

DRAGONLANCE PATHFINDER CLASSES

CLERIC

Classes - Cleric Domains

Below is a list of all of the deities in the Dragonlance setting and their respective domains. Domains marked with an asterisk are domains unique to the setting and are detailed below. The rest may be found in the *Pathfinder Roleplaying Game Core Rulebook* or at <http://www.d20pfsrd.com/>.

Gods of Light

Branchala: Chaos, Good, Luck, Trickery

Habbakuk: Animal, Good, Travel, Water

Kiri-Jolith: Glory, Good, Law, Strength, War

Majere: Good, Knowledge, Law, Meditation*

Mishakal: Community, Good, Healing, Liberation, Protection

Paladine: Glory, Good, Law, Nobility, Protection, Sun

Gods of Balance

Chislev: Air, Animal, Earth, Plant

Gilean: Knowledge, Liberation, Planning*, Protection, Rune

Reorx: Artifice, Earth, Fire, Luck, Strength

Shinare: Commerce*, Law, Luck, Travel

Sirrion: Chaos, Charm, Fire, Passion*

Zivlyn: Insight*, Knowledge, Meditation*, Time*

Gods of Darkness

Chemosh: Death, Evil, Trickery, Undead

Hiddukel: Chaos, Deception, Evil, Trickery

Morgion: Destruction, Evil, Madness, Pestilence*

Sargonnas: Evil, Fire, Law, Passion*, War

Takhisis: Destruction, Evil, Law, Trickery, Tyranny

Zeboim: Chaos, Evil, Water, Weather

Commerce Domain

Deity: Shinare.

Granted Powers: You embody the unrelenting spirit of interaction and enterprise.

Master Negotiator (Ex): You may automatically take 10 on all Appraise, Diplomacy, Profession (any one), and Sense Motive checks. Any time you make an Aid Another check to assist an ally with a skill check, the character you're helping gets a +4 bonus on his or her check instead of the normal +2.

Untiring Aura (Su): At 8th level, you can emit a 30-foot aura of rejuvenating energy for a number of rounds per day equal to your cleric level. You and your allies within this aura are immune to fatigue and exhaustion and gain a +4 bonus to saving throws against all enchantment mind-affecting effects.

Domain Spells: 1st – *comprehend languages*, 2nd – *zone of truth*, 3rd – *tongues*, 4th – *glibness*, 5th – *true seeing*, 6th – *secret chest*, 7th – *refuge*, 8th – *analyze dweomer*, 9th – *polymorph any object*

Insight Domain

Deity: Zivlyn.

Granted Powers: You have an intuitive understanding of how the world works. In addition, you gain uncanny dodge as a class ability. If you already have uncanny dodge from another class, you gain improved uncanny dodge instead.

Right Place, Right Time (Su): During combat you can extend a 5 ft. step into a 10 ft. step a number of times per day equal to 3 + your Wisdom modifier.

See the Unseen (Su): At 8th level, you can emit a 30-foot aura that grants your allies the ability to *see invisibility* (per the spell) for a number of rounds per day equal to ½ your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st – *true strike*, 2nd – *zone of truth*, 3rd – *locate object*, 4th – *tongues*, 5th – *commune*, 6th – *mass owl's wisdom*, 7th – *greater arcane sight*, 8th – *moment of prescience*, 9th – *foresight*.

Meditation Domain

Deities: Majere, Zivlyn.

Granted Powers: Communion with your god offers spiritual enlightenment and knowledge beyond normal mortal reckoning.

Meditative Touch (Sp): You can touch a creature as a standard action to grant it an insight bonus equal to $\frac{1}{2}$ your cleric level (minimum +1) to their next Intelligence or Wisdom-based skill check. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Empty Mind (Su): At 6th level, you may apply the Empowered Spell feat to a spell you are about to cast without increasing the casting time. This ability does not use up a higher-level spell slot. You can use this ability once per day at 6th level, and one additional time per day for every six cleric levels you possess beyond 6th.

Domain Spells: 1st – *comprehend languages*, 2nd – *owl's wisdom*, 3rd – *locate object*, 4th – *tongues*, 5th – *spell resistance*, 6th – *find the path*, 7th – *spell turning*, 8th – *mind blank*, 9th – *astral projection*.

Passion Domain

Deities: Sargonnas, Sirrion.

Granted Powers: You can harness the power of your emotions to achieve miracles that can either terrify or inspire.

Touch of Zeal (Sp): You can touch a creature as a standard action to grant it a morale bonus equal to $\frac{1}{2}$ your cleric level (minimum +1) to all skill checks for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Cult of Personality (Su): At 8th level, you can add your cleric level as an enhancement bonus to your Charisma score for a number of rounds

per day equal to your cleric level. This bonus only applies on Charisma checks and Charisma-based skill checks. These rounds do not need to be consecutive.

Domain Spells: 1st – *unbreakable heart*, 2nd – *hideous laughter*, 3rd – *rage*, 4th – *crushing despair*, 5th – *fear*, 6th – *greater heroism*, 7th – *song of discord*, 8th – *irresistible dance*, 9th – *freedom*.

Pestilence Domain

Deity: Morgion.

Granted Powers: You delight in spreading the horror of disease and plague to others.

Disgusting Touch (Sp): You can cause a living creature to become nauseated for 1 round as a melee touch attack. However, once a creature has been affected by this ability, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.

Unholy Carrier (Ex): At 6th level, you are immune to the effects of all diseases, including supernatural and magical diseases, but you can still carry these diseases and infect others with them. Any time you would normally be required to make a Fortitude save to avoid being infected with a disease you can choose to become a carrier instead. Once per day, you can make a melee touch attack to infect a target with an enhanced version of any disease you carry. The Save DC to resist the enhanced disease is 10 + 1/2 your cleric level + your Wisdom modifier. Its initial effects are one and a half times worse than the normal version. However, subsequent effects resulting from a failed saving throw are at the standard effect rate for the disease. Once you have passed along a disease to another creature you are no longer considered to be a carrier until you are exposed to that disease again. You can use this ability one additional time per day for every six cleric levels beyond 6th.

Domain Spells: 1st – *doom*, 2nd – *summon swarm*, 3rd – *contagion*, 4th – *poison*, 5th – *greater contagion*, 6th – *eyebite*, 7th – *creeping doom*, 8th – *unholy aura*, 9th – *energy drain*.

Planning Domain

Deity: Gilean.

Granted Powers: You have a gift for strategy and foresight and are seldom caught unawares by the world around you.

Touch of Foresight (Su): You can touch a creature as a standard action, allowing it to do an additional +1d6 precision damage on a successful attack. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Strategic Spell (Su): At 6th level, you may apply the Extend Spell feat to a spell you are about to cast without increasing the casting time. You may use this ability once per day at 6th level and one additional time per day for every six cleric levels beyond 6th.

Domain Spells: 1st – *detect snares and pits*, 2nd – *augury*, 3rd – *clairaudience/clairvoyance*, 4th – *sending*, 5th – *true seeing*, 6th – *heroes feast*, 7th – *greater scrying*, 8th – *discern location*, 9th – *time stop*.

Time Domain

Deity: Zivlyn.

Granted Powers: You are attuned to the River of Time like few others, and can bend it to your will.

Temporal Insight (Sp): As a melee touch attack, you can penalize a creature's armor class, saves, and skill checks by -1 or grant them a bonus to these things of +1. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Between Moments (Sp): At 8th level, you may take an extra move or standard action. You can use this ability once per day at 8th level, and one additional time per day for every five cleric levels you possess beyond 8th.

Domain Spells: 1st – *true strike*, 2nd – *temporal shield*, 3rd – *hold person*, 4th – *freedom of movement*, 5th – *permanency*, 6th –

selective temporal sphere, 7th – moment of prescience, 8th – foresight, 9th – time stop.

MYSTIC

Classes - Mystic

Alignment: Any.

Hit Die: d8

The mystic uses the same Base Attack and Saves progressions as detailed on Table 2-2 on p. 48 of the *Dragonlance Campaign Setting*. Their starting character wealth is 3d6 x 10 stl.

Class Skills

The mystic's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the mystic.

Weapon and Armor Proficiency: Mystics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields).

Spells: A mystic casts spells drawn primarily from the cleric spell lists presented in Chapter 10 of the *Pathfinder Roleplaying Game Core Rulebook*. They can cast any spell they know without preparing it ahead of time. To learn or cast a spell, a mystic must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mystic spell is 10 + the spell level + the mystic's Wisdom modifier.

Like other spellcasters, a mystic can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 3-14 on p. 72 of the *Pathfinder Roleplaying Game Core Rulebook*. In addition, they receive bonus spells per day if they have a high Wisdom score (see Table 1-3 on p. 17 of the *Pathfinder Roleplaying Game Core Rulebook*).

A mystic's selection of spells is extremely limited. A mystic begins play knowing four 0-level spells and two 1st-level spells of their choice. At each new mystic level, they gain one or more spells, as indicated on Table 3-15. Unlike spells per day, the number of spells a mystic knows is not affected by their Wisdom score; the numbers on Table 3-15 are fixed. These new spells can be common spells chosen from the cleric spell list, or they can be unusual spells that the mystic has gained some understanding of through study.

Upon reaching 4th level, and every even-numbered mystic level after that (6th, 8th, and so on), a mystic can choose to learn a new spell in place of one they already know. In effect, the mystic loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A mystic may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that they gain new spells known for the level.

Unlike a wizard or cleric, a mystic need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not used up their spells per day for that spell level.

Sphere of Mysticism: Each mystic has a natural affinity for one of the nine defined spheres of mysticism that grants them spells, additional class skills, and other abilities. A mystic must pick one sphere upon taking their first level of mystic. Once made, this choice cannot be changed.

At 3rd level, and every two levels thereafter, a mystic learns an additional spell, derived from their sphere. These spells are in addition to the number of spells given on Table 3-15. These spells cannot be exchanged for different spells at higher levels.

Orisons: Mystics learn a number of orisons, or 0-level spells, as noted on Table 3-15 under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Eschew Materials: A mystic gains Eschew Materials as a bonus feat at 1st level.

Power of the Heart: At 2nd level a mystic learns to tap the divine spark left in them by the gods when they were born and use that power to manifest their personal focus and inner faith in magical ways. A mystic may use the power of the heart a number of times per day equal to 3 + their Charisma modifier. Using this power is a swift action that does not provoke an attack of opportunity. One use of this power can be expended to grant the mystic an enhancement bonus equal to their Charisma modifier to either their Fortitude, Reflex, or Will saves for a number of rounds equal to 3 + their Charisma modifier.

Secret of the Heart: At 10th level or higher the mystic can expend one use of their power of the heart ability to Empower or Extend any spell cast with no additional increase in spell level. A mystic does not have to have either feat to use this ability.

Bend Fate: At 20th level a mystic may expend two uses of their power of the heart ability as a reaction to automatically pass one saving throw. If the effect being saved against is a spell or spell-like ability, it may be turned back on the caster if it falls under the parameters for turning as described under the *spell turning* spell.

Mystic Spheres

The following spheres represent the sources of power that a mystic can draw upon.

Alteration

You have the ability to shape living matter.

Class Skills: Disguise, Fly.

Bonus Spells: *enlarge person* (3rd), *alter self* (5th), *gaseous form* (7th), *giant vermin* (9th), *baleful polymorph* (11th), *beast shape IV* (13th), *elemental body IV* (15th), *form of the dragon III* (17th), *shapechange* (19th)

Sphere Powers: Mystics of alteration develop powerful shapechanging abilities as they increase in power.

Transmuter (Ex): At 1st level, all transmutation spells you cast are +1 to caster level.

Manifest Senses (Sp): At 2nd level, you may expend one use of your power of the heart ability to gain new supernatural senses. Choose from one of the following: darkvision 60 ft., scent, or tremorsense 60 ft. You retain these new sensory abilities for 1 minute per level of mystic you possess.

Selective Morph (Sp): At 4th level, you may expend one use of your power of the heart ability to gain a new movement speed. Choose from one of the following: burrow 30 ft., fly 30 ft. (average), or swim 30 ft. You retain this new form of movement for 1 minute per level of mystic you possess. At 7th level, the speed of each new form of locomotion increases to 40 ft. At 12th level, they increase to 60 ft.

Share Alteration (Sp): At 6th level, you may expend one use of your power of the heart ability to touch a creature, granting them the manifest senses or selective morph ability. However, you choose which new method of movement or senses they gain. They retain this ability for 1 minute per level of mystic you possess.

Metamorphosis (Sp): At 8th level, you may expend one use of your power of the heart ability to cast *polymorph* as a spell-like ability.

Manifest Qualities (Sp): At 12th level, you may expend one use of your power of the heart ability to manifest one of the following extraordinary special qualities: amphibious, resist energy 20, or SR 18. When choosing the resist energy special quality you choose which energy type you become resistant to: acid, cold, electricity, fire, or sonic. You retain this ability for 1 minute per level of mystic you possess.

Metamorph Other (Sp): At 15th level, you may expend two uses of your power of the heart ability to cast *polymorph other* as a spell-like ability.

Animism

You have an innate connection to the natural world.

Class Skills: Handle Animal, Survival.

Bonus Spells: *charm animal* (3rd), *tree shape* (5th), *summon nature's ally III* (7th), *repel vermin* (9th), *animal growth* (11th), *liveoak* (13th), *creeping doom* (15th), *control plants* (17th), *summon nature's ally IX* (19th).

Sphere Powers: Mystics of animism develop an even stronger connection to nature as they increase in level.

Wild Empathy (Ex): At 1st level, you gain the wild empathy class ability allowing you to improve the attitude of an animal. This ability functions exactly like the druid wild empathy ability (which is a part of the Nature Bond class feature).

Nature's Wrath (Su): At 2nd level, you may expend one use of your power of the heart ability to affect one 10-ft square per level as though it was under the effects of an *entangle* spell. At 5th level, any entangling vegetation in the spell's area become very hard and sharply pointed without changing its appearance. Creatures that fail their Reflex save and become entangled by the transformed plant life take 1d8 damage per turn that they are entangled. At 7th level, any creature that takes damage from this ability automatically suffers injuries to their feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives 1 point of magical healing. Nature's wrath lasts for a number of rounds equal to your caster level.

Whispers of the Green (Su): At 4th level, you may expend one use of your power of the heart ability to cast *speak with plants* as a spell-like ability.

Nature's Hide (Su): At 6th level, you may expend one use of your power of the heart ability to gain a natural armor bonus equal to your Charisma modifier. This bonus lasts for a number of rounds equal to your caster level.

Nature's Fangs (Su): At 8th level, you may expend one use of your power of the heart ability to gain a poisonous bite attack. The bite does $1d6 + 1\frac{1}{2}$ your Strength modifier and does $1d3$ Constitution damage per round for 6 rounds if the victim fails a Fortitude save (DC $14 +$ your Wisdom modifier). Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. At 9th level, the damage of your bite attack increases to $1d8 + 1\frac{1}{2}$ times your Strength modifier. Your bite attack is considered a magical attack for the purposes of overcoming damage reduction. You may use the bite attack for a number of rounds equal to your class level.

Sway With the Wind (Su): At 12th level, you may expend one use of your power of the heart ability as a reaction to gain all of the immunities associated with the plant type. You keep these immunities for a number of rounds equal to your class level.

Poisonous Spittle (Su): At 15th level, you may expend two uses of your power of the heart ability to inflict the poison damage from nature's fangs as a ranged touch attack against any opponent within 30 ft. Two consecutive Fortitude saves are now required to stop the poison damage. You may use this ability for a number of rounds equal to your class level.

Channeling

You are a master of your physical form.

Class Skills: Climb, Swim.

Bonus Spells: *jump* (3rd), *bear's endurance* (5th), *haste* (7th), *untiring form* (9th), *righteous might* (11th), *transformation* (13th), *mass bear's endurance* (15th), *regenerate* (17th), *diamond body* (19th).

Sphere Powers: Mystics of channeling gain even more impressive physical abilities as they increase in level.

Power of Change (Su): At 1st level, you may apply the Extend Spell feat to any transmutation spell you cast as a swift action. This ability does not use up a spell slot one level higher than the spell's actual level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Power of the Body (Su): At 2nd level, you may expend one use of your power of the heart of ability to apply a daily +1 enhancement bonus to either your Strength, Dexterity, or Constitution score. You decide which ability score to enhance every morning when preparing your spells and cannot change this bonus for twenty-four hours. At 5th level, the enhancement bonus increases to +2.

Burst of Speed (Su): At 4th level, you may expend one use of your power of the heart ability to increase your base land speed by 5 feet for every two mystic levels you possess. At 9th level, you may spend two uses of your power of the heart ability to gain the above benefits and also act as if under a *freedom of movement* spell. Both effects last for a number of rounds equal to your mystic level.

Enduring Constitution (Su): At 6th level, you may expend one use of your power of the heart ability to gain fast healing 2 for a number of rounds equal to your mystic level.

Channeled Force (Su): At 8th level, you may expend one use of your power of the heart ability to add a bonus equal to one half your mystic level to all damage rolls where your Strength modifier would normally be applicable. This ability lasts for a number of rounds equal to your mystic level.

Strength of Body (Su): At 12th level, you may expend one use of your power of the heart ability to remove any of the following conditions from yourself: exhausted, fatigued, nauseated, sickened, or stunned. If the cause of the original condition is still present at the beginning of the next round, then you automatically make a new saving throw.

Thick Skin (Su): At 15th level, you may expend two uses of your power of the heart ability to gain DR 10/- for a number of rounds equal to your mystic level or until this ability has prevented a total of 5 points of damage per caster level (maximum 75 points).

Healing

You have the ability to repair wounds and restore health to living bodies.

Class Skills: Perception, Survival.

Bonus Spells: *noble sacrifice* (3rd), *healing hand* (5th), *neutralize poison* (7th), *restoration* (9th), *mass cure light wounds* (11th), *heal* (13th), *slow the river* (15th), *mass cure critical wounds* (17th), *true resurrection* (19th).

Sphere Powers: Mystics of healing gain great ability to treat the wounded, and even the dead, as they gain experience.

Triage (Ex): At 1st level, you may take a full-round action to determine the amount of damage a creature has sustained and any conditions affecting it. You must touch the creature to understand the degree of their injuries. This ability may also determine the cause of death for deceased creatures, barring significant body decomposition.

Healing Touch (Sp): At 2nd level, you may expend one use of your power of the heart ability to cast *cure moderate wounds* as a spell-like ability.

Invigorate (Su): At 4th level, you may expend one use of your power of the heart ability to allow a creature to reroll a failed saving throw against the following effects: energy drain, paralysis, poison, sickening or stunning. The creature gets a resistance bonus equal to your Charisma modifier to their new saving throw. You must touch the creature within one round of the failed save in order to use this ability.

Healer's Resolve (Ex): At 6th level, you may expend one use of your power of the heart ability to not provoke an attack of opportunity when you cast a spell with the healing descriptor.

Resuscitate (Su): At 8th level, you may expend one use of your power of the heart ability to return life to a recently dead creature. The creature can be dead for no longer than 1 minute (10 rounds) and you must touch the target to revive them. You make a Caster Level check at a DC equal to 10 + the target's negative hit points minus 1/2 your mystic levels. If you succeed at this check, the target returns to life at 1 hp if the creature's soul is free and willing to return. If the subject's soul is not willing to return, the resuscitate does not work. While this ability repairs some lethal damage, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. A creature who had been turned into an undead creature or killed by a death effect can't be raised with this ability. Constructs, elementals, outsiders, and undead creatures can't be resuscitated.

Healer's Resilience (Su): At 12th level, you may expend one use of your power of the heart ability to cast spells with the healing descriptor as if using the Silent Spell or Still Spell feats. Spells cast using this ability do not increase in spell level or casting time.

Master of Healing (Sp): At 15th level, you may expend two uses of your power of the heart ability to cast *mass heal* as a spell-like ability.

Meditation

Your iron will and spiritual balance grant you even greater magics.

Class Skills: Knowledge (any one), Perception.

Bonus Spells: *clarity of thought* (3rd), *owl's wisdom* (5th), *locate object* (7th), *tongues* (9th), *commune* (11th), *find the path* (13th), *spell turning* (15th), *mind blank* (17th), *foresight* (19th).

Sphere Powers: Mystics of meditation gain more impressive mental focus and spiritual awareness as they increase in level.

Uncanny Dodge (Ex): Starting at 1st level, you may react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, even if the attacker is invisible. You can still lose

your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you. If you already have uncanny dodge from a different class, you automatically gain improved uncanny dodge instead.

Centered Heart (Su): At 2nd level you may enter a meditative trance as a full-round action. While in this trance, you heal a number of hit points equal to your character level per hour. If you meditate for four consecutive hours, when you emerge from the trance you recuperate as if you had rested for eight hours for the purposes of recovering hit points and ability score points lost to ability damage.

Power of the Soul (Su): At 4th level, you may expend one use of your power of the heart of ability to apply a daily +1 enhancement bonus to either your Intelligence, Wisdom, or Charisma score. You decide which ability score to enhance every morning when preparing your spells and cannot change this bonus for twenty-four hours. At 7th level, the enhancement bonus increases to +2.

Inner Knowledge (Su): At 6th level, you may expend one use of your power of the heart ability to apply a +4 insight bonus to any one Intelligence or Wisdom based skill check. This bonus only applies to your next die roll using that skill.

Contemplative Strike (Su): At 8th level, you may expend one use of your power of the heart ability to make an enhanced unarmed strike against a target creature. You add +1 to your attack roll for every five levels of mystic you possess. If your attack hits, the target takes subdual damage and must make a Will save (DC 10 + $\frac{1}{2}$ mystic level + mystic's Wis modifier) or be affected by a *calm emotions* spell. Making an unarmed strike with this ability does not provoke an attack of opportunity.

Strength of Will (Su): At 12th level, you may expend one use of your power of the heart ability to remove any of the following conditions from yourself: confused, fascinated, frightened, or shaken. If the cause of the original condition is still present at the beginning of the next round, then you automatically make a new saving throw. You may also use this ability to gain a bonus equal to your Charisma modifier to any Concentration checks.

Defended Mind (Su): At 15th level, you may expend two uses of your power of the heart ability to gain spell resistance equal to 10 + your mystic level or immunity to enchantment and mind-affecting effects for 1 minute per level.

Mentalism

You can communicate with and dominate another mind by sheer force of will.

Class Skills: Bluff, Perception.

Bonus Spells: *calm emotions* (3rd), *suggestion* (5th), *discern lies* (7th), *dominate person* (9th), *phantasmal killer* (11th), *mass suggestion* (13th), *insanity* (15th), *power word stun* (17th), *dominate monster* (19th).

Sphere Powers: Mystics of the mentalism sphere gain even more impressive mental powers as they increase in level.

Know Your Enemy (Sp): At 1st level you can study any creature within 30 ft. with an Intelligence score of 3 or greater to gain advantages against them. If the target fails their saving throw you gain an insight bonus equal to half your character level on all attack rolls, Bluff, Diplomacy, and Intimidate skill checks for 1 hour per caster level against them. This is a mind-affecting effect. The DC is Intelligence-based.

An Open Book (Sp): At 2nd level you may expend one use of your power of the heart ability to cast *detect thoughts* as a spell-like ability. At 5th level, you know if the target deliberately and knowingly speaks a lie if they fail a second saving throw. At 7th level, you may attempt to telepathically discern one fact known by the subject. Each fact that you attempt to learn in this manner requires another saving throw by the target. If the target succeeds in their saving throw you may not attempt to glean this fact from their mind for another 24-hours. The save DC is Intelligence-based.

Project Thoughts (Su): At 4th level you may expend one use of your power of the heart ability to communicate telepathically with a target creature up to a distance of 1 mile per level of mystic you possess. The target must have an Intelligence score of 3 or higher and be on the same plane as you for the thought projection to work. Through this telepathic link you and the target can communicate telepathically regardless of language for a duration of 1 minute per level. If the target is unwilling to communicate with you they may make a Will save to ignore you. If their saving throw succeeds you may not attempt to communicate mentally with the target for 24 hours unless they allow you to. The save is Intelligence based.

Powerful Spirit (Su): At 6th level you may expend one use of your power of the heart ability to remove the fatigued or exhausted condition from yourself.

Thought Blast (Sp): At 8th level you may expend one use of your power of the heart ability to attack one target within 30 ft. as a standard action. The target must succeed on a Will save or take 1d8 damage for every two mystic levels you possess. At 12th level, any target who takes damage in this way is also staggered for 1 round. A target cannot be staggered this way twice in a twenty-four hour period. The save is Intelligence-based.

Unnatural Awareness (Su): At 12th level you may expend one use of your power of the heart ability to act during a surprise round, even if you were unaware of the other combatants.

Like a Steel Trap (Sp): At 15th level you may expend two uses of your power of the heart ability to cast *mind blank* as a spell-like ability.

Necromancy

Your connection to the dead allows you to manipulate their power for your own gain.

Class Skills: Bluff, Stealth.

Bonus Spells: *ray of enfeeblement* (3rd), *ghoul touch* (5th), *animate dead* (7th), *bestow curse* (9th), *magic jar* (11th), *shadow walk* (13th), *waves of exhaustion* (15th), *horrid wilting* (17th), *soul bind* (19th).

Deathstight (Su): At 1st level, you may detect the strength and location of each undead aura within your line of sight, at will, just as if you had cast the spell *detect undead* and concentrated for three rounds. If the undead aura is outside of your line of sight you may discern its direction, but not its location.

Command Undead (Su): At 2nd level, you gain Command Undead as a bonus feat. However, instead of using a channel energy usage to activate it you expend one use of your power of the heart ability.

Soul Siphon (Su): At 4th level, you may expend one use of your power of the heart ability to absorb the life force of any one creature within 30 ft. at -1 hit points or lower. If the subject fails its saving throw (DC 14 + Wisdom modifier), it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Fury of the Grave (Su): At 6th level, you may expend one use of your power of the heart ability to give a +1 profane bonus to either the attacks, armor class or initiative checks of any undead currently under your control. At 7th level, the bonus increases to +2. At 12th level, the bonus increases to +3. This bonus lasts for rounds equivalent to 3 + your Charisma modifier.

Terrifying Presence (Su): At 8th level, you may expend one use of your power of the heart ability to create an aura of fear in a 20 ft. radius from you. The affected creatures become frightened. If the subjects succeeds on a Will save (10 + your mystic level + your Charisma modifier) it is shaken for one round. Creatures with more than 4 HD are immune to this effect. At 7th level, the radius of effect increases to 40 ft. and will affect creatures with up to 6 HD. At 9th level, the radius of effect increases to 60 ft. and will affect all creatures – including undead. This is a fear-based, mind-affecting effect.

Unholy Summons (Su): At 12th level, you may expend one use of your power of the heart ability to cast *create undead* as a spell-like ability. If you attempt to magically command the creature created by the spell, the subject receives a -2 penalty to its Will save.

I am Become Death (Su): At 15th level, you may expend two uses of your power of the heart ability to acquire a number of undead traits for a number of rounds equal to your mystic level. You gain immunity to mind-affecting effects, bleed damage, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, and exhaustion and fatigue effects. In addition, you gain immunity to cold and a paralyzing gaze attack. While this ability is active you can, as a standard action, make a gaze attack against any creature within 30 ft. That creature must make a Fortitude save equal to $10 + 1/2$ your mystic level + your Wis modifier or be paralyzed for a number of rounds equal to your mystic level. Any creature that successfully makes this save is immune to your gaze attack for the next 24 hrs.

Sensitivity

You can see and understand how the auras of living creatures are affected by the passage of time.

Class Skills: Knowledge (history), Perception.

Bonus Spells: *status* (3rd), *confluence* (5th), *displacement* (7th), *insight of Yarus* (9th), *true seeing* (11th), *veil* (13th), *repulsion* (15th), *moment of prescience* (17th), *sympathy* (19th).

Sphere Powers: Sensitivity mystics develop the ability to manipulate and bolster the auras of others as their magic grows.

Detect Aura (Su): At 1st level, you may sense the presence of good, evil, law or chaos within a 60 ft. cone as an orison. You must decide which of these auras you are searching for when you activate this ability. You are able to immediately determine the number of creature auras within the area of effect, but nothing else.

Insightful Defense (Su): At 2nd level, you may expend one use of your power of the heart ability to penalize one opponent's Armor Class within 30 ft. by -1. You receive a +1 insight bonus to your Armor Class in return. At every four levels after 2nd you can select an additional target (including the first one) to receive a further -1 penalty to their Armor Class. The target's alignment must be within one step of your own to be affected.

Uncanny Awareness (Su): At 4th level, you choose two skills that are Wisdom or Charisma-based. You may spend a use of your power of the heart ability to gain a bonus equal to your Charisma modifier, plus one for every four mystic levels you possess, to these skills for a number of rounds equal to your mystic level. At every even-numbered mystic level after 4th (6th, 8th, and so on), you may choose to replace a previously chosen skill with a new Wisdom or Charisma-based skill to apply uncanny awareness to.

Heart of Truth (Su): At 6th level, you may expend one use of your power of the heart ability to cast *zone of truth* as a spell-like ability centered on yourself. This functions exactly as the spell, except that the effect of the spell moves with you.

Precognition (Su): At 8th level, you may expend one use of your power of the heart ability to reroll any one attack roll, critical hit confirmation roll, or caster level check made to overcome spell resistance. You must decide to use this ability after the first roll is made, but before the results are revealed by the GM. You must take the second result, even if it is worse.

Hold the Current (Su): At 12th level, you may expend on use of your power of the heart ability to target multiple creatures with a *frozen moment* spell as a spell-like ability. You may target one additional creature for every five levels of mystic you possess.

Descrying Sight (Su): At 15th level, you may expend two uses of your power of the heart ability to cast an amplified version of *true seeing* on yourself as a spell-like ability. This ability functions exactly as the spell except that it has a duration of 10 minutes per mystic level you possess. Descrying sight can also penetrate 5 ft. of solid material per 2

mystic levels you possess and automatically see through mundane disguises.

Spiritualism

You have a powerful connection to the spirit world.

Class Skills: Linguistics, Use Magic Device.

Bonus Spells: *see invisibility* (3rd), *false life* (5th), *speak with the dead* (7th), *remove curse* (9th), *atonement* (11th), *greater restoration* (13th), *ethereal jaunt* (15th), *discern location* (17th), *energy drain* (19th).

Sphere Powers: Mystics of the spiritualism sphere gain an even stronger connection to the River of Souls as they increase in level.

Deathsight (Su): At 1st level, you may detect the strength and location of each undead aura within your line of sight, at will, just as if you had cast the spell *detect undead* and concentrated for three rounds. If the undead aura is outside of your line of sight you may discern its direction, but not its location.

Whispers of the Dead (Su): At 2nd level, you may expend one use of your power of the heart ability to gain a +2 insight bonus to any Knowledge skill checks or an initiative check at the start of a battle. At 7th level, the insight bonus increases to a +4. At 12th level, the insight bonus increases to a +6.

Spirit Touched (Su) At 4th level, you can expend one use of your power of the heart ability to add a +1 enhancement bonus to any non-magical suit of clothing or armor. This enhancement bonus, and the item's armor bonus, now count against the attacks of corporeal and incorporeal creatures just like the *ghost touch* special quality. This effect lasts 1 minute per caster level. At 7th level, and every four levels thereafter, the enhancement bonus increases by +1. At 9th level, you may also expend one use of your power of the heart ability to imbue any weapon you wield (including natural weapons) with the *ghost touch* special quality.

Spiritual Resilience (Su): At 6th level, you may expend one use of your power of the heart ability to cast *death ward* as a spell-like ability.

Extrasensory Perception (Su): At 8th level, you may expend one use of your power of the heart ability to link your senses to those of the many unseen spirits that follow in your wake. The spirits function as a single invisible magical sensor that moves at a fly speed of 30 ft. (perfect) up to a range of 200 ft. + 20 ft./level. The sensor remains functional as long as you maintain concentration. When you stop concentrating your connection to the spirit world is broken and the sensor vanishes. Your spirit sensor allows you to hear or see anything that you could detect normally. However, magically or supernaturally enhanced senses do not function through the spirits' eyes. At 10th level, your spirit sensor gains darkvision 30 ft. and you receive a +4 insight bonus to all Perception skill checks made through it.

Protective Spirit (Su): At 12th level, you may expend one use of your power of the heart ability to share your power of the heart enhancement bonus with any companions within 30 ft. who can see and hear you. This bonus lasts for a number of rounds equal to the mystic's Wisdom modifier (minimum of 1).

Between two Worlds (Su): At 15th level, you may expend two uses of your power of the heart ability to gain the incorporeal subtype for a number of rounds equal to your mystic level.

NOBLE

Classes - Noble

Alignment: Any.

Hit Die: d8

The noble uses the same Base Attack and Saves progressions as detailed on Table 2-4 on p. 51 of the *Dragonlance Campaign Setting*. Their starting character wealth is 6d6 x 10 stl.

Class Skills

The noble's class skills are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the noble.

Weapon and Armor Proficiency: Nobles are proficient with all simple weapons and martial weapons, light armor, and shields (except tower shields).

Bonus Class Skill (Ex): At 1st level, a noble may designate any one cross-class skill as a class skill. This represents an area of study unique to the noble's background.

Favor (Ex): Nobles are particularly skilled at applying pressure in social situations to get what they want. Whenever a noble uses their Diplomacy skill to change the initial attitudes of nonplayer characters or make requests of a creature they may roll twice and choose the higher result. They can use this ability a number of times per day equal to 3 + $\frac{1}{2}$ their noble levels (to a minimum of one time per day at 1st level).

Wealth (Ex): At 2nd level, a noble can exchange a letter of credit or another campaign appropriate token for an amount of steel pieces equal to 100 x their noble level. This may be done each time the character takes a new noble level. The funds come from the noble's family, a secret patron, or other appropriate sources. However, the wealth token may only be exchanged in a settlement with a Purchase Limit of 2,000 stl or more per Table 7-36 in the *GameMastery Guide*.

Career Path (Ex): At 2nd level, a noble must select one of two career paths to pursue: armiger or master ambassador. The noble's martial or social expertise manifests itself in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th levels and specialized class abilities at 4th, 8th, 12th, 16th, and 20th levels.

If the noble chooses the armiger path they may choose from the following list whenever they gain a career path feat: Combat Expertise, Defensive Combat Training, Dodge, Improved Initiative, Mounted Combat, Quick Draw, Point Blank Shot, Two-Weapon Fighting, Weapon Finesse, and Weapon Focus. At 10th level, the noble adds Dazzling Display, Mounted Archery, and Ride-by Attack to the list.

If the noble chooses the master ambassador path they may choose from the following list whenever they gain a career path feat: Alertness, Catch Off-Guard, Charming, Deceitful, Iron Will, Mimic, Persuasive, Skill Focus, Stealthy, and Throw Anything. At 10th level, the noble adds Leadership, Improved Iron Will, and Improvised Weapon Mastery to the list.

Once a noble chooses a career path it cannot be changed.

Call to Arms (Ex): A 4th-level noble who chooses the armiger career path picks a large city, metropolis, or country. Whenever the noble is in the chosen theater of operations he may draw upon a small pool of loyal warriors of identical alignment to assist him in his endeavors. The number of warriors in the pool is equal to the noble's base Charisma modifier. This number may be increased by permanent magic items such as a *headband of alluring charisma*, but not by spells or spell-like abilities that temporarily increase the noble's Charisma, like *eagle's splendor*. The total levels of these warriors may not exceed one half of the armiger's noble class levels.

For example, a 4th-noble with a +2 Charisma modifier could choose to summon two 1st level warriors or one 2nd level warrior while in a theater of operations.

At 8th, 12th, and 16th levels the armiger may add another large city, metropolis, or country to their active theaters of operations, or increase the number of allies that may be summoned in a specific theater by +2.

If any or all of the warriors in the armiger's pool are killed while in service to the noble, if the armiger is within one of his theaters of operations he can replace them by expending one use of his noble rhetoric ability. All summoned warriors respond to the armiger's call-

to-arms in a minimum of 24 hours, depending on the noble's location and means of communication, and can be dismissed at any time. They are equipped per the rules in Chapter 14 of the *Pathfinder Roleplaying Game Core Rulebook*. These warriors do not count against the noble's total number of followers for purposes of the Leadership feat.

Political Arena (Ex): A 4th-level noble who has chosen the master ambassador career path picks a large city, metropolis, or country. Whenever the noble is in the chosen political arena they gain a +2 bonus to all Bluff, Diplomacy, Intimidate, Knowledge (nobility) and Sense Motive skill checks. At 8th, 12th, and 16th levels the master ambassador may add another political arena to their areas of influence or increase the bonus in an existing political arena by +2.

Specialized Retainers (Ex): A 14th level noble who has chosen the armiger career path may now summon men and women with more specialized skill sets to assist them with their endeavors within their various theaters of operations. In addition to being able to summon warriors, the noble may also now summon fighters, rangers, and rogues per all of the normal rules for call-to-arms.

Silver-Tongued (Ex): A 14th level noble who has chosen the master ambassador career path is so skilled at statecraft that once per day, the noble can take 20 on any Diplomacy skill check made to change a creature's attitude, make a request, or gather information.

Conscripted Forces (Ex): A 20th level noble who has chosen the armiger career path is able to summon a number of temporary followers equal to a character with a Leadership score of 25 or greater (per the rules for the Leadership feat on p. 129 of the *Pathfinder Roleplaying Game Core Rulebook*) while in an active theater of operations.

The followers remain in the noble's service for twenty days or three combat encounters, whichever occurs first. If any or all of the conscripted followers are killed while in service to the noble, if the armiger is within one of their theaters of operations and has not exceeded the duration of the initial summons they can replace them by expending two uses of their noble rhetoric ability.

All conscripted forces respond to the armiger's summons in a minimum of 72 hours, depending on the noble's location and means of communication, and can be dismissed at any time. They are equipped per the rules in Chapter 14 of the *Pathfinder Roleplaying Game Core Rulebook*. These forces do not count against the noble's total number of followers for purposes of the Leadership feat.

Powerful Friends (Ex): A 20th level noble who has chosen the master ambassador career path can shift a creature's attitude with a Diplomacy or Intimidate skill check for a number of days equal to the master ambassador's current Charisma modifier while in a chosen political arena. Helpful creatures will perform a single task given to them by the noble during this time frame to the best of their abilities. While completing the task, the master ambassador's NPC ally receives a circumstance bonus to their Will save equal to the noble's relevant political arena bonus.

Noble Rhetoric: A noble is trained to use oratory to lead, inspire, or intimidate their enemies and allies. They can use this ability a number of times per day equal to 4 + their Charisma modifier. Each round, the noble can produce any one of the types of noble rhetoric they have mastered, as indicated by their level.

Starting a noble rhetoric is a standard action. Once a rhetoric has been activated it lasts for a number of rounds equal to $\frac{1}{2}$ your noble level. It cannot be disrupted, but it ends immediately if the noble is killed, paralyzed, stunned, or knocked unconscious. At each level after 4th a noble rhetoric lasts for an additional 2 rounds per day. A noble cannot have more than one noble rhetoric in effect at one time.

At 10th level, a noble can start a noble rhetoric as a move action instead of a standard action. At 18th level, they can start the rhetoric as a swift action.

Each noble rhetoric has audible components, visual components, or both.

If the noble rhetoric has audible components, the targets must be able to hear the noble for the rhetoric to have any effect, and such rhetoric is language dependent. A deaf noble has a 20% chance to fail when

attempting to use noble rhetoric. If they fail this check, the attempt still counts against their daily limit. Deaf creatures are immune to the noble rhetoric.

If the noble rhetoric has a visual component, the targets must have line of sight to the noble for the rhetoric to have any effect. A blind noble has a 50% chance to fail when attempting to use a noble rhetoric with a visual component. If they fail this check, the attempt still counts against their daily limit. Blind creatures are immune to noble rhetoric with visual components.

Inspire Confidence (Ex): A 3rd-level noble can use his rhetoric to inspire confidence in his allies, bolstering them in combat and improving their chances of success. To be affected, the ally must be able to perceive the noble's rhetoric. An affected ally receives a +2 morale bonus on all saving throws and a +1 competence bonus on all attack and weapon damage rolls. Inspire competence is a mind-affecting ability. Inspire competence can use audible and visual components. The noble must choose which components to use when starting their rhetoric.

Coordinate (Ex): A 5th-level noble can use his rhetoric to inspire cooperation with a single ally. Whenever the noble successfully makes an aid another skill check or special attack as a standard, move, or swift action (depending on the noble's level), their chosen ally gets a +1 competence bonus on all skill checks with a particular skill or against a specific opponent engaging their ally in melee combat. This is addition to the normal aid another bonus of +2, and it increases by +1 for every four levels the noble possesses after 4th (+4 at 9th, +5 at 13th, and +6 at 17th). A noble cannot coordinate with himself. Coordinate relies on audible components.

Demand Surrender (Ex): A 6th-level noble who has chosen the armiger career path can use his rhetoric to force his bloodied enemies to immediately cease battlefield hostilities. To be affected, an enemy must be within 30 feet, be able to see and hear the noble's rhetoric, and have had their total hit points reduced to one-half or less. Those enemies affected shift their attitude to Indifferent, drop any items they are holding and stop attacking the noble and his allies until such a time that their attitudes becomes Hostile again. Creatures affected by

demand surrender receive a Will save to avoid these effects. The DC of this save is equal to 10 + half the noble's level + the noble's Charisma modifier. Any surrendered creatures who are attacked by the noble or his allies automatically become Hostile. Demand surrender is a mind-affecting fear effect, and it relies on audible and visual components.

Castigate (Ex): A 6th-level noble who has chosen the master ambassador career path can use his rhetoric to wear down his rivals' resolve. To be affected, the targets must be able to perceive the noble's rhetoric. Victims of the master ambassador's tongue lashing receive the shaken condition, although they do get a Will save to avoid these effects. The DC of this save is equal to the result of a Diplomacy skill check made by the noble. Castigate is a mind-affecting fear effect, and it relies on audible components.

Instruction (Ex): A 7th-level noble can use his rhetoric to impart his skilled expertise upon an ally. To be affected, the ally must be able to perceive the noble's rhetoric. An affected ally replaces their total number of skill ranks in any one skill that the noble is trained in with the noble's. The affected ally also gains a +3 class skill bonus in that skill even if they would normally be considered untrained in it. Once the choice of skill is made it cannot be changed until after the rhetoric ends. The ally still uses their own ability score modifier to modify the skill they are being instructed in. Instruction uses audible and visual components.

Greater Than Oneself (Ex): A noble of 11th level or higher can use his noble rhetoric to inspire greatness in a single willing ally within 30 feet, granting extra fighting capability. For every four levels the noble attains beyond 11th, they can target an additional ally while using this rhetoric (up to a maximum of three targets at 19th level). To inspire greatness, all of the targets must be able to see and hear the noble. A creature inspired with greatness gains 2 bonus Hit Die (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Die), a +2 competence bonus on attack rolls, and a +2 competence bonus on all saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Greater than oneself is a mind-affecting ability and it relies on audible and visual components.