**Path of Swords Campaign Handbook**

# Introduction

“Sword and Planet,” “Planetary Romance,” “Planetary Adventure” – these are the common names of a literary genre combining pulp adventure, high fantasy, and settings of strange and awesome worlds. These stories blur the line between super-science and magic, and focus on thrilling adventure and danger. The first notable Sword and Planet story was Edgar Rice Burroughs’s *A Princess of Mars* (1911), the beginning of the John Carter of Mars series. Many pulp writers subsequently picked up the genre, including Robert E. Howard (*Almuric*, 1939). The Path of Swords campaign setting for Pathfinder/D&D3.5 is inspired by this genre. Wild adventure! Daredevil swashbuckling! Strength and cunning pitted against brutal villainy and loathsome evil!

## The World

“Know, O Prince, that the world is not now as it once was. Once, Humans strode the skies like gods. The stars were their home, and no deed of might was beyond them. They found the world, savage and untamed, and made it suitable for themselves. They carved into the mountains, changed the course of mighty rivers, and created the great machines that still exist to this day. Do not listen to the witch-priests, O Prince, who say that the great machines are temples built for sacrifice to the outer gods. Men built the great machines for their own purpose – they are the source of the life-giving air that we still breathe to this day. The empire the Humans founded lasted for millennia, but eventually, like all living things, it grew old, forgetful, weak. The forces of darkness which had slumbered through the reign of Humans woke once more, and the world became as we know it today: shattered, war-torn, and ruined. But, O Prince, all is not lost even now, for the hearts of some remain valiant, and there is still hope that the greatness that was lost may yet be reclaimed!”

# Player Character Origins

All player characters for this campaign are Human. Non-Human and demi-Human races exist, but these are NPCs or monsters.

## Arconian

The Humans of the central plains are generally called Arconians, whether or not they are actually from the city of Arconis. Arconis was on several occasions the capital of empires that spanned the plains region and beyond, and its wealth and fame were great. Even though Arconis now is little more than one city-state among equals, the name for the region and the people remains. The common tongue is the Arconian language.

The Arconian people are a practical race, known for their adaptability and intelligence, as well as their courage and valor. Their appearance is varied, since they are the descendants of millennia of immigrants and invaders from the far reaches of the world. They tend towards solid builds and medium height, and medium to dark colorations – exceptions abound.

The central plains are currently disunited and fractious, still in a period of recovery since the destruction of the Empire of Frost. Some cities, such as Arconis itself, have achieved a certain stability and power, and trade and order are beginning to supplant banditry and chaos on the plains. Arconian society is based on a succession of loyalties, first to the family, then to the tribe or clan, and then to the town or city.

The Arconians view strangers with mistrust, but usually not initial hostility. They tend to view others in terms of power – is this group a potential threat, or are they weak enough for us to dominate? At the same time, they are relatively cosmopolitan in outlook, and the strange behavior of foreigners does not usually insult them.

Arconian adventurers tend to be the younger children of an established family. The older siblings stand to inherit, and the younger ones can be spared for other forms of investment. Most of these types become merchants, or they gravitate to the cities in search of apprenticeships, or they become soldiers. Some become adventurers, usually with a mind towards either bringing treasure and glory back to their family, or starting a name for themselves.

### Traits

* +2 racial bonus to any ability score of the player’s choice
* Size: medium
* Base speed: 30’
* Languages: Arconian (Common)

## Dustling

The Dustlings are the strange, mutated Humans that live in the Land of Dust, a desert wasteland far to the east of the Arconian plains. Legend states that the Land of Dust was once a mighty Human kingdom, until a dark sorcerer arose, who devastated the land so that even now, nothing will grow there. In truth, the Land of Dust is certainly desolate and dry, and plagued by the enormous dust storms that give it its name, but there is life there. Scrubby bushes and grasses grow in the wind-protected side of dunes, and there are desert-adapted lizards, birds, and even small mammals. Most remarkable are the desert-adapted Humans that live there, the Dustlings. Dustlings are almost completely covered in thick skin growths, as if they were coated in gravel. This extra hide provides excellent protection against the abrasive dust of their homeland. Their eyelids are also toughened and permanently shut, but they are also nearly transparent. Dustlings' vision is impaired for seeing fine details, but they see movement very well.

Source: BBC

Dustling adventurers are rare, since most Dustlings find themselves unable to understand or cope with life outside their native environment. Those exceptionally adaptable folk that do become adventurers often become renowned heroes.



### Traits

* +4 natural armor
* -2 DEX
* DR4 – Resistance to dehydration, heat

## Frostmen

Hundreds of years ago, the skies over the Arconian plain grew dark and cold. The air seemed cursed -- the sun shone pale through the continual haze, and seemed to give no heat. Ice choked the rivers and streams, and snow remained on the land for an entire year. The suffering of the people was great, and the power of the mighty kingdoms was broken. There were none to resist when the Frostmen came south from beyond the northern mountains.

The frostmen saved the people of the plains, providing food and shelter from the cold, but they were cruel saviors, demanding total obedience. As the years drew on and the cold did not abate, the frostmen settled into complacency in their ice palaces, and they began to turn their minds to dark paths. The frostmen began to offer human sacrifice to their evil gods, and the lot of the plainsmen grew worse by the year.

Eventually, there came an upheaval. Accounts of that time are few and contradictory, but it would seem that the frostmen called up something that they could not control. A great heat blasted all the ice into oblivion, and the capitol of the frostmen exploded in a blaze of fire. The Arconians and their allies took the opportunity to revolt, and slew almost all the frostmen.

The few frostmen remaining in Arconia are viewed with disdain and suspicion at best, but their talents are in high demand, and they are tolerated.

Source: http://img402.imageshack.us/img402/1646/giantfrost.png

Frostmen are instantly known by their blue skin, which varies from sky-pale to an almost-black midnight blue. Their eyes are white with no sign of iris or pupil. Their hair is usually pure white, but some have coal-black or silver hair.

Frostmen adventurers are usually seekers after lost lore, or else amoral mercenaries.

### Traits

The few frostmen remaining in the south have become used to a warmer climate, but they are still susceptible to heat-related maladies.

* -1 CON
* +4 Knowledge (Arcane) at 1st level; +1 bonus whenever skill points are taken in Knowledge (Arcane)
* Make a Fort save DC 15 whenever heat damage is taken. If the roll fails, they are fatigued.
* At 1st level, a Frostman adventurer may choose a supernatural power from the following list:

|  |  |  |
| --- | --- | --- |
| **Power** | **Effect** | **Advancement** |
| Aura of Cold | Creates a permanent 4” aura of freezing temperatures (self only); DR 4 vs. heat/fire; 1 hp cold damage to any creature touching | DR vs. heat/fire +1 bonus/2 levels; +1 cold damage bonus/each level; at 5th level, can extend the aura to cover melee weapons (bonus damage 1d4+1/level beyond 5th) |
| Summon Snow | 1/day/level, can create a billowing cloud of blinding snow (as per the [Fog Cloud](http://www.d20pfsrd.com/magic/all-spells/f/fog-cloud) spell) | +1/day per additional level; at 5th level, snow causes 1d6+1/level beyond 5th cold damage to non-Frostmen creatures within the effect |
| Cold Sphere | Creates a 4” diameter “snowball” that can be thrown as a normal melee weapon – 1d6+1/level cold damage; usable 1/day | Additional 1/day usage per level |
| Touch of Ice | Touch attack deals 1d4+1/level cold damage; usable at will | At 5th level, can extend the touch to melee weapons (bonus cold damage 1d4+1/level) |
| Ice Shield | Can create a 5’ dome of ice around caster; dome has 10+2/level hit points; usable 1/day/level | At 5th level, can be cast with a range of 5’/level |

## Strangeling

The Strangelings are a distinct ethnicity among the peoples of the Arconian plains. They are found in out of the way hamlets and villages, or else in the slum areas of the major cities. They usually try not to draw much attention to themselves, since they are the focus of a great deal of superstition and prejudice. They are often suspected of being witches, thieves, murderers, and charlatans. This is because many Strangelings exhibit supernatural powers. Some are able to read minds, predict the future, levitate objects, or heal injuries and diseases.

Strangelings are a secretive folk and do not typically mix with outsiders. They do not teach others their language. Some Strangelings that make their livings among outsiders can be garrulous and friendly, but even these never get "too personal."

The appearance of Strangelings is almost identical to the Arconians they live near, with the exception of their eyes, which are almost always very dark, almost black. There is a near universal rumor among non-Strangelings that they conceal non-Human characteristics: arcane birthmarks, vestigial limbs, extra toes, and so on. In reality, this is rarely true.

### Traits

Strangeling PCs have a supernatural ability that increases in power with level.

|  |  |  |
| --- | --- | --- |
| **Power** | **Effect** | **Advancement** |
| Clairvoyance | Per the [Clairvoyance](http://www.d20pfsrd.com/magic/all-spells/c/clairaudience-clairvoyance) spell minus audio; 1 min./level; 1/day/2 levels | At 4th level, add clairaudience; at 6th level, add 40’ movement to the sensor; at 8th level, can cast [Suggestion](http://www.d20pfsrd.com/magic/all-spells/s/suggestion) through the sensor |
| Detect Surface Thoughts | Per the [Detect Thoughts](http://www.d20pfsrd.com/magic/all-spells/d/detect-thoughts) spell; 1/day/level | At 4th level, add the ability to send simple messages to one target telepathically; at 8th level, add the ability to detect the thoughts of well-known creatures, no matter the distance |
| Evil Eye | Choose one target – caster and target must be looking at each other; make an opposed CHA check; if the target fails, take 1d4+1/ two levels temporary ability point damage (caster may choose STR, DEX, INT, or WIS); 1/day/level | At 3rd level, caster may choose CHA damage; at 6th level, caster may choose CON damage; at 9th level, caster may target any creature in visual range |
| Healing | Effect/Advancement (cumulative):  At 1st level, heal 1d8+WIS bonus wound points 1/day/level  At 2nd level, heal 1d4+WIS bonus ability point damage 1/day/level  At 3rd level, cure disease 1/day/level  At 4th level, heal an additional 2d6+WIS bonus wound points 1/day/level above 3rd  At 5th level, touch automatically stabilizes dying creatures  At 6th level, heal completely 1 creature 1/day/level above 5th | |
| Telekinesis | May levitate objects – 20 pounds/level; 2/day/level | At 2nd level, add 10’ lateral movement  At 3rd level, add ability to spin objects on any axis  At 4th level, add additional 10’ lateral movement (20’ total)  At 5th level, add ability to levitate 2 objects at once  At 6th level, add additional 10’ lateral movement (30’ total)  At 7th level, add ability to levitate 4 objects at once total  At 8th level, add additional 10’ lateral movement (40’ total) |

## Taurian

The plateau of Bel Taur is a region of jagged, broken hills and deep valleys. Its dense woods are infested with monstrous beasts, the descendants of war animals bred by forgotten sorcerer-kings. Hidden in deep caverns under the rocks are truly evil creatures -- distinguishing fact from legend is difficult, but it is certain that Humans are taken from their homes every year, and that adventurers who seek the caves rarely return. The Tauran tribes are as hardy and tough as the land they inhabit. They are renowned for their fierce independence and inflexible honor. Every few hundred years, a great king will arise among the Taurans, uniting them by sheer force of will. Then the Taurans invariably descend into the plains, conquering and ravaging. None of these Tauran empires have ever survived the death of their king; their native independence re-asserts itself, and all organization is lost.

Since the various Tauran tribes are usually isolated, due to the geography of the plateau, Taurans often look very different from one another. (Taurans can often discern which tribe another Tauran hails from simply by appearance, though non-Taurans rarely can do so.) Great height and muscle mass are common. Taurans usually wear their hair long -- black, red, and gold hair are all common. The men usually do not wear beards, though certain clans do so.

Tauran adventurers are common, since young Taurans often descend from the hills seeking combat, glory, and riches. Successful adventurers usually return to Bel Taur and claim chiefdoms among the clans.

### Traits

* +1 STR
* +1 CON
* -1 INT
* -1 WIS
* -2 reaction from non-Taurans

Taurans are hardy and robust, and unusually strong. However, their education is often somewhat lacking, and their life experiences often do not prepare them well for life outside their home valleys. The reputation of Taurans as grim warriors also gives them a social handicap.

## Zetanni

The Zetanni are a refugee race that has moved into the forests south of the Arconian plains within the last few hundred years. They were instrumental in the final defeat of the Frostling empire and the restoration of the freedom of the Arconians. This has not been forgotten, and the Zetanni are generally welcomed in Arconian cities, despite their strange appearance and foreign ways. The Zetanni once ruled a large empire beyond the southern mountains, but almost all of them have been killed or driven out of their homeland by hordes of cannibal tribes swarming out of the jungles.

Zetanni live in small tribal groups of not more than a hundred individuals. They have no written language. Nevertheless, the Zetanni place great importance on learning the history of their nation. This is done through painstaking memorization of their oral traditions, known as loresongs. When strange Zetanni meet, they often spend days speaking their loresongs to each other, carefully memorizing new knowledge.

Due to their experience with the cannibal hordes, the Zetanni have become strict vegetarians.

Zetanni present an odd appearance -- many consider them only demi-Human, or even non-Human, since there are no half-Zetanni (though this is because it is forbidden among Zetanni to reproduce outside their nation). Zetanni are small by Human standards (not more than five feet tall, and often shorter) [for game purposes, Zetanni are still considered Medium creatures], and of a light build. Their limbs are long and wiry, and their hands and feet are large and usually quite strong. Their long-toed feet can be used almost as dexterously as their hands, making them expert tree-climbers. Their skins are pure chalk-white, while their large-irised eyes are deep brown -- from a distance, their eyes appear to be totally black. Their head hair (which may be of almost any color) is usually plastered with mud and arranged in odd, spiky shapes. They often use different colors of mud and clay to create camouflage for themselves.

Rarely, a Zetanni will be born with gold-colored eyes. This is taken as a portent of great events to come. These gold-eyed are revered among the tribes, and often develop strange oracular powers.

### Traits

* Memory trance: 1/day/level, a Zetanni may enter an unconscious trance lasting an hour. They may search all the loresongs they have ever known for a bit of useful information. Treat as a Knowledge check adding the character’s level, INT bonus, and WIS bonus.
* +1 Knowledge (History), +1 Knowledge (Nature), +1 Knowledge (Geography) per level
* +1 Agility per level
* +1 Climb per level
* +2 DEX
* -1 STR
* -1 CHA

# Classes

|  |  |  |  |
| --- | --- | --- | --- |
| Character Advancement and Level-Dependent Bonuses | | | |
| Level | XP Total | Feat | Ability Raise |
| 1 | 1,300 | 1st |  |
| 2 | 3,300 |  |  |
| 3 | 6,000 | 2nd |  |
| 4 | 10,000 |  | 1st |
| 5 | 15,000 | 3rd |  |
| 6 | 23,000 |  |  |
| 7 | 34,000 | 4th |  |
| 8 | 50,000 |  | 2nd |
| 9 | 71,000 | 5th |  |
| 10 | 105,000 |  |  |
| 11 | 145,000 | 6th |  |
| 12 | 210,000 |  | 3rd |
| 13 | 295,000 | 7th |  |
| 14 | 295,000 |  |  |
| 15 | 425,000 | 8th |  |
| 16 | 600,000 |  | 4th |
| 17 | 850,000 | 9th |  |
| 18 | 1,200,000 |  |  |
| 19 | 1,700,000 | 10th |  |
| 20 | 2,400,000 |  | 5th |

## Brawler

Scrapper; tough guy; roughneck; pugilist – the brawler uses melee weapons as extensions of his fists. He may fight smart, or he may fight dirty – whatever gets the job done; the brawler always fights to win. The brawler also knows how to take a hit and keep fighting.

### Hit Die: d10

### Class Skills:

Climb, Heal, Intimidate, Ride, Sense Motive, Stealth, Survival, Swim

### Skill Ranks per Level:

4+INT bonus at 1st level; 2+INT bonus at each subsequent level

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Brawler** | | | | | |
| **Level** | **Base Attack** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1st | +1 | +2 | +0 | +2 |  |
| 2nd | +2 | +3 | +0 | +3 |  |
| 3rd | +3 | +3 | +1 | +3 |  |
| 4th | +4 | +4 | +1 | +4 |  |
| 5th | +5 | +4 | +1 | +4 |  |
| 6th | +6/+1 | +5 | +2 | +5 |  |
| 7th | +7/+2 | +5 | +2 | +5 |  |
| 8th | +8/+3 | +6 | +2 | +6 |  |
| 9th | +9/+4 | +6 | +3 | +6 |  |
| 10th | +10/+5 | +7 | +3 | +7 |  |
| 11th | +11/+6/+1 | +7 | +3 | +7 |  |
| 12th | +12/+7/+2 | +8 | +4 | +8 |  |
| 13th | +13/+8/+3 | +8 | +4 | +8 |  |
| 14th | +14/+9/+4 | +9 | +4 | +9 |  |
| 15th | +15/+10/+5 | +9 | +5 | +9 |  |
| 16th | +16/+11/+6/+1 | +10 | +5 | +10 |  |
| 17th | +17/+12/+7/+2 | +10 | +5 | +10 |  |
| 18th | +18/+13/+8/+3 | +11 | +6 | +11 |  |
| 19th | +19/+14/+9/+4 | +11 | +6 | +11 |  |
| 20th | +20/+15/+10/+5 | +12 | +6 | +12 |  |

### Class Features

Dirty fighting

On Your Feet

Sucker Punch

The Old One-Two

### Weapon & Armor Proficiency

## Champion

Soldier; warrior; man-at-arms; guardian – the champion does not fight: he makes war.

### Hit Die: d10

### Class Skills:

Agility, Bluff, Climb, Craft (Weapon), Handle Animal, Heal, Knowledge (Military), Knowledge (Strategy & Tactics), Perception, Profession (Soldier), Ride, Sense Motive, Stealth, Survival, Swim

### Skill Ranks per Level:

4+INT bonus at 1st level; 2+INT bonus at each subsequent level

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Champion** | | | | | |
| **Level** | **Base Attack** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1st | +1 | +2 | +0 | +2 |  |
| 2nd | +2 | +3 | +0 | +3 |  |
| 3rd | +3 | +3 | +1 | +3 |  |
| 4th | +4 | +4 | +1 | +4 |  |
| 5th | +5 | +4 | +1 | +4 |  |
| 6th | +6/+1 | +5 | +2 | +5 |  |
| 7th | +7/+2 | +5 | +2 | +5 |  |
| 8th | +8/+3 | +6 | +2 | +6 |  |
| 9th | +9/+4 | +6 | +3 | +6 |  |
| 10th | +10/+5 | +7 | +3 | +7 |  |
| 11th | +11/+6/+1 | +7 | +3 | +7 |  |
| 12th | +12/+7/+2 | +8 | +4 | +8 |  |
| 13th | +13/+8/+3 | +8 | +4 | +8 |  |
| 14th | +14/+9/+4 | +9 | +4 | +9 |  |
| 15th | +15/+10/+5 | +9 | +5 | +9 |  |
| 16th | +16/+11/+6/+1 | +10 | +5 | +10 |  |
| 17th | +17/+12/+7/+2 | +10 | +5 | +10 |  |
| 18th | +18/+13/+8/+3 | +11 | +6 | +11 |  |
| 19th | +19/+14/+9/+4 | +11 | +6 | +11 |  |
| 20th | +20/+15/+10/+5 | +12 | +6 | +12 |  |

### Class Features

Weapon mastery

Interpose

### Weapon & Armor Proficiency

## Disciple

Monk, student, fanatic, scholar – the disciple is anyone who gives himself totally to a cause, concept, ideology, or any abstract goal. Their defining characteristic is the eschewing of personal goals and desires in favor of the cause they have adopted. The scholar seeking the truth about the gods by exploring ancient ruins is a disciple. The monk guarding a holy shrine is a disciple. The ascetic wanderer who travels from place to place righting wrongs with no thought of reward is a disciple. Many disciples are harmless or even beneficial to society, but some who are driven towards knowledge of the arcane become dangerous or worse.

### Hit Die: d8

### Class Skills:

Agility, Climb, Craft (any), Examine, Handle Animal, Heal, Knowledge (any), Perception, Perform (any), Ride, Sense Motive, Stealth, Survival, Swim

### Skill Ranks per Level:

4+INT bonus at 1st level; 2+INT bonus at each subsequent level

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Disciple** | | | | | |
| **Level** | **Base Attack** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1st | +0 | +2 | +2 | +2 | +1 to any knowledge skill; |
| 2nd | +1 | +3 | +3 | +3 | +1 to any knowledge skill; |
| 3rd | +1 | +3 | +3 | +3 | +1 to any knowledge skill; |
| 4th | +2 | +4 | +4 | +4 | +1 to any knowledge skill; |
| 5th | +2 | +4 | +4 | +4 | +1 to any knowledge skill; |
| 6th | +3 | +5 | +5 | +5 | +1 to any knowledge skill; |
| 7th | +3 | +5 | +5 | +5 | +1 to any knowledge skill; |
| 8th | +4 | +6 | +6 | +6 | +1 to any knowledge skill; |
| 9th | +4 | +6 | +6 | +6 | +1 to any knowledge skill; |
| 10th | +5 | +7 | +7 | +7 | +1 to any knowledge skill; |
| 11th | +5 | +7 | +7 | +7 | +1 to any knowledge skill; |
| 12th | +6/+1 | +8 | +8 | +8 | +1 to any knowledge skill; |
| 13th | +6/+1 | +8 | +8 | +8 | +1 to any knowledge skill; |
| 14th | +7/+2 | +9 | +9 | +9 | +1 to any knowledge skill; |
| 15th | +8/+3 | +9 | +9 | +9 | +1 to any knowledge skill; |
| 16th | +9/+4 | +10 | +10 | +10 | +1 to any knowledge skill; |
| 17th | +10/+5 | +10 | +10 | +10 | +1 to any knowledge skill; |
| 18th | +11/+6/+1 | +11 | +11 | +11 | +1 to any knowledge skill; |
| 19th | +12/+7/+2 | +11 | +11 | +11 | +1 to any knowledge skill; |
| 20th | +13/+8/+3 | +12 | +12 | +12 | +1 to any knowledge skill; |

### Class Features

Unarmed attack

Knowledge skill bonus

Craft skill bonus

Identify skill bonus

### Weapon & Armor Proficiency

## Luminary

The luminary lights up the room when he enters. He may be a visionary, a coach, an inspiration to those around him, a leader, or he may be a manipulator, a demagogue, a huckster, a charlatan. The defining characteristic of the luminary is that he is able to get other people to help him with his goals.

### Hit Die: d6

### Class Skills:

Bluff, Diplomacy, Disguise, Examine, Intimidate, Knowledge (Geography), Knowledge (History), Knowledge (Society & Culture), Perception, Perform (any), Profession (any), Sense Motive

### Skill Ranks per Level:

4+INT bonus at 1st level; 2+INT bonus at each subsequent level

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Luminary** | | | | | |
| **Level** | **Base Attack** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1st | +0 | +2 | +0 | +0 | +1 to any knowledge skill; |
| 2nd | +1 | +0 | +3 | +0 | +1 to any knowledge skill; |
| 3rd | +2 | +1 | +3 | +1 | +1 to any knowledge skill; |
| 4th | +3 | +1 | +4 | +1 | +1 to any knowledge skill; |
| 5th | +3 | +1 | +4 | +1 | +1 to any knowledge skill; |
| 6th | +4 | +2 | +5 | +2 | +1 to any knowledge skill; |
| 7th | +5 | +2 | +5 | +2 | +1 to any knowledge skill; |
| 8th | +6/+1 | +2 | +6 | +2 | +1 to any knowledge skill; |
| 9th | +6/+1 | +3 | +6 | +3 | +1 to any knowledge skill; |
| 10th | +7/+2 | +3 | +7 | +3 | +1 to any knowledge skill; |
| 11th | +8/+3 | +3 | +7 | +3 | +1 to any knowledge skill; |
| 12th | +9/+4 | +4 | +8 | +4 | +1 to any knowledge skill; |
| 13th | +9/+4 | +4 | +8 | +4 | +1 to any knowledge skill; |
| 14th | +10/+5 | +4 | +9 | +4 | +1 to any knowledge skill; |
| 15th | +11/+6/+1 | +5 | +9 | +5 | +1 to any knowledge skill; |
| 16th | +12/+7/+2 | +5 | +10 | +5 | +1 to any knowledge skill; |
| 17th | +12/+7/+2 | +5 | +10 | +5 | +1 to any knowledge skill; |
| 18th | +13/+8/+3 | +6 | +11 | +6 | +1 to any knowledge skill; |
| 19th | +14/+9/+4 | +6 | +11 | +6 | +1 to any knowledge skill; |
| 20th | +15/+10/+5 | +6 | +12 | +6 | +1 to any knowledge skill; |

### Class Features

### Weapon & Armor Proficiency

## Scout

The scout may be a military reconnaissance specialist, or a hunter, or a guardian for a primitive tribe. He is an expert at moving quickly, and surviving, in a natural environment with only his wits and simple tools to help him. He is a capable combatant if need be, particularly with ranged weapons, but his preference is to use stealth to avoid the chances of battle.

### Hit Die: d8

### Class Skills:

Agility, Climb, Craft (woodworking), Disguise, Examine, Handle Animal, Heal, Knowledge (Nature), Perception, Ride, Sense Motive, Survival, Swim

### Skill Ranks per Level:

4+INT bonus at 1st level; 2+INT bonus at each subsequent level

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Scout** | | | | | |
| **Level** | **Base Attack** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1st | +1 | +2 | +2 | +0 |  |
| 2nd | +2 | +3 | +3 | +0 |  |
| 3rd | +3 | +3 | +3 | +1 |  |
| 4th | +4 | +4 | +4 | +1 |  |
| 5th | +5 | +4 | +4 | +2 |  |
| 6th | +6/+1 | +5 | +5 | +2 |  |
| 7th | +7/+2 | +5 | +5 | +3 |  |
| 8th | +8/+3 | +6 | +6 | +3 |  |
| 9th | +9/+4 | +6 | +6 | +4 |  |
| 10th | +10/+5 | +7 | +7 | +4 |  |
| 11th | +11/+6/+1 | +7 | +7 | +5 |  |
| 12th | +12/+7/+2 | +8 | +8 | +5 |  |
| 13th | +13/+8/+3 | +8 | +8 | +6 |  |
| 14th | +14/+9/+4 | +9 | +9 | +6 |  |
| 15th | +15/+10/+5 | +9 | +9 | +7 |  |
| 16th | +16/+11/+6/+1 | +10 | +10 | +7 |  |
| 17th | +17/+12/+7/+2 | +10 | +10 | +8 |  |
| 18th | +18/+13/+8/+3 | +11 | +11 | +8 |  |
| 19th | +19/+14/+9/+4 | +11 | +11 | +9 |  |
| 20th | +20/+15/+10/+5 | +12 | +12 | +9 |  |

### Class Features

### Weapon & Armor Proficiency

## Swashbuckler

The swashbuckler is in some ways the opposite of the brawler. The swashbuckler depends on skill, agility, and sheer panache to bring him victory. The swashbuckler uses speed, elegance, showmanship, and tricks to befuddle and dismay his opponents

### Hit Die: d8

### Class Skills:

Agility, Bluff, Climb, Heal, Intimidate, Knowledge (Geography), Knowledge (Society & Culture), Perception, Ride, Sense Motive, Sleight of Hand, Stealth, Survival, Swim

### Skill Ranks per Level:

4+INT bonus at 1st level; 4+INT bonus at each subsequent level

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Swashbuckler** | | | | | |
| **Level** | **Base Attack** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1st | +1 | +2 | +2 | +1 |  |
| 2nd | +2 | +3 | +3 | +2 |  |
| 3rd | +3 | +3 | +3 | +2 |  |
| 4th | +4 | +4 | +4 | +3 |  |
| 5th | +5 | +4 | +4 | +3 |  |
| 6th | +6/+1 | +5 | +5 | +4 |  |
| 7th | +7/+2 | +5 | +5 | +4 |  |
| 8th | +8/+3 | +6 | +6 | +5 |  |
| 9th | +9/+4 | +6 | +6 | +5 |  |
| 10th | +10/+5 | +7 | +7 | +6 |  |
| 11th | +11/+6/+1 | +7 | +7 | +6 |  |
| 12th | +12/+7/+2 | +8 | +8 | +7 |  |
| 13th | +13/+8/+3 | +8 | +8 | +7 |  |
| 14th | +14/+9/+4 | +9 | +9 | +8 |  |
| 15th | +15/+10/+5 | +9 | +9 | +8 |  |
| 16th | +16/+11/+6/+1 | +10 | +10 | +9 |  |
| 17th | +17/+12/+7/+2 | +10 | +10 | +9 |  |
| 18th | +18/+13/+8/+3 | +11 | +11 | +10 |  |
| 19th | +19/+14/+9/+4 | +11 | +11 | +10 |  |
| 20th | +20/+15/+10/+5 | +12 | +12 | +11 |  |

### Class Features

### Weapon & Armor Proficiency

## Thief

The thief steals things. Simple, yes? No. The clever thief must be skilled indeed, for grisly punishments are ever ready for the caught burglar.

### Hit Die: d6

### Class Skills:

Agility, Bluff, Climb, Craft (Snare/Trap), Disable Device, Disguise, Examine, Heal, Knowledge (Society & Culture), Perception, Perform (any), Profession (any), Sense Motive, Sleight of Hand, Stealth, Survival, Swim

### Skill Ranks per Level:

6+INT bonus at 1st level; 4+INT bonus at each subsequent level

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Thief** | | | | | |
| **Level** | **Base Attack** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1st | +0 | +0 | +2 | +0 |  |
| 2nd | +1 | +0 | +3 | +0 |  |
| 3rd | +2 | +1 | +3 | +1 |  |
| 4th | +3 | +1 | +4 | +1 |  |
| 5th | +3 | +1 | +4 | +1 |  |
| 6th | +4 | +2 | +5 | +2 |  |
| 7th | +5 | +2 | +5 | +2 |  |
| 8th | +6/+1 | +2 | +6 | +2 |  |
| 9th | +6/+1 | +3 | +6 | +3 |  |
| 10th | +7/+2 | +3 | +7 | +3 |  |
| 11th | +8/+3 | +3 | +7 | +3 |  |
| 12th | +9/+4 | +4 | +8 | +4 |  |
| 13th | +9/+4 | +4 | +8 | +4 |  |
| 14th | +10/+5 | +4 | +9 | +4 |  |
| 15th | +11/+6/+1 | +5 | +9 | +5 |  |
| 16th | +12/+7/+2 | +5 | +10 | +5 |  |
| 17th | +12/+7/+2 | +5 | +10 | +5 |  |
| 18th | +13/+8/+3 | +6 | +11 | +6 |  |
| 19th | +14/+9/+4 | +6 | +11 | +6 |  |
| 20th | +15/+10/+5 | +6 | +12 | +6 |  |

### Class Features

### Weapon & Armor Proficiency

## Tinkerer

The tinkerer is often as dedicated to his “hobby” as the disciple, but instead of embracing a pure, selfless motive, the tinkerer is usually motivated by more selfish ambitions. The tinkerer is the puzzle-solver, the crafter of intricacies, the maker of tools and weapons. Adventuring tinkerers are usually after the answer to some problem, or the seeker of some lost art.

### Hit Die: d6

### Class Skills:

Craft (any); Disable Device, Examine, Knowledge (any), Perception, Profession (any)

### Skill Ranks per Level:

6+INT bonus at 1st level; 4+INT bonus at each subsequent level

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tinkerer** | | | | | |
| **Level** | **Base Attack** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1st | +0 | +2 | +0 | +0 |  |
| 2nd | +1 | +0 | +3 | +0 | +2 any Craft skill |
| 3rd | +1 | +1 | +3 | +1 | +2 any Knowledge skill |
| 4th | +2 | +1 | +4 | +1 | +2 any Craft skill |
| 5th | +2 | +1 | +4 | +1 | +2 any Knowledge skill |
| 6th | +3 | +2 | +5 | +2 | +2 any Craft skill |
| 7th | +3 | +2 | +5 | +2 | +2 any Knowledge skill |
| 8th | +4 | +2 | +6 | +2 | +2 any Craft skill |
| 9th | +4 | +3 | +6 | +3 | +2 any Knowledge skill |
| 10th | +5 | +3 | +7 | +3 | +2 any Craft skill |
| 11th | +5 | +3 | +7 | +3 |  |
| 12th | +6/+1 | +4 | +8 | +4 |  |
| 13th | +6/+1 | +4 | +8 | +4 |  |
| 14th | +7/+2 | +4 | +9 | +4 |  |
| 15th | +8/+3 | +5 | +9 | +5 |  |
| 16th | +9/+4 | +5 | +10 | +5 |  |
| 17th | +10/+5 | +5 | +10 | +5 |  |
| 18th | +11/+6/+1 | +6 | +11 | +6 |  |
| 19th | +12/+7/+2 | +6 | +11 | +6 |  |
| 20th | +13/+8/+3 | +6 | +12 | +6 |  |

### Class Features

### Weapon & Armor Proficiency

# Prestige Classes

Healer – uncanny ability to heal; empathic powers

Leader – attracts and commands followers; gives bonuses to followers

Scholar – Sage/Student – monk powers; bonuses to Knowledge skills, Craft skills; access to supernatural powers

Shadow – ninja; stealthy warrior; spy

Witch-Priest – powers; ceremonies; supernatural abilities

# Skills

Agility (replaces Acrobatics) – used for jumping, dodging, grappling, and general dexterous maneuvers

Bluff

Climb

Craft

Diplomacy

Disable Device

Disguise

Examine (replaces Appraise) – identification, figure out how it works, value, background information

Handle Animal

Heal

Intimidate

Knowledge (Arcane)

Knowledge (Engineering)

Knowledge (Geography)

Knowledge (History)

Knowledge (Nature)

Knowledge (Society & Culture)

Perception

Perform

Profession

Ride

Sense Motive

Sleight of Hand

Stealth

Survival

Swim

# Feats

|  |  |  |
| --- | --- | --- |
| **Feats** | **Prerequisites** | **Benefits** |
| [Acrobatic](http://paizo.com/pathfinderRPG/prd/feats.html#_acrobatic) | — | +2 bonus on [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#_acrobatics) checks |
| [Agile Maneuvers](http://paizo.com/pathfinderRPG/prd/feats.html#_agile-maneuvers)\* | — | Use your [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) bonus when calculating your [CMB](http://paizo.com/pathfinderRPG/prd/combat.html#_combat-maneuver-bonus) |
| [Alertness](http://paizo.com/pathfinderRPG/prd/feats.html#_alertness) | — | +2 bonus on [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#_perception) and [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#_sense-motive) checks |
| [Animal Affinity](http://paizo.com/pathfinderRPG/prd/feats.html#_animal-affinity) | — | +2 bonus on [Handle Animal](http://paizo.com/pathfinderRPG/prd/skills/handleAnimal.html#_handle-animal) and [Ride](http://paizo.com/pathfinderRPG/prd/skills/ride.html#_ride) checks |
| [Armor Proficiency, Light](http://paizo.com/pathfinderRPG/prd/feats.html#_armor-proficiency-light) | — | No penalties on attack rolls while wearing light armor |
| [Armor Proficiency, Medium](http://paizo.com/pathfinderRPG/prd/feats.html#_armor-proficiency-medium) | [Armor Proficiency, Light](http://paizo.com/pathfinderRPG/prd/feats.html#_armor-proficiency-light) | No penalties on attack rolls while wearing medium armor |
| [Armor Proficiency, Heavy](http://paizo.com/pathfinderRPG/prd/feats.html#_armor-proficiency-heavy) | [Armor Proficiency, Medium](http://paizo.com/pathfinderRPG/prd/feats.html#_armor-proficiency-medium) | No penalties on attack rolls while wearing heavy armor |
| [Athletic](http://paizo.com/pathfinderRPG/prd/feats.html#_athletic) | — | +2 bonus on [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#_climb) and [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#_swim) checks |
| [Blind-Fight](http://paizo.com/pathfinderRPG/prd/feats.html#_blind-fight)\* | — | Reroll miss chances for concealment |
| [Catch Off-Guard](http://paizo.com/pathfinderRPG/prd/feats.html#_catch-off-guard)\* | — | No penalties for improvised melee weapons |
| [Combat Expertise](http://paizo.com/pathfinderRPG/prd/feats.html#_combat-expertise)\* | [Int](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_intelligence) 13 | Trade attack bonus for AC bonus |
| [Improved Disarm](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-disarm)\* | [Combat Expertise](http://paizo.com/pathfinderRPG/prd/feats.html#_combat-expertise) | +2 bonus on disarm attempts, no attack of opportunity |
| [Greater Disarm](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-disarm)\* | [Improved Disarm](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-disarm), base attack bonus +6 | Disarmed weapons are knocked away from your enemy |
| [Improved Feint](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-feint)\* | [Combat Expertise](http://paizo.com/pathfinderRPG/prd/feats.html#_combat-expertise) | Feint as a move action |
| [Greater Feint](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-feint)\* | [Improved Feint](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-feint), base attack bonus +6 | Enemies you feint lose their [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) bonus for 1 round |
| [Improved Trip](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-trip)\* | [Combat Expertise](http://paizo.com/pathfinderRPG/prd/feats.html#_combat-expertise) | +2 bonus on [trip](http://paizo.com/pathfinderRPG/prd/combat.html#_trip) attempts, no attack of opportunity |
| [Greater Trip](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-trip)\* | [Improved Trip](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-trip), base attack bonus +6 | Enemies you [trip](http://paizo.com/pathfinderRPG/prd/combat.html#_trip) provoke attacks of opportunity |
| [Whirlwind Attack](http://paizo.com/pathfinderRPG/prd/feats.html#_whirlwind-attack)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 13, [Combat Expertise](http://paizo.com/pathfinderRPG/prd/feats.html#_combat-expertise), [Spring Attack](http://paizo.com/pathfinderRPG/prd/feats.html#_spring-attack), base attack bonus +4 | Make one melee attack against all foes within reach |
| [Combat Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#_combat-reflexes)\* | — | Make additional attacks of opportunity |
| [Stand Still](http://paizo.com/pathfinderRPG/prd/feats.html#_stand-still)\* | [Combat Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#_combat-reflexes) | Stop enemies from moving past you |
| [Critical Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_critical-focus)\* | Base attack bonus +9 | +4 bonus on attack rolls made to confirm critical hits |
| [Bleeding Critical](http://paizo.com/pathfinderRPG/prd/feats.html#_bleeding-critical)\* | [Critical Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_critical-focus), base attack bonus +11 | Whenever you score a critical hit, the target takes 2d6 [bleed](http://paizo.com/pathfinderRPG/prd/glossary.html#_bleed) |
| [Blinding Critical](http://paizo.com/pathfinderRPG/prd/feats.html#_blinding-critical)\* | [Critical Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_critical-focus), base attack bonus +15 | Whenever you score a critical hit, the target is [blinded](http://paizo.com/pathfinderRPG/prd/glossary.html#_blinded) |
| [Critical Mastery](http://paizo.com/pathfinderRPG/prd/feats.html#_critical-mastery)\* | Any two [critical feats](http://paizo.com/pathfinderRPG/prd/feats.html#_critical-feats), 14th-level | Apply two effects to your critical hits |
| [Deadly Aim](http://paizo.com/pathfinderRPG/prd/feats.html#_deadly-aim)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 13, base attack bonus +1 | Trade ranged attack bonus for damage |
| [Deceitful](http://paizo.com/pathfinderRPG/prd/feats.html#_deceitful) | — | +2 bonus on [Bluff](http://paizo.com/pathfinderRPG/prd/skills/bluff.html#_bluff) and [Disguise](http://paizo.com/pathfinderRPG/prd/skills/disguise.html#_disguise) checks |
| [Defensive Combat Training](http://paizo.com/pathfinderRPG/prd/feats.html#_defensive-combat-training)\* | — | Use your total Hit Dice as your base attack bonus for [CMD](http://paizo.com/pathfinderRPG/prd/combat.html#_combat-maneuver-defense) |
| [Deft Hands](http://paizo.com/pathfinderRPG/prd/feats.html#_deft-hands) | — | +2 bonus on [Disable Device](http://paizo.com/pathfinderRPG/prd/skills/disableDevice.html#_disable-device) and [Sleight of Hand](http://paizo.com/pathfinderRPG/prd/skills/sleightOfHand.html#_sleight-of-hand) checks |
| [Dodge](http://paizo.com/pathfinderRPG/prd/feats.html#_dodge)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 13 | +1 [dodge bonus](http://paizo.com/pathfinderRPG/prd/combat.html#_dodge-bonuses) to AC |
| [Mobility](http://paizo.com/pathfinderRPG/prd/feats.html#_mobility)\* | [Dodge](http://paizo.com/pathfinderRPG/prd/feats.html#_dodge) | +4 AC against attacks of opportunity from movement |
| [Spring Attack](http://paizo.com/pathfinderRPG/prd/feats.html#_spring-attack)\* | [Mobility](http://paizo.com/pathfinderRPG/prd/feats.html#_mobility), base attack bonus +4 | Move before and after melee attack |
| [Wind Stance](http://paizo.com/pathfinderRPG/prd/feats.html#_wind-stance)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 15, [Dodge](http://paizo.com/pathfinderRPG/prd/feats.html#_dodge), base attack bonus +6 | Gain 20% concealment if you move |
| [Lightning Stance](http://paizo.com/pathfinderRPG/prd/feats.html#_lightning-stance)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 17, [Wind Stance](http://paizo.com/pathfinderRPG/prd/feats.html#_wind-stance), base attack bonus +11 | Gain 50% concealment if you move |
| [Endurance](http://paizo.com/pathfinderRPG/prd/feats.html#_endurance) | — | +4 bonus on checks to avoid nonlethal damage |
| [Diehard](http://paizo.com/pathfinderRPG/prd/feats.html#_diehard) | [Endurance](http://paizo.com/pathfinderRPG/prd/feats.html#_endurance) | Automatically stabilize and remain conscious below 0 hp |
| [Exotic Weapon Proficiency](http://paizo.com/pathfinderRPG/prd/feats.html#_exotic-weapon-proficiency)\* | Base attack bonus +1 | No penalty on attacks made with one exotic weapon |
| [Fleet](http://paizo.com/pathfinderRPG/prd/feats.html#_fleet) | — | Your base speed increases by 5 feet |
| [Great Fortitude](http://paizo.com/pathfinderRPG/prd/feats.html#_great-fortitude) | — | +2 on [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) saves |
| [Improved Great Fortitude](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-great-fortitude) | [Great Fortitude](http://paizo.com/pathfinderRPG/prd/feats.html#_great-fortitude) | Once per day, you may reroll a [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) save |
| [Improved Critical](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-critical)\* | Proficiency with weapon, base attack bonus +8 | Double the threat range of one weapon |
| [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-initiative)\* | — | +4 bonus on initiative checks |
| [Improved Unarmed Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-unarmed-strike)\* | — | Always considered armed |
| [Deflect Arrows](http://paizo.com/pathfinderRPG/prd/feats.html#_deflect-arrows)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 13, [Improved Unarmed Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-unarmed-strike) | Avoid one ranged attack per round |
| [Snatch Arrows](http://paizo.com/pathfinderRPG/prd/feats.html#_snatch-arrows)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 15, [Deflect Arrows](http://paizo.com/pathfinderRPG/prd/feats.html#_deflect-arrows) | Catch one ranged attack per round |
| [Improved Grapple](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-grapple)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 13, [Improved Unarmed Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-unarmed-strike) | +2 bonus on [grapple](http://paizo.com/pathfinderRPG/prd/combat.html#_grapple) attempts, no attack of opportunity |
| [Greater Grapple](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-grapple)\* | [Improved Grapple](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-grapple), base attack bonus +6 | Maintain your [grapple](http://paizo.com/pathfinderRPG/prd/combat.html#_grapple) as a move action |
| [Scorpion Style](http://paizo.com/pathfinderRPG/prd/feats.html#_scorpion-style)\* | [Improved Unarmed Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-unarmed-strike) | Reduce target's speed to 5 ft. |
| [Gorgon's Fist](http://paizo.com/pathfinderRPG/prd/feats.html#_gorgon-s-fist)\* | [Scorpion Style](http://paizo.com/pathfinderRPG/prd/feats.html#_scorpion-style), base attack bonus +6 | Stagger a foe whose speed is reduced |
| [Medusa's Wrath](http://paizo.com/pathfinderRPG/prd/feats.html#_medusa-s-wrath)\* | [Gorgon's Fist](http://paizo.com/pathfinderRPG/prd/feats.html#_gorgon-s-fist), base attack bonus +11 | Make 2 extra attacks against a hindered foe |
| [Stunning Fist](http://paizo.com/pathfinderRPG/prd/feats.html#_stunning-fist)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 13, [Wis](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_wisdom) 13, [Improved Unarmed Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-unarmed-strike), base attack bonus +8 | Stun opponent with an unarmed strike |
| [Improvised Weapon Mastery](http://paizo.com/pathfinderRPG/prd/feats.html#_improvised-weapon-mastery)\* | [Catch Off-Guard](http://paizo.com/pathfinderRPG/prd/feats.html#_catch-off-guard) or [Throw Anything](http://paizo.com/pathfinderRPG/prd/feats.html#_throw-anything), base attack bonus +8 | Make an improvised weapon deadly |
| [Intimidating Prowess](http://paizo.com/pathfinderRPG/prd/feats.html#_intimidating-prowess)\* | — | Add [Str](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_strength) to [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#_intimidate) in addition to Cha |
| [Iron Will](http://paizo.com/pathfinderRPG/prd/feats.html#_iron-will) | — | +2 bonus on [Will](http://paizo.com/pathfinderRPG/prd/combat.html#_will) saves |
| [Improved Iron Will](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-iron-will) | [Iron Will](http://paizo.com/pathfinderRPG/prd/feats.html#_iron-will) | Once per day, you may reroll a [Will](http://paizo.com/pathfinderRPG/prd/combat.html#_will) save |
| [Leadership](http://paizo.com/pathfinderRPG/prd/feats.html#_leadership) | Character level 7th | Gain a cohort and followers |
| [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#_lightning-reflexes) | — | +2 bonus on [Reflex](http://paizo.com/pathfinderRPG/prd/combat.html#_reflex) saves |
| [Improved Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-lightning-reflexes) | [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#_lightning-reflexes) | Once per day, you may reroll a [Reflex](http://paizo.com/pathfinderRPG/prd/combat.html#_reflex) save |
| [Lunge](http://paizo.com/pathfinderRPG/prd/feats.html#_lunge)\* | Base attack bonus +6 | Take a –2 penalty to your AC to attack with reach |
| [Martial Weapon Proficiency](http://paizo.com/pathfinderRPG/prd/feats.html#_martial-weapon-proficiency) | — | No penalty on attacks made with one martial weapon |
| [Master Craftsman](http://paizo.com/pathfinderRPG/prd/feats.html#_master-craftsman) | 5 ranks in any Craft or Profession skill | You can craft magic items without being a spellcaster |
| [Mounted Combat](http://paizo.com/pathfinderRPG/prd/feats.html#_mounted-combat)\* | [Ride](http://paizo.com/pathfinderRPG/prd/skills/ride.html#_ride) 1 rank | Avoid attacks on mount with [Ride](http://paizo.com/pathfinderRPG/prd/skills/ride.html#_ride) check |
| [Mounted Archery](http://paizo.com/pathfinderRPG/prd/feats.html#_mounted-archery)\* | [Mounted Combat](http://paizo.com/pathfinderRPG/prd/feats.html#_mounted-combat) | Halve the penalty for ranged attacks while mounted |
| [Ride-By Attack](http://paizo.com/pathfinderRPG/prd/feats.html#_ride-by-attack)\* | [Mounted Combat](http://paizo.com/pathfinderRPG/prd/feats.html#_mounted-combat) | Move before and after a charge attack while mounted |
| [Spirited Charge](http://paizo.com/pathfinderRPG/prd/feats.html#_spirited-charge)\* | [Ride-By Attack](http://paizo.com/pathfinderRPG/prd/feats.html#_ride-by-attack) | Double damage on a mounted charge |
| [Trample](http://paizo.com/pathfinderRPG/prd/feats.html#_trample)\* | [Mounted Combat](http://paizo.com/pathfinderRPG/prd/feats.html#_mounted-combat) | Overrun targets while mounted |
| [Unseat](http://paizo.com/pathfinderRPG/prd/feats.html#_unseat)\* | [Improved Bull Rush](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-bull-rush), [Mounted Combat](http://paizo.com/pathfinderRPG/prd/feats.html#_mounted-combat) | Knock opponents from their mounts |
| [Nimble Moves](http://paizo.com/pathfinderRPG/prd/feats.html#_nimble-moves) | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 13 | Ignore 5 feet of difficult terrain when you move |
| [Acrobatic Steps](http://paizo.com/pathfinderRPG/prd/feats.html#_acrobatic-steps) | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 15, [Nimble Moves](http://paizo.com/pathfinderRPG/prd/feats.html#_nimble-moves) | Ignore 20 feet of difficult terrain when you move |
| [Persuasive](http://paizo.com/pathfinderRPG/prd/feats.html#_persuasive) | — | +2 bonus on Diplomacy and Intimidate checks |
| [Point-Blank Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_point-blank-shot)\* | — | +1 attack and damage on targets within 30 feet |
| [Far Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_far-shot)\* | [Point-Blank Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_point-blank-shot) | Decrease ranged penalties by half |
| [Precise Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_precise-shot)\* | [Point-Blank Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_point-blank-shot) | No penalty for shooting into melee |
| [Improved Precise Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-precise-shot)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 19, [Precise Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_precise-shot), base attack bonus +11 | No cover or concealment chance on ranged attacks |
| [Pinpoint Targeting](http://paizo.com/pathfinderRPG/prd/feats.html#_pinpoint-targeting)\* | [Improved Precise Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-precise-shot), base attack bonus +16 | No armor or shield bonus on one ranged attack |
| [Shot on the Run](http://paizo.com/pathfinderRPG/prd/feats.html#_shot-on-the-run)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 13, [Mobility](http://paizo.com/pathfinderRPG/prd/feats.html#_mobility), [Point-Blank Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_point-blank-shot), base attack bonus +4 | Make ranged attack at any point during movement |
| [Rapid Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_rapid-shot)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 13, [Point-Blank Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_point-blank-shot) | Make one extra ranged attack |
| [Manyshot](http://paizo.com/pathfinderRPG/prd/feats.html#_manyshot)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 17, [Rapid Shot](http://paizo.com/pathfinderRPG/prd/feats.html#_rapid-shot), base attack bonus +6 | Shoot two arrows simultaneously |
| [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#_power-attack)\* | [Str](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_strength) 13, base attack bonus +1 | Trade melee attack bonus for damage |
| [Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#_cleave)\* | [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#_power-attack) | Make an additional attack if the first one hits |
| [Great Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#_great-cleave)\* | [Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#_cleave), base attack bonus +4 | Make an additional attack after each attack hits |
| [Improved Bull Rush](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-bull-rush)\* | [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#_power-attack) | +2 bonus on [bull rush](http://paizo.com/pathfinderRPG/prd/combat.html#_bull-rush) attempts, no attack of opportunity |
| [Greater Bull Rush](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-bull-rush)\* | [Improved Bull Rush](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-bull-rush), base attack bonus +6 | Enemies you [bull rush](http://paizo.com/pathfinderRPG/prd/combat.html#_bull-rush) provoke attacks of opportunity |
| [Improved Overrun](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-overrun)\* | [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#_power-attack) | +2 bonus on [overrun](http://paizo.com/pathfinderRPG/prd/combat.html#_overrun) attempts, no attack of opportunity |
| [Greater Overrun](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-overrun)\* | [Improved Overrun](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-overrun), base attack bonus +6 | Enemies you [overrun](http://paizo.com/pathfinderRPG/prd/combat.html#_overrun) provoke attacks of opportunity |
| [Improved Sunder](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-sunder)\* | [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#_power-attack) | +2 bonus on [sunder](http://paizo.com/pathfinderRPG/prd/combat.html#_sunder) attempts, no attack of opportunity |
| [Greater Sunder](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-sunder)\* | [Improved Sunder](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-sunder), base attack bonus +6 | Damage from [sunder](http://paizo.com/pathfinderRPG/prd/combat.html#_sunder) attempts transfers to your enemy |
| [Quick Draw](http://paizo.com/pathfinderRPG/prd/feats.html#_quick-draw)\* | Base attack bonus +1 | Draw weapon as a free action |
| [Rapid Reload](http://paizo.com/pathfinderRPG/prd/feats.html#_rapid-reload)\* | Weapon proficiency (crossbow) | Reload crossbow quickly |
| [Run](http://paizo.com/pathfinderRPG/prd/feats.html#_run) | — | Run at 5 times your normal speed |
| [Self-Sufficient](http://paizo.com/pathfinderRPG/prd/feats.html#_self-sufficient) | — | +2 bonus on [Heal](http://paizo.com/pathfinderRPG/prd/skills/heal.html#_heal) and [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#_survival) checks |
| [Shield Proficiency](http://paizo.com/pathfinderRPG/prd/feats.html#_shield-proficiency) | — | No penalties on attack rolls when using a shield |
| [Improved Shield Bash](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-shield-bash)\* | [Shield Proficiency](http://paizo.com/pathfinderRPG/prd/feats.html#_shield-proficiency) | Keep your shield bonus when shield bashing |
| [Shield Slam](http://paizo.com/pathfinderRPG/prd/feats.html#_shield-slam)\* | [Improved Shield Bash](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-shield-bash), [Two-Weapon Fighting](http://paizo.com/pathfinderRPG/prd/feats.html#_two-weapon-fighting), base attack bonus +6 | Free [bull rush](http://paizo.com/pathfinderRPG/prd/combat.html#_bull-rush) with a bash attack |
| [Shield Master](http://paizo.com/pathfinderRPG/prd/feats.html#_shield-master)\* | [Shield Slam](http://paizo.com/pathfinderRPG/prd/feats.html#_shield-slam), base attack bonus +11 | No two-weapon penalties when attacking with a shield |
| [Shield Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_shield-focus)\* | [Shield Proficiency](http://paizo.com/pathfinderRPG/prd/feats.html#_shield-proficiency), base attack bonus +1 | Gain a +1 bonus to your AC when using a shield |
| [Greater Shield Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-shield-focus)\* | [Shield Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_shield-focus), 8th-level | Gain a +1 bonus to your AC when using a shield |
| [Tower Shield Proficiency](http://paizo.com/pathfinderRPG/prd/feats.html#_tower-shield-proficiency)\* | [Shield Proficiency](http://paizo.com/pathfinderRPG/prd/feats.html#_shield-proficiency) | No penalties on attack rolls when using a tower shield |
| [Simple Weapon Proficiency](http://paizo.com/pathfinderRPG/prd/feats.html#_simple-weapon-proficiency) | — | No penalty on attacks made with simple weapons |
| [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_skill-focus) | — | +3 bonus on one skill (+6 at 10 ranks) |
| [Stealthy](http://paizo.com/pathfinderRPG/prd/feats.html#_stealthy) | — | +2 bonus on [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#_escape-artist) and [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#_stealth) checks |
| [Step Up](http://paizo.com/pathfinderRPG/prd/feats.html#_step-up)\* | Base attack bonus +1 | Take a 5-foot step as an immediate action |
| [Strike Back](http://paizo.com/pathfinderRPG/prd/feats.html#_strike-back)\* | Base attack bonus +11 | Attack foes that strike you while using reach |
| [Throw Anything](http://paizo.com/pathfinderRPG/prd/feats.html#_throw-anything)\* | — | No penalties for improvised ranged weapons |
| [Toughness](http://paizo.com/pathfinderRPG/prd/feats.html#_toughness) | — | +3 hit points, +1 per Hit Die beyond 3 |
| [Two-Weapon Fighting](http://paizo.com/pathfinderRPG/prd/feats.html#_two-weapon-fighting)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 15 | Reduce two-weapon fighting penalties |
| [Double Slice](http://paizo.com/pathfinderRPG/prd/feats.html#_double-slice)\* | [Two-Weapon Fighting](http://paizo.com/pathfinderRPG/prd/feats.html#_two-weapon-fighting) | Add your [Str](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_strength) bonus to off-hand damage rolls |
| [Two-Weapon Rend](http://paizo.com/pathfinderRPG/prd/feats.html#_two-weapon-rend)\* | [Double Slice](http://paizo.com/pathfinderRPG/prd/feats.html#_double-slice), Improved Two-Weapon Fighting, base attack bonus +11 | Rend a foe hit by both your weapons |
| [Improved Two-Weapon Fighting](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-two-weapon-fighting)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 17, [Two-Weapon Fighting](http://paizo.com/pathfinderRPG/prd/feats.html#_two-weapon-fighting), base attack bonus +6 | Gain additional off-hand attack |
| [Greater Two-Weapon Fighting](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-two-weapon-fighting)\* | [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) 19, [Improved Two-Weapon Fighting](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-two-weapon-fighting), base attack bonus +11 | Gain a third off-hand attack |
| [Two-Weapon Defense](http://paizo.com/pathfinderRPG/prd/feats.html#_two-weapon-defense)\* | [Two-Weapon Fighting](http://paizo.com/pathfinderRPG/prd/feats.html#_two-weapon-fighting) | Gain +1 shield bonus when fighting with two weapons |
| [Vital Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_vital-strike)\* | Base attack bonus +6 | Deal twice the normal damage on a single attack |
| [Improved Vital Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-vital-strike)\* | [Vital Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_vital-strike), base attack bonus +11 | Deal three times the normal damage on a single attack |
| [Greater Vital Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-vital-strike)\* | [Improved Vital Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_improved-vital-strike), base attack bonus +16 | Deal four times the normal damage on a single attack |
| [Weapon Finesse](http://paizo.com/pathfinderRPG/prd/feats.html#_weapon-finesse)\* | — | Use [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) instead of [Str](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_strength) on attack rolls with light weapons |
| [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_weapon-focus)\* | Proficiency with weapon, base attack bonus +1 | +1 bonus on attack rolls with one weapon |
| [Dazzling Display](http://paizo.com/pathfinderRPG/prd/feats.html#_dazzling-display)\* | [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_weapon-focus) | Intimidate all foes within 30 feet |
| [Shatter Defenses](http://paizo.com/pathfinderRPG/prd/feats.html#_shatter-defenses)\* | [Dazzling Display](http://paizo.com/pathfinderRPG/prd/feats.html#_dazzling-display), base attack bonus +6 | Hindered foes are [flat-footed](http://paizo.com/pathfinderRPG/prd/glossary.html#_flat-footed) |
| [Deadly Stroke](http://paizo.com/pathfinderRPG/prd/feats.html#_deadly-stroke)\* | [Greater Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-weapon-focus), [Shatter Defenses](http://paizo.com/pathfinderRPG/prd/feats.html#_shatter-defenses), base attack bonus +11 | Deal double damage plus 1 [Con](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_constitution) [bleed](http://paizo.com/pathfinderRPG/prd/glossary.html#_bleed) |
| [Greater Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-weapon-focus)\* | [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_weapon-focus), 8th-level | +1 bonus on attack rolls with one weapon |
| [Penetrating Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_penetrating-strike)\* | [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_weapon-focus), 12th-level | Your attacks ignore 5 points of damage reduction |
| [Greater Penetrating Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-penetrating-strike)\* | [Penetrating Strike](http://paizo.com/pathfinderRPG/prd/feats.html#_penetrating-strike), 16th-level | Your attacks ignore 10 points of damage reduction |
| [Weapon Specialization](http://paizo.com/pathfinderRPG/prd/feats.html#_weapon-specialization)\* | [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#_weapon-focus), 4th-level | +2 bonus on damage rolls with one weapon |
| [Greater Weapon Specialization](http://paizo.com/pathfinderRPG/prd/feats.html#_greater-weapon-specialization)\* | [Weapon Specialization](http://paizo.com/pathfinderRPG/prd/feats.html#_weapon-specialization), 12th-level | +2 bonus on damage rolls with one weapon |

# Equipment

Bronze Age weapons and armor

Artifacts – crystal blades; rayguns; energy shields

# Combat

# Supernatural Abilities

# Appendix A: Common Knowledge

## The World

## Tales of Lore

## Creatures & Features

Artifacts – power generation; water creators; transports (Brute)

# Appendix B: Character Generation

## Determine Ability Scores

### Strength

### Intelligence

### Wisdom

### Dexterity

### Constitution

### Charisma

## Pick Your Race

## Pick Your Class

## Pick Skills

## Select Feats

## Buy Equipment

## Finishing Details

# Appendix C: Character Sheet