ghost blade
6th	+4	+2	+5	+5	Rogue talent
7th	+5	+2	+5	+5	Sneak attack +3d6
8th	+6/+1	+2	+6	+6	Shadow camouflage
9th	+6/+1	+3	+6	+6	Maker's call
10th	+7/+2	+3	+7	+7	Advanced talents, rogue talent
11th	+8/+3	+3	+7	+7	Shadow step, sneak attack +4d6
12th	+9/+4	+4	+8	+8	Greater shadow fade
13th	+9/+4	+4	+8	+8	Transposition
14th	+10/+5	+4	+9	+9	Rogue talent
15th	+11/+6/+1	+5	+9	+9	Sneak attack +5d6
16th	+12/+7/+2	+5	+10	+10	Hide in shadows
17th	+12/+7/+2	+5	+10	+10	Merge forms
18th	+13/+8/+3	+6	+11	+11	Rogue talent
19th	+14/+9/+4	+6	+11	+11	Sneak attack +6d6
20th	+15/+10/+5	+6	+12	+12	Shadow strike

Table: Rogue

Class	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trap finding
2nd	+1	+0	+3	+0	Evasion, rogue talent
3rd	+2	+1	+3	+1	Sneak attack +2d6
4th	+3	+1	+4	+1	Rogue talent, uncanny dodge
5th	+3	+1	+4	+1	
6th	+4	+2	+5	+2	Rogue talent
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, rogue talent
9th	+6/+1	+3	+6	+3	Sneak attack +5d6
10th	+7/+2	+3	+7	+3	Advanced talents, rogue talent
11th	+8/+3	+3	+7	+3	
12th	+9/+4	+4	+8	+4	Rogue talent
13th	+9/+4	+4	+8	+4	Sneak attack +7d6
14th	+10/+5	+4	+9	+4	Rogue talent
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6
16th	+12/+7/+2	+5	+10	+5	Rogue talent
17th	+12/+7/+2	+5	+10	+5	
18th	+13/+8/+3	+6	+11	+6	Rogue talent
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6	Master strike, rogue talent

SHADOW SERVANTS

Shadow servants are creatures of living darkness infused with partially real shadowstuff from the Shadow Plane. They treat the Shadow Plane as their home plane and thus gain the “extraplanar” subtype on the Material Plane. A shadow servant is completely indistinguishable from a standard shadow. However, like its brethren, it is a creature of living darkness and can hide in darkness, springing to attack when living opponents wander too close. A shadow servant obeys its master’s verbal commands to the best of its ability, and cannot be controlled or turned by others. A shadow servant will do all it can to aid and protect its shadow fade master. Shadow servants have the base statistics as shown on the Shadow Servant Base Statistics table. These base statistics can only be modified by the servant’s base form and through a shadow fade’s level advancement, for it gains no evolution pool and cannot be modified through evolutions.

SHADOW SERVANT ABILITIES

A shadow servant’s abilities are determined only by the shadow fade’s level. Table: Shadow Servant Base Statistics determines many of the base statistics of the servant. Each shadow servant possesses a base form that modifies these base statistics. Shadow servants are considered incorporeal and undead for the purpose of determining which spells affect them. A shadow servant’s qualities are similar to those described in the Eidolons description block of the *Advanced Player’s Guide* (see p. 58), except with the following changes.

Hit Dice: This is the total number of Hit Dice the shadow servant possesses, except that a shadow servant uses 8-sided (d8) Hit Dice, each of which gains a Charisma modifier instead.

BAB: This is the shadow servant’s base attack bonus. A shadow servant’s base attack bonus is equal to 3/4 of its Hit Dice. Shadow servants do not gain additional attacks using their natural weapons for a high base attack bonus. This replaces the eidolon’s base attack bonus.

Skills: The shadow servant receives a number of skill ranks equal to 4 + its Intelligence modifier per HD (to a minimum of 1), instead of the usual 6 + Int modifier. The shadow servant considers Climb*, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. (*Note that shadow servants use their Charisma score when making any skill checks that require a Strength score.)

Deflection Bonus: The number noted here is the shadow servant’s base total deflection bonus to Armor Class. This number is modified by the shadow servant’s Charisma modifier. This replaces the eidolon’s armor bonus.

Dex/Cha Bonus: Add this modifier to the shadow servant’s Dexterity and Charisma scores, as determined by its base form. This replaces the eidolon’s Str/Dex bonus.

Evolution Pool: A shadow servant gains no evolution pool, and therefore cannot be upgraded through evolutions. The shadow servant only improves according to the shadow fade’s level advancement.

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

Channel Resistance: The shadow servant receives a +2 bonus on Will saves made to halve the damage from positive channeled energy and cannot be turned or commanded. This increases to +4 at 8th level.

Darkvision (Ex): The shadow servant has darkvision out to a range of 60 feet.

Fly (Ex): The shadow servant has a fly speed of 20 feet. This increases to 30 feet at 9th level, and to 40 feet at 15th level.

Incorporeal Touch (Ex): As an incorporeal creature, a shadow servant can make incorporeal touch attacks. A shadow servant's incorporeal touch deals 1d4 points of Strength damage regardless of its shadow fade master's alignment. This damage increases to 1d6 at 7th level, and 1d8 at 16th level. Incorporeal touch attacks bypass solid objects, such as armor and shields, by passing through them. An incorporeal touch attack works similarly to a normal touch attack except that it also ignores cover bonuses. Incorporeal touch attacks do not ignore armor bonuses granted by force effects, such as *mage armor* and *bracers of armor*.

Incorporeal Traits: The shadow servant has no physical body, is immune to critical hits and precision-based damage (such as sneak attack damage), is subject to the *ghost touch* special weapon quality, and gains the incorporeal special quality (see p. 301 of the *Bestiary*). An incorporeal gains a deflection bonus to Armor Class equal to its Charisma modifier.

Undead Traits: The shadow servant gains the undead type (see p. 309 if the *Bestiary*).

Base Form

A shadow servant has one form, that of a humanoid that resembles the shape of its shadow fade. This base form determines its starting size, speed, AC, attacks, and ability scores. All natural attacks are made using the shadow servant's full base attack bonus unless otherwise noted (such as in the case of secondary attacks). This base form gains no evolutions.

True Form

Shadow (extraplanar, incorporeal, undead)

Starting Statistics: Size Medium or Small (as the shadow fade's size); **Speed** fly 20 ft. (good); **AC** +2 deflection; **Saves** Fort (bad), Ref (bad), Will (good); **Attack** incorporeal touch (1d4 Str); **Ability Scores** Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15. **Racial Modifiers** +4 Stealth in dim light (–4 in bright light).

Table: Shadow Servant Base Statistics

Class Level	HD	BAB	Good Saves	Bad Save	Skills	Feats	Deflection Bonus	Dex/Cha Bonus	Special
4th	1	+0	+2	+0	4	1	+0	+0	Channel resistance (+2), darkvision, incorporeal touch (1d4 Str), incorporeal traits, link, undead traits
5th	2	+1	+3	+0	8	1	+2	+1	Evasion
6th	2	+1	+3	+0	8	1	+2	+1	Channel resistance (+4)
7th	3	+2	+3	+1	12	2	+2	+1	Incorporeal touch (1d6 Str)
8th	4	+3	+4	+1	16	2	+4	+2	Ability score increase
9th	4	+3	+4	+1	16	2	+4	+2	Fly (30 ft.)
10th	5	+3	+4	+1	20	3	+4	+3	—
11th	6	+4	+5	+2	24	3	+6	+3	—
12th	6	+4	+5	+2	24	3	+6	+3	—
13th	7	+5	+5	+2	28	4	+6	+4	—
14th	8	+6/+1	+6	+2	32	4	+8	+4	Ability score increase
15th	8	+6/+1	+6	+2	32	4	+8	+5	Fly (40 ft.)
16th	9	+6/+1	+6	+3	36	5	+8	+5	Incorporeal touch (1d8 Str)
17th	10	+7/+2	+7	+3	40	5	+10	+5	—
18th	10	+7/+2	+7	+3	40	5	+10	+6	—
19th	11	+8/+3	+7	+3	44	6	+10	+6	Improved evasion
20th	12	+9/+4	+8	+4	48	6	+12	+7	Ability score increase

SPELLTHIEF

Rogues epitomize stealth and legerdemain, and often use these skills to pilfer rare and expensive objects. While this is the most common form of thievery, there are those rogues who possess an affinity for practicing and steal arcane magic from others. By uniting his deft abilities with arcane power, the spellthief is seen as a figure of puissant and mysterious skill. Unseen and unexpected attacks, whether physical or magical, bolster this image. It is the signature power of a spellthief however, that evokes both dread and admiration—stealing spells and their magical energies from their initial source, whatever it may be. Whether absorbing arcane magic hurled in his direction, studying arcane manuscripts, or quickly and carefully observing spells being cast from afar, the spellthief learns to recreate these energies or unleash them as he sees fit.

Primary Class: Rogue.

Secondary Class: Sorcerer.

Hit Dice: d8.

Bonus Skills and Ranks: The spellthief may select three sorcerer skills to add to her class skills in addition to the normal rogue class skills, one of which must be Spellcraft. The spellthief gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The spellthief is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. She is proficient with light armor. She can cast any bloodline, filched, or stealthy arcanum spells while wearing light armor without incurring the normal arcane spell failure chance. A multiclass spellthief still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Eschew Materials: At 1st level, a spellthief gains Eschew Materials as a bonus feat.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name, except that the spellthief deals 1d6 damage at 1st level, and an additional 1d6 damage at 4th level and every four levels thereafter, to a maximum of 6d6 at 20th level.

Spellfilching (Ex): Starting at 1st level, a spellthief can filch spells from arcane spellcasters, as a move action. A spellthief can use her spellfilching ability to create the following two effects. The first allows the spellthief to use her spellfilching to absorb an arcane spell. The magic absorbed must be a single-target spell or a ray directed at the spellthief. The spellthief then nullifies the spell's effect and stores its potential until she releases this energy in the form of spells of her own. She can instantly detect a spell's level as she absorbs that spell's energy.

A spellthief can use this captured spell energy to cast any stealthy arcanum spell she knows, without expending her stealthy arcanum spell slots. Each spell expends a number of stored spell levels equal to the level of the stealthy arcanum spell she casts. A 0-level spell counts as 1/2 a spell level for this calculation. The only restrictions are that the levels of spell energy stored in the spellthief must be equal to or greater than the level of the spell she wants to cast, and that any expensive material components required for the spell be present when casting.

A spellthief can absorb any arcane spell so long as the total spell levels she absorbs do not exceed an amount per day equal to 1/2 her spellthief level + her Charisma modifier (minimum 1). If a spellthief attempts to absorb a spell of a level that exceeds her maximum total, the spell takes effect as normal. Any absorbed spell energy remains until expended, but the spellthief cannot exceed her total spell levels. She can thereafter discharge any remaining spell energy potential she might have, or retain it. The spellthief knows her remaining absorbing potential and current amount of stored energy.

The second option allows the spellthief to use her spellfilching to disrupt an arcane spellcaster in the midst of casting, and learn the spell he was attempting to cast. To learn a spell, the spellthief must make an opposing Spellcraft check (DC 15 + the spell's level) against the spellcaster's Concentration check. If this check succeeds, the spellthief learns the spell and adds it to her stealthy arcanum as spell of equal level, while the opposing spellcaster loses the spell as if it had been cast without taking effect. If this check fails, the spell takes effect as normal. A 0-level spell counts as 1/2 a spell level for this calculation. A spellthief cannot learn a spell of a level she is unable to cast.

Alternatively, a spellthief may attempt to filch an arcane spell from a spellbook, scroll, or other written manuscript by making a Spellcraft check (DC 15 + the spell's level). Whenever a spellthief attempts to filch a spell from a spellbook or scroll, that spell immediately disappears from the page upon which it was written as if was cast directly from the scroll or spellbook, regardless of her success.

In either case, a 1st level spellthief can learn up to two additional stealthy arcanum cantrips. At 3rd level and every three levels thereafter, the spellthief can learn one additional spell of each level she can cast, up to 6th-level. Thus, a 20th level spellthief can know up to six stealthy arcanum cantrips and three stealthy arcanum spells of each level she can cast, 1st on up, one each from her initial stealthy arcanum, her bloodline, and learned filched spells.

Upon reaching 6th level, and at every even-numbered sorcerer level after that (8th, 10th, and so on), a spellthief can choose to learn a new filched spell in place of one she already knows. In effect, the spellthief loses the old filched spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A spellthief may swap only a single filched spell at any given level, and must choose whether or not to swap the spell at the same time that she filches new spells known for the level. An arcane spell is any spell cast by one of the arcane spellcasting classes (alchemists, bard, magus, sorcerer, summoner, wizard, or witch). This ability replaces trap finding, trap sense, and sneak attack 1d6, 7d6, and 10d6.

1) Focus on the use of Use Magic Device and magic items. Maybe give them bonuses to caster level? For example, maybe a 5th level spellthief can use ye old 50 GP potion of cure light wounds as though it were CL 2, and a standard wand of burning hands the same way. 5, 10, 15, 20 (it'd be +4 at that point); this is a 'unique' enough ability in pathfinder, and rogues -are- the traditional UMD class. Note- we should take care to max the caster level at their own level or the item's level, whichever is higher. (otherwise a fifth level rogue/sorc with wand of fireball has CL 6, which feels weird and kinda pokes a little at balance.)

2) Whenever they sneak attack a creature they know to have at least one spell or spell-like ability (arcane or divine, doesn't matter) they can siphon off the creature's residual magic; causing one point of temporary int, wis, or cha damage as they choose and gaining some kind of 1-minute long buff off of it. This buff doesn't do anything itself, except power...

3) Bloodline abilities! Up to the ninth level, we'll space them out. They can expend the 1-minute long buff mentioned above to activate one of their bloodline abilities or using a bloodline spell, free. Otherwise, they just get the standard number of uses. This might have balance issues, since it means 'high-infinite' of a single spell if you've got someone high-HP and a cleric in the party, so we'll have to figure out a way to avoid stabbin' your friends for superpowers.

Siphon Spell (Su): When the arcanist uses the disrupt spell greater exploit, she can siphon some of the power to restore her arcane reservoir. If the caster level of the spell is equal to or higher than the arcanist and she exceeds the DC of the dispel check by 5 or more, she regains 1 point to her arcane reservoir. If she exceeds this check by 10 or more, she instead regains 2 points to her arcane reservoir. This has no effect on magic items. The arcanist must have the greater spell disruption exploit before selecting this exploit.

Spell Thief (Su): The arcanist can steal a spell affecting one creature by expending one point from her arcane reservoir. If the creature is unwilling, she must succeed at a melee touch attack to steal the spell; the target must succeed at a Will saving throw to negate the effect. The arcanist can specify a spell affecting the target to steal, but if she's incorrect or doesn't know what spells are affecting the target, the spell stolen is

determined randomly from all those affecting the target. If successful, the spell effect transfers to the arcanist, affecting her for the remaining duration. This ability doesn't grant the arcanist a saving throw against the effect, unless it normally allows for a new saving throw during its duration (such as at the end of each round). The arcanist cannot use this ability to steal a spell with a range of personal or a duration of permanent. The arcanist must have the spell tinkerer exploit before selecting this exploit.

Spell Pool (Su): At 1st level, a spellthief gains a reservoir of mystical arcane energy that he can draw upon to enhance, steal or disrupt magic. This spell pool has a number of points equal to 1/2 her spellthief level (minimum 1) + her Charisma modifier. The pool refreshes once per day when the spellthief rests to regain her stealth arcanum spells.

By spending 1 point from spell pool, a spellthief can do one of the following:

Enhance Magic:

Expend Spell:

Filch Spell: The spellthief can steal a spell affecting one creature by expending one point from her spellfilching pool. If the creature is unwilling, she must succeed at a melee touch attack to steal the spell; the target must succeed at a Will saving throw to negate the effect. The spellthief can specify a spell affecting the target to steal, but if she's incorrect or doesn't know what spells are affecting the target, the spell stolen is determined randomly from all those affecting the target. If successful, the spellthief can choose to either transfer the spell's effect to herself, affecting her for the remaining duration, or she can steal the spell and store its energy to cast the spell at a later time. If she chooses to do the latter, she must use the stored spell before she rests to regain her daily allotment of stealth arcanum. This ability doesn't grant the spellthief a saving throw against the effect, unless it normally allows for a new saving throw during its duration (such as at the end of each round). The spellthief cannot use this ability to steal a spell with a range of personal or a duration of permanent.

Spellfilching (Ex): Starting at 1st level, a spellthief can filch spells from arcane spellcasters, as a move action. A spellthief can use her spellfilching ability to create the following two effects. The first allows the spellthief to use her spellfilching to absorb an arcane spell. The magic absorbed must be a single-target spell or a ray directed at the spellthief. The spellthief then nullifies the spell's effect and stores its potential until she releases this energy in the form of spells of her own. She can instantly detect a spell's level as she absorbs that spell's energy.

A spellthief can use this captured spell energy to cast any stealthy arcanum spell she knows, without expending her stealthy arcanum spell slots. Each spell expends a number of stored spell levels equal to the level of the stealthy arcanum spell she casts. A 0-level spell counts as 1/2 a spell level for this calculation. The only restrictions are that the levels of spell energy stored in the spellthief must be equal to or greater than the level of the spell she wants to cast, and that any expensive material components required for the spell be present when casting.

A spellthief can absorb any arcane spell so long as the total spell levels she absorbs do not exceed an amount per day equal to 1/2 her spellthief level + her Charisma modifier (minimum 1). If a spellthief attempts to absorb a spell of a level that exceeds her maximum total, the spell takes effect as normal. Any absorbed spell energy remains until expended, but the spellthief cannot exceed her total spell levels. She can thereafter discharge any remaining spell energy potential she might have, or retain it. The spellthief knows her remaining absorbing potential and current amount of stored energy.

The second option allows the spellthief to use her spellfilching to disrupt an arcane spellcaster in the midst of casting, and learn the spell he was attempting to cast. To learn a spell, the spellthief must make an opposing Spellcraft check (DC 15 + the spell's level) against the spellcaster's Concentration check. If this check succeeds, the spellthief learns the spell and adds it to her stealthy arcanum as spell of equal level, while the opposing spellcaster loses the spell as if it had been cast without taking effect. If this check fails, the spell takes effect as normal. A 0-level spell counts as 1/2 a spell level for this calculation. A spellthief cannot learn a spell of a level she is unable to cast.

Alternatively, a spellthief may attempt to filch an arcane spell from a spellbook, scroll, or other written manuscript by making a Spellcraft check (DC 15 + the spell's level). Whenever a spellthief attempts to filch a spell from a spellbook or scroll, that spell immediately disappears from the page upon which it was written as if was cast directly from the scroll or spellbook, regardless of her success.

In either case, a 1st level spellthief can learn up to two additional stealthy arcanum cantrips. At 3rd level and every three levels thereafter, the spellthief can learn one additional spell of each level she can cast, up to 6th-level. Thus, a 20th level spellthief can know up to six stealthy arcanum cantrips and three stealthy arcanum spells of each level she can cast, 1st on up, one each from her initial stealthy arcanum, her bloodline, and learned filched spells.

Upon reaching 6th level, and at every even-numbered sorcerer level after that (8th, 10th, and so on), a spellthief can choose to learn a new filched spell in place of one she already knows. In effect, the spellthief loses the old filched spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A spellthief may swap only a single filched spell at any given level, and must choose whether or not to swap the spell at the same time that she filches new spells known for the level. An arcane spell is any spell cast by one of the arcane spellcasting classes (alchemists, bard, magus, sorcerer, summoner, wizard, or witch). This ability replaces trap finding, trap sense, and sneak attack 1d6, 7d6, and 10d6.

Stealthy Arcanum: A spellthief casts arcane spells drawn from her stealthy arcanum spells, with a caster level equal to her spellthief level. To cast a spell, a spellthief must have a Charisma score equal to at least 10 + the spell level. The save DC against a spellthief's spell is 10 + the spell level + the spellthief's Charisma modifier.

A spellthief's selection of stealthy arcanum spells is also extremely limited, more so than other spontaneous spellcasters. At 1st level, a spellthief knows a limited number of cantrips, or 0-level spells. These spells are cast like any other spellthief spell, but they do not consume any slots and may be used again. At 3rd level, the spellthief can cast 1st-level stealthy arcanum spells and each subsequent level of spells every three levels thereafter, up to a maximum of 6th-level spells at 18th level.

A spellthief of 1st level or higher gains *detect magic*, *mage hand*, and *read magic* as her stealthy arcanum cantrips. A spellthief also gains one stealthy arcanum spell slot for each level of stealthy arcanum spell she can cast, from 1st on up. Each day, a spellthief can cast one of the spells from her stealthy arcanum in that slot. At 3rd level, a spellthief gains *vanish* as her 1st-level stealthy arcanum. At 6th level she gains *invisibility* as her 2nd-level stealthy arcanum. At 9th level she gains *mirror image* as her 3rd-level stealthy arcanum. At 12th level she gains *healing thief* as her 4th-level stealthy arcanum. At 15th level she gains *mislead* as her 5th-level stealthy arcanum. At 18th level she gains *ethereal jaunt* as her 6th-level stealthy arcanum. ([†]*Ultimate Combat*)

Unlike a wizard or a cleric, a spellthief need not prepare her stealthy arcanum spells in advance. She can cast any stealthy arcanum spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. This ability replaces rogue talents gained at 4th, 8th, 12th, 16th, and 20th level.

Bloodline: At 2nd level, a spellthief gains the sorcerer bloodline class ability and may choose from any of the bloodlines listed in the *Core Rulebook*, *Advance Players Guide*, *Ultimate Magic*, or any other Pathfinder source. She adds the skill listed in her bloodline to her class skills and gains her bloodline arcana.

At 4th level, the spellthief adds her first bloodline spell to her list of stealthy arcanum spells as a 1st-level spell. At 7th level she adds her second bloodline spell as a 2nd-level stealthy arcanum spell. At 10th level she adds her third bloodline spell as a 3rd-level stealthy arcanum spell. At 13th level she adds her fourth bloodline spell as a 4th-level stealthy arcanum spell. At 16th level she adds her fifth bloodline spell as a 5th-level stealthy arcanum spell. At 19th level she adds her sixth bloodline spell as a 6th-level stealthy arcanum spell. The spellthief does not gain her bloodline powers. This ability replaces evasion, uncanny dodge, and improved uncanny dodge.

Rogue Talents: At 2nd level, and again every four levels thereafter, a spellthief gains a rogue talent for which she qualifies.

Sneakstrike (Su): At 5th level, whenever a spellthief casts a spell with a range of “touch”, she can deliver the spell as part of her sneak attack with a melee weapon. This ability otherwise functions as the magus’s spellstrike ability. This ability replaces sneak attack 4d6.

Advanced Talents: At 10th level, the spellthief can choose advanced rogue talents whenever she could choose a rogue talent, or when she selects the Extra Rogue Talent feat. The spellthief adds the following rogue abilities to the list of advanced talents she may select: Evasion, Uncanny Dodge, and Improved Uncanny Dodge. A spellthief must select Uncanny Dodge before selecting Improved Uncanny Dodge. In the case of the Improved Evasion talent, the spellthief must have Evasion to select it. A spellthief 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.

Master Spellfilching (Su): At 20th level, a spellthief who saves against a spell that targets only her (not including area spells) may attempt a caster level check (DC 10 + the spell’s original caster level) as an immediate action that expends a number of stored spell levels equal to the level of the spell in question. If the check succeeds, the spellthief can absorb the spell effect without harm and immediately recast that spell (using the original caster’s level and save DC) or any other single-target spell of equal level or lower that she knows (using her own caster level and save DC), back at the caster. If the check fails, she can absorb the spell instead. If this exceeds her total spell levels, the spell takes effect as normal. This ability replaces master strike.

Rogue Talents: The following rogue talents complement the spellthief multiclass archetype: Black Market Connections†, Distracting Attack*, Fast Getaway*, Fast Stealth, Finesse Rogue, Guileful Polyglot*, Major Magic, Minor Magic, Ninja Trick†, Offensive Defense*, Quick Disable, Rogue Crawl, and Snap Shot*. (*Advanced Player’s Guide, †Ultimate Combat)

Advanced Talents: The following advanced rogue talents complement the spellthief archetype: Confounding Blades†, Dispelling Attack, Fast Tumble*, Hide in Plain Sight†, Skill Mastery, Thoughtful Reexamining*, and Unwitting Ally†. (*Advanced Player’s Guide, †Ultimate Combat)

Table: Spellthief

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Eschew materials, sneak attack +1d6, spellfilching, stealthy arcanum (cantrips)
2nd	+1	+0	+3	+3	Bloodline, rogue talent
3rd	+2	+1	+3	+3	Stealthy arcanum
4th	+3	+1	+4	+4	Bloodline spell, sneak attack +2d6
5th	+3	+1	+4	+4	Sneakstrike
6th	+4	+2	+5	+5	Stealthy arcanum, rogue talent
7th	+5	+2	+5	+5	Bloodline spell
8th	+6/+1	+2	+6	+6	Sneak attack +3d6
9th	+6/+1	+3	+6	+6	Stealthy arcanum
10th	+7/+2	+3	+7	+7	Advanced talents, bloodline spell, rogue talent
11th	+8/+3	+3	+7	+7	
12th	+9/+4	+4	+8	+8	Sneak attack +4d6, stealthy arcanum
13th	+9/+4	+4	+8	+8	Bloodline spell
14th	+10/+5	+4	+9	+9	Rogue talent
15th	+11/+6/+1	+5	+9	+9	Stealthy arcanum
16th	+12/+7/+2	+5	+10	+10	Bloodline spell, sneak attack +5d6
17th	+12/+7/+2	+5	+10	+10	
18th	+13/+8/+3	+6	+11	+11	Rogue talent, stealthy arcanum
19th	+14/+9/+4	+6	+11	+11	Bloodline spell
20th	+15/+10/+5	+6	+12	+12	Master spellfilching, sneak attack +6d6

Table: Spellthief

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Eschew materials, sneak attack +1d6, spellfilching, stealthy arcanum (cantrips)
2nd	+1	+0	+3	+3	Bloodline, rogue talent
3rd	+2	+1	+3	+3	Stealthy arcanum
4th	+3	+1	+4	+4	Bloodline spell, sneak attack +2d6
5th	+3	+1	+4	+4	Sneakstrike
6th	+4	+2	+5	+5	Stealthy arcanum, rogue talent
7th	+5	+2	+5	+5	Bloodline spell
8th	+6/+1	+2	+6	+6	Sneak attack +3d6
9th	+6/+1	+3	+6	+6	Stealthy arcanum
10th	+7/+2	+3	+7	+7	Advanced talents, bloodline spell, rogue talent
11th	+8/+3	+3	+7	+7	
12th	+9/+4	+4	+8	+8	Sneak attack +4d6, stealthy arcanum
13th	+9/+4	+4	+8	+8	Bloodline spell
14th	+10/+5	+4	+9	+9	Rogue talent
15th	+11/+6/+1	+5	+9	+9	Stealthy arcanum
16th	+12/+7/+2	+5	+10	+10	Bloodline spell, sneak attack +5d6
17th	+12/+7/+2	+5	+10	+10	
18th	+13/+8/+3	+6	+11	+11	Rogue talent, stealthy arcanum
19th	+14/+9/+4	+6	+11	+11	Bloodline spell

20th +15/+10/+5 +6 +12 +12 Master spellfilching, sneak attack +6d6

STEEL BUCCANEER

A skilled and opportunistic warrior, the steel buccaneer is an expert with the sword and pistol that uses mobility and stealth to defeat her enemies. Quick and deceptive, steel buccaneers rely on their wits, charm, and dirty tricks to win the day. While shooting and swordplay are their bread and butter, they also rely on making the most of every attack by striking opponents where it hurts the most. As mobility is the key to their survival, steel buccaneers gain great benefits when engaging their enemies defensively and have learned the art of quick loading their pistols during lulls in combat. By employing acrobatics and combat maneuvers, the steel buccaneer becomes more daring, often catching her opponents off-guard as she swings from ropes or runs across the deck of swaying ships with ease to engage them.

Primary Class: Rogue.

Secondary Class: Gunslinger.

Hit Dice: d8.

Bonus Skills and Ranks: The steel buccaneer selects three gunslinger skills to add to her class skills in addition to the normal rogue class skills. The steel buccaneer gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The steel buccaneer is proficient with all simple weapons, one-handed firearms, plus the hand crossbow, rapier, sap, shortbow, and short sword. The steel buccaneer must take Exotic Weapon Proficiency (firearm) to gain proficiency with two-handed firearms and firearm siege engines. The steel buccaneer is proficient with light armor, but not with shields.

Gunsmith: A steel buccaneer gains the gunslinger's gunsmith ability, and must take a pistol when she chooses a battered firearm at 1st level. This ability replaces **trap finding**.

Lead and Steel (Ex): A steel buccaneer is trained in the sword and pistol combat technique. She gains Two-Weapon Fighting as a bonus feat, but only when simultaneously wielding a one-handed melee weapon and a one-handed firearm.

Sneak Attack: This is exactly like the rogue ability of the same name, except that the extra damage is 1d6 at 1st level, and an additional 1d6 damage every three levels thereafter, up to a maximum of 7d6 at 19th level.

Sword and Pistol (Ex): At 2nd level, a steel buccaneer gains Sword and Pistol as a bonus feat even if she does not meet the prerequisites. This ability replaces **the rogue talent gained at 2nd level**.

Deeds (Ex): At 3rd level, a steel buccaneer gains the gunslinger's deeds ability, and gains access to 1st level deeds. Every four levels beyond 3rd, the steel buccaneer gains access each subsequent level of deeds (3rd, 7th, etc.), up to 15th level deeds at 19th level. **However, the steel buccaneer may choose only two deeds that he knows of each level.** This ability and grit replace **sneak attack 2d6, 6d6, and 10d6, and rogue talents gained at 10th and 18th level.**

Grit (Ex): Like the sea itself, a steel buccaneer is a force of nature. Instead of using her Wisdom modifier to determine the number of grit points she gains at the start of each day, she uses her Charisma modifier.

Quick Hands (Ex): At 4th level, a steel buccaneer can reload her one-handed firearm as an immediate action a number of times per day equal to 3 + her Charisma modifier. This ability replaces **trap sense**.

Rogue Talents: This is exactly like the rogue ability of the same name, except that the steel buccaneer gains a rogue talent at 3rd level and every three levels thereafter.

Improved Lead and Steel (Ex): Starting at 6th level, whenever a steel buccaneer fights defensively when using lead and steel, she gains an additional +2 dodge bonus to his to AC. This ability and greater lead and steel replace **uncanny dodge**.

Opportunity Knocks (Ex): At 5th level, a steel buccaneer masters the art of shooting foes when they are at their most vulnerable. As long as the steel buccaneer has at least 1 grit point, she deals her sneak attack damage even if her target is not flat-footed or otherwise denied its Dexterity bonus to AC when making an attack of opportunity with a one-handed firearm. This ability replaces the **rogue talent gained at 4th level**.

Stubborn Cheat (Ex): At 8th level, whenever a steel buccaneer would be struck by a melee attack, she may surrender the use of his sword hand next turn to attempt a parry, granting him a +4 bonus to AC. He may make no attacks with that hand until after the end of his next turn. This ability replaces **improved uncanny dodge**.

Advanced Talents: At 12th level, whenever a steel buccaneer could choose a rogue talent, she can choose an advanced talent instead.

Greater Lead and Steel (Ex): At 14th level, while using her lead and steel ability, if an opponent's attack against the steel buccaneer misses, she can make an attack of opportunity with her firearm against the opponent as an immediate action.

Table: Steel Buccaneer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Gunsmith, lead and steel, sneak attack +1d6
2nd	+1	+3	+3	+0	Evasion, sword and pistol
3rd	+2	+3	+3	+1	Deeds, grit, rogue talent
4th	+3	+4	+4	+1	Quick hands, sneak attack +2d6
5th	+3	+4	+4	+1	Opportunity knocks
6th	+4	+5	+5	+2	Improved lead and steel, rogue talent
7th	+5	+5	+5	+2	Deeds, sneak attack +3d6
8th	+6/+1	+6	+6	+2	Stubborn cheat
9th	+6/+1	+6	+6	+3	Rogue talent
10th	+7/+2	+7	+7	+3	Sneak attack +4d6
11th	+8/+3	+7	+7	+3	Deeds
12th	+9/+4	+8	+8	+4	Advanced talents, rogue talent
13th	+9/+4	+8	+8	+4	Sneak attack +5d6
14th	+10/+5	+9	+9	+4	Greater lead and steel
15th	+11/+6/+1	+9	+9	+5	Deeds, rogue talent
16th	+12/+7/+2	+10	+10	+5	Sneak attack +6d6
17th	+12/+7/+2	+10	+10	+5	
18th	+13/+8/+3	+11	+11	+6	Rogue talent
19th	+14/+9/+4	+11	+11	+6	Deeds, sneak attack +7d6
20th	+15/+10/+5	+12	+12	+6	Master strike

Trapfinding = gunsmith

Rogue Talent (2) = Sword and pistol

Sneak attack 2d6/6d6/10d6 + rogue talents (8/16)= Deeds (only 2 though) + Grit (Cha)

Trap sense = Quick hands

Uncanny dodge = Lead and steel, Greater lead and steel

Rogue talent (6) = Opportunity knocks

Improved uncanny dodge = Stubborn cheat

TRICK BLADE

Typically, a trick blade is nothing more than a back alley thief who encountered a spellbook in his early life, and was deeply entranced by the magical mysteries and potential held within. Others are the outcasts of a sorcerer's lineage, or those who lacked the vital spark necessary to become a true wizard. Despite this inherent magical deficiency, the trick blade has mastered what minor arcane spells he has learned, while in his dreams he is ever seeking to obtain greater power, but only seems to find it in the hands of others.

Primary Class: Rogue.

Secondary Class: Magus.

Hit Dice: d8.

Bonus Skills and Ranks: A trick blade selects three magus skills to add to his class skills in addition to the normal rogue class skills. The trick blade gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The trick blade is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, short sword, and one martial weapon of her choice. She is proficient with light armor, and with light shields. A trick blade can cast trick blade spells while wearing light armor and using a light shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a trick blade wearing medium or heavy armor, or using a heavy or tower shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass trick blade still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Arcane Pool (Su): At 1st level, a trick blade gains the magus's arcane pool ability. This ability replaces [trapfinding](#).

Sneak Attack (Ex): This is exactly like the rogue ability of the same name, except that the trick blade deals 1d6 points of extra damage at 1st level, and an additional 1d6 points of damage every three levels thereafter, up to a maximum of 7d6 at 19th level.

Perceive Aura (Su): Starting at 2nd level, a trick blade learns to detect the ebb and flow of movements and magic. As long as the trick blade has 1 point remaining in her arcane pool, she can, as a standard action, use *detect magic* (as the spell) with a caster level equal to her trick blade level. This ability replaces [rogue talent at 2nd level](#).

Trapfinding: This is exactly like the rogue ability of the same name, except that a trick blade gains trapfinding at 2nd level.

Blade Trick (Ex): Starting at 3rd level, a trick blade can select either a rogue talent or a magus arcana for which he qualifies. The trick blade's effective rogue and magus level for selecting talents or magus arcana is equal to his trick blade level. This ability otherwise functions as and replaces rogue talents.

Evasion (Ex): This is exactly like the rogue ability of the same name, except that the trick blade gains evasion at 3rd level.

Spellcasting: Beginning at 4th level, a trick blade gains the ability to cast a small number of arcane spells, which are drawn from the trick blade spell list. A trick blade must choose and prepare her spells in advance.

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

Like other spellcasters, a trick blade can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Trick Blade. In addition, she receives bonus spells per day if she has a high Intelligence score. When Table: Trick Blade indicates that the trick blade gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Intelligence score for that spell level.

A trick blade may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the trick blade decides which spells to prepare.

Through 3rd level, a trick blade has no caster level. At 4th level and higher, her caster level is equal to her trick blade level -3.

Thief's Spellbook (Ex): A trick blade finds less time to research new spells, but has mastered an obfuscated manner of scribing those he learns. At 1st level, the trick blade incorporates elements of a personalized secret code into his arcane writings. Creatures take a -4 penalty on skill checks involving the trick blade's spellbook. The trick blade's spells take one extra page each in his spellbook. At each new trick blade level, she gains only one new spell of any spell level or levels that he can cast (based on his new trick blade level) for his spellbook. At any time, a trick blade can also add spells found in another magus's spellbook to her own. In all other respects, a trick blade's spellbook functions as a normal magus's spellbook.

Recondite Trick (Su): At 5th level, a trick blade can expend 2 points from his arcane pool to gain the benefits of any rogue talent (but not advanced talent) for which he qualifies for 1 round. This increases by 1 round at 9th level, and every four levels thereafter. The trick blade may choose to emulate a ninja trick in place of a rogue talent. Should the ninja trick have a *ki* point requirement, he must expend an additional amount of arcane points equal to the chosen ninja trick's required *ki* points. The trick blade cannot emulate the *ki* pool trick. This ability replaces [sneak attack 3d6](#).

Uncanny Dodge (Ex): This is exactly like the rogue ability of the same name, except that the trick blade gains uncanny dodge at 6th level.

Improved Perceive Aura (Su): At 8th level, as a swift action, a trick blade can expend 1 point from her arcane pool to use *arcane sight* (as the spell) with a caster level equal to her trick blade level. This ability replaces [rogue talent at 8th level](#).

Spell Recall (Su): At 11th level, the trick blade gains the magus's spell recall ability. This ability replaces [sneak attack 5d6](#).

Improved Uncanny Dodge (Ex): This is exactly like the rogue ability of the same name, except that the trick blade gains improved uncanny dodge at 12th level.

Advanced Trick (Ex): At 12th level, whenever a trick blade could choose a rogue talent, she can select an advanced rogue talent instead.

Greater Perceive Aura (Su): At 14th level, as a swift action, a trick blade can expend 2 points from her arcane pool to use *true seeing* (as the spell) with a caster level equal to her trick blade level. This ability replaces [rogue talent at 14th level](#).

Advanced Recondite Trick (Su): At 17th level, whenever a trick blade expends 2 points from his arcane pool to use his recondite trick ability, she can choose to gain the benefits of an advanced talent instead. This ability replaces [sneak attack 9d6](#).

Improved Spell Access (Su): At 19th level, the trick blade gains access to an expanded spell list. She learns and places six spells from the wizard's spell list into her spellbook as trick blade spells of their wizard level. She gains one wizard spell of each of the following spell levels not on the trick blade spell list: 1st-level, 2nd-level, 3rd-level, and 4th-level. She can ignore the somatic component of these spells, casting them without the normal chance of spell failure.

Spectacular Strike (Su): At 20th level, a trick blade has become a master of his art. Each time the trick blade deals sneak attack damage, she can choose one of the following three effects:

The target can be...

- ♦ put to sleep for 1 hour
- ♦ paralyzed for 1d6 rounds, or
- ♦ drain arcane energy to regain 1 arcane point, and the target becomes *fatigued*

Regardless of the effect chosen, the target receives a Fortitude save to negate the sleep or paralyze effect, or a Will save to negate the drain effect. The DC of this save is equal to 10 + 1/2 the trick blade's level + the trick blade's Intelligence modifier. Once a creature has been the target of a spectacular strike, regardless of whether or not the save is made, that creature is immune to that trick blade's spectacular strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability. This ability replaces [master strike](#).

Rogue Talents: The following rogue talents complement the trick blade multiclass archetype: [Befuddling Strike*](#), [Black Market Connections†](#), [Canny Observer*](#), [Distracting Attack*](#), [Fast Stealth](#), [Finesse Rogue](#), [Major Magic](#), [Minor Magic](#), [Ninja Trick†](#), [Offensive Defense*](#), [Peerless Maneuver*](#), and [Underhanded†](#). (**Advanced Player's Guide*, †*Ultimate Combat*)

Advanced Talents: The following advanced rogue talents complement the trick blade archetype: **Confounding Blades**†, **Defensive Roll**, **Hunter's Surprise***, **Improved Evasion**, **Opportunist**, **Thoughtful Reexamining***, and **Unwitting Ally**†. (*Advanced Player's Guide, †Ultimate Combat)

Magus Arcana: The following magus arcana complement the trick blade multiclass archetype: **arcane accuracy*****, **arcane cloak**†, **devoted blade**†, **hasted assault****, **maximized magic****, **prescient attack**†, **prescient defense**†, **quickenen magic****, **reflection****, **silent magic****, **spell shield***, and **still magic****. (**Ultimate Magic, †Ultimate Combat)

TRICK BLADE SPELL LIST

Trick blades gain access to the following spells.

1st-Level Trick Blade Spells—*burning hands, dancing lights, detect magic, jump, jury-rig, mage hand, magic missile, magic weapon, mudball, obscuring mist, read magic, silent image, shield, shocking grasp, sleep, true strike, vanish.*

2nd-Level Trick Blade Spells—*bull's strength, darkness, cat's grace, frigid touch, fog cloud, haste, invisibility, knock, levitate, minor image, mirror image, scorching ray, shatter, slow, spider climb, stone shield.*

3rd-Level Trick Blade Spells—*arcana theft, black tentacles, beast shape I, dispel magic, greater magic weapon, ice storm, lightning bolt, major image, shout, solid fog, vampiric touch, wall of fire, wall of ice.*

4th-Level Trick Blade Spells—*beast shape II, dimension door, elemental body I, greater invisibility, interposing hand, stonewall, telekinesis, wall of sound.*

Table: Trick Blade

Class Level	Base			Special	Spells per Day				
	Attack Bonus	Fort Save	Ref Save		Will Save	1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Arcane pool, sneak attack +1d6	—	—	—	—
2nd	+1	+0	+3	+3	Perceive aura, trapfinding	—	—	—	—
3rd	+2	+1	+3	+3	Blade trick, evasion	—	—	—	—
4th	+3	+1	+4	+4	Sneak attack +2d6	0	—	—	—
5th	+3	+1	+4	+4	Recondite trick	1	—	—	—
6th	+4	+2	+5	+5	Blade trick, uncanny dodge	1	—	—	—
7th	+5	+2	+5	+5	Sneak attack +3d6	1	0	—	—
8th	+6/+1	+2	+6	+6	Improved perceive aura	1	1	—	—
9th	+6/+1	+3	+6	+6	Blade trick	2	1	—	—
10th	+7/+2	+3	+7	+7	Sneak attack +4d6	2	1	0	—
11th	+8/+3	+3	+7	+7	Spell recall	2	1	1	—
12th	+9/+4	+4	+8	+8	Advanced tricks, blade trick, Improved uncanny dodge	2	2	1	—
13th	+9/+4	+4	+8	+8	Sneak attack +5d6	3	2	1	0
14th	+10/+5	+4	+9	+9	Greater perceive aura	3	2	1	1
15th	+11/+6	+5	+9	+9	Blade trick	3	2	2	1
16th	+12/+7/+2	+5	+10	+10	Sneak attack +6d6	3	3	2	1
17th	+12/+7/+2	+5	+10	+10	Advanced recondite trick	4	3	2	1
18th	+13/+8/+3	+6	+11	+11	Blade trick	4	3	2	2
19th	+14/+9/+4	+6	+11	+11	Improved spell access, sneak attack +7d6	4	3	3	2
20th	+15/+10/+5	+6	+12	+12	Spectacular strike	4	4	3	3

New Magus Arcana

The following new magus arcana can be selected by any magus or multiclass magus who meets the prerequisites. The following magus arcana compliment the Trick Blade multiclass archetype.

A Bit of Luck: The magus can expend 1 point from his arcane pool to gain a +2 bonus to a single saving throw of his choice, as an immediate action. This bonus remains until the end of his turn.

A Lot of Luck: Once per day as an immediate action, a magus can expend 2 points from his arcane pool to re-roll his last attack, skill, or saving throw. This must be decided before the results of the roll are given, and the second roll must be taken even if it is worse. The magus must be at least 8th level to select this arcana.

Improved Spellwright Dagger: The magus can use the spellwright dagger magus arcana to create up to $1d4+1$ light weapons as a full-round action. He may throw these weapons as part of this action, up to his maximum number of attacks. Each weapon has a range increment of 10 feet, and a maximum range of 30 feet. In addition, each weapon thus created is considered a +1 weapon. The magus may further enchant each weapon separately by expending additional points from his arcane pool as part of the same action. The magus must have the spellwright dagger arcana and be at least 10th level to select this arcana.

Spellwright Dagger: The magus may spend 1 arcane point to create a single simple light weapon, such as a dagger or club, as a move action. He may enchant the weapon as per his arcane pool ability as part of the same action. This weapon remains for a number of minutes equal to the magus's level, or for up to 1 round after it leaves the magus's hand, whichever comes first.

Extra Quick Hands (Combat)

You can use your quick hands ability more often.

Prerequisite: Quick hands class feature.

Benefit: You can use your quick hands two additional times per day.

Special: You can gain Extra Quick Hands multiple times. Its effects stack.

PAIZO RULES, OGL, AND COMMUNITY USE POLICY APPENDIX

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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