

Gestalt Homebrew

For PF1

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Introduction

The gestalt rules were originally created for 3.5, but work perfectly fine for PF1 and I am a big fan of them. Therefore, I have a certain amount of homebrew specifically for them.

Wide Classes

Wide classes take up both sides of a gestalt progression – they may be a little more complex than a normal class, but less so than *two* normal classes. As such they are useful for players who may be overwhelmed by a normal gestalt progression (or just fancy something a bit different).

Devoted

(Wide class)

Role: Empowered by divine energy, devoted stride into battle against evil. Their melee prowess is backed up by considerable divine magic.

Alignment: Lawful good¹

Hit Die: d12.

Class Skills: Craft, Diplomacy, Handle Animal, Heal, Knowledge (all), Perception, Profession, Ride, Sense Motive, Spellcraft, Survival, Use Magic Device

Skill Ranks at each Level: 6+Int bonus

Class Features

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Aura of Good, Paladin Training, Divine Smite (d6), Code of Conduct, Spellcasting, Demesne, Divine Sense(spells), Bonus Feat
2	+2	+3	+0	+3	Divine Grace, Healing Word 1/encounter
3	+3	+4	+1	+4	devoted Courage, Divine Health
4	+4	+4	+1	+4	Merciful Word, Divine Senses (darkness)
5	+5	+5	+2	+5	Divine Renewal
6	+6/+1	+5	+2	+5	Merciful Word, Bonus Feat
7	+7/+2	+6	+2	+6	Healing Word 2/encounter
8	+8/+3	+6	+3	+6	devoted Resolve, Divine Smite (d8)
9	+9/+4	+6	+3	+6	Merciful Word, Divine Senses (deeper darkness)
10	+10/+5	+7	+3	+7	Divine Aspect
11	+11/+6/+1	+7	+3	+7	Divine Senses (two spells)
12	+12/+7/+2	+8	+4	+8	Merciful Word, Bonus Feat
13	+13/+8/+3	+8	+4	+8	Healing Word 3/encounter

¹ I do not normally like alignment restrictions on classes, but since this is kinda a widened version of the Paladin where the code of honour is their schtick, so it makes sense in this case.

14	+14/+9/+4	+9	+4	+9	Divine Senses (deeper darkness), Bonus Feat
15	+15/+10/+5	+9	+5	+9	Merciful Word, Divine Smite d10
16	+16/+11/+6/+1	+10	+5	+10	Divine Senses (true)
17	+17/+12/+7/+2	+10	+5	+10	devoted Righteousness
18	+18/+13/+8/+3	+11	+5	+11	Merciful Word
19	+19/+14/+9/+4	+11	+5	+11	Divine Aspect
20	+20/+15/+10/+5	+12	+5	+12	Indomitable

Weapon & Armour Proficiency

Devoted are proficient with all simple and martial weapons, with all types of armour (heavy, medium, and light), and with shields (except tower shields). If a devoted has a deity, and that deity has an exotic favoured weapon, the devoted is proficient with that too.

Aura of Good

The power of a devoted's aura of good (see the *detect good* spell) is equal to her devoted level.

Code of Conduct

A devoted must be of lawful good alignment and loses all class features except proficiencies if she ever willingly commits an evil act.

Additionally, a devoted's code requires that she respect legitimate authority, act with honour (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Divine Grace

At 2nd level, a devoted gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Divine Health

At 3rd level, a devoted is immune to all diseases, including supernatural and magical diseases, including mummy rot.

Paladin Training (Ex)

You may count your devoted levels as paladin levels for the purposes of feat prerequisites and for magic items that only work for paladins (such as holy avengers), and for the effects of such feats and items that are based on paladin level. If they have levels in both paladin and devoted, the levels stack up to a maximum equal to character's character level. If you have the Smite Evil features, your paladin and devoted levels also stack for the purposes of Smite Evil damage.

Divine Smite (Su)

After making a successful attack roll against a foe, but before rolling damage, you may choose to sacrifice a prepared spell. This adds 1d6 damage to the attack, plus an additional d6 per level of the spell sacrificed. From 9th level, the additional damage becomes d8s, and from 15th level d10s. The damage from the attack counts as being from a good-aligned weapon, and both the weapon's base damage and the additional damage count as fire, acid, cold, sonic, electricity, and/or force damage if the spell being sacrificed has the matching descriptor. If the target would be hurt by it, the damage also counts as positive energy. Until

the end of your next turn, you gain a luck bonus to attacks against the target and to AC and CMD against attacks from the target equal to your Charisma bonus.

Spellcasting

A devoted gains the ability to cast a divine spells drawn from the devoted spell list. A devoted must choose and prepare her spells in advance.

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

Like other spellcasters, a devoted can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is equal to that of a Magus of the same level[5]. In addition, she receives bonus spells per day if she has high Wisdom & Charisma scores (see Table: Ability Modifiers and Bonus Spells; add the bonus slots for Wisdom and Charisma together).

A devoted must spend 1 hour each day in quiet prayer and meditation to regain her daily allotment of spells. A paladin may prepare and cast any spell on the devoted spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

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

Demesne

Each devoted selects a Demesne at first level from amongst those granted by her deity (each deity grants Demesnes with the same name as the Domains and Subdomains it grants). devoted without a deity can select any Demesne.[6] The devoted adds the spells associated with her chosen Demesne to her spell list, and can sacrifice a prepared spell to instead cast a

spell from her Demesne of the same level or lower (in the same way that a Cleric can sacrifice prepared spells to cast cure or inflict spells).

Divine Sense (Su)

As a swift action, devoted can select one detection spell they have prepared from the devoted spell list (including any additions for Demesnes and for Divine Study). A detection spell in this context is a spell with a name that begins with the word "Detect" followed by a description of what it detects. They gain some of the benefits of the selected spell without casting it; they immediately become aware if they come within 15 ft of something which would be detected by the chosen spell, and may choose to concentrate on the spell to gain more information. In the first round, they learn the general directions in which further concentration would be fruitful. On the second & third rounds they learn the information communicated by the spell for those rounds, except that the range of detection remains 30 ft. Once selected in this way, the detection remains active until they use a swift action to end it or to select a different spell, or fall asleep or unconscious, or until they no longer have the spell prepared (for example, because they cast it).

From 4th level, devoted gain enhanced ability to seek out those foes that hide in the dark. They gain dark vision out to 60 ft. If they already have dark vision, the range is increased by 60 ft. This ability does not work in magical darkness created by the devoted's own spells or abilities.

From 9th level, devoted can see in all magical darkness; even that created by a deeper darkness spell, out to a range of 60 ft. If the devoted already has the See in Darkness ability, the range is extended by 60 ft. This ability does not work in magical darkness created by the devoted's own spells or abilities.

From 11th level, a devoted can select two spells from the above list to be active. She can activate, deactivate, or change one or both with a single swift action.

From 16th level, if the devoted has true seeing prepared, they can activate it as a swift action without casting the spell. When activated in this manner, it acts as if it had been cast except that the range of the true seeing conferred is 15 ft. When activated in this way, the spell takes the place of both of the detect spells, and remains active until they use a swift action to end it or to select a different spell or spells, or fall asleep or unconscious, or until they no longer have the spell prepared (for example, because they cast it).

Healing Word (Su)

From 2nd level a devoted can heal themselves or an ally with a word, restoring 1d6 hit points per two devoted levels. Activating this ability is a swift action. It can be used a total number of times per day equal 1 plus the devoted's Wisdom bonus, but no more than once per encounter. At 7th level the uses rise to 2/encounter and 2+Wis bonus per day, and at 13th 3/encounter and 3+Wis bonus per day. If the healing available is greater than the target's remaining hit points, they gain temporary hit points equal to half the surplus. The temporary hit points do not stack with other sources, nor from repeated uses of the ability. They last ten minutes or until depleted.

Devoted Courage

From 3rd level, the devoted gains a +4 bonus on saves vs fear effects. This is an extraordinary ability. Additionally, if the devoted uses her Healing Word ability on a target suffering from a fear spell or spell-like ability, the target may make an immediate save to end the effect, with a +4 morale bonus. The DC is equal to the initial save DC for the effect (or

what the initial DC would have been, had it had one, for effects that did not allow an initial save). This is a supernatural ability.

Merciful Word (Su)

At fourth level, sixth level, and every three levels thereafter, a devoted selects a mercy from the Paladin's list (treating her devoted Level as her Paladin level). This functions as the Mercy feature, except instead of applying to targets of Lay on Hands it applies to targets of Healing Word. If a character has both Merciful Word and Mercy features, all mercies selected with either ability apply to both abilities, and the devoted level and Paladin level stack for the purposes of level requirements and effects. Merciful Word & Healing Word count as Mercy and Lay on Hands for the purposes of qualifying for the Extra Mercy feat, and mercies selected with that feat also apply to both Lay on Hands and Healing Word (if applicable).

Divine Renewal

From fifth level, as a swift action, a devoted can sacrifice a prepared spell to restore her hit points. She regains 1d8 hit points, plus a further d8 per level of the spell sacrificed, plus her Wisdom bonus. This is a supernatural healing ability.

Bonus Feats

At first, sixth, twelfth, and fourteenth level a devoted gains a bonus feat. These can be any Combat feat, any Teamwork feat, or any feat from the following list: Extra Mercy.

Devoted Resolve

From 8th level, the devoted gains a +4 bonus on saves vs charm effects. This is an extraordinary ability. Additionally, if the devoted uses her Healing Word ability on a target suffering from a charm spell or spell-like ability, the target may make an immediate save to end the effect, with a +4 morale bonus. The DC is equal to the initial save DC for the effect (or what the initial DC would have been, had it had one, for effects that did not allow an initial save). This is a supernatural ability.

Divine Aspect

At 10th level a devoted selects a Divine Aspect. She gains another selection, which may be a different Aspect or the same one again. In the latter case, the Aspect gains an upgrade as described in the individual entries. The available Aspects are as follows:

Divine Companion

The devoted attracts the service of either a gold or silver dragon, or a celestial eidolon. For abilities and statistics of these companions, the devoted counts as a Dragonrider or an Unchained Summoner (as appropriate) of her devoted level -4. These levels stack with actual levels in the appropriate class. If she selects an Eidolon, Rejuvenate Eidolon and its lesser & greater variants are added to her spell list. If she selects a dragon, she gains energy resistance to the type of the dragon's breath weapon of a Dragonrider of her level (stacking with actual Dragonrider levels) and adds Heal Companion and Raise Companion to his spell list.

If this ability is selected a second time, the effective level for the companion becomes devoted level -2. If a dragon is selected, the dragon gains the Change Shape ability as per a dragon of their type, and also *detect evil*, *featherfall*, and *fog cloud* (if silver) or *bless*, *daylight*, and *detect evil* (if gold) as spell-like abilities usable once each per day. If the Eidolon is selected, *restore eidolon* and *evolution surge* are added to the devoted's spell list.

Divine Study

The devoted adds four spells of up to sixth level to her spell list. These spells can be taken from the Cleric, Paladin, Druid, Ranger, Warpriest, and/or Inquisitor lists on any combination, and must not already be on the devoted's spell list.

If taken a second time, the devoted adds four more spells to her spell list from the above class lists, this time of up to seventh level. Additionally, she gains a single 7th level spell slot (plus any slots for high Wisdom or Charisma). She also adds seventh level spells from any Demesnes to her spell list and can sacrifice prepared spells for them in the usual way.

Foe Slayer

Choose evil outsiders, undead, or evil dragons. You gain a +2 Favoured Enemy bonus (as per the Ranger feature) against the chosen foe. This stacks with any Favoured Enemy bonuses from actual Ranger levels. Additionally, the devoted gains another benefit depending on the choice:

Evil outsiders: Stackable fire resistance 10. +1 bonus on reflex saves.

Undead: Stackable negative energy resistance 10. +1 bonus on fortitude saves.

Evil dragons: Stackable energy (acid, cold, electricity, fire, sonic) resistance 5. +1 bonus on reflex saves.

If taken a second time, it applies to a second kind of foe, and the Favoured Enemy bonus and resistances for both are doubled.

Devoted Righteousness

From 17th level, the devoted gains a +4 bonus on saves vs compulsion effects. This is an extraordinary ability. Additionally, if the devoted uses her Healing Word ability on a target suffering from a compulsion spell or spell-like ability, the target may make an immediate save to end the effect, with a +4 morale bonus. The DC is equal to the initial save DC for the effect (or what the initial DC would have been, had it had one, for effects that did not allow an initial save). This is a supernatural ability.

Indomitable

Once a devoted reaches 20th level, she is very hard to permanently put down. If reduced below zero hp, she does not fall unconscious until she reaches a negative score equal to her Charisma bonus (from zero hp until that point, she remains conscious but staggered, and loses a hit point each time she takes a standard actions). Additionally, if she fails a stabilisation check she does not lose a hit point unless she fails by 10 or more or rolls a natural one. Conversely, if she rolls a natural 20 on a stabilisation check she may immediately activate her Divine Renewal ability. If she does so, she resets her hit points to zero before adding the hit points restored by Divine Renewal and stands up from prone (if required) as a free action that does not provoke attacks of opportunity. Finally, she gains Fast Healing 3 for a number of rounds equal to the level of the spell sacrificed to Divine Renewal.

Devoted Demesnes

Each Demesne is associated with a Cleric domain or subdomain, with which it shares a name. The spells of the demesne are the spells of the domain or subdomain (including in the latter case the spells from the underlying domain that are not replaced) up to level that the Devoted

can potentially cast - usually six (it does not matter what levels of spells she can currently cast). Demesnes do not provide granted powers. Available demesnes are:

Air, Lightning, Community, Cooperation, Family, Home, Earth, Metal, Fire, Glory, Chivalry, Heroism, Honour, Legend, Good, Redemption, Healing, Medicine, Restoration, Resurrection, Knowledge, Law, Liberation, Magic, Divine, Rites, Nobility, Protection, Defence, Fortification, Purity, Solitude, Dragon, Strength, Resolve, Sun, Day, Light, Revelation, Travel, Exploration, Portal, War, Water, Flowing

Devoted Spell List

Level 0

Create Water: Creates 2 gallons/level of pure water.

Detect Fiendish Presence: As *detect evil*, except this specifically detects outsiders with the evil subtype and their servants.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Grasp: Retry a Climb check as an immediate action

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Stabilize: Cause a dying creature to stabilize.

Level 1

Air Bubble: Creates a small pocket of air around your head or an object.

Ant Haul: Triples carrying capacity of a creature.

Aspect of the Nightingale: Your voice becomes clear and pleasant, like a nightingale.

Bless: Allies gain +1 on attack rolls and saves against fear.

Bless Water: Makes holy water.

Bless Weapon: Weapon strikes true against evil foes.

Blessing of the Watch: Functions as bless, except lasts for 1 hour/level but only in the caster's home city.

Brightest Night: Grant improved low-light vision to several creatures.

Bowstaff: A shortbow may double as a club, or a longbow as a quarterstaff.

Ceremony: Harness divine power to create a ceremony.

Clarion Call: Make yourself heard over great distances.

Comprehend Languages: You understand all languages.

Cultural Adaptation: Adapt to fit the local cultural.

Cure Light WoundsY: Cures 1d8 damage + 1/level (max +5).

Deathwatch: Reveals how near death subjects within 30 ft. are.

Detect Chaos: Reveals creatures, spells, or objects of selected alignment.

Detect Charm: Detect charm, compulsion, and possession effects in the area

Detect Demon: Sense the presence of demons, their servants, and the Abyss.

Detect Evil: Reveals creatures, spells, or objects of selected alignment.

Detect Good: Reveals creatures, spells, or objects of selected alignment.

Detect Law: Reveals creatures, spells, or objects of selected alignment.

Detect Radiation: Detect radiation in the surrounding area.

Detect Undead: Reveals undead within 60 ft.

Diagnose Disease: Detect and identify diseases.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Endure Elements: Exist comfortably in hot or cold regions.

Emblazon Crest: Display your crest on anything you carry.

Empower Holy Water: Empower holy water to deal more damage to the undead.

Fastidiousness: Keep yourself and your equipment clean and dry.

Funereal Weapon: Targeted weapon bypasses some DR of undead creatures

Ghostbane Dirge: Incorporeal creature takes half damage from nonmagical weapons.

Grace: Movement doesn't provoke attacks of opportunity.

Hide from Undead: Undead can't perceive one subject/level.

Liberating Command: Target makes an Escape Artist check as an immediate action and gains a bonus on it.

Lighten Object: Decrease the target's weight by half or reduce the armor check penalty of armor.

Magic Weapon: Weapon gains +1 bonus.

Mount: Summons riding horse for 2 hours/level.

Pierce Facade: Gain a +5 insight bonus to Perception to see through disguises.

Planar Orientation: Locate places of power on your current plane.

Positive Pulse: Energy harms undead or bolsters the living

Preserve: Prevent objects from rotting and spoiling

Protection from Chaos: +2 to AC and saves, plus additional protection against selected alignment.

Protection from Evil: +2 to AC and saves, plus additional protection against selected alignment.

Remove Sickness: Suppress disease, nausea, and the sickened condition.

Resist Starvation: Last longer without food.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Sanctify Corpse: Prevent a corpse from becoming an undead.

Serren's Swift Girding: Immediately clad a number of targets in armor.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Stalwart Resolve: Ignore the effects of ability damage and penalties to one score.

Starsight: Observe the night sky as if it were a clear and unobstructed night.

Theft Ward: Gain a +10 Perception bonus to notice someone trying to take a specific object from you.

Waterproof: Target becomes waterproof for the spells duration

Weapons Against Evil: Enhance weapons with pale light that allow them to bypass minor DR of evil creatures.

Weaponwand: Merge a wand with your weapon, allowing you to wield the wand at the same time you use your weapon.

Level 2

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Aquatic Cavalry: Summon hippocampi to serve as aquatic mounts.

Bestow Weapon Proficiency: Grants a creature proficiency in a single weapon for short period of time.

Blessing of Courage and Life: Grants a +2 bonus on saves vs. fear and death.

Blessing of Luck and Resolve: Increase resistance against fear.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Carry Companion: Shrink an animal or magical beast down to stone, ready to be enlarged again when summoned.

Cure Moderate Wounds: Cures 2d8 damage + 1/level (max +10).

Delay Disease: Grant the target temporary immunity to disease.

Delay Poison: Stops poison from harming target for 1 hour/level.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Effortless Armor: Armor you wear no longer slows your speed.

Enchantment Sight: See enchantment spells active on creatures.

Endure Elements, Communal: As *endure elements*, but you may divide the duration among creatures touched.

Force Sword: Create a magical longsword made entirely of force.

Fox's Cunning: Subject gains +4 to Int for 1 min./level.

Life Shield: Ward yourself with positive energy so any attacking undead take damage.

Light Lance: Creates a soaring beacon of light.

Light of Iomedae: Illuminate all undead creatures in the area and make them more vulnerable to positive energy.

Litany of Defense: Doubles armor's enhancement bonus.

Litany of Eloquence: Fascinates a single creature for 1 round.

Litany of Entanglement: Entangles a creature for 1 round.

Litany of Order: Weaken chaotic creatures against the attacks of lawful creatures

Litany of Righteousness: A single evil creature takes more damage from creatures with a good aura.

Litany of Warding: You gain two additional attacks of opportunity for 1 round.

Magic Siege Engine: Siege gains +1 on targeting and damage rolls.

Mount, Communal: As *mount*, but you may divide the duration among creatures touched.

Make Whole: Repairs an object.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Paladin's Sacrifice: Take the damage and effects for another creature.

Protection from Chaos, Communal: As *protection from chaos*, but you may divide the duration among creatures touched.

Protection from Evil, Communal: As *protection from evil*, but you may divide the duration among creatures touched.

Protection from Outsiders: Ward a creature against attacks from outsiders with a specific racial subtype, more powerful than *protection from evil* or similar spells.

Protection from Spores: Bolster a creature's body against the harmful effects of spore and fungus.

Protection from Technology: +2 to AC and saves, plus additional protection against technology.

Quick Throwing: Draw thrown weapons faster, gaining full attacks with such weapons.

Radiation Ward: Protect a creature against radiation.

Remove Paralysis: Frees creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restful Cloak: Enchanted cloak functions as a tent.

Share Language: Subject understands chosen language.

Spiritual Squire: Create an ally out of force to assist you in combat

Spiritual Weapon: Magic weapon attacks on its own.

Suppress Charms and Compulsions: Either grant a bonus to saves against, or suppress, charm and compulsion spells.

Water Walk, Communal: As *water walk*, but you may divide the duration among creatures touched.

Zone of Truth: Subjects within range cannot lie.

Level 3

Air Breathing: Allow creatures to breathe air.

Align Weapon, Communal: As *align weapon*, but you can divide the duration among weapons touched.

Burst of Speed: You gain increased speed, and your movement ignores attacks of opportunity and allows you to move through the space of creatures larger than you are.

Catatonia: Make a willing target appear to be dead.

Continual Flame: Makes a permanent, heatless light.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).

Daylight: 60-ft. radius of bright light.

Detoxify: Remove a creature's ability to poison others

Discern Lies: Reveals deliberate falsehoods.

Discharge: Dissipate the charges from a technical object or hamper a creature with the robot subtype.

Discovery Torch: Object touched emanates bright light, granting Perception and Sense Motive bonuses.

Dispel Magic: Cancels one magical spell or effect.

Disrupt Silence: Disrupt all silence effects in an area.

Glyph of Warding: Inscription harms those who pass it.

Heal Mount: As *heal* on horse or other special mount.

Hide from Undead, Greater: As per *hide from undead*, but doesn't automatically end due to combat actions.

Invisibility Purge: Dispel invisibility within 5 ft./level.

Litany of Admonition: Stagger a creature with a list of their faults

Litany of Dependability: Creature takes the average of its next roll

Litany of Escape: Teleports a friend out of a grapple.

Litany of Sight: You can see invisible creatures and objects within 30 feet of you.

Locate Object: Senses direction toward object (specific or type).

Magic Circle against Chaos: As *protection spells*, but 10-ft. radius and 10 min./level.

Magic Circle against Evil: As *protection spells*, but 10-ft. radius and 10 min./level.

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Blindness/Deafness: Cures normal or magical blindness or deafness.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Resist Energy, Communal: As *resist energy*, but you may divide the duration among creatures touched.

Searing Light: Ray deals 1d8/two levels damage (more against undead).

Share Language, Communal: As *share language*, but you may divide the duration among creatures touched.

Shared Training: Share your teamwork feats with allies.

Silverlight: Create a bright silver light that is harmful to those vulnerable to silver.

Sky Steed: Grant your mount angelic wings.

Sky Swim: Allow the target to swim through the air.

Speak with Dead: Corpse answers one question/two levels.

Vigilant Rest: Cause a sleeping creature to retain some perception of its surroundings

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

Level 4

Absolution: Removes enchantments and forgives actions taken under their effects.

Air Walk: Subject treads on air as if solid (climb or descend at 45-degree angle).

Anti-Incorporeal Shell: Incorporeal creatures stay 10 ft. away from you.

Blade of Light: Imbue a weapon with sunlight, making it bane to the undead.

Break Enchantment: Frees subjects from enchantments, transmutations, and curses.

Brightest Light: As *daylight*, but lasts longer and can dispel darkness effects.

Control Water: Raises or lowers bodies of water.

Crusader's Edge: Grant a weapon the evil outsider bane quality and nauseate evil outsiders with a critical hit.

Cure Critical Wounds: Cures 4d8 damage + 1/level (max +20).

Deadman's Contingency: Set one of a list of contingencies for your demise.

Death Ward: Grants bonuses against death spells and negative energy.

Dimensional Anchor: Bars extradimensional movement.

Dimensional Blade: Turn your weapon into a two-dimensional object that can more easily bypass armor.

Dispel Chaos: +4 bonus against attacks.

Dispel Evil: +4 bonus against attacks.

Dismissal: Forces a creature to return to native plane.

Divination: Provides useful advice for specific proposed actions.

Flame Steed: As *phantom steed*, but immune to fire and can breathe a cone of smoke and ash.

Flash Forward: Charge, then teleport back to starting position

Freedom of Movement: Subject moves normally despite impediments to restrict movement.

Healing Flames: Holy flames damage evil creatures and heal good creatures

Healing Warmth: Gain protection from fire, use absorbed energy to heal others.

Holy Smite: Harms and possibly blinds evil creatures (1d8 damage/2 levels).

Imbue with Spell Ability: Transfer spells to subject.

Litany of Thunder: A single target is deafened until the condition is removed, and is confused for 1 round.

Litany of Truth: Illusions affecting the target are stripped away for 1 round

Litany of Vengeance: Allies attacking the target of the spell gain a +5 bonus on damage rolls for 1 round.

Magic Circle Against Technology: Protects those in an area with *protection from technology*, and other effects that suppress or resist technology.

Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).

Magic Siege Engine, Greater: Siege engine gains +1 on targeting and damage rolls for every four caster levels.

Make Whole, Greater: As *make whole*, but repairs 1d6+1/level damage to a max of 10d6+10.

Mighty Strength: As *bull's strength*, except it grants a +8 enhancement bonus to Strength.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Persistent Vigor: Gain fast healing 2, immunity to bleed, and faster recovery from diseases and poisons.

Planar Adaptation: Resist harmful effects of other plane.

Planetary Adaptation: As *planar adaptation*, but only on different worlds of the Material Plane.

Protection from Energy, Communal: As *protection from energy*, but you may divide the duration among creatures touched.

Remove Radioactivity: Remove radiation effects from a target.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Restoration: Restores level and ability score drains.

Ride The Waves: Target can breathe water and swim.

Sending: Delivers short message anywhere, instantly.

Speak with Soul: Hold an extended conversation with a soul

Summon Ship: Conjure a ship out of extradimensional materials.

Level 5

Air Walk, Communal: As *air walk*, but you may divide the duration among creatures touched.

Astral Projection, Lesser: Limited astral travel.

Atonement: Removes burden of misdeeds from subject and reverses magical alignment change.

Break Enchantment: Frees subjects from enchantments, transmutations, and curses.

Breath of Life: Cures 5d8 damage + 1/level and restores life to recently slain creatures.

Burst of Glory: Increase your allies' attack rolls, saves against fear, and hit points.

Cleanse: As *heal*, but only cures 4d8 damage +1/level (max +25).

Cleansing Fire: Create a ring of fire that damages creatures passing through and dispels evil magic within.

Cold Iron Fetters: Reduce the targets' move speeds, increased effect with creatures vulnerable to cold iron.

Commune: Deity answers one yes-or-no question/level.

Commune with Plane: Learn about local planar terrain.

Cure Light Wounds, Mass: Cures 1d8 damage + 1/level, affects 1 subject/level.

Dispel Chaos: +4 bonus against attacks.

Dispel Evil: +4 bonus against attacks.

Disrupting Weapon: Melee weapon destroys undead.

Dungeonsight: Receive a clear and memorable view of the layout of the nearby area.

Fickle Winds: Wind walls selectively block attacks.

Flame Strike: Smites foes with divine fire (1d6/level damage).

Hallow: Designates location as holy.

Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.

Pillar of Life: Created pillar heals 2d8 + 1/level (max +20).

Plane Shift: As many as 8 subjects travel to another plane.

Planeslayer's Call: Allies gain benefits against outsiders of an alignment you choose.

Raise Dead: Restores life to subject who died as long as one day/level ago.

Spying: Spies on subject from a distance.

Snake Staff: Transforms wood into snakes to fight for you.

Spell Resistance: Subject gains SR 12 + level.

Wall of Stone: Creates a stone wall that can be shaped.

Level 6

Animate Objects: Objects attack your foes.

Antilife Shell: 10-ft.-radius field hedges out living creatures.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Bear's Endurance, Mass: As *bear's endurance*, affects 1 subject/level.

Blade Barrier: Wall of blades deals 1d6/level damage.

Bull's Strength, Mass: As *bull's strength*, affects 1 subject/level.

Chains of Light: Hold a creature immobile with glowing chains with the added benefit of preventing the use of any extradimensional travel.

Dispel Magic, Greater: Works as *dispel magic*, but can affect multiple targets.

Eagle's Splendor, Mass: As *eagle's splendor*, affects 1 subject/level.

Eaglesoul: Infuse yourself with power from a good-aligned outsider.

Forbiddance: Blocks planar travel, damages creatures of different alignment.

Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

Heal: Cures 10 points/level damage, all diseases and mental conditions.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Inspiring Recovery: Healing can restore the dead to life and restore your allies' vigor.

Neutralize Poison, Greater: As *neutralize poison*, but with an automatic success on all caster level checks to neutralize poisons.

Planar Adaptation, Mass: As *planar adaptation*, but affects multiple creatures.

Planetary Adaptation, Mass: As *planetary adaptation* but on a group of creatures.

Wind Walk: You and your allies turn vaporous and travel fast.

Word of Recall: Teleports you back to designated place.

Ex Devoted

A devoted who ceases to be lawful good, who wilfully commits an evil act, or who violates the code of conduct loses all devoted spells and class features (except weapon, armour, and shield proficiencies). She may not progress any further in levels as a devoted. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description), as appropriate.

Devoted Favoured Class Bonuses

The following alternate favoured class bonuses are available to devoted:

Aasimar: Add +1/6 to to the morale bonus provided by Devoted Courage, Devoted Resolve, and Devoted Righteousness.

Dwarf: Add +1 to concentration checks to cast devoted spells.

Elf: Add half a hit point to the hit points restored by Divine Renewal.

Halfling: Add half a hit point to the hit points restored by Healing Word.

Human: Add 1/5 of a Bonus Feat.

Orc: Add half a hit point to the extra damage inflicted by Divine Smite.

Samsaran: Add 1/4 of a bonus spell per day of the highest level the devoted can cast.

Tiefling: Add +1/6 to to the untyped bonus provided by Devoted Courage, Devoted Resolve, and Devoted Righteousness.

Wyrwood: Add 1/4 of a bonus spell per day of the highest level the devoted can cast.

Beastblooded

(Wide class)

Role: A beastblooded changes as the day progresses. As she uses up his magical resources, she becomes increasingly monstrous, eventually shifting from slinging magic, to swinging swords and loosing arrows, to lashing out with the claws and fangs she has sprouted.

Hit Die: d8.

Class Skills: Acrobatics, Climb, Craft, Diplomacy, Escape Artist, Fly, Heal, Intimidate, Knowledge (all), Linguistics, Perception, Profession, Sense Motive, Spellcraft, Stealth, Survival, Swim

Skill Ranks at each Level: 6+Int bonus

Beastblooded Class Features

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Limited Spellcasting, Beastblooded Phases, Armoured Spellcaster, Bloodline, Bonus Feats (Eschew Materials, Quickdraw)
2	+2	+3	+3	+3	Power Strike 1/encounter, Energy Blast
3	+3	+4	+4	+4	Beastblooded Renewal, Bonus Feats (Heighten Spell)
4	+4	+4	+4	+4	Beastblooded Talent
5	+5	+5	+5	+5	Bonus Feats
6	+6/+1	+5	+5	+5	Fast Movement
7	+7/+2	+6	+6	+6	Power Strike 2/encounter
8	+8/+3	+6	+6	+6	Beastblooded Talent
9	+9/+4	+6	+6	+6	
10	+10/+5	+7	+7	+7	Bonus Feats
11	+11/+6/+1	+7	+7	+7	Beastblooded Talent
12	+12/+7/+2	+8	+8	+8	
13	+13/+8/+3	+8	+8	+8	Power Strike 3/encounter
14	+14/+9/+4	+9	+9	+9	Bonus Feats
15	+15/+10/+5	+9	+9	+9	
16	+16/+11/+6/+1	+10	+10	+10	Beastblooded Talent
17	+17/+12/+7/+2	+10	+10	+10	
18	+18/+13/+8/+3	+11	+11	+11	
19	+19/+14/+9/+4	+11	+11	+11	
20	+20/+15/+10/+5	+12	+12	+12	

Weapon & Armour Proficiency

Beastblooded are proficient with all simple weapons and with light armour. However, they lose proficiency with any manufactured weapons (from any source) other than simple weapons in phase 1, and they lose all proficiency with manufactured weapons in phase 3. They do not gain proficiency with any shields.

Armoured Spellcaster (light)

A beastblooded can cast beastblooded spells while wearing light armour without suffering Arcane Spell Failure. This does not affect the Arcane Spell Failure chances for heavier types of armour.

Bloodline

Each beastblooded has a source of magic somewhere in her bloodline that powers her magic and eventually her transformation. This ability manifests in two basic ways; it provides magical abilities, and as those magical abilities are tapped into and used up the overspill of power increasingly manifests as physical prowess.

A beastblooded must pick a bloodline upon taking their first level in this class. Once made this choice cannot be changed. If the beastblooded has levels in another class that grants a bloodline, they must be of the same type, even if that means the bloodline of one of the

classes must change. Subject to the GM's discretion, the beastblooded can change her former bloodline to make them conform.

See Beastblooded Bloodlines below.

Limited Spellcasting

Beastblooded cost a limited number of spells each day. Their spell list comprises all the spell from the Sorcerer spell list except those from the Polymorph subschool, plus those spells added by their bloodline.

At first and second levels, she has six 1st-level spell slots. At each level thereafter until tenth, they have a total of six spell slots divided amongst the two highest levels they can cast. At odd levels, they have 3 slots of each level. At even levels they have 2 of the lower level and 4 of the higher level. From eleventh level, the pattern is the same, except that they have a total of eight spell slots (4+4 at odd levels, 3+5 at even levels). The highest level of spells they can cast is half class level rounded up (to a maximum of 9). Because these slots are also related to their Beastblooded Transformation they are always entirely separate from any other spellcasting abilities the character may possess – no outside feature, feat, or other effect can change the number of Beastblooded slots or allow beastblooded spells to be cast with other slots (or vice versa) unless it specifically says it works with beastblooded spells by name.

Beastblooded spellcasting has two key ability scores, depending on their bloodline. To learn or cast a spell, a beastblooded must have a score in at least one of her key abilities equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a beastblooded's spell is 10 + the spell level + the higher of their two key ability modifiers. They do not gain bonus spell slots for high ability scores.

A beastblooded knows a limited number of spells. Her total spells known at level 1 and above is equal to twice her beastblooded level, in any combination of levels up to the highest she can learn. At each level, in addition to learning two new spells, she can swap out any one previously learned spell of first level or higher for any other spell of first level or higher (up to the maximum level she can learn) from her spell list.

A beastblooded does not prepare spells in advance; she can cast any spell she knows as long as she has a spell slot available of the spells level or higher.

Martial and exotic weapon proficiencies gained with bonus feats for Phase 1 are an exception to the rule regarding such proficiencies being lost in Phase 1. Combat feats selected for Phase 2 cannot be applied to unarmed strikes or natural weapons. Combat feats selected for Phase 3 cannot be applied to unarmed strikes or manufactured weapons.

Beastblooded Phases

As a beastblooded casts spells, she moves through three distinct Phases. She enters the first phase as soon as she regains her spell slots in the morning, and remains in each phase until she has cast enough spells to move onto the next. Once she has three of her beastblooded slots (four from eleventh level), she moves onto Phase 2. Once she has used all her beastblooded spell slots, she moves onto the third phase. The table below indicates the features and abilities gained in each phase at each level. The Phase Bonus that applies to relevant checks in each Phase is equal to one third of beastblooded level (minimum 1).

The second and third phases include changes of form which are Polymorph effects. The form for the Phase 3 is broadly the same as their natural form, so they retain their equipment. The Phase 3 form is still vaguely humanoid and recognisably derived from the original, but sufficiently different to cause equipment to merge into the new form. Once in Phase 3, the only way out is to rest of the night.

When a beastblooded rests for the night, she wake in the morning in no Phase, having gradually transformed back during the night. If they are interrupted in the first hour of resting, they remain in the Phase they were in when they settled down to rest. Thereafter there is a 15% chance per hour that they will be in no Phase when interrupted (ie 15% in the second hour, 30% in the second hour, and so on).

Level	Phase 1	Phase 2	Phase 3
1	Phase Bonus (Spellcraft check, checks to overcome spell resistance). -2 to weapon attack rolls	Phase Bonus (Concentration checks to cast defensively), Weapon Enhancement (manufactured, +1). Cannot cast spells other than cantrips or beastblooded spells	Phase Bonus (Acrobatics checks), Weapon Enhancement (natural, +1). Bloodline Natural Weapons, cannot cast spells or use SLAs (other than Bloodline SLAs), Natural Armour +4
2	Ability Boost (+2 Cha & Dex)	Ability Boost (+2 Str & Dex)	Ability Boost (+2 Str & Con)
3		Natural Armour +1	Natural Armour +6
4			
5			
6		Weapon Enhancement (manufactured, +2)	Weapon Enhancement (natural, +2)
7			Improved Bloodline Natural Weapons
8			
9		Natural Armour +2	Natural Armour +8
10			
11	Ability Boost (+4 Cha+Dex)	Ability Boost (+4 Str+Dex)	Ability Boost (+4 Str+Con)
12			
13			
14		Natural Armour +3	Natural Armour +10
15		Weapon Enhancement (manufactured, +3)	Weapon Enhancement (natural, +3)
16			
17			
18		Natural Armour +4	Natural Armour +12
19	Ability Boost (+6 Cha+Dex)	Ability Boost (+6 Str+Dex)	Ability Boost (+6 Str+Con)
20			

Bonus Feats

The beastblooded gains Eschew Materials and Quickdraw as bonus feats.

At third level, she gains Heighten Spell as a bonus feat. Additionally, any beastblooded spell she casts is automatically heightened to the level of the slot used to cast it for free, regardless of what other metamagic feats are applied to it.

At each of fifth, tenth, fifteenth, and twentieth level, the beastblooded gain three bonus feats. However, each feat selected at a given level is dedicated to a particular Phase and can only be used in that Phase; she can select the same feat for different phases provided it is on the list for both or all the phases involved. The lists of bonus feats available in each phase are:

Any Phase: Skill Focus, any feat from the Bloodline's feat list.

Phase 1: Any Metamagic feat, any Item Creation feat, Martial Weapon Proficiency, Exotic Weapon Proficiency.

Phase 2: Any Metamagic feat, Combat Casting, any Combat feat.

Phase 3: Any Combat feat, Improved Natural Attack

Natural Armour

From first level in Phase 3 and third level in Phase 2, a beastblooded gains a bonus to her armour class as listed in the table. This bonus functions as a natural armour bonus to AC or an enhancement bonus to natural armour, whichever provides the higher AC.

Weapon Enhancement

In Phases 2 and 3, a beastblooded gains an enhancement bonus to attacks with manufactured weapons and natural weapons respectively, with a value listed in the table. This bonus stacks with any enhancement bonus the weapon may already have (whether built in or as the result of another item or spell such as an Amulet of Mighty Fists or *magic weapon*), to a maximum total effective bonus of +5. This bonus never effects attacks made with improvised weapons or unarmed strikes (not even if the character is also a monk).

Beastblooded Natural Weapons

At first level, a beastblooded selects one of the sets of natural weapons provided by her Bloodline (once made this choice cannot be changed). She sprouts the selected natural weapons when she enters Phase 3. As usual, if she has a single natural attack, she add 1.5x her strength bonus to damage.

Power Strike

From second level, once per encounter when you hit with a weapon attack you may roll additional dice equal to the weapon's base damage dice (twice the base damage dice from 11th level). As usual for extra dice, this damage is not multiplied on a critical hit. This ability can be used twice per encounter from level seven and three times per encounter from thirteenth level. This ability can be used only with manufactured weapons in Phase 2 and natural weapons in Phase 3 (it cannot be used in Phase 1).

Bloodline Barrage

From second level, choose one of the Barrage types appropriate to your Bloodline. Each Barrage is a standard action spell-like ability; it is usable at will in Phase 1 and once per encounter in Phase 2 (twice at level 7, three times at level 11). It does one die of damage per two levels - the die size and the damage types are described in the individual Barrage types. Each Barrage type is either energy (in which case it requires a ranged touch attack) or physical (in which case it requires a normal ranged attack).

Ability Boost

From second level, a beastblooded gains a boost to various ability scores increases depending on Phase. She gains a +2 to Dexterity and Charisma in Phase 1, to Dexterity and Strength in Phase 2, and to Dexterity and Con in Phase 3. These bonuses rise to +4 from 11th level and +6 from 19th. Unlike normal temporary bonuses, these can be used to meet prerequisites for feat and other abilities; however, if so said feats and abilities can only be used in the Phases that provide the required boosts.

If a beastblooded is in Phase 3 when she settles down to rest for the night, she regains hit points equal to her level (twice her level from level 11, and three times from level 19), thereby compensating for the reduction of hit points from lost Con.

Beastblooded Renewal

From third level, whenever a beastblooded leaves Phase 1, 2, or 3 (whether to move on to the next Phase or to rest for the night) she immediately regains hit points equal to 1d12 plus three times her level. If this would restore more hit points than she has lost, she gains half the excess as temporary hit points for ten minutes.

Fast Movement (Ex)

From 6th level, a beastblooded's land speed is faster than the norm for her species by +10 feet. This benefit applies only when she is wearing no armour, light armour, or medium armour, and not carrying a heavy load. Apply this bonus before modifying the beastblooded's speed because of any load carried or armour worn. This bonus stacks with any other bonuses to the beastblooded's land speed.

Improved Beastblooded Natural Attacks

At eleventh level, the beastblooded makes another selection from the list of natural attacks, which can be the same as her previous selection or different. Either way, the base damage die increases by one step (d6 to d8), If it is different, then the chosen attacks are added as additional primary attacks. If the same, then the relevant attack's damage increases further: The base damage dice are doubled and the character adds 1.5x their strength bonus (if she already adds 1.5x her strength bonus due to being a sole natural attack, she instead adds double her strength bonus). These upgrades apply only to primary natural attacks selected with the Beastblooded Natural Attacks feature and this feature; they do not apply to attacks from gained from any other source (including Beastblooded Talents).

Beastblooded Bloodlines

Each bloodline begins with a name and a short flavour description, and below that the following entries:

Spellcasting Ability Scores: The key ability scores for that bloodline's spellcasting. One will be Charisma and the other will be Intelligence or Wisdom.

Natural Weapons: The options for natural weapons in Phase 3, along with their initial damage dice.

Bonus Feats: The options for bonus feats selected at Beastblooded levels 5, 10, 15, and 20. If any of the listed feats has a class level as a prerequisite, you may substitute you Beastblooded level for that class level (if you also have levels in that class, they stack for this purpose). Otherwise, prerequisites must be met normally.

Spell List: Spells added to the Beastblooded's spell list. Where there are multiple options, the choice is made at first Beastblooded level and cannot thereafter be changed.

Aberrant

Something in your ancestry is alien and bizarre.

Spellcasting Ability Scores: Intelligence, Charisma

Natural Weapons: 2 tentacle slams (d6) or 1 bite (d10)

Bonus Feats: Combat Reflexes, Great Fortitude, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Lunge, Critical Focus, Staggering Critical

Spell List: Occultist or Mesmerist

Arcane

Your kin are powerful wizards or sorcerers.

Spellcasting Ability Scores: Intelligence, Charisma

Natural Weapons: 2 slams (d6) or 1 bite 1d10)

Bonus Feats: Combat Reflexes, Disruptive, Improved Initiative, Iron Will, Power Attack, Quick Draw, Spellbreaker, any Metamagic or Item Creation feat

Spell List: Elementalist* (upto to sixth level) or Occultist

Celestial

Your bloodline has been touched by the energies of the upper planes.

Spellcasting Ability Scores: Wisdom, Charisma

Natural Weapons: 2 fist slams (d6) or 1 body slam (d10)

Bonus Feats: Dodge, Improved Initiative, Iron Will, Mobility, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus

Spell List: Cleric (up to sixth level) or Paladin

Draconic

One of your ancestors is a true dragon.

Spellcasting Ability Scores: Intelligence, Charisma

Natural Weapons: 2 claws (d6) or 1 bite (d10)

Bonus Feats: Blind-Fight, Cleave, Elemental Claws, Elemental Focus, Great Fortitude, Improved Initiative, Iron Will, Lunge, Power Attack, Skill Focus (Fly), Skill Focus (Perception), Skill Focus (Spellcraft), Toughness

Spell List: (Chromatic) Elementalist², (Metallic) Cleric, (Imperial) Cleric, (Primal) Druid, (Esoteric) Psychic, (Outer) Occultist - all up to a maximum of sixth level.

Elemental

The power of the elements runs through your veins.

Spellcasting Ability Scores: Wisdom, Charisma

Natural Weapons: 2 claws (d6), or 2 fist slams (d6), or 1 gore (d10)

Bonus Feats: Cleave, Dodge, Elemental Channel, Elemental Claws, Elemental Fist, Elemental Focus, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus

Spell List: Druid (to level 6).

Fey

One or more of your ancestors were fey, or your bloodline was infused with fey power somehow.

Spellcasting Ability Scores: Wisdom, Charisma

Natural Weapons: 2 claws (d6) or 1 bite (d10)

Bonus Feats: Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Step Up, Intimidating Prowess, Dimensional Agility, Dimensional Assault, Dimensional Dervish

Spell List: Druid (up to level 6) or Ranger

Fiendish

There is a touch of the demonic or devilish in your ancestry.

Spellcasting Ability Scores: Intelligence, Charisma

Natural Weapons: 2 claws (d6) or 1 bite (d10)

Bonus Feats: Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Intimidating Prowess, Power Attack, Toughness, Blind-Fight, Combat Reflexes, Deceitful, Improved Disarm, Iron Will

Spell List: Cleric (to level 6) or Antipaladin

² A class which does not presently exist, but I intend to make at some point inspired by the WFRP Elementalist career, although the name will change as soon as I think of a suitable alternative.

Undead

Somehow, your lineage has been influenced by the power of undeath.

Spellcasting Ability Scores: Intelligence, Charisma

Natural Weapons: 2 claws (d6), or 2 slams (d6), or 1 bite (d10)

Bonus Feats: Diehard, Dodge, Endurance, Intimidating Prowess, Iron Will, Mobility, Toughness

Spell List: Cleric (to level 6)

Supplementary Classes

Supplementary classes are classes specifically designed to be used with gestalt, but only take the place of one normal class in the progression. However, they rely on one or more features of the other class (usually spellcasting) so do not work standalone. Each supplementary class has a Co-requisite entry of what features they require in the class they are paired with.

Mageblade

(Supplementary Class)

Role: Mageblades are warriors who blend sword and spell. The Mageblade class provides primarily martial abilities, while their other class provides spellcasting.

Co-requisite: Each level of this class must be taken alongside another class that provides at least 6-level spellcasting, referred to as the associated class. If the mageblade has more than one spellcasting class eligible to be the associated class, the choose one of them at first Mageblade level, once made this choice cannot be changed. A character must always have at least as many levels in the associated class as they have Mageblade levels, although anything that continues the associated class's spellcasting counts for this purpose.

For example, a Mageblade 7//Wizard 7 could not take their eighth level as Mageblade//Fighter, but could take it as Wizard//Fighter, or as Mageblade plus a prestige class that continues Wizard spellcasting.

Hit Die: d10 or d12, depending on Mageblade Focus (see below).

Class Skills: The Mageblade's class skills are Acrobatics, Climb, Craft, Fly, Intimidate, Perception, Ride, Spellcraft, Survival, Swim

Skill Ranks per Level: 4 + Int modifier

Mageblade Class Features

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Bonded Blade, Eschew Materials, Mageblade Focus (Offensive or Defensive)
2	+2	+3	+3	+0	Dimensional Step (10 ft), Bonus Spell Slots
3	+3	+4	+4	+1	Mystic Renewal
4	+4	+4	+4	+1	Bonus Feat
5	+5	+5	+5	+2	Focus Feature I
6	+6/+1	+5	+5	+2	Call Bonded Blade (Move)
7	+7/+2	+6	+6	+2	Dimensional Step (15 ft)
8	+8/+3	+6	+6	+3	Dispelling Strike
9	+9/+4	+6	+6	+3	Bonus Feat
10	+10/+5	+7	+7	+3	Fighter Training
11	+11/+6/+1	+7	+7	+3	Call Bonded Blade (Swift)
12	+12/+7/+2	+8	+8	+4	Dimensional Step (20 ft)
13	+13/+8/+3	+8	+8	+4	Spell Parry
14	+14/+9/+4	+9	+9	+4	Bonus Feat

15	+15/+10/+5	+9	+9	+5	Greater Dispelling Strike
16	+16/+11/+6/+1	+10	+10	+5	Call Bonded Blade (Opportunity)
17	+17/+12/+7/+2	+10	+10	+5	Dimensional Step (25 ft)
18	+18/+13/+8/+3	+11	+11	+5	Focus Feature 2
19	+19/+14/+9/+4	+11	+11	+5	Bonus Feat
20	+20/+15/+10/+5	+12	+12	+5	Ultimate Mageblade Focus

Weapon and Armour Proficiencies

Mageblades are proficient in all simple weapons, and all weapons from the heavy blade and Light Blade weapon groups. They are proficient with light and medium armour, but not with shields.

Bonded Blade

Magesblades form a bond with a specific weapon from the heavy blade or light blade group. They start with a masterwork bonded weapon at no cost. This free bonded weapon is of no particular special materials, although they can pay the extra to make it so if they wish and can afford it. A mageblade can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. The magic properties of a bonded blade, including any magic abilities added to the object, only function for the mageblade who owns it. If a bonded blade's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded blade is damaged, it is restored to full hit points the next time the mageblade prepares spells or regains spell slots. If the bonded blade is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per mageblade level plus the cost of the masterwork weapon. This ritual takes 8 hours to complete. Weapons replaced in this way do not possess any of the additional enchantments of the previous bonded blade. A wizard can designate an existing magic item as his bonded blade. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded blade.

If the mageblade has the Arcane Bond feature from another class, the bonded blade may also be the subject of her arcane bond.

While the mageblade is wielding their bonded blade, they may use it to perform somatic components for spells. If they do so, they are not required to have a free hand for somatic components, and do not suffer arcane spell failure for armour or shields with which they are proficient. They still need a free hand to manipulate material components (if any) and still suffer from any arcane spell failure chances inflicted for reasons other than armour or shields, and for armour or shields with which they are not proficient.

Eschew Materials

Mageblades gain Eschew Materials as a bonus feat. If she already has Eschew Materials, she selects another feat from the mageblade bonus feat list for which she meets the prerequisites.

Mageblade Focus

At first level the mageblade chooses to focus on offensive or defensive tactics. This choice, once made, cannot be changed other than by retraining the class level.

Defensive Focus

If you choose a Defensive Focus, your hit die is d12, and your key ability score is Intelligence. Additionally, you receive the following abilities at first level:

Combat Reflexes: You gain Combat Reflexes as a bonus feat. If you already have Combat Reflexes you gain a different feat from the mageblade's bonus feat list for which you meet the prerequisites. The additional attacks of opportunity granted by the feat are equal to your Dexterity modifier or your Intelligence modifier, whichever is greater.

Mageblade's Mark (Su): Any time you damage an enemy with a weapon attack, or with a spell that uses an attack roll, you can mark that enemy as a free action (even if it is not your turn). Marked enemies take a -4 penalty on attack rolls against your allies (but not you). Marked enemies also suffer an arcane spell failure chance equal to 10% plus 1% per two mageblade levels. The mark persists for five minutes, until the target is killed, or until you mark a different enemy. If you damage multiple enemies simultaneously, you may choose which one is marked.

Vengeful Teleport (Su): Whenever an enemy marked by you makes an attack or casts an offensive spell which does not include you as a target or in its area of effect, you may teleport to a space adjacent to that enemy and attack them. The teleport and attack together use up one of your attacks of opportunity for the round, and the attack counts as an attack of opportunity for feats and other abilities. To use this ability, there must be a square adjacent to the triggering enemy which you can occupy and you must be wielding a weapon capable of threatening the target from that square. If you are already adjacent to the target, you can teleport to a different square (or even reappear in the same square you left).

Offensive Focus

If you choose an Offensive Focus, your hit die is d10, and your key ability score is Charisma. Additionally, you receive the following abilities at first level:

Spellstrike (Su): Whenever a mageblade casts a spell with a range of “touch”, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Spellburn (Su): When the mageblade hits with a melee attack which is not part of or delivering a spell, as an immediate action he may expend a spell slot (if he is a spontaneous caster) or sacrifice a prepared spell (if he is a preparing caster) to add damage to the attack. The additional damage is equal to square of the slot level (1 for a first level spell, 4 for a second level spell, and so on up to 81 for a ninth level spell) plus Charisma bonus (if any). This additional damage is not multiplied on a critical hit.

Dimensional Step (Su)

From second level, a mageblade can teleport 10 ft as a move action once per encounter. The maximum distance teleported increases to 15 ft at 7th level, 20 ft at 12th level, and 25 ft at 17th level. This ability counts as *dimension door* for the purposes of the Dimensional Agility feat and other feats which have it as a prerequisite.

Bonus Spell Slots

From second level, a mageblade gains additional spell slots for their co-requisite spellcasting class. The bonus spell slots are based on the lower of his Intelligence and Charisma scores, and are in addition to those normally gained by her co-requisite class, even they are based on the same ability score. If their co-requisite class has only 6-level casting, they instead gain bonus spell slots based on both Intelligence and Charisma.

These spells function normal bonus spell slots for ability scores, except that the mageblade gains bonus spell slots for each spell level from first up to half their mageblade level rounded up, even if they would not normally have any spell slots of that level. In that case, they will not have any spells know of those levels but can use them for lower level spells (including spells enhanced with metamagic).

Mystic Renewal

From third level, as a swift action, a mageblade can sacrifice a prepared spell or a spell slot from her co-requisite class to restore his hit points. He regains 1d6 hit points, plus a further d6 per level of the spell sacrificed, plus his Int or Cha bonus (whichever is greater). This is a supernatural healing ability.

Bonus Feats

At 4th level and every five levels thereafter until 19th level, a mageblade gains a bonus feat from the following list: Any combat feat, Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Manoeuvres, Dimensional Step Up, Eschew Materials, Quicken Spell.

Focus Feature I

From 5th level, if you selected Defensive Focus, you gain Improved Mageblade's Mark. If you selected Offensive Focus, you gain Improved Spellburn.

Improved Mageblade's Mark: You can mark enemies with damaging spells that have saving throws rather than attack rolls. Only creatures who failed their saving throw can be marked in this way. Additionally, you can have up to two creatures marked at any one time. As part of the free action to mark, you can change one or (if you damage two new targets) both.

Improved Spellburn: Using Spellburn becomes a free action (which you can use even when it is not your turn), rather than an immediate action. You can still only use it once on each successful attack.

Call Bonded Blade (Su)

From 6th level you can teleport your bonded blade into your hand as a move action. If the blade is in its scabbard, you can have the blade arrive still in its scabbard, or you can call just the blade itself (effectively drawing it). From 11th level you may also call your bonded blade as a swift action.

From 16th level, if an enemy who you would threaten if you were wielding your bonded blade provokes an attack of opportunity, you can call your blade to your hand and immediately attack with it. Apart from the slightly different trigger, the attack is a normal attack of opportunity and the calling happens as part of the attack. You cannot call the weapon in this way if you cannot (or do not wish to) take an attack of opportunity.

Dispelling Strike (Su)

From 8th level, whenever you strike with your bonded weapon you may attempt to cast *dispel magic* on the target by sacrificing a third level spell or spell slot from your co-requisite class. If the target is a non-sapient magical effect which is susceptible to *dispel magic* (such as a *wall of thorns*), it is automatically dispelled. Striking a summoned creature, a magic item, or a creature under the effect of one or more spells attempts to dispel them requiring a caster level check as normal and being resolved as usual for *dispel magic*.

Fighter Training (Ex)

Starting at 10th level, a mageblade counts half his total mageblade level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack to a maximum equal to her character level.

Spell Parry

From 13th level, a mageblade can attempt to parry spells that target her or make an attack roll against her (area of effect spells cannot be parried). The Mageblade makes an attack roll as an immediate action. Against a spell which had an attack roll, the Mageblade's must exceed the caster's; if it does, the spells misses the mageblade. Against a spell without the attack roll, the Mageblade's attack roll takes the place of the saving throw (if the spell has more than one saving throw, it takes the place of the first saving throw).

Greater Dispelling Strike

From 15th level, when a mageblade makes a Dispelling Strike against a creature, she may sacrifice a sixth spell slot instead of third. If she does so, the Dispelling Strike acts as a targeted *greater dispel magic* against the target (and so can dispel multiple spells).

Focus Feature II

From 18th level, if you selected Defensive Focus, you gain Greater Mageblade's Mark. If you selected Offensive Focus, you gain Mighty Spells.

Greater Mageblade's Mark: The penalty on attacks from marked enemies which do not include you become -8.

Mighty Spells: Whenever you use a damaging spell that has an attack roll, the spell deals additional damage equal to the spells level plus your charisma bonus. This damage is of the same type(s) as that normally dealt by the spell.

Ultimate Focus

At twentieth level, if you selected Defensive Focus, you gain Ultimate Mageblade's Mark. If you selected Offensive Focus, you gain Ultimate Spellburn.

Ultimate Mageblade's Mark: There is no limit to the number of creatures you can mark with your Mageblade's Mark feature. Additionally, the penalty on attacks from marked enemies which do not include you become -10.

Ultimate Spellburn: When you use Spellburn against a creature with hit dice lower than your caster level, after the target takes damage, they must make a fortitude saving throw (DC = 10 + spell/slot level + Cha bonus) or die. Undead and constructs must instead make a will save or be destroyed.

Change Log

0.11 Mageblade ability scores reworked and typos corrected