

ALCHEMIST

You are a creator of alchemical concoctions, such as potions, mutagens and fiery bombs.

Place your highest ability score into Intelligence. Place your second highest ability score into Dexterity.

1ST Level Alchemist Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	8
Reflex Save	+2	Attack Bonus	+0
Will Save	+0	Skill Ranks	4

D Mark these class skills in Section D of your character sheet:

- | | |
|--|--|
| <input checked="" type="checkbox"/> Disable Device | <input checked="" type="checkbox"/> Knowledge (Nature) |
| <input checked="" type="checkbox"/> Heal | <input checked="" type="checkbox"/> Perception |
| <input checked="" type="checkbox"/> Knowledge (Arcana) | <input checked="" type="checkbox"/> Spellcraft |

E ARMOR AND WEAPONS

In Section E of your character sheet, mark off light armor, simple weapons and write down bombs.

F ALCHEMY

Write **Alchemy** in Section F of your character sheet. Rather than casting spells as a cleric or wizard, you prepare your arcane spells in liquid form, called extracts, which you then imbibe to gain their effects. You may prepare an extract for any spell (called formulae) you know chosen from the alchemist formulae list. The formulae you know are saved in your formula book. While you learn new formulae each level, you may also copy formulae from other alchemist's formula books. The effects of an extract exactly duplicate the spell upon which the formula is based, **except that it only affects the imbibing alchemist** (i.e. you). You may not normally give your extracts to others to drink.

You start knowing 2 + INT formulae chosen from the alchemist formulae list. You may prepare one **1st-level alchemist extract** per day. You may prepare one additional **1st-level alchemist extract** per day if your Intelligence score is 12 or higher. Preparing an extract takes 1 minute and retains its potency for 24-hours (and so may be prepared in advanced, or your extract slots may be left open until needed). Drinking an extract is a standard action.

F BOMB

Write **Bomb** in Section F of your character sheet. You may prepare a number of bombs per day equal to your alchemist level plus your INT. Preparing and throwing a bomb is a standard action. Bombs may be thrown up to 20 feet at a specific target, which is made as a ranged touch attack, and are considered weapons. The primary target takes 1d6 + your INT fire damage. Anyone adjacent to the primary target takes 1 + your INT fire splash damage (DC 10 + your INT Reflex save for ½ damage). If the attack roll misses, roll a die: if the result is odd the bomb hits the ground one square short; if the result is even the bomb hits the ground one square far (in either case the primary target will still take splash damage). You may not prepare or throw bombs while standing adjacent to an enemy.

F MUTAGEN

Write **Mutagen** in Section F of your character sheet. You may prepare one mutagen which enhances your physical characteristics, but with a cost to your mental faculties. Preparing a mutagen takes one hour, and you may only have one mutagen prepared at a time. However, once prepared, a mutagen remains potent until used. Your mutagens have no effect if imbibed by others.

When you imbibe your mutagen, you gain +2 to your AC, +2 hit points per level, +2 bonus to all attack rolls and to melee damage rolls, as well as to initiative checks, for 10 minutes per alchemist level. However, you suffer a -2 penalty to all Intelligence, Wisdom and Charisma checks and to all skill checks.

J STARTING WEALTH

Alchemists start with 105 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Alchemist. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL ALCHEMIST	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
Add one new 1 st -level alchemist formula to your formula book. You may prepare one additional 1 st -level alchemist extract each day. Your bomb DC increases to 11 + your INT. DISCOVERY: Select one discovery from the list below. Each discovery may only be chosen once. POISON RESISTANCE: You gain a +2 bonus to all saving throws against poison. POISON USE: As a standard action you may apply poison to your weapon with no chance of accidentally poisoning yourself. It's left to GM discretion on what types of poisons are available, but you can refer to monster poisons for an idea of what's possible.		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

DISCOVERIES (choose one):

- *Acid Bomb* – When you create a bomb you may choose to have it do acid damage instead of fire damage. Creatures that take a direct hit from an acid bomb take 1d6 additional acid damage one round later.
- *Feral Mutagen* – When you drink your mutagen, as a standard + move action you may make 2 claw attacks (1d6 points of damage each) and a bite attack (1d8 points of damage) using your full attack bonus.
- *Frost Bomb* – When you create a bomb you may choose to have it do cold damage instead of fire damage. Creatures taking a direct hit are staggered on their next turn unless they make a successful Fortitude save.
- *Infusion* – When you create an extract, you may give it to another person to drink and gain its effects. It still takes up one of your daily extract slots.
- *Precise Bombs* – When you throw a bomb you may designate a number of squares equal to your INT that are *not* affected by the splash damage.

3 RD LEVEL ALCHEMIST	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
Add one new 1 st -level alchemist formula to your formula book. You may prepare one additional 1 st -level alchemist extract each day. Your bombs now inflict 2d6 + INT fire damage and 2 + INT fire splash damage. SWIFT ALCHEMY: You may apply poisons to your weapon as a move action, instead of a standard action.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

4 TH LEVEL ALCHEMIST	HIT POINTS + 1D8 + CON	Attack Bonus	Add+1
Add one new 1 st -level or 2 nd -level alchemist formula to your formula book. You may prepare one 2 nd -level alchemist extract each day. If your Intelligence score is 14 or higher you may prepare one additional 2 nd -level alchemist extract each day. Your bomb DC increases to 12 + your INT. You may select a second discovery from the list above.		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

5 TH LEVEL ALCHEMIST	HIT POINTS + 1D8 + CON	Attack Bonus	NO CHANGE
Add one new 1 st -level or 2 nd -level alchemist formula to your formula book. You may prepare one additional 1 st -level alchemist extract and one additional 2 nd -level alchemist extract each day. Your bombs now inflict 3d6 + INT fire damage and 3 + INT fire splash damage. POISON RESISTANCE: Your saving throw bonus against poison increases to +4.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

☀ = Standard magic

♥ = Spell on friend

☠ = Spell on enemy

1st-level Alchemist Formulae

☠ BOMBER'S EYE

Range: Personal **Duration:** 1 rounds/level

While this extract is in effect, you increase the range of your thrown weapons by 10 feet. In addition, you receive a +1 bonus on attack rolls made with thrown weapons.

☀ COMPREHEND LANGUAGES

Range: Personal **Duration:** 10 minutes/level

You are able to comprehend the spoken words of creatures and the literal meaning of otherwise incomprehensible written messages. This only grants the ability to understand the spoken or written words of others, not to speak or write another language yourself.

♥ CURE LIGHT WOUNDS

Range: Touch **Duration:** Instantaneous

You touch a living creature and heal it for hit points equal to 1d8 + your alchemist level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 1d8 + your alchemist level. The undead gets a Will save for half damage (DC 11 + your INT).

☀ DETECT SECRET DOORS

Range: 60 feet **Duration:** 10 minutes/level

You can sense secret doors and hidden passages. On the round you cast it, you sense if there are any in range. On the second round, you know how many there are. On the third round, you know exactly where they are and how to open them.

☀ DISGUISE SELF

Range: Personal **Duration:** 10 minutes/level

You use illusion to disguise your appearance (including clothing, armor, weapons, and equipment). You can seem 1 foot shorter or taller, and anywhere from slim to bulky. You can look like a different race (dwarf, elf, goblin, human, orc, and so on) but not something really different (like a giant spider or dragon).

♥ ENDURE ELEMENTS

Range: Touch **Duration:** 24 hours

A creature protected by this spell suffers no harm from being in a hot or cold environment and can exist comfortably between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. No protect is provided against fire or cold damage.

☀ EXPEDITIOUS RETREAT

Range: Personal **Duration:** 1 minute/level

This spell increases your base land speed by 30 feet. It has no effect on any other mode of movement, such as swimming or flying.

☀ IDENTIFY

RANGE: 60 feet **Duration:** 3 rounds/level

Functions as *detect magic* except that you are able to identify magical items in a single round, and you learn the properties and command words of any magic items in your possession.

♥ KEEN SENSES

Range: Touch **Duration:** 1 minute/level

The beneficiary of this spell gains a +2 bonus to Perception checks and low-light vision.

♥ TOUCH OF THE SEA

Range: Touch **Duration:** 1 minute/level

Beneficiaries of this spell move 30 feet/round while swimming, as well as a +8 bonus to swim checks. Furthermore, you may perform a run action while swimming, so long as you move in a straight line. This spell does not grant the ability to breath water.

2nd-level Alchemist Formulae

☀ ALCHEMICAL ALLOCATION

Range: Personal **Duration:** 1 round

If you consume a potion or elixir on the round after consuming this extract, you can spit it back into its container as a swift action. You gain all the benefits of the potion or elixir, but it is not consumed. You can only gain the benefits of one potion or elixir in this way per use of this extract.

♥ BULL'S STRENGTH

Range: Touch **Duration:** 1 minute/level

Your touched ally gets stronger. The ally gets a +2 bonus on melee attack rolls, melee damage rolls, Strength checks, Climb checks, and Swim checks.

♥ CAT'S GRACE

Range: Touch **Duration:** 1 minute/level

Your touched ally gets more agile. The ally gets a +2 bonus on ranged attack rolls, Armor Class, Dexterity checks, Reflex saving throws and Acrobatics, Disable Device, Ride and Stealth checks.

♥ CURE MODERATE WOUNDS

Range: Touch **Duration:** Instantaneous

You touch a living creature and heal it an amount of hit points equal to 2d8 + your alchemist level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 2d8 + your alchemist level. The undead gets a Will save for half damage (DC 12 + your INT).

☀ FIRE BREATH

Range: 15 feet **Duration:** 1 round/level

Up to three times during this spell's duration, you can belch forth a cone of fire as a standard action. The first cone deals 4d6 points of fire damage to every creature in the area; the second cone of flame deals 2d6 points of fire damage to every creature in the area; and the third cone of flame deals 1d6 points of fire damage to every creature in the area. A successful Reflex save (DC 12 + your INT) halves this damage. After the third cone of flame, the spell ends.

♥ INVISIBILITY

Range: Touch **Duration:** 1 minute/level

You touch an ally and make it (and its gear) turn invisible. Objects it picks up disappear; objects it drops become visible. Attack rolls against the ally have a 50% miss chance (see page 59). If the ally attacks or casts a spell that harms someone, invisibility ends.

♥ RESIST ENERGY

Range: Touch **Duration:** 10 minutes/level

You protect an ally from acid, cold, electricity, or fire (pick one when you cast the spell). Any time the target takes damage from that kind of energy, subtract 10 from the damage. (If the attack had a saving throw for half damage, subtract 10 points after the damage is halved).

FEATS

EXTRA BOMBS

Prerequisites: Alchemist

BENEFIT

You may throw two additional bombs each day. You may take this feat multiple times; its effects stack.

☀ SEE INVISIBILITY

Range: Personal **Duration:** 10 minutes/level

Invisible creatures and objects become visible to you as transparent shapes. The spell doesn't help you see creatures that are just hiding, concealed, or hard to see—it only reveals magical invisibility.

♥ SPIDER CLIMB

Range: Touch **Duration:** 10 minutes/level

The touched subject gains the ability to walk up walls or even across ceilings as a spider would, with a speed of 20 feet. Both hands must be free to do so, and no climb checks are required.

☀ VOMIT SWARM

Range: Personal **Duration:** 1 round/level

You vomit forth a swarm of spiders. The swarm begins adjacent to you and moves in one direction of your choosing at its normal speed. You can move the swarm or change the swarm's direction by spending a standard action to concentrate on the swarm. Use the stats for Giant Spider (pg 71 of GMG) with the following changes: the swarm can enter and move through enemy occupied squares without impediment and automatically hits anyone in the square it occupies, inflicting 1d6 points of damage. They also have the same type of poison as the Giant Spider, but with save DC of 11. The swarm cannot be flanked and is immune to all conditions. Area effect damage (such as *fireball* or bomb splash damage) is multiplied by 1.5.

EXTRA DISCOVERY

Prerequisites: Alchemist

BENEFIT

You gain one additional discovery. You may take this feat multiple times; its effects stack.

BARD

You are a master of one or many forms of artistry, possessing an uncanny ability to know more than you should, using your knowledge to keep you and your friends a step ahead of danger.

Place your highest ability score into Charisma. Place your next highest score into Dexterity.

1ST Level Bard Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+0	Hit Points	8
Reflex Save	+2	Attack Bonus	+0
Will Save	+2	Skill Ranks	6

D Mark these class skills in Section D of your character sheet:

- | | |
|---|--|
| <input checked="" type="checkbox"/> Acrobatics | <input checked="" type="checkbox"/> Perception |
| <input checked="" type="checkbox"/> Bluff | <input checked="" type="checkbox"/> Sense Motive |
| <input checked="" type="checkbox"/> Climb | <input checked="" type="checkbox"/> Spellcraft |
| <input checked="" type="checkbox"/> Diplomacy | <input checked="" type="checkbox"/> Stealth |
| <input checked="" type="checkbox"/> Knowledge (all) | |

E ARMOR AND WEAPONS

In Section E of your character sheet, check off simple weapons, light armor and shields. Also write down longsword, rapier, short sword and shortbow.

K BARD SPELLS

You can cast bard spells that you know from the lists below. You can cast any spell you know without having to prepare it ahead of time. The trade off is that your total available known spells is extremely limited. You start play knowing a total of two 1st-level bard spells of your choice, learning new spells as you gain levels. Note that all bard spells have a verbal component (singing, recitation or music).

CANTRIPS

You have access to the same four cantrips as wizards (page 28 of the Hero's Handbook). You may cast these spells over and over again, as many times as you like.

1ST LEVEL BARD SPELLS

You may cast one 1st-level bard spell per day from the list of spells below. If your Charisma ability score is 12 or higher, you can cast one additional 1st-level bard spell each day. Write this number of 1st-level bard spells per day in Section K. If a spell says you can cast it on an ally, you can instead cast it on yourself—you don't have to cast it on someone else.

F BARDIC KNOWLEDGE

Write **Bardic Knowledge** in Section F of your character sheet. You add a +1 bonus to all your knowledge skill checks. In addition, you may make a knowledge check even if you are untrained in that specific knowledge skill.

F BARDIC PERFORMANCE

Write **BARDIC PERFORMANCE** in Section F of your character sheet. Next to that write **4 + CHA rounds per day**. While performing you may grant one of the following benefits to you and your allies:

- *Distract* against spells and spell effects that depend on sound (excepting verbal components) or sight. For example, the *sound burst* spell. You and your allies add your bard level to any saving throws against such spells.
- *Fascinate* creatures within 90 feet of you (and able to perceive you) with your performance. Each creature in range is allowed a Will save (DC 10 + CHA) to negate the effect. If they fail the save they sit and watch your performance for as long as you maintain it. If threatened, they are entitled to another saving throw. Obvious threats and hostile actions immediately end the effect.
- *Inspire courage* in those allies able to perceive your performance. They gain a +1 bonus to saving throws against charm and fear effects, and a +1 bonus to attack and weapon damage rolls.

Starting a performance is a standard action, but is maintained automatically in subsequent rounds so long as you maintain it. Your performance cannot be interrupted, but it ends immediately if you die, are stunned, paralyzed or knocked unconscious. You can only have one performance in effect at a time; to grant a new benefit, you must end the current performance and start a new one.

J STARTING WEALTH

Bards start with 140 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Bard. Turn to Page 32 of the Hero's Handbook.

2 ND LEVEL BARD	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>You may cast another 1st-level bard spell each day. You also learn a third 1st-level bard spell of your choice.</p> <p>You gain an additional 2 rounds of bardic performance each day.</p> <p>Your <i>fascinate</i> performance now has a saving throw DC of 11 + CHA.</p> <p>Your bardic knowledge bonus increases to +2.</p> <p>VERSATILE PERFORMANCE: Pick one specific type of performance which is associated with another skill. Add your bard level to all checks made for the associated skill (see below).</p> <p>WELL VERSED: You gain a +4 bonus to saving throws against other bard's performances and to sonic based effects in general.</p>	Fortitude Save	NO CHANGE	
	Reflex Save	Add +1	
	Will Save	Add +1	

VERSATILE PERFORMANCE (pick one):

- Acting (Bluff) – Add your bard level to all Bluff skill checks.
- Dance (Acrobatics) – Add your bard level to all Acrobatics skill checks.
- Oratory (Diplomacy) – Add your bard level to all Diplomacy skill checks.
- Singing (Sense Motive) – Add your bard level to all Sense Motive skill checks.

3 RD LEVEL BARD	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>You may cast another 1st-level bard spell each day. You also learn a fourth 1st-level bard spell of your choice.</p> <p>You gain an additional 2 rounds of bardic performance each day.</p> <p>BARDIC PERFORMANCE: Your performances can now <i>inspire competence</i>, granting a +2 bonus to skill checks for allies within 30 feet of you who can hear your performance. The bonus continues as long as you maintain the performance. Certain uses of this performance are infeasible (such as with Stealth) and may be disallowed by the GM. You cannot inspire competence in yourself.</p>	Fortitude Save	Add +1	
	Reflex Save	NO CHANGE	
	Will Save	NO CHANGE	

4 TH LEVEL BARD	HIT POINTS + 1D8 + CON	Attack Bonus	Add+1
<p>You learn two 2nd-level bard spells, and may cast one 2nd-level bard spell each day. If your Charisma score is 14+ you may cast one additional 2nd-level bard spell each day.</p> <p>Your bardic knowledge bonus increases to +3.</p> <p>You gain an additional 2 rounds of bardic performance each day.</p> <p>Your <i>fascinate</i> performance now has a saving throw DC of 12 + CHA.</p>	Fortitude Save	NO CHANGE	
	Reflex Save	Add +1	
	Will Save	Add +1	

5 TH LEVEL BARD	HIT POINTS + 1D8 + CON	Attack Bonus	NO CHANGE
<p>You may cast one additional 1st-level and 2nd-level bard spell each day. You also learn a second 2nd-level bard spell of your choice.</p> <p>Your <i>inspire courage</i> performances now grant a +2 bonus to charm and fear effects and a +2 bonus to attack and weapon damage rolls.</p> <p>You gain an additional 2 rounds of bardic performance each day.</p> <p>LORE MASTER: Once per day you may take your maximum result for any knowledge skill, as if you had rolled a 20 on the skill check.</p>	Fortitude Save	NO CHANGE	
	Reflex Save	NO CHANGE	
	Will Save	NO CHANGE	

☀ = Standard magic

♥ = Spell on friend

☠ = Spell on enemy

1st - LEVEL BARD SPELLS

☠ CHARM PERSON

Range: 30 feet **Duration:** 1 hours/level

You make a humanoid enemy think you are its friend (though this doesn't mean you can give it orders). It can make a Will save to resist (DC 11 + your CHA Mod). If you or your allies are attacking it, it gets a +5 on this save. You can't cast this on mindless creatures.

☀ COMPREHEND LANGUAGES

Range: Personal **Duration:** 10 minutes/level

You are able to comprehend the spoken words of creatures and the literal meaning of otherwise incomprehensible written messages. This only grants the ability to understand the spoken or written words of others, not to speak or write another language yourself.

♥ CURE LIGHT WOUNDS

Range: Touch **Duration:** Instantaneous

You touch a living creature and heal it for hit points equal to 1d8 + your bard level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 1d8 + your bard level. The undead gets a Will save for half damage (DC 11 + your CHA).

☀ DETECT SECRET DOORS

Range: 60 feet **Duration:** 10 minutes/level

You can sense secret doors and hidden passages. On the round you cast it, you sense if there are any in range. On the second round, you know how many there are. On the third round, you know exactly where they are and how to open them.

☀ DISGUISE SELF

Range: Personal **Duration:** 10 minutes/level

You use illusion to disguise your appearance (including clothing, armor, weapons, and equipment). You can seem 1 foot shorter or taller, and anywhere from slim to bulky. You can look like a different race (dwarf, elf, goblin, human, orc, and so on) but not something really different (like a giant spider or dragon).

☀ EXPEDITIOUS RETREAT

Range: Personal **Duration:** 1 minute/level

This spell increases your base land speed by 30 feet. It has no effect on any other mode of movement, such as swimming or flying.

☠ HIDEOUS LAUGHTER

Range: 30 feet **Duration:** 1 round/level

Creatures affected by this spell are entitled to a Will save (DC 11 + your CHA) to negate. If the save fails, the subject falls prone, collapsing in gales of uncontrollable laughter. They may take no actions while the spell is in effect, though they are not considered helpless. This spell cannot be cast on mindless creatures.

☠ SLEEP

Range: 100 feet **Duration:** 1 minute/level

Living creatures in a 10-foot radius fall asleep. The spell can affect up to 4 Hit Dice, starting with the lowest Hit Dice and ignoring unconscious, mindless, or construct creatures. Creatures can make a Will save (DC 11 + your CHA Mod) to resist. Waking a sleeping creature is a standard action. Noise isn't enough to wake them.

☀ SUMMON MONSTER I

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Dire Rat (pg. 65 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

☀ VENTRILOQUISM

Range: 30 feet **Duration:** 1 minute/level

You can make your voice (or any noise you can normally make) seem to emanate from somewhere else, in any language you know. Anyone hearing it that makes a successful Will save (DC 11 + your CHA) will recognize it as an illusion, though they still hear it.

2nd - LEVEL BARD SPELLS

♥ BLUR

Range: Touch **Duration:** 1 minute/level

The touched subject gains the benefit of concealment (20% miss chance). *See invisibility* does not counteract the *blur* effect. Opponents that cannot see the subject ignore the spell's effect.

♥ CURE MODERATE WOUNDS

Range: Touch **Duration:** Instantaneous

You touch a living creature and heal it an amount of hit points equal to 2d8 + your bard level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 2d8 + your bard level. The undead gets a Will save for half damage (DC 12 + your CHA).

♥ CAT'S GRACE

Range: Touch **Duration:** 1 minute/level

Your touched ally gets more agile. The ally gets a +2 bonus on ranged attack rolls, Armor Class, Dexterity checks, Reflex saving throws and Acrobatics, Disable Device, Ride and Stealth checks.

♥ HEROISM

Range: Touch **Duration:** 10 minutes/level

A single creature touched by you is imbued with great heroism, receiving a +2 bonus to attack rolls, saving throws and skill checks.

☠ HOLD PERSON

Range: 100 feet **Duration:** 1 round/level

You cast this on a humanoid enemy, who gets to make a Will save to resist (DC 12 + your CHA). If it doesn't resist, it is paralyzed. Once per round at the end of its turn it can try another Will save to end the spell. This spell has no effect on mindless creatures.

♥ INVISIBILITY

Range: Touch **Duration:** 1 minute/level

You touch an ally and make it (and its gear) turn invisible. Objects it picks up disappear; objects it drops become visible. Attack rolls against the ally have a 50% miss chance (see page 59). If the ally attacks or casts a spell that harms someone, invisibility ends.

♥ MIRROR IMAGE

Range: Personal **Duration:** 1 minute/level

You create 1d4+1 illusory doubles that occupy your space and mimic your every move. When you are hit in combat, roll randomly to determine if one of your figments is hit instead; any figment hit is destroyed. Attackers must be able to see the figments to be fooled by the illusion.

☠ SILENCE

Range: 400 feet **Duration:** 1 round/level

All sound is negated in a 20-foot radius area designated by you within range of the spell. Spells may not be cast in the silenced area; likewise conversation is impossible and no noise whatsoever issues from, penetrates or passes through the area. Creatures in the area of effect are immune to sonic attacks or language-based attacks, spells and effects.

The spell can be targeted on a creature, which gets a Will save to negate (DC 12 + your CHA). The radius is centered on the creature and moves as it moves.

☀ SUMMON MONSTER II

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Giant Spider (pg. 71 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

☀ TONGUES

Range: Touch **Duration:** 10 minutes/level

The beneficiary of this spell is granted the ability to speak and understand the language of any intelligent creature, though it does not necessarily predispose them favorably towards the beneficiary. The subject may only speak in one language at a time, though it may understand multiple languages at once. The spell does not enable the subject to speak with creatures that are not able to speak.

FEATS

EXTRA PERFORMANCE

Prerequisites: Bard

BENEFIT

You gain 6 additional rounds of bardic performance per day. You may take this feat multiple times; the effects stack.

CAVALIER

You are a skilled warrior, whether fighting on foot or horseback, dedicating your life to a singular cause, serving it above all others. Your true strength comes from the conviction of your ideals and the oath you have sworn.

Place your highest ability score into Strength. You may find it useful to have a high Charisma score, as well.

1ST Level Cavalier Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	10
Reflex Save	+0	Attack Bonus	+1
Will Save	+0	Skill Ranks	4

D Mark these class skills in Section D of your character sheet:

<input checked="" type="checkbox"/> Bluff	<input checked="" type="checkbox"/> Ride
<input checked="" type="checkbox"/> Climb	<input checked="" type="checkbox"/> Sense Motive
<input checked="" type="checkbox"/> Diplomacy	<input checked="" type="checkbox"/> Swim

E ARMOR AND WEAPONS

In Section E of your character sheet, mark off light, medium and heavy armor, shields, simple weapons and martial weapons.

F CHALLENGE

Write **Challenge** in Section F of your character sheet. Once per day you may issue a challenge to one foe. You add your cavalier level to damage rolls from all melee attacks made against your challenged foe. The challenge lasts until the enemy is dead, unconscious or the battle ends. Your order also adds an additional effect when you issue challenges.

F MOUNT

Write **Mount** in Section F of your character sheet. You gain the service of a loyal steed to carry you into battle. Usually this is a war horse, but small cavaliers use war ponies as their mounts (or other suitable animals at the GM's discretion). The mount has 10 hit points for each of your cavalier levels. The mount is considered combat trained and attacks and saves as a cavalier of the same level as you. The mount's attacks inflict 2d4 damage. Should your mount die, you may acquire and train a new one after one week of mourning. You suffer no combat penalties fighting in melee combat while astride your mount. *Note: it will usually not be practical to bring your mount into a dungeon!*

F ORDER

Write **Order** in Section F of your character sheet. Choose one of the orders shown below; you dedicate your life to that cause, adhering strictly to its edicts. Each order grants a number of special bonuses and abilities listed below. Breaking an order's edicts (subject to GM's interpretation) results in the loss of your order's benefits for 24 hours. Once an order is selected, you may not switch (though a nice GM can let you switch orders by undertaking an arduous quest).

Order of the Dragon

Edicts: The cavalier must remain loyal to his allies and must always work to further the aims of the group. He must protect his allies from harm and defend their honor when called into doubt.

Challenge: When you issue a challenge, all of your allies gain a +1 bonus on melee attack rolls against the target whenever you are adjacent to the target.

Skills: Add Perception to your list of available class skills.

Aid Another: At 2nd level you may give up your next available action in combat to aid one adjacent ally. That ally gains a +3 bonus to either Armor Class, attack rolls or a saving throw (your choice).

Order of the Shield

Edicts: The cavalier must protect the lives and prosperity of the common folk, shielding them from the deprivations of those who would seek to cause them harm or exploit them. He must give charity when it is warranted and aid when needed. He must take no action that would cause harm or hardship to those who cannot defend themselves.

Challenge: When you make a challenge, you gain a +1 bonus on melee attack rolls against that target if it attacks anyone other than you.

Skills: Add Knowledge (Local) to your list of available class skills.

Resolute: At 2nd level, whenever you take damage from a melee or ranged attack while wearing heavy armor, you may reduce that damage by 1 point (i.e. if the attack did 3 points of damage, you only take 2 points of damage). This does not convert damage from spells or energy damage.

Order of the Sword

Edicts: The cavalier must show courage in the face of danger, mercy to those who have wronged him, and charity to the poor and the meek. He must be just and honorable at all times and in all things. He must defend his honor and, above all else, the honor of those he serves.

Challenge: When you challenge an enemy, you receive a +1 bonus to all melee attack rolls against that opponent so long as you are mounted on your horse.

Skills: Add Knowledge (Religion) to your list of available class skills.

By My Honor: At 2nd level you select one alignment (i.e. *your* alignment). So long as you maintain that alignment you gain a +2 bonus to one saving throw of your choice.

F TACTICIAN

Write **Tactician** in Section F of your character sheet. Once per day as a standard action you make grant yourself, and all your allies within 30 feet of you, a +4 bonus on flanking attacks (instead of the usual +2 flanking bonus).

J STARTING WEALTH

Cavaliers start with 175 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Cavalier. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL CAVALIER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
You gain the 2 nd level ability from your chosen order (see above).		Fortitude Save	Add +1
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

3 RD LEVEL CAVALIER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
Write the following new class feature in Section F of your character sheet: Cavalier's Charge: You receive a +4 bonus on melee attack rolls for charge attacks while mounted. Furthermore, you suffer no AC penalty after making a charge attack while mounted.		Fortitude Save	NO CHANGE
		Reflex Save	Add +1
		Will Save	Add +1

4 TH LEVEL CAVALIER	HIT POINTS + 1D10 + CON	Attack Bonus	Add+1
Write the following new class feature in Section F of your character sheet: CHALLENGE: You may issue up to two challenges per day. EXPERT TRAINER: You suffer no combat penalties fighting astride any type of trained mount. Furthermore, you may train horses, or similar animals, for use as combat mounts. The latter benefit has little mechanical effect in Beginner Box, though could provide a minor source of income between adventures or a way to gain access to a lord or lady.		Fortitude Save	Add +1
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

5 TH LEVEL CAVALIER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
Write the following new class feature in Section F of your character sheet: BANNER: Your banner becomes a symbol of inspiration to your allies and companions. As long as your banner is clearly visible, your allies gain a +2 bonus to saving throws and a +2 bonus to charge attack rolls. The banner must be carried or displayed by you or your mount to provide these benefits. TACTICIAN: You may use your Tactician ability twice per day now.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

FEATS

COSMOPOLITAN	
Prerequisites:	None
BENEFIT	
You can speak and read two additional languages. In addition, choose two INT, WIS or CHA based skills. Those skills always count as class based skills for you.	

PRACTICED TACTICIAN	
Prerequisites:	Cavalier
BENEFIT	
You may use the tactician ability one additional time each day. You may take this feat multiple times; its effects stack.	

DRUID

You are a protector of nature, an ally to beasts and a manipulator of nature. You may be of any neutral alignment.

Place your highest ability score into Wisdom. Place your next highest score into Strength.

1ST Level Druid Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	8
Reflex Save	+0	Attack Bonus	+0
Will Save	+2	Skill Ranks	4

D Mark these class skills in Section D of your character sheet:

<input checked="" type="checkbox"/> Climb	<input checked="" type="checkbox"/> Perception
<input checked="" type="checkbox"/> Heal	<input checked="" type="checkbox"/> Ride
<input checked="" type="checkbox"/> Knowledge (Geography)	<input checked="" type="checkbox"/> Spellcraft
<input checked="" type="checkbox"/> Knowledge (Nature)	<input checked="" type="checkbox"/> Swim

E ARMOR AND WEAPONS

In Section E of your character sheet, write down leather, padded, hide armor and wooden shields. Also write down club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, spear and natural attacks (while in animal form).

K DRUID SPELLS

You can cast druid spells (see below). Every morning, you spend an hour meditating on the spells you want to cast that day. This is called “preparing your spells.” When you cast a spell, mark it off from today’s list of prepared spells. Each day you can pick different spells—they don’t have to be the same ones each time.

ORISONS

You have access to the same four orisons as clerics (page 18 of the Hero’s Handbook). You may cast these spells over and over again, as many times as you like.

1ST LEVEL DRUID SPELLS

You can prepare one **1st-level druid spell** per day from the list of spells below. If your Wisdom ability score is 12 or higher, you can prepare an extra 1st-level druid spell each day! Write this number of 1st-level spells per day in Section K. If a spell says you can cast it on an ally, you can instead cast it on yourself—you don’t have to cast it on someone else.

F NATURE BOND

Write **Nature Bond** in Section F of your character sheet. You form a close bond with a small or medium sized animal. Unlike normal animals, your animal companion improves in levels as you do. It saves as a Druid of the same level, its BAB is equal to your level, it adds half your level to its AC (round down), and has 8 + 1d8 hit points/level. Small animals inflict 1d6 damage; medium animals inflict 2d4 damage. Any spells you cast with a target of ‘you’ may also be cast on your animal companion. You may give your animal companions instructions as a swift action.

F NATURE SENSE

Write **Nature Sense** in Section F of your character sheet. You gain a +2 bonus to all Knowledge (Nature) checks.

F WILD EMPATHY

Write **Wild Empathy** in Section F of your character sheet. Per the Diplomacy skill (pg. 36 of *Hero’s Handbook*) you may attempt to improve the initial attitude of an animal that is visible to you and within 30 feet. Roll 1d20 and add your level and CHA modifier.

J STARTING WEALTH

Druids start with 70 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Druid. Turn to Page 32 of the *Hero’s Handbook*.

2 ND LEVEL DRUID	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>You may prepare another 1st-level druid spell each day!</p> <p>Write the following new class features in Section F of your character sheet:</p> <p>WOODLAND STRIDE: You may move through any type of undergrowth at your normal speed, suffering no damage or impairment of any kind. Plants magically manipulated to impede movement still affect you.</p>		Fortitude Save	Add +1
		Reflex Save	NO CHANGE
		Will Save	Add +1

3 RD LEVEL DRUID	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>You can prepare one 2nd-level druid spell per day from the spells below! If your Wisdom ability score is 14 or higher, you can prepare an extra 2nd-level druid spell each day!</p> <p>Write the following new class features in Section F of your character sheet:</p> <p>TRACKLESS STEP: You leave no trail in natural surroundings and cannot be tracked. You may, however, choose to leave a trail if so desired.</p>		Fortitude Save	NO CHANGE
		Reflex Save	Add +1
		Will Save	NO CHANGE

4 th LEVEL DRUID	HIT POINTS + 1D8 + CON	Attack Bonus	Add+1
<p>You can prepare another 1st-level druid spell each day!</p> <p>You can prepare another 2nd-level druid spell each day!</p> <p>RESIST NATURE'S LURE: You gain a +4 bonus to saving throws against spells and effects that utilize or target plants, such as <i>entangle</i>.</p> <p>WILD SHAPE: You gain the ability to turn yourself into a small or medium animal and back again once per day (see below).</p>		Fortitude Save	Add +1
		Reflex Save	NO CHANGE
		Will Save	Add +1

WILD SHAPE

You gain the ability to turn yourself into a small or medium animal and back again once per day. The effect lasts 1 hour per druid level, or until you change back. Changing form is a standard action and may be done while adjacent to enemies. You must choose an animal form that you are familiar with. You retain your ability scores, hit points, saving throws and armor class while in animal form. However, you gain any natural abilities of that animal (i.e. if you turn into a bird, you can fly; if you turn into a fish you can swim at your normal speed and breathe water). Small animals inflict 1d6 damage and medium animals inflict 2d4 damage (plus STR bonus, if any). You are considered proficient in the natural weapons of your animal form. You lose the ability to speak while in animal form (and thus cannot cast spells), but you may communicate normally with any animals of the same general group.

5 TH LEVEL DRUID	HIT POINTS + 1D8 + CON	Attack Bonus	NO CHANGE
<p>You can prepare one 3rd-level druid spell per day from the spells below! If your Wisdom ability score is 16 or higher, you can prepare an extra 3rd-level druid spell each day!</p>		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

☀ = Standard magic

♥ = Spell on friend

☠ = Spell on enemy

1st - LEVEL DRUID SPELLS

☠ CHARM ANIMAL

Range: 30 feet **Duration:** 1 hours/level

You make an animal think you are its friend (though this doesn't mean you can give it orders). It can make a Will save to resist (DC 11 + your INT Mod). If you or your allies are attacking it, it gets a +5 on this save. You can't cast this on mindless creatures.

♥ CURE LIGHT WOUNDS

Range: Touch **Duration:** Instantaneous

You touch a living creature and heal it for hit points equal to 1d8 + your druid level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 1d8 + your druid level. The undead gets a Will save for half damage (DC 11 + your WIS).

♥ ENDURE ELEMENTS

Range: Touch **Duration:** 24 hours

A creature protected by this spell suffers no harm from being in a hot or cold environment and can exist comfortably between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. No protect is provided against fire or cold damage.

☠ ENTANGLE

Range: 400 feet **Duration:** 1 minute/level

This spell causes plant life to wrap around creatures in a 40 foot radius, or those that enter the area. Those that fail a Reflex save (DC 11 + your WIS mod) each round they remain in the area gain the entangled condition (pg. 94 of the *Game Master's Guide*).

☀ GOODBERRY

Range: Touch **Duration:** 1 day/level

Goodberry makes 2d4 freshly picked berries magical, which may be given to others. Each berry consumed provides nourishment equivalent to a normal meal, and heals 1 point of damage.

♥ LONGSTRIDER

Range: Personal **Duration:** 1 hour/level

You gain a +10 foot bonus to your speed. It has no effect on other modes of movement, such as climbing, flying or swimming.

♥ PASS WITHOUT TRACE

Range: Touch **Duration:** 1 hour/level

One creature per level touched does not leave footprints or a scent trail while moving. They can only be tracked by magical means.

☠ PRODUCE FLAME

Range: Personal **Duration:** 1 minute/level

You produce magical flames in your hands, which neither harm you or our equipment. You may make a melee touch attack to hit opponents with these flames, inflicting 1d6 + your druid level damage. Alternatively, you may hurl the flames up to 120 feet as a ranged touch attack. Each attack with the flames reduces the duration by 1 minute. Unfortunately, this spell doesn't work underwater.

☀ SPEAK WITH ANIMALS

Range: Personal **Duration:** 1 minute/level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. If an animal is friendly toward you, it may do some favor or service for you.

☀ SUMMON NATURE'S ALLY I

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Venomous Snake (pg. 81 of the *Game Master's Guide*) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

2nd - LEVEL DRUID SPELLS

♥ BARKSKIN

Range: Touch **Duration:** 10 minutes/level

Barkskin toughens the subject's skin, granting a +2 bonus to AC.

♥ BULL'S STRENGTH

Range: Touch **Duration:** 1 minute/level

Your touched ally gets stronger. The ally gets a +2 bonus on melee attack rolls, melee damage rolls, Strength checks, Climb checks, and Swim checks.

♥ CAT'S GRACE

Range: Touch **Duration:** 1 minute/level

Your touched ally gets more agile. The ally gets a +2 bonus on ranged attack rolls, Armor Class, Dexterity checks, Reflex saving throws and Acrobatics, Disable Device, Ride and Stealth checks.

♥ DELAY POISON

Range: Touch

Duration: 1 hour/level

Your touched ally ignores the effects of poison until the spell runs out. When this spell ends, any poison delayed by this spell takes effect. This spell does not cure poison effects that have already happened; it just prevents more poison effects for a while.

☠ FLAME BLADE

Range: Personal

Duration: 1 minute/level

A blazing beam of red-hot fire springs forth from your hand. You may wield *flame blade* as a scimitar, making melee touch attacks with it. The beam inflicts 1d8 + 1 per two druid levels damage (do *not* add STR). The blade can be used to ignite combustible materials, such as clothing, parchment or straw.

☠ HEAT METAL

Range: 30 feet

Duration: 5 rounds

This spell heats all metal worn by the target (armor, shields and weapons) for 5 combat rounds. A Will save is allowed to negate the spell (DC 12 + your WIS). Damage is inflicted as follows:

1st round – 1 fire damage; metal is hot

2nd round – 2 fire damage; metal is red hot

3rd round – 4 fire damage; metal is searing

4th round – 2 fire damage; metal is red hot

5th round – 1 fire damage; metal is hot

Damage is halved (round down) underwater; the surrounding water boils.

☠ HOLD ANIMAL

Range: 100 feet

Duration: 1 round/level

You cast this on an animal enemy, who gets to make a Will save to resist (DC 12 + your WIS). If it doesn't resist, it is paralyzed. Once per round at the end of its turn it can try another Will save to end the spell. This spell has no effect on mindless creatures.

♥ RESIST ENERGY

Range: Touch

Duration: 10 minutes/level

You protect an ally from acid, cold, electricity, or fire (pick one when you cast the spell). Any time the target takes damage from that kind of energy, subtract 10 from the damage. (If the attack had a saving throw for half damage, subtract 10 points after the damage is halved).

♥ SPIDER CLIMB

Range: Touch

Duration: 10 minutes/level

The touched subject gains the ability to walk up walls or even across ceilings as a spider would, with a speed of 20 feet. Both hands must be free to do so, and no climb checks are required.

☀ SUMMON NATURE'S ALLY II

Range: 30 feet

Duration: 1 round/level

Casting this spell causes a Wolf (pg. 83 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

3rd - LEVEL DRUID SPELLS

☠ CALL LIGHTNING

Range: 100 feet

Duration: 1 round/level

Upon casting this spell, and once per round thereafter, you call down a 5 foot wide vertical bolt of lightning which strikes one target you designate within range of the spell. The target takes 3d6 points of electricity damage, but gets a Reflex save for ½ damage (DC 13 + WIS). Calling down a lightning bolt is a standard action, and you may call down a total number of bolts equal to your level. *Call lightning* does not work underwater.

♥ CURE MODERATE WOUNDS

Range: Touch

Duration: Instantaneous

You touch a living creature and heal it an amount of hit points equal to 2d8 + your druid level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 2d8 + your druid level. The undead gets a Will save for half damage (DC 13 + your WIS).

☀ DAYLIGHT

Range: Touch

Duration: 10 minutes/level

One object touched by you emits light as a bright, sunny day, with a 60 foot radius. Daylight automatically dispels *darkness*. Creatures that suffer penalties in the presence of bright light also suffer them while within *daylight's* radius; however, the spell does not harm creatures that would normally take damage from sunlight.

♥ NEUTRALIZE POISON

Range: Touch

Duration: Instantaneous

Any poisons affecting the touched subject are immediately neutralized. The subject suffers no further ill effect from those poisons, though it does reverse effects already suffered.

If *neutralize poison* is cast on a poisonous creature, it will negate the creature's poison for 10 minutes/level. The creature gets a Will save (DC 13 + WIS) to negate this effect.

♥ REMOVE DISEASE

Range: Touch

Duration: Instantaneous

You touch an ally and attempt to cure a disease on that ally. Roll 1d20 + your cleric level. If your roll equals the DC of the disease, you cure the disease. This does not prevent the ally from catching the disease again at a later time.

SLEET STORM

Range: 400 feet	Duration: 1 round/level
------------------------	--------------------------------

Driving sleet blocks all sight (even darkvision) within a 40-foot radius, covering the ground with ice and extinguishing torches and small fires. Creatures may not walk within or through the area of sleet without a successful DC 10 Acrobatics check; even then normal movement speed is halved.

SPEAK WITH PLANTS

Range: Personal	Duration: 1 minute/level
------------------------	---------------------------------

You can ask questions of and receive answers from normal plants and plant creatures, but the spell doesn't make them any more friendly than normal. Keep in mind that a normal plant's sense of its surroundings is limited. If a plant is friendly toward you, it may do some favor or service for you.

STONE SHAPE

Range: Touch	Duration: Instantaneous
---------------------	--------------------------------

You can form an existing piece of stone (up to 10 cubic feet/level) into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

FEATS

NATURAL SPELL

Prerequisites:	Druid
-----------------------	-------

BENEFIT

You may cast spells while using wild shape.

SUMMON NATURE'S ALLY III

Range: 30 feet	Duration: 1 round/level
-----------------------	--------------------------------

Casting this spell causes a Boar (pg. 64 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

WATER BREATHING

Range: Touch	Duration: 2 hours/level
---------------------	--------------------------------

You touch one or more allies and give them the ability to breathe water. The creatures are still able to breathe air. You divide the duration evenly among all the creatures you cast the spell on (for example, 10 hours divided among 5 allies means 2 hours each).

GUNSLINGER

You are a master of a new and mysterious weapon, relying on luck and bold action as much as your guns. The thunderous rhythm of gunfire is the pounding beat of the gunslinger.

Place your two highest attribute scores into Dexterity and Wisdom.

1ST Level Gunslinger Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	10
Reflex Save	+2	Attack Bonus	+1
Will Save	+0	Skill Ranks	4

D Mark these class skills in Section D of your character sheet:

- | | |
|---|---|
| <input checked="" type="checkbox"/> Acrobatics | <input checked="" type="checkbox"/> Knowledge (Local) |
| <input checked="" type="checkbox"/> Bluff | <input checked="" type="checkbox"/> Perception |
| <input checked="" type="checkbox"/> Climb | <input checked="" type="checkbox"/> Ride |
| <input checked="" type="checkbox"/> Heal | <input checked="" type="checkbox"/> Swim |
| <input checked="" type="checkbox"/> Knowledge (Engineering) | |

E ARMOR AND WEAPONS

In Section E of your character sheet, mark off light armor, simple weapons and martial weapons. In addition, write down firearms.

F GUNSMITH

Write **Gunsmith** in Section F of your character sheet. You start with one firearm of your choice (pistol, musket or blunderbuss). This weapon is rusty and beat-up, but you manage to keep it working. In the hands of anyone else it is only broken junk (worth 4d10 GP if sold for scrap). If you lose your firearm, you may cobble together a new one from various parts in a day.

F GRIT

Write **Grit** in Section F of your character sheet. Grit is a fluctuating measure of your ability to perform daring and amazing feats in combat. Each day you start with a number of grit points equal to your WIS (minimum of 1). Grit points will go up and down during the course of the day, but usually cannot exceed your WIS.

Each time you score a critical hit with a firearm you regain one spent grit point. Reducing a creature to 0 or fewer hit points with a firearm will likewise restore one spent grit point. Optionally, GM's may allow you to regain a grit point for completing a risky and daring action that has a low probability of success (ask your GM if a particular action qualifies).

Grit points are spent to perform any of the Deeds below. Some deeds require the expenditure of grit points; others only work so long as you have at least 1 grit point. Deeds may be performed multiple successive times so long as you have the requisite number of grit points to pay for them.

Dead Eye – You may perform a firearm attack against touch AC further than the first range increment. The cost is 1 grit point per range increment beyond the first. You still incur the -2 attack penalty for those additional range increments.

Gunslinger's Dodge – When someone makes a ranged attack against you, you may spend 1 grit point to move 1 space (5 feet) and you gain +2 AC against the triggering attack. Alternatively, you may drop prone and gain +4 AC against the triggering attack.

Quick Clear – So long as you have at least 1 grit point you may clear a firearm misfire as a standard action. If you spend 1 grit point you may clear the misfire as a move action instead.

J STARTING WEALTH

Gunslingers start with 175 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Gunslinger. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL GUNSLINGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
NIMBLE: Write Nimble in Section F of your character sheet. You gain a +1 bonus to AC while wearing light or no armor.		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

3 RD LEVEL GUNSLINGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
You gain access to additional grit deeds (see below).		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

Gunslinger Initiative – As long as you have at least 1 grit point, you gain +2 bonus to your initiative checks. Furthermore, if you have the Quick Draw feat, and your hands are free, you may draw a single, non-hidden firearm as part of your initiative check (instead of as a free action).

Pistol Whip – You may spend 1 grit point to make a melee attack using the butt or stock of your equipped firearm. You are considered proficient with the weapon and add any magical enhancement bonuses it may have. One-handed firearms do 1d6 damage; two-handed firearms inflict 1d10 damage. The critical multiplier is 20/x2.

Utility Shot – As long as you have at least 1 grit point you may perform any of the following utility shots:

- *Blast Lock* – Make an attack roll against the AC of the lock (below). If the attack hits, the lock is blasted apart and the door may be opened. On a miss the lock is destroyed but still closed. Another blast lock, or disable device check, can still be made to open it, though the AC/DC increases by 10.
 - Simple Lock = AC 15
 - Average Lock = AC 20
 - Good Lock = AC 25
 - Superior Lock = AC 30
 - Magic Lock = +10 AC
- *Scout Object* – You may make an attack against one unattended Tiny (or smaller) object. If you hit AC 11 or better, you may scout that object up to 3 spaces (15 feet) away from its starting point; it is not damaged. On a miss, the object is damaged and does not move.
- *Stop Bleeding* – After making a firearm attack, as a free action you may press the hot barrel against a bleeding wound on yourself or an adjacent ally, ending a single bleeding condition. You can also just fire a shot in the air and use this ability, but you still use up the ammo for it.

4 TH LEVEL GUNSLINGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add+1
BONUS FEAT: You may select a bonus feat, which must be chosen from combat or grit feats.		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

5 TH LEVEL GUNSLINGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
Write the following new class feature in Section F of your character sheet: GUN TRAINING: Select one type of firearm (pistol, musket or blunderbuss). You gain a bonus equal to your DEX to damage rolls for that weapon (if your DEX is negative, then use 0). Furthermore, your misfire chance is reduced by 1 for your chosen type of firearm.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

FIREARMS

FIREARM PROFICIENCY: Gunslingers get proficiency with firearms for free. All other classes must spend a feat to gain firearm proficiency. Attacking with a firearm without proficiency incurs a -4 penalty on attack rolls. Furthermore, the misfire chance doubles.

RANGE AND PENETRATION: These rules assume that early pistols, muskets and blunderbusses are the prevalent firearms available. Early firearms can fire up to a maximum of 5 range increments. For attacks against targets within the first range increment, use the target's touch AC instead of its normal AC.

Note that you may not attack with firearms while adjacent to an enemy, unless you have the Deft Shootist feat.

LOADING FIREARMS: Early firearms are muzzle-loading weapons. You must have at least one free hand in order to load a firearm. Each barrel must be loaded separately. Loading a firearm is normally a standard + move action. However, the Rapid Reload feat and alchemical cartridges can be used to reduce loading times:

- Either one reduces loading time to a standard action
- Using both reduces loading time to a move action

Note that you may not reload a firearm while adjacent to an enemy, unless you have the Deft Shootist feat.

AMMUNITION: Firearm ammunition comes either as powder-and-shot or alchemical cartridges. Both types of ammunition are destroyed on use, and thus cannot be recovered on a miss as you could with arrows or crossbow bolts.

MISFIRES: Early firearms are not entirely reliable. If the d20 attack roll comes up 1 or 2, the weapon misfires and misses automatically (even if it would have normally hit). Firearms that have misfired cannot be fired again until they have been cleared. Clearing a firearm is normally a standard + move action, though Gunslingers with at least 1 unspent grit point can clear a misfire as a standard action, or as a move action if they spend 1 grit point.

Note that non-proficient firearm use doubles the misfire chance (1-4 instead of 1-2). Also, alchemical cartridges increase the misfire chance by one (1-3).

FIRE WHILE PRONE: Firearms may be fired while prone, without penalty.

FIREARMS, BLACKPOWDER AND WATER: Blackpowder becomes useless when exposed to water. Powder horns protect blackpowder from water. Firearms cannot be loaded or fired underwater without some form of magical aid.

DEFLECT ARROWS: As improbable as it sounds, the Deflect Arrows feat (see Monks) can be used to deflect bullets, but not pellets from a blunderbuss.

FIRING TWO-HANDED WEAPONS WITH ONE HAND: Muskets and blunderbusses normally require two hands to fire properly. However, in a pinch they can be fired one-handed, though with a -4 penalty on the attack roll.

SCATTER ATTACK: A blunderbuss may fire either a single bullet or several pellets in a scatter attack. When firing a single bullet the blunderbuss attacks normally with a maximum of five range increments. With a scatter attack, the blunderbuss fires a cone with a maximum range of 15 feet. This cone of pellets can hit multiple targets (make a single attack roll and compare to the AC of all target's in the cone), completely ignoring concealment (such as from fog or smoke, *blur*, *invisibility* or *mirror image*).

	BLUNDERBUSS			RANGE
				Special
	A two-handed, shoulder-fired muzzle-loading firearm. Can fire single bullets with a range increment of 10 feet, or pellets in a 15-foot cone scatter attack.			
	HANDS	TYPE	DAMAGE	CRIT
	2	B and P	1d8	20/x2

	PISTOL			RANGE
				20 ft.
	A muzzle-loading one-handed firearm; easy to conceal in a pocket or under a cloak.			
	HANDS	TYPE	DAMAGE	CRIT
	1	B and P	1d8	20/x4

	MUSKET			RANGE
				40 ft.
	A two-handed, shoulder-fired muzzle-loading firearm.			
	HANDS	TYPE	DAMAGE	CRIT
	2	B and P	1d12	20/x4

EQUIPMENT COSTS

Blunderbuss	2,000 GP
Musket	1,500 GP
Pistol	1,000 GP
Alchemical cartridge* (1 shot)	12 GP
Powder-and-shot* (1 shot)	10 GP
Silver Bullet and powder (1 shot)	35 GP
Gunsmith's Kit	15 GP
Powder Horn	3 GP

* Or pellet-and-shot for blunderbuss

FEATS

DEFT SHOOTIST

Prerequisites: Gunslinger, Dodge

BENEFIT

As long as you have at least 1 grit point you may make firearm attacks, and reload firearms, while adjacent to enemies.

EXTRA GRIT

Prerequisites: Gunslinger

BENEFIT

You gain two additional Grit points each day, and your maximum Grit increases by two. You may take this feat multiple times; its effects stack.

FIREARM PROFICIENCY

Prerequisites: None

BENEFIT

You are proficient in the use of firearms. Note that Gunslingers automatically start with proficiency in firearms.

RAPID RELOAD

Prerequisites: Proficiency with crossbow or firearms

BENEFIT

Pick either heavy crossbow, light crossbow, pistol, musket or blunderbuss.

If you picked heavy crossbow, you can reload it as a move action. If you picked light crossbow, you can reload it as a free action.

If you picked pistol, musket or blunderbuss you can reload the weapon as a standard action (or as a move action if using alchemical cartridges).

You can choose this feat multiple times, but you have to pick a different type of crossbow or firearm each time you choose the feat

SECRET STASH

Prerequisites: Gunslinger

BENEFIT

You may spend 1 grit point to retrieve one normal shot-and-power or normal alchemical cartridge previously stashed away on your person that you had forgotten about (until now). This cost cannot be reduced by Signature Deed, or any other means.

SIGNATURE DEED

Prerequisites: Gunslinger

BENEFIT

Select one grit deed you have access to and that costs grit points to use. You may perform this deed for one less grit point, to a minimum of 0. If the cost of a deed is reduced to 0 grit points, you still must have at least 1 unspent grit point to perform it.

INQUISITOR

You are a grim and determined agent of your deity, using trickery and guile where faith and righteousness are not enough. Your alignment must be within one step of your deity on either the good-evil axis or the law-chaos axis.

Place your highest ability score into Wisdom. You may find a high Strength and/or Dexterity score useful.

1ST Level Inquisitor Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	8
Reflex Save	+0	Attack Bonus	+0
Will Save	+2	Skill Ranks	6

D Mark these class skills in Section D of your character sheet:

<input checked="" type="checkbox"/> Bluff	<input checked="" type="checkbox"/> Knowledge (religion)
<input checked="" type="checkbox"/> Climb	<input checked="" type="checkbox"/> Perception
<input checked="" type="checkbox"/> Diplomacy	<input checked="" type="checkbox"/> Ride
<input checked="" type="checkbox"/> Heal	<input checked="" type="checkbox"/> Sense Motive
<input checked="" type="checkbox"/> Knowledge (arcana)	<input checked="" type="checkbox"/> Spellcraft
<input checked="" type="checkbox"/> Knowledge (dungeoneering)	<input checked="" type="checkbox"/> Stealth
<input checked="" type="checkbox"/> Knowledge (nature)	<input checked="" type="checkbox"/> Swim

E ARMOR AND WEAPONS

In Section E of your character sheet, check off simple weapons, light armor, medium armor and shields. Also write down longbow, shortbow and the holy weapon of your god.

K INQUISITOR SPELLS

You can cast divine spells that you know from the inquisitor spell list below. You can cast any spell you know spontaneously, without having to prepare it ahead of time. The trade off is that your total available known spells is extremely limited. You start play knowing a total of two 1st-level inquisitor spells of your choice, learning new spells only as you gain levels.

ORISONS

You have access to the same four orisons as clerics (page 18 of the Hero's Handbook). You may cast these spells over and over again, as many times as you like.

1ST LEVEL INQUISITOR SPELLS

You may cast one 1st-level inquisitor spell per day from the list of spells below. If your Wisdom ability score is 12 or higher, you can cast one additional 1st-level inquisitor spell each day. Write this number of 1st-level inquisitor spells per day in Section K. If a spell says you can cast it on an ally, you can instead cast it on yourself—you don't have to cast it on someone else.

F CHOOSE YOUR GOD

Pick a god from pages 17–18 of the Heroes Handbook. Write your god's name and the two special powers from your god in Section F of your character sheet. Write your god's holy weapon in Section E. You gain the benefits of your god, just as a cleric would. Inquisitors are not held to a god's tenets quite as strictly as a cleric is, but must still hold those values in high regard.

F JUDGEMENT

Write **JUDGEMENT** in Section F of your character sheet. Once per day, as a free action you may pass judgment on your foes. You must be in combat to use judgment, and the effects last until you die, are knocked unconscious, leave the battle or the combat ends. Choose one of the following judgments to make:

- *Destruction* – You gain +1 to all weapon damage rolls.
- *Healing* – You gain fast healing 1. You automatically heal 1 point of damage each combat round.
- *Justice* – You gain +1 on all attack rolls.
- *Protection* – You gain a +1 bonus to AC.
- *Purity* – You gain a +1 bonus to all saving throws.

F MONSTER LORE

Write **MONSTER LORE** in Section F of your character sheet. You add your WIS to any skill checks to identify monsters.

F STERN GAZE

Write **STERN GAZE** in Section F of your character sheet. You add +1 to all Sense Motive skill checks.

J STARTING WEALTH

Inquisitors start with 140 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Inquisitor. Turn to Page 32 of the Hero's Handbook.

2 ND LEVEL INQUISITOR	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>You may cast another 1st-level inquisitor spell each day. You also learn a third 1st-level inquisitor spell of your choice.</p> <p>CUNNING INITIATIVE: You add your WIS to your initiative roll, in addition to your DEX.</p> <p>DETECT ALIGNMENT: At will you may detect whether someone is good, evil, lawful or chaotic. You may do this any number of times, but you may only detect one alignment at a time.</p> <p>TRACK: You may make a Perception skill check to track. The DC is 10 for soft ground, 15 for firm ground and 20 for hard ground. Tracking requires a standard action and you move at half rate while tracking.</p>		Fortitude Save	Add +1
		Reflex Save	NO CHANGE
		Will Save	Add +1

3 RD LEVEL INQUISITOR	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>You may cast another 1st-level inquisitor spell each day. You also learn a fourth 1st-level inquisitor spell of your choice.</p> <p>BONUS FEAT: Select one bonus feat of your choice, for which you qualify.</p>		Fortitude Save	NO CHANGE
		Reflex Save	Add +1
		Will Save	NO CHANGE

4 TH LEVEL INQUISITOR	HIT POINTS + 1D8 + CON	Attack Bonus	Add+1
<p>You learn two 2nd-level inquisitor spells, and may cast one 2nd-level inquisitor spell each day. If your Wisdom score is 14+ you may cast one additional 2nd-level inquisitor spell each day.</p> <p>JUDGMENT: You may use your judgment ability twice each day. In addition, the effect of each of your judgments increases by 1 (i.e. +2 weapon damage, +2 AC, fast healing 2, etc.).</p> <p>STERN GAZE: You add +2 to all Sense Motive skill checks.</p>		Fortitude Save	Add+1
		Reflex Save	NO CHANGE
		Will Save	Add +1

5 TH LEVEL INQUISITOR	HIT POINTS + 1D8 + CON	Attack Bonus	NO CHANGE
<p>You may cast one additional 1st-level and 2nd-level inquisitor spell each day. You also learn a third 2nd-level inquisitor spell of your choice. You may also choose to lose one spell you already know to learn a different spell of the same level.</p> <p>BANE: As a free action you may select one of the monster types from page 61 of the Gamemaster's Guide. You gain +2 on attack rolls and +2d6 damage against all monsters of that type. You may switch the bonus to a different monster type as a swift action. You gain this bonus for a total of 5 rounds per day; they do not have to be used consecutively.</p> <p>DISCERN LIES: By concentrating on one target within 30 feet, you immediately know if the target deliberately and knowingly tells a lie. You may use this ability for a total of 5 non-consecutive rounds per day.</p>		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

☀ = Standard magic

♥ = Spell on friend

☠ = Spell on enemy

1st - LEVEL INQUISITOR SPELLS

☠ CAUSE FEAR

Range: 30 feet **Duration:** 1d4 rounds

You cast this on an enemy, who gets to make a Will save to resist the spell (DC = 11 + your WIS). If it doesn't resist, it runs away from you for the duration of the spell. You can't cast this on mindless creatures, or creatures with 6 or more class levels or Hit Dice.

☠ COMMAND

Range: 30 feet **Duration:** 1 round

You give one target a single word command, which it must obey to the best of its ability at its earliest opportunity, for a single round. They get a Will save to resist (DC = 11 + your WIS). Typical commands include: approach, flee, drop, fall and halt. If the target cannot obey the command, it has no effect. Mindless creatures and undead are immune.

☀ COMPREHEND LANGUAGES

Range: Personal **Duration:** 10 minutes/level

You are able to comprehend the spoken words of creatures and the literal meaning of otherwise incomprehensible written messages. This only grants the ability to understand the spoken or written words of others, not to speak or write another language yourself.

♥ CURE LIGHT WOUNDS

Range: Touch **Duration:** Instantaneous

You touch a living creature and heal it for hit points equal to 1d8 + your bard level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 1d8 + your bard level. The undead gets a Will save for half damage (DC = 11 + your WIS).

☀ DISGUISE SELF

Range: Personal **Duration:** 10 minutes/level

You use illusion to disguise your appearance (including clothing, armor, weapons, and equipment). You can seem 1 foot shorter or taller, and anywhere from slim to bulky. You can look like a different race (dwarf, elf, goblin, human, orc, and so on) but not something really different (like a giant spider or dragon).

☀ DIVINE FAVOR

Range: Personal **Duration:** 1 minute

You get a +1 bonus on attack rolls and on damage rolls with weapons. You don't get this bonus on spell damage or channel energy damage.

☀ EXPEDITIOUS RETREAT

Range: Personal **Duration:** 1 minute/level

This spell increases your base land speed by 30 feet. It has no effect on any other mode of movement, such as swimming or flying.

♥ MAGIC WEAPON

Range: Touch **Duration:** 1 minute/level

One touched weapon gains +1 bonus on attack and damage rolls. Note that an unarmed attack is considered a weapon, but natural attacks (like claws or fangs) are not.

♥ PROTECTION FROM EVIL

Range: Touch **Duration:** 1 minute/level

Your touched ally gains a +2 bonus to Armor Class and a +2 bonus on all saving throws. The ally only gets this bonus against attacks and abilities of evil creatures (the spell doesn't give a bonus against good or neutral creatures).

♥ SHIELD OF FAITH

Range: Touch **Duration:** 1 minute/level

Your touched ally gains a +2 bonus to Armor Class.

2nd - LEVEL INQUISITOR SPELLS

☠ CASTIGATE

Range: 30 feet **Duration:** 1 round/level

You compel one target to drop to its knees and beg forgiveness for the duration of the spell. The target is allowed a Will save (DC = 12 + your WIS) to resist. If the target worships the same god as you, they receive a -2 to their saving throw. This spell does not work on mindless or undead creatures.

♥ CURE MODERATE WOUNDS

Range: Touch **Duration:** Instantaneous

You touch a living creature and heal it an amount of hit points equal to 2d8 + your bard level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 2d8 + your bard level. The undead gets a Will save for half damage (DC = 12 + your WIS).

♥ DELAY POISON

Range: Touch **Duration:** 1 hour/level

Your touched ally ignores the effects of poison until the spell runs out. When this spell ends, any poison delayed by this spell takes effect. This spell does not cure poison effects that have already happened; it just prevents more poison effects for a while.

DETECT THOUGHTS

Range: 60 foot cone shape **Duration:** 1 minute/level

By concentrating on an area or subject you can detect the surface thoughts of others. On the first round you detect if any minds are present in range. On the second round you determine how many minds are present. On the third round you can detect the surface thoughts of those minds. The target gets a Will save to resist (DC = 12 + your WIS). Each round you may turn to detect thoughts in a new area.

HOLD PERSON

Range: 100 feet **Duration:** 1 round/level

You cast this on a humanoid enemy, who gets to make a Will save to resist (DC = 12 + your WIS). If it doesn't resist, it is paralyzed. Once per round at the end of its turn it can try another Will save to end the spell. This spell has no effect on mindless creatures.

INVISIBILITY

Range: Touch **Duration:** 1 minute/level

You touch an ally and make it (and its gear) turn invisible. Objects it picks up disappear; objects it drops become visible. Attack rolls against the ally have a 50% miss chance (see page 59). If the ally attacks or casts a spell that harms someone, invisibility ends.

RESIST ENERGY

Range: Touch **Duration:** 10 minutes/level

You protect an ally from acid, cold, electricity, or fire (pick one when you cast the spell). Any time the target takes damage from that kind of energy, subtract 10 from the damage. (If the attack had a saving throw for half damage, subtract 10 points after the damage is halved).

FEATS

EXTENDED BANE

Prerequisites: Inquisitor

BENEFIT

Add your WIS to the number of rounds per day you may use your bane ability.

EXTRA BANE

Prerequisites: Inquisitor

BENEFIT

You may use your bane ability 3 additional rounds each day.

SEE INVISIBILITY

Range: Personal **Duration:** 10 minutes/level

Invisible creatures and objects become visible to you as transparent shapes. The spell doesn't help you see creatures that are just hiding, concealed, or hard to see—it only reveals magical invisibility.

SILENCE

Range: 400 feet **Duration:** 1 round/level

All sound is negated in a 20-foot radius area designated by you within range of the spell. Spells may not be cast in the silenced area; likewise conversation is impossible and no noise whatsoever issues from, penetrates or passes through the area. Creatures in the area of effect are immune to sonic attacks or language-based attacks, spells and effects.

The spell can be targeted on a creature, which gets a Will save to negate (DC = 12 + your WIS). The radius is centered on the creature and moves as it moves.

TONGUES

Range: Touch **Duration:** 10 minutes/level

The beneficiary of this spell is granted the ability to speak and understand the language of any intelligent creature, though it does not necessarily predispose them favorably towards the beneficiary. The subject may only speak in one language at a time, though it may understand multiple languages at once. The spell does not enable the subject to speak with creatures that are not able to speak.

JUDGMENT SURGE

Prerequisites: Inquisitor

BENEFIT

Once per day, when you use your judgment ability, treat the effect as 1 higher than normal (i.e. +2 attack, +2 AC, +2 on saving throws, etc). This stacks with the judgment effect increase you gain at level 4.

MAGUS

You are disciplined in both spell and steel, both of which you wield to devastating effect.

Place your highest ability score into Intelligence. Place your next highest ability score into Strength.

1ST Level Magus Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	8
Reflex Save	+0	Attack Bonus	+0
Will Save	+2	Skill Ranks	2

D Mark these class skills in Section D of your character sheet:

- | | |
|---|--|
| <input checked="" type="checkbox"/> Climb | <input checked="" type="checkbox"/> Ride |
| <input checked="" type="checkbox"/> Knowledge (Arcana) | <input checked="" type="checkbox"/> Spellcraft |
| <input checked="" type="checkbox"/> Knowledge (Dungeoneering) | <input checked="" type="checkbox"/> Swim |

E ARMOR AND WEAPONS

In Section E of your character sheet, mark off simple and martial weapons as well as light armor.

K Magus Spells

You cast arcane spells from the list of Magus spells provided below. You may know any number of spells, which must be prepared ahead of time. Each morning you decide which spells you want to be able to cast that day. When you cast a spell, mark it off your list of available spells. You may choose new spells each day.

MAGUS SPELLBOOK

Like a wizard, you have a spellbook into which you record all the spells you know. You must study your spellbook each morning in order to prepare your spells. You may copy spells from scrolls or other spellbooks and if you lose your spellbook you may not prepare spells until you obtain a replacement.

CANTRIPS

You have access to the same four cantrips as wizards (page 28 of the Hero's Handbook). You may cast these spells over and over again, as many times as you like.

1ST-level Magus SPELLS

You start play knowing 3 + your INT spells chosen from the list of **1st-level magus spells** below. You can prepare one **1st-level magus spell** each day. If your Intelligence score is 12 or higher you can prepare one additional **1st-level magus spell** each day.

F ARCANE POOL

Write **ARCANE POOL** in Section F of your character sheet. You have a reservoir of arcane energy you may draw upon. This arcane pool starts with 1 + your INT points. You may expend a free action to draw 1 point from your arcane pool to grant any weapon you are holding a +1 bonus on attack and damage rolls for one minute (multiple uses of this ability do not stack). This is in addition to any magical enhancement bonus the weapon may already possess. You may only enhance one weapon at a time; if you use it on another weapon the first use ends immediately. The pool refreshes once per day, when you study your spellbook.

F SPELL COMBAT

Write **SPELL COMBAT** in Section F of your character sheet. As long as you wield a light or one-handed melee weapon in one hand, you may both attack *and* cast a spell with your off-hand in the same round. This is a standard + move action, and there is a -2 penalty on the attack roll.

J STARTING WEALTH

You start with 140 GP to purchase initial weapons and equipment.

You are done with 1st-Level Magus. Turn to Page 32 of the Hero's Handbook.

2 ND LEVEL MAGUS	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
Add two new 1 st -level magus spells to your spellbook. You can prepare one additional 1 st -level magus spell per day. Spellstrike: You may deliver touch-based spells with your melee weapon. If the attack roll is successful, the target takes damage from your weapon and suffers the effect of the spell.		Fortitude Save	Add +1
		Reflex Save	NO CHANGE
		Will Save	Add +1

3 RD LEVEL MAGUS	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
Add two new 1 st -level magus spells to your spellbook. You can prepare one additional 1 st -level magus spell each day. Magus Arcana: You may select one arcane from the list below.		Fortitude Save	NO CHANGE
		Reflex Save	Add +1
		Will Save	NO CHANGE

Magus Arcana (select one):

- *Arcane Accuracy* – As a free action you may expend one point from your arcane pool to grant yourself a bonus on your attack roll equal to your INT, until the end of your turn.
- *Pool Strike* – You may charge your hand with arcane energy. With a successful touch attack you inflict 2d6 points of energy damage (acid, cold, fire or electricity chosen when the ability is activated). You may use this ability with your spellstrike ability.
- *Silent Magic* – You may cast one spell per day without having to speak.
- *Spell Shield* – You may expend a point from your arcane pool to grant yourself a bonus to AC equal to your INT until the end of your next turn.
- *Still Spell* – You may cast one spell per day without having to have at least one hand free.

4 TH LEVEL MAGUS	HIT POINTS + 1D8 + CON	Attack Bonus	Add+1
Add two new magus spells to your spellbook. These may be 1 st or 2 nd -level magus spells. You can prepare one 2 nd -level magus spell each day. If your INT is 14 or higher, you may prepare one additional 2 nd -level magus spell each day. Arcane Pool: Your arcane pool increases to 2 + your INT. Spell Recall: As a free action, you may recall one spell you already cast that day by expending a number of points from your arcane pool equal to the spell's level. The spell is then prepared again, as if it had never been cast.		Fortitude Save	Add+1
		Reflex Save	NO CHANGE
		Will Save	Add +1

5 TH LEVEL MAGUS	HIT POINTS + 1D8 + CON	Attack Bonus	NO CHANGE
Add two new magus spells to your spellbook. These may be 1 st or 2 nd -level magus spells. You can prepare one additional 1 st -level and 2 nd -level magus spell each day. Arcane Pool: Your arcane pool bonus increases to +2 on attack and damage rolls. Bonus Feat: Select one bonus combat feat, in addition to those gained from normal advancement.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

☀ = Standard magic

♥ = Spell on friend

☠ = Spell on enemy

1st - LEVEL MAGUS SPELLS

☠ CAUSE FEAR

Range: 30 feet **Duration:** 1d4 rounds

You cast this on an enemy, who gets to make a Will save to resist the spell (DC = 11 + your INT Mod). If it doesn't resist, it runs away from you for the duration of the spell. You can't cast this on mindless creatures, or creatures with 6 or more class levels or Hit Dice.

☠ CHARM PERSON

Range: 30 feet **Duration:** 1 hour/level

You make a humanoid enemy think you are its friend (though this doesn't mean you can give it orders). It can make a Will save to resist (DC = 11 + your INT Mod). If you or your allies are attacking it, it gets a +5 on this save. You can't cast this on mindless creatures.

☀ COMPREHEND LANGUAGES

Range: Personal **Duration:** 10 minutes/level

You are able to comprehend the spoken words of creatures and the literal meaning of otherwise incomprehensible written messages. This only grants the ability to understand the spoken or written words of others, not to speak or write another language yourself.

♥ CURE LIGHT WOUNDS

Range: Touch **Duration:** Instantaneous

You touch a living creature and heal it for hit points equal to 1d8 + your witch level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 1d8 + your witch level. The undead gets a Will save for half damage (DC = 11 + your INT).

☀ DETECT SECRET DOORS

Range: 60 feet **Duration:** 10 minutes/level

You can sense secret doors and hidden passages. On the round you cast it, you sense if there are any in range. On the second round, you know how many there are. On the third round, you know exactly where they are and how to open them.

☀ IDENTIFY

RANGE: 60 feet **Duration:** 3 rounds/level

Functions as *detect magic* except that you are able to identify magical items in a single round, and you learn the properties and command words of any magic items in your possession.

♥ MAGE ARMOR

Range: Touch **Duration:** 1 hour/level

Your touched ally gains a +4 bonus to its Armor Class. If the ally is wearing armor, use this bonus or the bonus from the armor, whichever is higher.

☠ RAY OF ENFEEBLEMENT

Range: 30 feet **Duration:** 1 round/level

You must succeed on a ranged touch attack to strike a target. For every two levels of the caster, the subject suffers a -1 penalty to melee attack and damage rolls, Strength checks and Climb and Swim checks (minimum -1). A successful Fortitude save (DC = 11 + your INT) negates this effect.

☠ SLEEP

Range: 100 feet **Duration:** 1 minute/level

Living creatures in a 10-foot radius fall asleep. The spell can affect up to 4 Hit Dice, starting with the lowest Hit Dice and ignoring unconscious, mindless, or construct creatures. Creatures can make a Will save (DC = 11 + your INT Mod) to resist. Waking a sleeping creature is a standard action. Noise isn't enough to wake them.

☀ SUMMON MONSTER I

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Dire Rat (pg. 65 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

2nd - LEVEL MAGUS SPELLS

☀ AUGURY

Range: Personal **Duration:** Instantaneous

You ask your patron about an upcoming action (like opening a door) to find out if it's a good idea or not. There's a 70% your patron answers (d%, 31+ is a success). If so, the Game Master tells you whether or not the action is a good idea, bad idea, or neither.

♥ CURE MODERATE WOUNDS

Range: Touch **Duration:** Instantaneous

You touch a living creature and heal it an amount of hit points equal to 2d8 + your witch level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 2d8 + your witch level. The undead gets a Will save for half damage (DC = 12 + your INT).

♥ DELAY POISON

Range: Touch **Duration:** 1 hour/level

Your touched ally ignores the effects of poison until the spell runs out. When this spell ends, any poison delayed by this spell takes effect. This spell does not cure poison effects that have already happened; it just prevents more poison effects for a while.

DETECT THOUGHTS

Range: 60 foot cone shape **Duration:** 1 minute/level

By concentrating on an area or subject you can detect the surface thoughts of others. On the first round you detect if any minds are present in range. On the second round you determine how many minds are present. On the third round you can detect the surface thoughts of those minds. The target gets a Will save to resist (DC = 12 + your INT). Each round you may turn to detect thoughts in a new area.

FALSE LIFE

Range: Personal **Duration:** 1 hour/level

You use the power of undeath to give yourself 1d10 temporary hit points plus 1 hit point per witch level. If you take damage, you lose these temporary hit points first. If any of these temporary hit points are left when the spell runs out, they go away.

HOLD PERSON

Range: 100 feet **Duration:** 1 round/level

You cast this on a humanoid enemy, who gets to make a Will save to resist (DC = 12 + your INT). If it doesn't resist, it is paralyzed. Once per round at the end of its turn it can try another Will save to end the spell. This spell has no effect on mindless creatures.

LEVITATE

Range: 30 feet **Duration:** 1 minute/level

You make an object or an ally float upward or downward. You can move the target up to 20 feet each round as a move action. The spell cannot move the target sideways. You can lift up to 100 pounds times your wizard level with this spell.

SEE INVISIBILITY

Range: Personal **Duration:** 10 minutes/level

Invisible creatures and objects become visible to you as transparent shapes. The spell doesn't help you see creatures that are just hiding, concealed, or hard to see—it only reveals magical invisibility.

SUMMON MONSTER II

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Giant Spider (pg. 71 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

WEB

Range: 100 feet **Duration:** 10 minutes/level

You create a 20-foot burst of sticky webs. Creatures must make a Reflex save or be unable to move or take actions (DC = 12 + your INT). A stuck creature can spend a standard action to make another save. Moving through webs costs 2 squares of movement per square.

3rd - LEVEL WITCH SPELLS

DISPEL MAGIC

Range: 100 feet **Duration:** Instantaneous

You can cancel a spell on a creature or object. Roll 1d20 + your witch level against a DC of 11 + the cleric level, wizard level, or other caster level of the creature who cast the spell. If you succeed, that spell ends. You can't use this spell on a spell with an "instantaneous" duration.

HEROISM

Range: Touch **Duration:** 10 minutes/level

A single creature touched by you is imbued with great heroism, receiving a +2 bonus to attack rolls, saving throws and skill checks.

FLY

Range: Touch **Duration:** 1 minute/level

You touch an ally and give it the power to fly. The creature flies at a speed of 60 feet (or 40 feet if it is wearing medium or heavy armor). When the spell ends, the ally floats to the ground safely.

LIGHTNING BOLT

Range: 120 feet **Duration:** Instantaneous

You create a bolt of electricity from you to an enemy within range. Every creature (except you) in a straight line from you to that enemy (including that enemy) takes 1d6 points of electricity damage per witch level. Each creature can make a Reflex saving throw to take only half damage (DC = 13 + your INT).

SLEET STORM

Range: 400 feet **Duration:** 1 round/level

Driving sleet blocks all sight (even darkvision) within a 40-foot radius, covering the ground with ice and extinguishing torches and small fires. Creatures may not walk within or through the area of sleet without a successful DC 10 Acrobatics check; even then normal movement speed is halved.

SUGGESTION

Range: 30 feet **Duration:** 1 hour/level

You give an enemy one reasonable order or task that it must obey. It can resist with a Will save (DC 13 + your INT). The order cannot be dangerous or deadly. The enemy follows the order as best it can. If it completes the order or task, the spell ends.

SUMMON MONSTER III

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Boar (pg. 64 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

TONGUES

Range: Touch

Duration: 10 minutes/level

The beneficiary of this spell is granted the ability to speak and understand the language of any intelligent creature, though it does not necessarily predispose them favorably towards the beneficiary. The subject may only speak in one language at a time, though it may understand multiple languages at once. The spell does not enable the subject to speak with creatures that are not able to speak.

VAMPIRIC TOUCH

Range: Touch

Duration: Instantaneous

You touch an enemy and steal some of its life energy. Make a melee touch attack. If you hit, the enemy takes 2d6 damage. You gain temporary hit points equal to this damage. If any of these temporary hit points are left after an hour, they go away.

WATER WALK

Range: Touch

Duration: 10 minutes/level

A single touched creature may walk or run across water, or any other liquid surface, as though it were solid ground. The subject's feet hover about an inch above the surface of the liquid. If cast while underwater, the subject will rise to the surface at 60 feet per round until they can stand on it.

FEATS

EXTRA ARCANA

Prerequisites: Magus

BENEFIT

You may select one additional magus arcana. You may take this feat multiple times.

EXTRA ARCANE POOL

Prerequisites: Magus

BENEFIT

Add 2 to your arcane pool. You may take this feat multiple times.

MONK

You are a disciplined martial-artist, using your body as a weapon. Eventually you'll be able to tap your *ki*, enabling you to accomplish superhuman feats. All Monks must be of Lawful alignment.

Put your best score in Wisdom and your second best score in Strength or Dexterity.

1ST Level Monk Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	8
Reflex Save	+2	Attack Bonus	+0
Will Save	+2	Skill Ranks	4

D Mark these class skills in Section D of your character sheet:

- | | |
|--|--|
| <input checked="" type="checkbox"/> Acrobatics | <input checked="" type="checkbox"/> Ride |
| <input checked="" type="checkbox"/> Climb | <input checked="" type="checkbox"/> Sense Motive |
| <input checked="" type="checkbox"/> Knowledge (History) | <input checked="" type="checkbox"/> Stealth |
| <input checked="" type="checkbox"/> Knowledge (Religion) | <input checked="" type="checkbox"/> Swim |
| <input checked="" type="checkbox"/> Perception | |

E ARMOR AND WEAPONS

Monks can't wear any armor. In section E of your character sheet, don't check any boxes, and write: club, crossbow (light and heavy), dagger, javelin, quarterstaff, shortspear, short sword, sling, spear and starknife.

F AC BONUS

Write **AC Bonus** in Section F of your character sheet. You may add your WIS bonus (if any) to your Armor Class.

F FLURRY OF BLOWS

Write **Flurry of Blows** in Section F of your character sheet. As a standard + move action you may make one additional attack using any combination of unarmed strikes or melee weapons you are proficient with. Apply a -1 penalty to each attack roll.

I BONUS FEAT

Select a bonus feat from the following list: Blind Fight, Dodge, Fleet, Improved Initiative, Lightning Reflexes, Nimble Moves, Step Up or Weapon Focus.

I IMPROVED UNARMED STRIKE

Write **Improved Unarmed Strike** in Section I of your character sheet. Your body is a lethal weapon. Your unarmed strikes inflict 1d6 points of bludgeoning damage on a successful attack. The critical threat range is 20 and the multiplier is x2. You add your STR modifier to these damage rolls. You may make unarmed strikes even if your hands are full (using knees, elbows, feet). You may use one of your feats to select Weapon Focus for unarmed strikes, if you like.

I STUNNING FIST

Write **Stunning Fist** in Section I of your character sheet. You must declare you are using this feat before making an unarmed attack roll. Stunning fist forces any creature taking damage from your unarmed strike to make a DC 10 + WIS modifier Fortitude save or gain the Stunned condition for 1 combat round, in addition to taking normal damage.

J STARTING WEALTH

Monks start with 70 GP to purchase initial weapons and equipment (remember, Monks can't wear armor).

You are done with 1st-Level Monk. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL MONK	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>BONUS FEAT: Select a bonus feat from the following: Blind Fight, Dodge, Fleet, Improved Initiative, Lightning Reflexes, Nimble Moves, Step Up or Weapon Focus.</p> <p>EVASION: Some spells and monster abilities let you make a Reflex save to take half damage. If you make the Reflex save, you take zero damage instead!</p> <p>STUNNING FIST: The Fortitude save DC of your Stunning Fist increases to 11 + WIS modifier.</p>		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	Add +1

3 RD LEVEL MONK	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>Write the following new class features in section F of your character sheet:</p> <p>FAST MOVEMENT: Your speed increases by 10 feet.</p> <p>STILL MIND: You gain a +2 bonus on saving throws against enchantment spells and effects (such as <i>Charm Person</i>, <i>Hold Person</i>, <i>Sleep</i>, etc.).</p>		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

4 TH LEVEL MONK	HIT POINTS + 1D8 + CON	Attack Bonus	NO CHANGE
<p>AC BONUS: You gain an additional +1 bonus to your AC.</p> <p>KI POOL: You gain 2 + WIS <i>ki</i> points. See below for the amazing feats you can accomplish with <i>ki</i>. <i>Ki</i> replenishes each morning after 8 hours of non-consecutive rest.</p> <p>SLOW FALL: You can slow your falling speed as long as you are within arm's reach of a wall. You take falling damage as if the distance were 20 feet shorter than it actually is.</p> <p>STUNNING FIST: The Fortitude save DC of your Stunning Fist increases to 12 + WIS modifier. In addition, you may choose to give your target the Fatigued condition instead of Stunned.</p> <p>UNARMED DAMAGE: Your unarmed strikes now inflict 1d8 damage.</p>		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	Add +1

KI POWERS

- As long as you have at least 1 point of *ki*, your unarmed strikes are treated as magical weapons for purposes of overcoming damage reduction.
- Spend 1 point of *ki* to do the following (each is activated as a free action):
 - o Make one additional strike (for a total of 3) when making a flurry of blows attack.
 - o Increase your speed by 20 feet for 1 round.
 - o Gain a +4 AC bonus for 1 round.

5 TH LEVEL MONK	HIT POINTS + 1D8 + CON	Attack Bonus	NO CHANGE
<p>Write the following new class features in section F of your character sheet:</p> <p>HIGH JUMP: You add your level to all Acrobatics checks made to jump (vertical and horizontal). You always count as having a running start. Spend 1 <i>ki</i> point to add +20 to Acrobatics checks made to jump for 1 round.</p> <p>PURITY OF BODY: You are immune to all diseases, including supernatural and magical.</p>		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

FEATS

EXTRA KI	
Prerequisites:	Monk
BENEFIT	
Your <i>ki</i> pool increases by 2. You may take this feat multiple times; its effects stack.	

ORACLE

You are a mysterious agent of the gods, chosen by providence to wield powers you do not fully understand. Rather than serving a single god, you venerate many gods with shared beliefs, referred to as Mysteries.

Place your highest ability score into Charisma.

1ST Level Oracle Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+0	Hit Points	8
Reflex Save	+0	Attack Bonus	+0
Will Save	+2	Skill Ranks	4

D Mark these class skills in Section D of your character sheet:

- | | |
|---|--|
| <input checked="" type="checkbox"/> Diplomacy | <input checked="" type="checkbox"/> Knowledge (religion) |
| <input checked="" type="checkbox"/> Heal | <input checked="" type="checkbox"/> Sense Motive |
| <input checked="" type="checkbox"/> Knowledge (history) | <input checked="" type="checkbox"/> Spellcraft |

E ARMOR AND WEAPONS

In Section E of your character sheet, check off simple weapons, light armor, medium armor and shields.

K ORACLE SPELLS

You can cast divine spells that you know from the cleric spell lists (pages 19-20 of the Heroes Handbook). You can cast any spell you know spontaneously, without having to prepare it ahead of time. The trade off is that your total available known spells is extremely limited. You start play knowing a total of two 1st-level cleric spells of your choice, learning new spells as you gain levels. In addition, you automatically learn *Cure Light Wounds*.

ORISONS

You have access to the same four orisons as clerics (page 18 of the Hero's Handbook). You may cast these spells over and over again, as many times as you like.

1ST LEVEL ORACLE SPELLS

You may cast three 1st-level cleric spell per day from the cleric spells you know. If your Charisma ability score is 12 or higher, you can cast one additional 1st-level cleric spell each day. Write this number of 1st-level cleric spells per day in Section K. If a spell says you can cast it on an ally, you can instead cast it on yourself—you don't have to cast it on someone else.

F THE CURSE OF TONGUES

Write **CURSE OF TONGUES** in Section F of your character sheet. During times of stress or unease (such as combat) you speak the language of gods and demons, an incoherent babbling that only other oracles (and gods and demons) can understand. This does not interfere with spellcasting, except for those spells dependent on language.

F CHOOSE YOUR MYSTERY

Write **MYSTERY** in Section F of your character sheet. Select one of the mysteries below, making sure to note the additional class skills, spells and **revelations** on your character sheet. The saving throw for all revelations is 10 + your CHA. Unless otherwise stated, activating a revelation is a standard action.

Bones – Add Bluff and Stealth to your list of class skills.

- At 1st level you gain the *Raise the Dead* revelation. Once per day you may summon a skeleton or zombie to fight for you for a number of combat rounds equal to your CHA. It appears adjacent to you; you may command it as a free action, and it follows your commands to the best of its ability.
- At 2nd level you automatically learn *Cause Fear* (pg. 19 of HH).
- At 3rd level you gain the *Armor of Bones* revelation. For one hour per oracle level you may encase yourself in an armor of bones, granting +4 to AC. You do not have to use the entire duration at once, but it must be used in 1-hour increments.
- At 4th level you automatically learn *False Life* (pg. 30 of HH).

Flame – Add Acrobatics and Climb to your list of class skills.

- At 1st level you gain the *Cinder Dance* revelation, increasing your base speed by 10 feet.
- At 2nd level you automatically learn *Burning Hands* (pg. 29 of HH).
- At 3rd level you gain the *Fire Breath* revelation. Once per day you may breath a 15-foot cone of flame, inflicting 1d4 points of fire damage per oracle level. Targets get a Reflex save for half damage. You may use this revelation twice per day at 5th level.
- At 4th level you automatically learn *Resist Energy* (pg. 20 of HH).

Lore – Add all remaining Knowledge skills to your list of class skills.

- At 1st level you gain the *Lore Keeper* revelation. You use your CHA for Knowledge skills, instead of your INT.
- At 2nd level you automatically learn *Identify* (see below).
- At 3rd level you gain the *Sidestep Secret* revelation, using your CHA for AC and Reflex saves, instead of your DEX.
- At 4th level you automatically learn *Tongues* (see below).

J STARTING WEALTH

Oracles start with 105 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Oracle. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL ORACLE	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>You may cast another 1st-level cleric spell each day.</p> <p>You learn your 2nd level Mystery spell.</p> <p>The saving throw DC for your revelations increases to 11 + your CHA</p>		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

3 RD LEVEL ORACLE	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>You may cast another 1st-level cleric spell each day. You also learn a third 1st-level cleric spell of your choice.</p> <p>You gain your 3rd level revelation.</p>		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

4 TH LEVEL ORACLE	HIT POINTS + 1D8 + CON	Attack Bonus	Add+1
<p>You may cast another 1st-level cleric spell each day.</p> <p>You learn one 2nd-level cleric spell, and may cast three 2nd-level cleric spells each day. If your Charisma score is 14 or higher you may cast one additional 2nd-level cleric spell each day.</p> <p>You automatically learn <i>Cure Moderate Wounds</i>.</p> <p>You learn your 4th level Mystery spell.</p> <p>You may also choose to replace one spell you already know with a different spell of the same level.</p> <p>The saving throw DC for your revelations increases to 12 + your CHA.</p>		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

5 TH LEVEL ORACLE	HIT POINTS + 1D8 + CON	Attack Bonus	NO CHANGE
<p>You may cast one additional 2nd-level cleric spell each day. You also learn a fourth 1st-level cleric spell and a second 2nd-level cleric spell of your choice.</p>		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

☀ = Standard magic

♥ = Spell on friend

☠ = Spell on enemy

LORE MYSTERY SPELLS

☀ IDENTIFY

RANGE: 60 feet

Duration: 3 rounds/level

Functions as *detect magic* except that you are able to identify magical items in a single round, and you learn the properties and command words of any magic items in your possession.

☀ TONGUES

Range: Touch

Duration: 10 minutes/level

The beneficiary of this spell is granted the ability to speak and understand the language of any intelligent creature, though it does not necessarily predispose them favorably towards the beneficiary. The subject may only speak in one language at a time, though it may understand multiple languages at once. The spell does not enable the subject to speak with creatures that are not able to speak.

FEATS

ABUNDANT REVELATIONS

Prerequisites: Oracle

BENEFIT

Pick one of your revelations that has a number of uses per day. You gain one additional use of that revelation each day. You may take this feat multiple times, each time for a different revelation.

ORACULAR INTUITION

Prerequisites: Oracle

BENEFIT

You get a +2 bonus on Sense Motive and Spellcraft checks.

PALADIN

You are the embodiment of your deity's holy teachings; a crusader against evil; a champion of divine justice. You must be of lawful good alignment.

Place your highest ability score into Charisma. Place your next highest score into Strength.

1ST Level Paladin Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	10
Reflex Save	+0	Attack Bonus	+1
Will Save	+2	Skill Ranks	2

D Mark these class skills in Section D of your character sheet:

- | | |
|--|--|
| <input checked="" type="checkbox"/> Diplomacy | <input checked="" type="checkbox"/> Ride |
| <input checked="" type="checkbox"/> Heal | <input checked="" type="checkbox"/> Sense Motive |
| <input checked="" type="checkbox"/> Knowledge (Religion) | <input checked="" type="checkbox"/> Spellcraft |

E ARMOR AND WEAPONS

In Section E of your character sheet, mark off light armor, medium armor, heavy armor, shields, simple weapons and martial weapons.

F AURA OF GOOD

Write **Aura of Good** in Section F of your character sheet. You radiate an aura of good, which other creatures around you may be able to detect if they are attuned to it.

F DETECT EVIL

Write **Detect Evil** in Section F of your character sheet. As a move action, you may concentrate on one object or creature within 60 feet and determine whether it is evil. You also get a general sense of the degree of evil (i.e. the difference between say an evil goblin and a demon or evil dragon).

F SMITE EVIL

Write **Smite Evil** in Section F of your character sheet. Once per day you may call upon your deity to smite evil. Using a free action you may single out one target. If it is evil, add your paladin level, plus your CHA bonus, to all attack and damage rolls against that evil target. The damage bonus is doubled against undead creatures, evil dragons and evil outsiders. The attack also bypasses any damage resistance the target may have.

J STARTING WEALTH

Rangers start with 175 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Paladin. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL PALADIN	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
Write the following new class features in Section F of your character sheet: DIVINE GRACE: You add your CHA bonus (if any) to all saving throws. LAY ON HANDS: You may heal 1d6 hit points of damage simply by touch. You may use this ability 1 + CHA times per day. Alternatively, you may also inflict 1d6 points of damage on undead creatures, requiring a successful melee touch attack.		Fortitude Save	Add +1
		Reflex Save	NO CHANGE
		Will Save	Add +1

3 RD LEVEL PALADIN	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
Write the following new class features in Section F of your character sheet: AURA OF COURAGE: You are now immune to fear (magical or otherwise). As long as you are alive and conscious, all allies within sight of you gain a +4 bonus on saving throws against fear effects. DIVINE HEALTH: You are immune to all disease, including supernatural and magical. MERCY: Select one mercy effect from the list below. When you lay on hands, the benefactor also gains the benefit of all the mercies you possess, removing one of the conditions listed below.		Fortitude Save	NO CHANGE
		Reflex Save	Add +1
		Will Save	NO CHANGE

MERCIES (select one of the following)

- *Fatigued* – Removes the fatigued condition; the target is no longer fatigued (pg. 94-95 of the Game Master’s Guide).
- *Staggered* – Removes the staggered condition; the target is no longer staggered (pg. 94-95 of the Game Master’s Guide).
- *Sickened* – Removes the sickened condition; the target is no longer sickened (pg. 94-95 of the Game Master’s Guide).

4 TH LEVEL PALADIN	HIT POINTS + 1D10 + CON	Attack Bonus	Add+1
Write the following new class feature in Section F of your character sheet: CHANNEL POSITIVE ENERGY: You may channel positive energy to either heal the living or damage the undead, per the cleric ability. This consumes two uses of your lay on hands ability. LAY ON HANDS: You may lay on hands one additional time per day. SMITE EVIL: You may smite evil twice per day.		Fortitude Save	Add +1
		Reflex Save	NO CHANGE
		Will Save	Add +1

CHANNEL POSITIVE ENERGY

- *Heal the living* – All living creatures within 30 feet of you (including you) heal 1d6 hit points of damage. This blast has no effect on the undead.
- *Damage the undead* – All undead creatures within 30 feet of you take 1d6 hit points of damage. If they make a Will save they take only half damage. The save DC is 10 + ½ your paladin level + CHA. This blast has no effect on the living.

5 TH LEVEL PALADIN	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
Write the following new class feature in Section F of your character sheet: DIVINE BOND: You form a divine bond with your deity, which takes one of two forms. Either a bond with the weapon you are wielding or a bond with a loyal mount (choose one).		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

DIVINE BOND

- *Weapon* – Once per day, by spending a standard action you may call upon your deity to enhance any weapon you are wielding, turning it into a holy weapon granting an additional +1 to attack and damage rolls. If the weapon is not magical, it is treated as magical while enhanced. Furthermore, it inflicts an additional 2d6 points of damage against all evil and undead creatures, stacking with your smite evil bonus. The effect lasts for 1 minute per paladin level. While enhanced the weapon casts light as a torch.
- *Mount* – You gain the services of an unusually talented and intelligent mount (Intelligence 6), usually a heavy war horse or a pony (for small sized paladins); other exotic mounts may also be appropriate. Once per day you may summon your mount, which appears next to you. Your mount attacks and saves as a 5th level paladin, benefits from your CHA bonus to saving throws, and has 50 hit points. Should your mount die, you may not summon another one for 30 days.

FEATS

EXTRA LAY ON HANDS

Prerequisites: Paladin

BENEFIT

You may lay on hands two additional times per day. You may take this feat multiple times; its effects stack.

EXTRA MERCY

Prerequisites: Paladin

BENEFIT

Select one additional mercy for which you qualify. When you use lay on hands to heal damage, it also imparts the benefit of this added mercy. You may take this feat multiple times; select a different mercy each time.

RANGER

You are a skilled woodsman, a dedicated hunter and an implacable foe to your enemies. In time you'll learn how to harness the power of nature to cast spells.

Place your highest ability score into Wisdom. Place your next highest score into Strength for a two-weapon ranger or Dexterity for an archery ranger.

1ST Level Ranger Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	10
Reflex Save	+2	Attack Bonus	+1
Will Save	+0	Skill Ranks	6

D Mark these class skills in Section D of your character sheet:

- | | |
|---|--|
| <input checked="" type="checkbox"/> Climb | <input checked="" type="checkbox"/> Perception |
| <input checked="" type="checkbox"/> Heal | <input checked="" type="checkbox"/> Ride |
| <input checked="" type="checkbox"/> Knowledge (Dungeoneering) | <input checked="" type="checkbox"/> Spellcraft |
| <input checked="" type="checkbox"/> Knowledge (Geography) | <input checked="" type="checkbox"/> Stealth |
| <input checked="" type="checkbox"/> Knowledge (Nature) | <input checked="" type="checkbox"/> Swim |

E ARMOR AND WEAPONS

In Section E of your character sheet, mark off light armor, medium armor, shields, simple weapons and martial weapons.

F FAVORED ENEMY

Write **Favored Enemy** in Section F of your character sheet. Pick one favored enemy from the list below. You gain +2 to attack and damage rolls against your selected enemy. You also gain +2 to Knowledge, Perception and Sense Motive checks against your favored enemies.

Favored Enemy Type

Aberration
Animal
Construct
Dragon
Humanoid
Magical Beast

Favored Enemy Type

Monstrous Humanoid
Ooze
Outsider
Undead
Vermin

F TRACKING

Write **Tracking** in Section F of your character sheet. You may make Perception checks to follow tracks (in the Core rules you'll use the Survival skill for this). The DC is 10 for soft ground, 15 for firm ground and 20 for hard ground. Tracking requires a standard action and you move at half rate while tracking.

F WILD EMPATHY

Write **Wild Empathy** in Section F of your character sheet. Per the Diplomacy skill (pg. 36 of *Hero's Handbook*) you may attempt to improve the initial attitude of an animal that is visible to you and within 30 feet. Roll 1d20 and add your level and CHA modifier.

J STARTING WEALTH

Rangers start with 175 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Ranger. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL RANGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
Add the following bonus feat to Section I of your character sheet: COMBAT STYLE: Select either Archery or Two-Weapon Fighting style (see below). TRACKING: You gain a +1 bonus to your tracking checks.		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

COMBAT STYLE

- **Archery:** Select a bonus feat from Far Shot, Point Blank Shot, Precise Shot or Rapid Shot.
- **Two-Weapon Fighting:** You may wield a light melee weapon (i.e. a dagger, light hammer, light mace, short sword, storknife or throwing axe) in your off-hand, giving you a second melee attack each combat round; this is considered a standard + move action. Apply a -2 penalty to each attack roll.

3 RD LEVEL RANGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
ENDURANCE FEAT: You gain Endurance as a bonus feat. You may sleep in light or medium armor without becoming fatigued. You also gain +4 bonus to CON checks and Fort saves related to Cold, Heat, Starvation and Thirst and Suffocation (pg. 47 of the <i>Game Master's Guide</i>). FAVORED TERRAIN: Choose one favored terrain from the list below. You gain a +1 bonus to all checks made while in your favored terrain, or that are made in relation to your favored terrain (such as a knowledge check). This includes initiative, attack and damage rolls.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

FAVORED TERRAIN TYPES

- Desert Terrain
- Forest Terrain
- Mountain Terrain
- Swamp Terrain
- Urban (City) Terrain

4 TH LEVEL RANGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
Write the following new class feature in Section F of your character sheet: HUNTER'S BOND: You may spend a move action to grant your allies a +1 bonus to attack and damage rolls against a single creature. The bonus lasts for a number of rounds equal to your WIS modifier (minimum 1). Multiple Hunter's Bonds do not stack on the same target. TRACKING: You gain a +1 bonus to your tracking checks.		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

5 TH LEVEL RANGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
FAVORED ENEMY: You may select a second favored enemy from the favored enemy table. FAVORED TERRAIN: You gain a +1 bonus to your favored terrain.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

FEATS

ENDURANCE

Prerequisites: None

BENEFIT

You may sleep in light or medium armor without becoming fatigued. You also gain +4 bonus to CON checks and Fort saves related to Cold, Heat, Starvation and Thirst and Suffocation (pg. 47 of the *Game Master's Guide*).

SAMURAI

You are samurai, one who serves, dedicated to honor, duty and martial perfection. You are sworn to the service of a lord, but given wide latitude in the performance of your duties.

Place your highest ability score into Strength.

1ST Level Samurai Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	10
Reflex Save	+0	Attack Bonus	+1
Will Save	+0	Skill Ranks	4

D Mark these class skills in Section D of your character sheet:

<input checked="" type="checkbox"/> Bluff	<input checked="" type="checkbox"/> Ride
<input checked="" type="checkbox"/> Climb	<input checked="" type="checkbox"/> Sense Motive
<input checked="" type="checkbox"/> Diplomacy	<input checked="" type="checkbox"/> Swim

E ARMOR AND WEAPONS

In Section E of your character sheet, mark off light, medium and heavy armor, shields, simple weapons and martial weapons. Also write down katana, naginata and wakizashi.

F CHALLENGE

Write **Challenge** in Section F of your character sheet. Once per day you may issue a challenge to one foe. You add your samurai level to damage rolls from all melee attacks made against your challenged foe. The challenge lasts until the enemy is dead, unconscious or the battle ends. Your order also adds an additional effect when you issue challenges.

F MOUNT

Write **Mount** in Section F of your character sheet. You gain the service of a loyal steed to carry you into battle. Usually this is a war horse, but small samurai use war ponies as their mounts (or other suitable animals at the GM's discretion). The mount has 10 hit points for each of your samurai levels. The mount is considered combat trained and attacks and saves as a samurai of the same level as you. The mount's attacks inflict 2d4 damage. Should your mount die, you may acquire and train a new one after one week of mourning. You suffer no combat penalties fighting in melee combat while astride your mount. *Note: it will usually not be practical to bring your mount into a dungeon!*

F ORDER

Write **Order** in Section F of your character sheet. Choose one of the orders shown below; you dedicate your life to that cause, adhering strictly to its edicts. Each order grants a number of special bonuses and abilities listed below. Breaking an order's edicts (subject to GM's interpretation) results in the loss of your order's benefits for 24 hours. Once an order is selected, you may not switch (though a nice GM can let you switch orders by undertaking an arduous quest). Samurai may also select from the list of cavalier orders.

Order of the Warrior

Edicts: The samurai must protect the life and lands of his lord with his life. He must be truthful and courageous, respectful to his elders and his masters, and loyal to his friends and liege. He must conduct himself with honor and dignity.

Challenge: Creatures you have challenged inflict one less point of damage against you. At 5th-level, they inflict two less points of damage against you. Damage from spells and energy types are not reduced in this manner.

Skills: Add Knowledge (History) to your list of available class skills.

Honor in all Things: At 2nd level you may draw upon your honor once per day (as a free action) to gain a +4 bonus on a skill check or saving throw.

Ronin

Samurai (and cavaliers) may become ronin if desired (in which case, cavaliers are known as knights errant). They immediately lose all the benefits of their previous order and immediately gain all the benefits of being a ronin. A nice GM can let ronin switch to another order, but not without a lengthy and arduous ordeal.

Edicts: Ronin follow their own personal code of ethics and honor. As such, their edicts are extremely flexible and subject to change. Each ronin should determine his own edicts, which should include at least three provisions. These edicts are subject to GM approval.

Challenge: When you are targeted by a challenge, smite or similar effect, and you challenge them in return, you gain a +1 bonus on attack rolls against the target of your challenge. In addition, you gain a +1 bonus to AC against attacks made by the target of your challenge. At 4th-level these bonuses increases to +2 each.

Skills: Add Knowledge (Local) to your list of available class skills.

Self Reliant: At 2nd level, whenever you make a Will save, you may roll twice and use the best result. In addition, when you are reduced to 0 or fewer hit points, you may likewise roll twice to stabilize, using the best result.

F RESOLVE

Write **Resolve** in Section F of your character sheet. Once per day you may call upon your resolve to shake off damage. Each time you defeat a challenged opponent (usually by reducing them to 0 or fewer hit points) you regain one spent use of your resolve. You may use your resolve to do the following:

- *Determined* – As a standard action, remove the fatigued, shaken or sickened conditions from yourself.
- *Resolute* – Whenever you are required to make a Fortitude or Will save, you may roll two dice and use the best result.
- *Unstoppable* – When reduced to 0 hit points, use your resolve to automatically stabilize and remain conscious. You are staggered, but not dying. You will fall unconscious if you take any more damage.

J STARTING WEALTH

Samurai start with 105 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Samurai. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL SAMURAI	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
You gain the 2 nd level ability from your chosen order (see above).		Fortitude Save	Add +1
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

3 RD LEVEL SAMURAI	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
RESOLVE: You gain an additional use of your resolve ability each day. WEAPON EXPERTISE: Select either katana, longbow, naginata or wakizashi. You may draw this weapon as free action, as if you had the Quick Draw feat. In addition, you gain +2 on rolls to confirm critical hits with this weapon.		Fortitude Save	NO CHANGE
		Reflex Save	Add +1
		Will Save	Add +1

4 TH LEVEL SAMURAI	HIT POINTS + 1D10 + CON	Attack Bonus	Add+1
Write the following new class feature in Section F of your character sheet: CHALLENGE: You may issue up to two challenges per day. MOUNTED ARCHER: You are not required to make Ride checks in mounted combat. Furthermore, you only incur a -2 penalty on ranged attacks when your mount takes a double move (instead of the standard -4 penalty).		Fortitude Save	Add +1
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

5 TH LEVEL SAMURAI	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
Write the following new class feature in Section F of your character sheet: BANNER: Your banner becomes a symbol of inspiration to your allies and companions. As long as your banner is clearly visible, your allies gain a +2 bonus to saving throws and a +2 bonus to charge attack rolls. The banner must be carried or displayed by you or your mount to provide these benefits. RESOLVE: You gain an additional use of your resolve ability each day.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

SAMURAI WEAPONS

KATANA			RANGE
			Melee
Katanas are noted for their wickedly sharp yet slender, gently curved blades, designed to make graceful hacking strokes capable of severing opponents' heads and limbs. Cost: 50 GP			
HANDS	TYPE	DAMAGE	CRIT
1	Slashing	1d8	18-20/x2

NAGINATA			RANGE
			Melee
The naginata consists of a 6-foot staff affixed to a 2-foot-long, swordlike slightly curved blade. The shaft is designed to keep the wielder out of reach from swords and shorter weapons. You may attack up to 5 feet (1 square) away with a naginata. Cost: 35 GP			
HANDS	TYPE	DAMAGE	CRIT
2	Slashing	1d8	20/x4

WAKIZASHI			RANGE
			Melee
These short, slender blades are between 1 to 2 feet long. These blades are specifically worn by samurai and are intended to be paired with a katana. Together, this set of blades is referred to as a daisho. Cost: 35 GP			
HANDS	TYPE	DAMAGE	CRIT
Light	P or S	1d6	18-20/x2

FEATS

SAMURAI WEAPON PROFICIENCY	
Prerequisites:	None
BENEFIT	
You are proficient in the use of samurai weapons: the katana, naginata and wakizashi. Note that samurai start with proficiency in these weapons.	

SORCERER

You are a scion of innately magical bloodlines. You cast wizard spells, but unlike wizards you do not have to study a spellbook or prepare your spells in advance. You cast your spells spontaneously.

Place your highest ability score into **Charisma**.

1ST Level Sorcerer Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+0	Hit Points	6
Reflex Save	+0	Attack Bonus	+0
Will Save	+2	Skill Ranks	2

D Mark these class skills in Section D of your character sheet:

- Bluff Spellcraft
 Knowledge (Arcana)

E ARMOR AND WEAPONS

Sorcerers cannot wear armor. In Section E of your character sheet, mark off simple weapons.

K SPELLS

You can cast wizard spells. However, unlike a wizard, you do not have to prepare your spells in advance. You can cast any spell you know spontaneously. In addition, you are able to cast more spells per day than a wizard. However, the trade off is that the number of spells you know is far more limited than it is for wizards.

You start knowing the same four cantrips as wizards, which you may cast as much as you want, up to once per round. You also start knowing two **1st-Level spells**, selected from the wizard spell list. These spells are not recorded in a spellbook...you just know them. However, the number of spells you know is limited and fixed, and can only be increased by gaining levels.

You're able to cast up to three **1st-Level spells** per day. If your Charisma score is 12 or higher you may cast an additional **1st-Level spell** each day.

F CHOOSE YOUR BLOODLINE

Select one of the three following bloodlines and write it down in Section F of your character sheet. Note that this choice cannot be changed later. Your bloodline grants you additional skills, spells known and other abilities; record all these in the appropriate sections of your character sheet.

ARCANE BLOODLINE

Your family has always been skilled in the eldritch magical arts.

D Class Skill: Mark any one Knowledge skill you like (except Knowledge (Arcana), as you already have this skill) in Section D of your character sheet.

K Bonus Spells Known: At 3rd-Level you learn *identify* as a bonus spell; at 5th-Level you learn *invisibility* as a bonus spell.

F Additional Bloodline Powers

Increase the DC of your spells by 1.

Arcane Bond: At 1st-Level you gain *Arcane Bond* per the wizard class (page 26 of the Heroes Handbook).

Metamagic Adept: At 3rd-Level you may cast one spell you know as a swift action. You may do this once per day.

DESTINED BLOODLINE

Your family is destined for greatness in some way.

D Class Skill: Mark Knowledge (History) in Section D of your character sheet.

K Bonus Spells Known: At 3rd-Level you learn *alarm* as a bonus spell; at 5th-Level you learn *blur* as a bonus spell.

F Additional Bloodline Powers

When you cast a spell with a range of personal you gain a +1 bonus to all your saving throws for 1 round.

Touch of Destiny: At 1st-Level you can touch a creature to grant them a bonus on attack rolls, skill checks, ability checks and saving throws equal to ½ your sorcerer level (minimum +1) for 1 round. You may use this ability a number of times per day equal to 3 + your CHA.

Fated: At 3rd-Level you gain a +1 bonus to all saving throws and to your flat-footed AC.

DRACONIC BLOODLINE

The ancient power of a dragon flows through your bloodline.

D Class Skill: Mark Perception in Section D of your character sheet.

K Bonus Spells Known: At 3rd-Level you learn *mage armor* as a bonus spell; at 5th-Level you learn *resist energy* as a bonus spell.

F Additional Bloodline Powers

At 1st-Level select one of the dragon types below. This choice cannot be changed later. A number of your abilities are based on your dragon type.

Dragon Type	Energy Type
Black	Acid
Blue	Electricity
Red	Fire
White	Cold

Whenever you cast a spell that inflicts a type of energy damage that matches your draconic bloodline's energy type, that spell inflicts +1 damage per die rolled (i.e. if the damage is 2d4, you would inflict 2d4+2 damage).

Claws: At 1st-Level you can grow claws as a swift action. These claws are natural weapons; as a standard + move action you may make two attacks each round with your claws. The claws inflict 1d4 + STR mod damage. At 5th-Level your claws are considered magic weapons for purposes of overcoming damage resistance.

Dragon Resistance: At 3rd-Level you gain +1 to your Armor Class. When you take the same type of energy damage as your dragon type, reduce that damage by 5 points.

J STARTING WEALTH

Sorcerers start with 70 GP to purchase initial weapons and equipment.

You are done with 1st-Level Sorcerer. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL SORCERER	HIT POINTS + 1D6 + CON	Attack Bonus	Add +1
You are able to cast one additional 1st-Level wizard spell per day.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

3 RD LEVEL SORCERER	HIT POINTS + 1D6 + CON	Attack Bonus	NO CHANGE
You are able to cast one additional 1st-Level wizard spell per day and you also learn one additional 1st-Level wizard spell of your choice. You also gain additional bloodline abilities (see above).		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

4 TH LEVEL SORCERER	HIT POINTS + 1D6 + CON	Attack Bonus	Add+1
You are able to cast one additional 1st-Level wizard spell per day. You learn one 2nd-level wizard spell of your choice, and you are able to cast up to three 2nd-Level wizard spells per day. If your Charisma score is 14 or higher you may cast one additional 2nd-Level wizard spell per day. You may choose to replace one spell you know for another spell of the same level.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

5 TH LEVEL SORCERER	HIT POINTS + 1D6 + CON	Attack Bonus	NO CHANGE
You learn one additional 2nd-level wizard spell of your choice, and you are able to cast one additional 2nd-Level wizard spell per day. You also gain a bonus spell known from your chosen bloodline (see above).		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

- ☀ = Standard magic
- ♥ = Spell on friend
- ☠ = Spell on enemy

1st-LEVEL WIZARD/SORCERER SPELLS

☀ IDENTIFY

RANGE: 60 feet	Duration: 3 rounds/level
-----------------------	---------------------------------

Functions as *detect magic* except that you are able to identify magical items in a single round, and you learn the properties and command words of any magic items in your possession.

2nd-LEVEL WIZARD/SORCERER SPELLS

♥ BLUR

RANGE: Touch	Duration: 1 minute/level
---------------------	---------------------------------

The touched subject gains the benefit of concealment (20% miss chance). *See invisibility* does not counteract the *blur* effect. Opponents that cannot see the subject ignore the spell's effect.

FEATS

COMBAT CASTING

Prerequisites:	None
-----------------------	------

BENEFIT

You may cast spells while standing adjacent to enemies.

SUMMONER

None are more adept at beckoning creatures to their service than you, the summoner. You form a close bond with a creature from another plane of existence, known as an eidolon, which you summon at need.

Place your highest ability score into Charisma.

1ST Level Summoner Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+0	Hit Points	8
Reflex Save	+0	Attack Bonus	+0
Will Save	+2	Skill Ranks	2

D Mark these class skills in Section D of your character sheet:

- Knowledge (all) Spellcraft
 Ride

E ARMOR AND WEAPONS

In Section E of your character sheet, check off simple weapons and light armor.

K SUMMONER SPELLS

You can cast summoner spells that you know from the summoner spell list below. You can cast any spell you know spontaneously, without having to prepare it ahead of time. The trade off is that your total available known spells is extremely limited. You start play knowing a total of two **1st-level summoner spells** of your choice, learning new spells as you gain levels.

CANTRIPS

You have access to the same four cantrips as wizards (page 28 of the Hero's Handbook). You may cast these spells over and over again, as many times as you like.

1ST LEVEL SUMMONER SPELLS

You may cast one **1st-level summoner spell** per day from the summoner spells you know. If your Charisma ability score is 12 or higher, you can cast one additional **1st-level summoner spell** each day. Write this number of **1st-level summoner spells** per day in Section K. If a spell says you can cast it on an ally, you can instead cast it on yourself—you don't have to cast it on someone else.

F EIDOLON

Write **EIDOLON** in Section F of your character sheet. You are able to summon a powerful being called an eidolon. You form a link with the eidolon; it shares your alignment and knows all the languages you know. The ritual to summon your eidolon takes 1 minute to perform. The eidolon remains until dismissed by you or it is reduced to 0 (or fewer) hit points, at which point the eidolon returns to its home plane and may not be summoned again for 24 hours. It cannot be dismissed by *dispel magic*. When summoned, the eidolon's hit points are unchanged from the last time it was summoned; eidolons do not heal naturally. The exception is if the eidolon was slain, in which case it returns with ½ its normal hit points when summoned. If you are unconscious, asleep or killed the eidolon is immediately banished.

The eidolon takes a form shaped by your desires, but always appears as a fantastical creature (it cannot, however, be made to look like a specific creature). It shares your ability scores, attack bonus, hit points and saving throws. In addition, the eidolon receives 3 evolution points, which may be spent to give your eidolon different powers and abilities (see below for more details). An identical magic rune appears on your forehead and on the forehead of the eidolon; this rune can be hidden through mundane means, but not through appearance changing magic (such as *disguise self*).

Any spell with a range of personal may be cast on your eidolon as though you were casting it on yourself. Your link with your eidolon allows you to communicate with it anywhere it goes, unless it returns to its home plane. All eidolons have darkvision 60 feet.

F LIFE LINK

Write **LIFE LINK** in Section F of your character sheet. Whenever your eidolon takes enough damage to send it back to its home plane, you may sacrifice any number of your hit points as a free action to prevent that damage to the eidolon. This keeps the eidolon from being sent back to its home plane. In addition, the eidolon must stay within close proximity to you (about 100 feet). If you are separated by too great a distance, the eidolon returns to its home plane.

F SUMMON MONSTERS

Write **SUMMON MONSTERS** in Section F of your character sheet. You may cast *Summon Monster I* as a standard action 3 + CHA times per day. This ability only works while your eidolon is *not* present. In addition, the creatures remain for 1 minute per level (instead of 1 round per level).

J STARTING WEALTH

Summoners start with 70 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Summoner. Turn to Page 32 of the Hero's Handbook.

2 ND LEVEL SUMMONER	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>You may cast another 1st-level summoner spell each day. You also learn a third 1st-level summoner spell of your choice.</p> <p>You gain one additional evolution point to spend on your eidolon.</p> <p>BOND SENSES: Write BOND SENSES in Section F of your character sheet. As a standard action you may share the senses of your eidolon, hearing, seeing, smelling and touching everything it experiences. This effect lasts for a number of rounds equal to your summoner level, and may be ended as a free action.</p>		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

3 RD LEVEL SUMMONER	HIT POINTS + 1D8 + CON	Attack Bonus	Add +1
<p>You may cast another 1st-level summoner spell each day. You also learn a fourth 1st-level summoner spell of your choice.</p> <p>You gain one additional evolution point to spend on your eidolon.</p> <p>SUMMON MONSTERS: You may now cast <i>Summon Monster II</i> using your Summon Monsters ability.</p>		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

4 TH LEVEL SUMMONER	HIT POINTS + 1D8 + CON	Attack Bonus	Add+1
<p>You learn two 2nd-level summoner spells of your choice, and may cast one 2nd-level summoner spell each day. If your Charisma score is 14 or higher you may cast one additional 2nd-level summoner spell each day.</p> <p>You gain two additional evolution points to spend on your eidolon.</p> <p>SHIELD ALLY: Write SHIELD ALLY in Section F of your character sheet. As long as your eidolon is adjacent to you, you receive a +2 bonus to AC and to all saving throws.</p>		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

5 TH LEVEL SUMMONER	HIT POINTS + 1D8 + CON	Attack Bonus	NO CHANGE
<p>You may cast one additional 1st-level and 2nd-level summoner spell each day. You also learn a third 2nd-level summoner spell of your choice.</p> <p>You may exchange one spell you already know for a new spell of the same level.</p> <p>You gain one additional evolution point to spend on your eidolon.</p> <p>SUMMON MONSTERS: You may now cast <i>Summon Monster III</i> using your Summon Monsters ability.</p>		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

EIDOLONS

Step 1 – Pick the Base Form

Base Form	Speed	Attack	Free Evolutions
Quadruped	40 feet	Bite (1d6)	Bite, limbs (legs)
Biped	30 feet	2 Claws (1d4)	Claws, limbs (arms), limbs (legs)
Serpentine	20 feet, climb 20 feet	Bite (1d6) or Tail Slap (1d6)	Bite, climb, reach (bite), tail, tail slap

Note that all eidolons are medium size. Eidolons have a base AC of 12 and may not wear armor of any kind.

Step 2 – Spend Evolution Points

Evolution points cannot be saved between levels; they must be spent when they are gained. However, each time you gain a level, you may change your eidolon's evolutions. Some evolutions require a specific base to select them. If an eidolon has more than one natural weapon or attack (such as 2 claws) it may make a standard+move action to attack with all its weapons. Remember that the eidolon shares your ability scores, so adjust AC and damage accordingly.

1 Point Evolutions

Bite – The eidolon gains a bite attack that inflicts 1d6 points of damage.

Claws – The eidolon gains two claws which inflict 1d4 points of damage. Attacking with both claws requires a standard+move action. Limbs are required to take this evolution.

Climb – The eidolon gains the ability to climb at its base speed. This evolution may be taken more than once; each additional selection increases its climb speed by 20 feet.

Gills – Allows the eidolon to breathe underwater indefinitely.

Improved Damage – One of the eidolon's natural attacks gains a +1 damage bonus. This evolution may be taken multiple times, each for a different natural weapon.

Improved Natural Armor – Grants +2 bonus to the eidolon's AC.

Pounce – The eidolon may make full attacks after a charge. The eidolon must have the quadruped form to take this evolution.

Reach – One of the eidolon's attacks can hit targets up to 10 feet away.

Resistance – The eidolon gains 5 resistance against one type of energy (acid, cold, electricity, fire or sonic). Each time this evolution is selected, it is for a different type of energy.

Sting – Eidolons with the tail evolution may select sting, granting a sting attack inflicting 1d4 points of damage. This may be selected multiple times, but each stinger requires a separate tail.

Swim – The eidolon gains the ability to swim at its base speed. Each additional selection of this evolution increases the swim speed by 20 feet.

Tail – The eidolon grows a long, powerful tail. Tail may be selected multiple times, each granting a separate tail.

Tail Slap – Eidolons with the tail evolution may make a powerful slap attack, inflicting 1d6 points of damage.

Tentacle – The eidolon grows a long sinuous tentacle, which may attack for 1d4 points of damage. This evolution may be selected more than once, each granting a separate tentacle.

2 Point Evolutions

Energy Attacks – You must be 5th level to select this evolution. Pick one energy type (acid, cold, electricity or fire). You eidolon's natural attacks inflict an additional 1d6 damage of chosen energy type on a successful hit.

Flight – You must be 5th level to select this evolution. The eidolon grows large wings and gains the ability to fly at its base speed. Flight speed can be increased by 20 feet for each additional point spent. Spending two additional points grants magical flight, meaning the eidolon can fly without wings.

Limbs – The eidolon grows an additional pair of limbs, either in the form of legs or arms. Each additional pair of legs increases base speed by 10 feet. Additional arms do not grant extra attacks, but may be improved with other evolutions that do grant extra attacks. Arms may also be used to wield weapons that the eidolon is proficient with. This evolution may be selected more than once.

Weapon Training – The eidolon is proficient in the use of simple weapons. A second selection of this evolution makes the eidolon proficient with martial weapons as well.

☀ = Standard magic

♥ = Spell on friend

☠ = Spell on enemy

1st-LEVEL SUMMONER SPELLS

☀ ALARM

Range: 30 feet **Duration:** 2 hours/level

Pick a 20-foot-radius area, like a campsite. If any creature other than you or your allies enters that area, a loud ringing noise starts, which wakes up everyone. Invisible or sneaking creatures can set off the alarm.

♥ ENDURE ELEMENTS

Range: Touch **Duration:** 24 hours

A creature protected by this spell suffers no harm from being in a hot or cold environment and can exist comfortably between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. No protect is provided against fire or cold damage.

☀ EXPEDITIOUS RETREAT

Range: Personal **Duration:** 1 minute/level

This spell increases your base land speed by 30 feet. It has no effect on any other mode of movement, such as swimming or flying.

♥ FEATHER FALL

Range: 30 feet **Duration:** Until target lands

You choose a number of allies equal to your summoner level, who fall slowly (60 feet per round) and don't take damage from falling, though they can still be hurt if they land on something dangerous, like spikes or lava. You can cast this spell as a free action.

☀ IDENTIFY

Range: 60 feet **Duration:** 3 rounds/level

Functions as *detect magic* except that you are able to identify magical items in a single round, and you learn the properties and command words of any magic items in your possession.

♥ MAGE ARMOR

Range: Touch **Duration:** 1 hour/level

Your touched ally gains a +4 bonus to its Armor Class. If the ally is wearing armor, use this bonus or the bonus from the armor, whichever is higher.

♥ PROTECTION FROM EVIL

Range: Touch **Duration:** 1 minute/level

Your touched ally gains a +2 bonus to Armor Class and a +2 bonus on all saving throws. The ally only gets this bonus against attacks and abilities of evil creatures (the spell doesn't give a bonus against good or neutral creatures).

♥ REJUVINATE EIDOLON, LESSER

Range: Touch **Duration:** Instantaneous

By touching your eidolon, you cure it for 1d10 + your summoner level points of damage.

☀ SUMMON MONSTER I

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Dire Rat (pg. 65 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

☀ VENTRILOQUISM

Range: 30 feet **Duration:** 1 minute/level

You can make your voice (or any noise you can normally make) seem to emanate from somewhere else, in any language you know. Anyone hearing it that makes a successful Will save (DC 11 + your CHA) will recognize it as an illusion, though they still hear it.

2nd-LEVEL SUMMONER SPELLS

♥ BARKSKIN

Range: Touch **Duration:** 10 minutes/level

Barkskin toughens the subject's skin, granting a +2 bonus to AC.

♥ BULL'S STRENGTH

Range: Touch **Duration:** 1 minute/level

Your touched ally gets stronger. The ally gets a +2 bonus on melee attack rolls, melee damage rolls, Strength checks, Climb checks, and Swim checks.

♥ CAT'S GRACE

Range: Touch **Duration:** 1 minute/level

Your touched ally gets more agile. The ally gets a +2 bonus on ranged attack rolls, Armor Class, Dexterity checks, Reflex saving throws and Acrobatics, Disable Device, Ride and Stealth checks.

☠ CREATE PIT

Range: 100 feet **Duration:** 1 round/level

Casting this spell creates a 10x10 foot pit (20 feet deep) on any 10'x10' horizontal surface. Anyone in the area of effect gets a Ref save to jump to the nearest open space (DC = 12 + CHA). Anyone ending their movement adjacent to the edge of the pit get a +2 to their Ref save. Those failing their save fall in and take falling damage as normal. A DC 25 climb check is required to climb out. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit over the course of a single round, until they are standing on the surface.

♥ INVISIBILITY

Range: Touch **Duration:** 1 minute/level

You touch an ally and make it (and its gear) turn invisible. Objects it picks up disappear; objects it drops become visible. Attack rolls against the ally have a 50% miss chance (see page 59). If the ally attacks or casts a spell that harms someone, invisibility ends.

♥ RESIST ENERGY

Range: Touch **Duration:** 10 minutes/level

You protect an ally from acid, cold, electricity, or fire (pick one when you cast the spell). Any time the target takes damage from that kind of energy, subtract 10 from the damage. (If the attack had a saving throw for half damage, subtract 10 points after the damage is halved).

☀ SEE INVISIBILITY

Range: Personal **Duration:** 10 minutes/level

Invisible creatures and objects become visible to you as transparent shapes. The spell doesn't help you see creatures that are just hiding, concealed, or hard to see—it only reveals magical invisibility.

♥ SPIDER CLIMB

Range: Touch **Duration:** 10 minutes/level

The touched subject gains the ability to walk up walls or even across ceilings as a spider would, with a speed of 20 feet. Both hands must be free to do so, and no climb checks are required.

☀ SUMMON EIDOLON

Range: Personal **Duration:** 1 minute/level

Casting this spell opens a rift through which you can summon your eidolon from its home plane (even if it has returned due to damage). However, it only remains for the duration of this spell. This spell has no effect if your eidolon is already present.

☀ SUMMON MONSTER II

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Giant Spider (pg. 71 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

5th-LEVEL SUMMON MONSTERS ABILITY

☀ SUMMON MONSTER III

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Boar (pg. 64 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

FEATS

EXTRA EVOLUTION

Prerequisites: Summoner

BENEFIT

You gain an additional evolution point to spend on your eidolon.

RESILIENT EIDOLON

Prerequisites: Summoner

BENEFIT

If you are knocked unconscious, fall asleep or killed, your eidolon remains for a number of rounds equal to your summoner level, instead of being immediately banished to its home plane. If you recover before this duration expires, the eidolon is not banished.

WITCH

You are a witch, feared and misunderstood. You draw your magical abilities by forming a pact with an otherworldly power, communing with it through your familiar.

Place your highest ability score into Intelligence.

1ST Level Witch Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+0	Hit Points	6
Reflex Save	+0	Attack Bonus	+0
Will Save	+2	Skill Ranks	2

D Mark these class skills in Section D of your character sheet:

- | | |
|---|--|
| <input checked="" type="checkbox"/> Heal | <input checked="" type="checkbox"/> Knowledge (Nature) |
| <input checked="" type="checkbox"/> Knowledge (Arcana) | <input checked="" type="checkbox"/> Spellcraft |
| <input checked="" type="checkbox"/> Knowledge (History) | |

E ARMOR AND WEAPONS

In Section E of your character sheet, mark off simple weapons. You may not wear any armor nor use shields.

K Witch Spells

You cast arcane spells from the list of Witch spells provided below. You may know any number of spells, which must be prepared ahead of time. Each morning you decide which spells you want to be able to cast that day. When you cast a spell, mark it off your list of available spells. You may choose new spells each day.

CANTRIPS

You have access to the same four cantrips as wizards (page 28 of the Hero's Handbook). You may cast these spells over and over again, as many times as you like.

1ST-level WITCH SPELLS

You start play knowing 3 + your INT spells chosen from the list of **1st-level witch spells** below. You can prepare one **1st-level witch spell** each day. If your Intelligence score is 12 or higher you can prepare one additional **1st-level witch spell** each day.

F FAMILIAR

You've formed a close bond with a familiar, a creature that teaches you magic, stores the spells you know and guides you along your path. Select one animal from the list below and record the special ability granted.

<i>Cat or Centipede</i>	+3 on Stealth checks
<i>Lizard or Spider</i>	+3 on Climb checks
<i>Monkey</i>	+3 on Acrobatic checks
<i>Octopus</i>	+3 on Swim checks
<i>Rat</i>	+2 on Fortitude saves
<i>Scorpion</i>	+2 on initiative rolls
<i>Toad</i>	+3 to hit points
<i>Weasel or Fox</i>	+2 on Reflex saves

Your familiar 'stores' all the spells you know, and you cannot prepare a spell that is not stored in your familiar. Familiars may teach one another spells they know, requiring one hour per level of the spell being taught. In addition, witches may teach their familiar spells from scrolls, likewise requiring one hour per level of the spell being learned.

Familiars cannot normally be targeted in combat; your familiar will stick close to you and for all intents and purposes it is treated as part of you. Should your familiar be lost or killed, you may replace it after one day through an 8-hour ritual that costs 500 gp per witch level. The new familiar begins knowing all four arcane cantrips plus two spells from each spell level the witch is able to cast.

F HEX

Write **Hex** in Section F of your character sheet. Select one hex from the list provided below. Unless otherwise noted, using a hex is a standard action and may be performed whilst standing adjacent to an enemy. The DC to resist a hex at 1st level is 10 + your INT.

- **Charm:** As a standard action you may charm a person or animal within 30 feet of you. Their attitude towards you is improved by one step, as if you had successfully used the diplomacy skill on them. The effect lasts for a number of rounds equal to your INT, and is negated by a successful Will save. A creature may only be targeted by this hex once every 24 hours.
- **Disguise:** You may change your appearance, per the *disguise self* spell, for a number of hours equal to your witch level. You do not have to use all the hours at the same time, but they must be used in one hour increments.
- **Evil Eye:** You cause doubt to creep into the mind of one foe you can see within 30 feet of you. The target suffers a -2 penalty to all attack rolls for 3 + your INT rounds. If they make a successful Will save the duration is reduced to just one combat round.
- **Fortune:** You may grant one creature within 30 feet a bit of luck for one round. That creature may call upon that luck to roll two twenty-sided dice for any ability check, attack roll, saving throw or skill check, taking the better of the two rolls. A creature may benefit from this hex only once every 24 hours.
- **Healing:** You may soothe the wounds of any creature you touch, acting as a *cure light wounds* spell using your witch level. A creature may only benefit from this hex once every 24 hours. At 5th level this hex acts as a *cure moderate wounds* spell.
- **Tongues:** You may use this hex to understand any language for a number of minutes per day equal to your witch level, per the *comprehend languages* spell. You do not have to use all the minutes at the same time, but they must be spent in one minute increments. At 5th level you may use this hex to speak any language, per the *tongues* spell.

F PATRON

Write **Patron** in Section F of your character sheet. Select one patron from the list below. Your patron is a vague and mysterious force, granting power to you for reasons you may not fully understand. Your patron grants you additional known spells at 2nd and 4th level. Your familiar learns these additional spells automatically. Patrons are listed by their theme; it is left to the GM to name them.

Animals – At 2nd level gain *Charm Animals*; at 4th level gain *Speak with Animals*

CHARM ANIMAL

Range: 30 feet	Duration: 1 hour/level
-----------------------	-------------------------------

You make an animal think you are its friend (though this doesn't mean you can give it orders). It can make a Will save to resist (DC = 11 + your INT Mod). If you or your allies are attacking it, it gets a +5 on this save. You can't cast this on mindless creatures.

Deception – At 2nd level gain *Ventriloquism*; at 4th level gain *Invisibility*

VENTRILOQUISM

Range: 30 feet	Duration: 1 minute/level
-----------------------	---------------------------------

You can make your voice (or any noise you can normally make) seem to emanate from somewhere else, in any language you know. Anyone hearing it that makes a successful Will save (DC = 11 + your INT) will recognize it as an illusion, though they still hear it.

SPEAK WITH ANIMALS

Range: Personal	Duration: 1 minute/level
------------------------	---------------------------------

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. If an animal is friendly toward you, it may do some favor or service for you.

INVISIBILITY

Range: Touch	Duration: 1 minute/level
---------------------	---------------------------------

You touch an ally and make it (and its gear) turn invisible. Objects it picks up disappear; objects it drops become visible. Attack rolls against the ally have a 50% miss chance (see page 59). If the ally attacks or casts a spell that harms someone, invisibility ends.

Strength – At 2nd level gain *Divine Favor*; at 4th level gain *Bull's Strength*

DIVINE FAVOR

Range: Personal

Duration: 1 minute

You get a +1 bonus on attack rolls and on damage rolls with weapons. You don't get this bonus on spell damage or channel energy damage.

BULL'S STRENGTH

Range: Touch

Duration: 1 minute/level

Your touched ally gets stronger. The ally gets a +2 bonus on melee attack rolls, melee damage rolls, Strength checks, Climb checks, and Swim checks.

J STARTING WEALTH

Witches start with 105 GP to purchase initial weapons and equipment.

You are done with 1st-Level Witch. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL WITCH	HIT POINTS + 1D6 + CON	Attack Bonus	Add +1
Add two new 1 st -level witch spells to your familiar. You can prepare one additional 1 st -level witch spell per day. Hex: You may select one additional hex from the list above. Your hex save DC increases to 11 + your INT.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

3 RD LEVEL WITCH	HIT POINTS + 1D6 + CON	Attack Bonus	NO CHANGE
Add two new witch spells to your familiar. These may be 1 st or 2 nd -level witch spells. You can prepare one 2 nd -level witch spell each day. If your Intelligence is 14 or higher, you can prepare one additional 2 nd -level witch spell each day.		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

4 TH LEVEL WITCH	HIT POINTS + 1D6 + CON	Attack Bonus	Add+1
Add two new witch spells to your familiar. These may be 1 st or 2 nd -level witch spells. You can prepare one additional 1 st -level witch spell each day. You can prepare one additional 2 nd -level witch spell each day. Hex: Select one additional hex from the list above. Your hex save DC increases to 12 + your INT.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

5 TH LEVEL WITCH	HIT POINTS + 1D6 + CON	Attack Bonus	NO CHANGE
Add two new witch spells to your familiar. These may be 1 st , 2 nd , or 3 rd -level witch spells. You can prepare one 3 rd -level witch spell each day. If your Intelligence is 16 or higher, you may prepare one additional 3 rd -level witch spell each day.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

☀ = Standard magic

♥ = Spell on friend

☠ = Spell on enemy

1st - LEVEL WITCH SPELLS

☠ CAUSE FEAR

Range: 30 feet

Duration: 1d4 rounds

You cast this on an enemy, who gets to make a Will save to resist the spell (DC = 11 + your INT Mod). If it doesn't resist, it runs away from you for the duration of the spell. You can't cast this on mindless creatures, or creatures with 6 or more class levels or Hit Dice.

☠ CHARM PERSON

Range: 30 feet

Duration: 1 hour/level

You make a humanoid enemy think you are its friend (though this doesn't mean you can give it orders). It can make a Will save to resist (DC = 11 + your INT Mod). If you or your allies are attacking it, it gets a +5 on this save. You can't cast this on mindless creatures.

☀ COMPREHEND LANGUAGES

Range: Personal

Duration: 10 minutes/level

You are able to comprehend the spoken words of creatures and the literal meaning of otherwise incomprehensible written messages. This only grants the ability to understand the spoken or written words of others, not to speak or write another language yourself.

♥ CURE LIGHT WOUNDS

Range: Touch

Duration: Instantaneous

You touch a living creature and heal it for hit points equal to 1d8 + your witch level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 1d8 + your witch level. The undead gets a Will save for half damage (DC = 11 + your INT).

☀ DETECT SECRET DOORS

Range: 60 feet

Duration: 10 minutes/level

You can sense secret doors and hidden passages. On the round you cast it, you sense if there are any in range. On the second round, you know how many there are. On the third round, you know exactly where they are and how to open them.

☀ IDENTIFY

RANGE: 60 feet

Duration: 3 rounds/level

Functions as *detect magic* except that you are able to identify magical items in a single round, and you learn the properties and command words of any magic items in your possession.

♥ MAGE ARMOR

Range: Touch

Duration: 1 hour/level

Your touched ally gains a +4 bonus to its Armor Class. If the ally is wearing armor, use this bonus or the bonus from the armor, whichever is higher.

☠ RAY OF ENFEEBLEMENT

Range: 30 feet

Duration: 1 round/level

You must succeed on a ranged touch attack to strike a target. For every two levels of the caster, the subject suffers a -1 penalty to melee attack and damage rolls, Strength checks and Climb and Swim checks (minimum -1). A successful Fortitude save (DC = 11 + your INT) negates this effect.

☠ SLEEP

Range: 100 feet

Duration: 1 minute/level

Living creatures in a 10-foot radius fall asleep. The spell can affect up to 4 Hit Dice, starting with the lowest Hit Dice and ignoring unconscious, mindless, or construct creatures. Creatures can make a Will save (DC = 11 + your INT Mod) to resist. Waking a sleeping creature is a standard action. Noise isn't enough to wake them.

☀ SUMMON MONSTER I

Range: 30 feet

Duration: 1 round/level

Casting this spell causes a Dire Rat (pg. 65 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

2nd - LEVEL WITCH SPELLS

☀ AUGURY

Range: Personal

Duration: Instantaneous

You ask your patron about an upcoming action (like opening a door) to find out if it's a good idea or not. There's a 70% your patron answers (d%, 31+ is a success). If so, the Game Master tells you whether or not the action is a good idea, bad idea, or neither.

♥ CURE MODERATE WOUNDS

Range: Touch

Duration: Instantaneous

You touch a living creature and heal it an amount of hit points equal to 2d8 + your witch level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 2d8 + your witch level. The undead gets a Will save for half damage (DC = 12 + your INT).

♥ DELAY POISON

Range: Touch

Duration: 1 hour/level

Your touched ally ignores the effects of poison until the spell runs out. When this spell ends, any poison delayed by this spell takes effect. This spell does not cure poison effects that have already happened; it just prevents more poison effects for a while.

DETECT THOUGHTS

Range: 60 foot cone shape **Duration:** 1 minute/level

By concentrating on an area or subject you can detect the surface thoughts of others. On the first round you detect if any minds are present in range. On the second round you determine how many minds are present. On the third round you can detect the surface thoughts of those minds. The target gets a Will save to resist (DC = 12 + your INT). Each round you may turn to detect thoughts in a new area.

FALSE LIFE

Range: Personal **Duration:** 1 hour/level

You use the power of undeath to give yourself 1d10 temporary hit points plus 1 hit point per witch level. If you take damage, you lose these temporary hit points first. If any of these temporary hit points are left when the spell runs out, they go away.

HOLD PERSON

Range: 100 feet **Duration:** 1 round/level

You cast this on a humanoid enemy, who gets to make a Will save to resist (DC = 12 + your INT). If it doesn't resist, it is paralyzed. Once per round at the end of its turn it can try another Will save to end the spell. This spell has no effect on mindless creatures.

LEVITATE

Range: 30 feet **Duration:** 1 minute/level

You make an object or an ally float upward or downward. You can move the target up to 20 feet each round as a move action. The spell cannot move the target sideways. You can lift up to 100 pounds times your wizard level with this spell.

SEE INVISIBILITY

Range: Personal **Duration:** 10 minutes/level

Invisible creatures and objects become visible to you as transparent shapes. The spell doesn't help you see creatures that are just hiding, concealed, or hard to see—it only reveals magical invisibility.

SUMMON MONSTER II

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Giant Spider (pg. 71 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

WEB

Range: 100 feet **Duration:** 10 minutes/level

You create a 20-foot burst of sticky webs. Creatures must make a Reflex save or be unable to move or take actions (DC = 12 + your INT). A stuck creature can spend a standard action to make another save. Moving through webs costs 2 squares of movement per square.

3rd - LEVEL WITCH SPELLS

DISPEL MAGIC

Range: 100 feet **Duration:** Instantaneous

You can cancel a spell on a creature or object. Roll 1d20 + your witch level against a DC of 11 + the cleric level, wizard level, or other caster level of the creature who cast the spell. If you succeed, that spell ends. You can't use this spell on a spell with an "instantaneous" duration.

HEROISM

Range: Touch **Duration:** 10 minutes/level

A single creature touched by you is imbued with great heroism, receiving a +2 bonus to attack rolls, saving throws and skill checks.

FLY

Range: Touch **Duration:** 1 minute/level

You touch an ally and give it the power to fly. The creature flies at a speed of 60 feet (or 40 feet if it is wearing medium or heavy armor). When the spell ends, the ally floats to the ground safely.

LIGHTNING BOLT

Range: 120 feet **Duration:** Instantaneous

You create a bolt of electricity from you to an enemy within range. Every creature (except you) in a straight line from you to that enemy (including that enemy) takes 1d6 points of electricity damage per witch level. Each creature can make a Reflex saving throw to take only half damage (DC = 13 + your INT).

SLEET STORM

Range: 400 feet **Duration:** 1 round/level

Driving sleet blocks all sight (even darkvision) within a 40-foot radius, covering the ground with ice and extinguishing torches and small fires. Creatures may not walk within or through the area of sleet without a successful DC 10 Acrobatics check; even then normal movement speed is halved.

SUGGESTION

Range: 30 feet **Duration:** 1 hour/level

You give an enemy one reasonable order or task that it must obey. It can resist with a Will save (DC 13 + your INT). The order cannot be dangerous or deadly. The enemy follows the order as best it can. If it completes the order or task, the spell ends.

SUMMON MONSTER III

Range: 30 feet **Duration:** 1 round/level

Casting this spell causes a Boar (pg. 64 of the Game Master's Guide) to appear in a spot you designate within 30 feet; it may act immediately and thereafter acts on your turn. It will follow your instructions to the best of its abilities.

TONGUES

Range: Touch

Duration: 10 minutes/level

The beneficiary of this spell is granted the ability to speak and understand the language of any intelligent creature, though it does not necessarily predispose them favorably towards the beneficiary. The subject may only speak in one language at a time, though it may understand multiple languages at once. The spell does not enable the subject to speak with creatures that are not able to speak.

VAMPIRIC TOUCH

Range: Touch

Duration: Instantaneous

You touch an enemy and steal some of its life energy. Make a melee touch attack. If you hit, the enemy takes 2d6 damage. You gain temporary hit points equal to this damage. If any of these temporary hit points are left after an hour, they go away.

WATER WALK

Range: Touch

Duration: 10 minutes/level

A single touched creature may walk or run across water, or any other liquid surface, as though it were solid ground. The subject's feet hover about an inch above the surface of the liquid. If cast while underwater, the subject will rise to the surface at 60 feet per round until they can stand on it.

FEATS

EXTRA HEX

Prerequisites: Witch

BENEFIT

You gain one additional hex. You may take this feat multiple times.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

- Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000. Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Beginner Box. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn and Sean K Reynolds.

Pathfinder RPG Core Rulebook. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Beginner Box Consolidated Class Conversions © 2012 Author: Edward H. Green III

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this PDF are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced

PAIZO PUBLISHING'S COMMUNITY USE POLICY

This PDF uses trademarks and/or copyrights owned by Paizo Publishing, LLC, which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This PDF is not published, endorsed, or specifically approved by Paizo Publishing. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Publishing and Paizo products, please visit paizo.com.