

Class and Archetype Pathfinder™ Handbook

Introduction	2
Base Class - The Realmwalker	3
Epic Realmwalker	7
Archetypes	8
Fighter	8
Fencer	8
Immortal Soldier	9
Magus	10
Elemental Magus	10
Warpstep Magus	11
Magus Arcana	13
Realmwalker	14
Apostle	14
Heritor	15
Rogue	16
Illusionary Blade	16
Lightfoot	17
Epic Feats	18
Feat Descriptions	19

INTRODUCTION

In 1997, Renton, WA-based *Wizards of the Coast*—a company then famous primarily for the collectible card game *Magic: the Gathering™*—purchased failing *Dungeons & Dragons™* publisher *TSR* and there-by irrevocably changed the history of table-top role-playing. They launched *D&D 3rd edition* in 2000 to critical acclaim, resurrecting gaming groups the world over. Under the aegis of their d20 Open License, they consolidated the fractured gaming market and returned *D&D* to its historic place as the industry's standard bearer.

Unfortunately, though revolutionary for its time, *3rd edition* is acknowledged for having many faults that have been addressed over the intervening decade. First was *Wizards's* own *D&D 3.5* released in 2003. Then came their controversial decision in 2005 to scrap the entire d20 system and move to *4th edition*, which was released in 2008. With updates for the beloved d20 system drying up, many players began creating their own hodgepodge of official and house rules, creating a sort of 'D&D 3.75' that differed from one group to the next. Then, in 2009 there came the *Pathfinder™* system, produced by Redmond, WA-based *Paizo Publishing* and drawing primarily on the old *D&D 3.5* system.

Since then, *Pathfinder™* has taken the gaming world by the proverbial storm, capturing the hearts and wallets of many gamers disillusioned by *D&D's* reduced focus on role-playing in favor of slick, MMO-based combat mechanics. Since their debut, *Pathfinder™* has been releasing a constant stream rulebooks, modules, and expansions that provide rules for gaming in any environment as well as information about their proprietary setting: the world of Golarion.

In their original rules, *Pathfinder™* provided the information necessary to play the 11 core classes also available in *D&D 3.5*: the barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, and wizard. They later added six more base classes with the *Advanced Player's Guide*—the alchemist, cavalier, inquisitor, oracle, summoner, and witch—and finally brought in the magus with *Ultimate*

Magic and the gunslinger with *Ultimate Combat*. The *Advanced Player's Guide* also introduced the concept of the archetype: modifications to specific class abilities that allowed character's to enjoy a certain level of distinctiveness without relying on multiclassing or *D&D 3.5's* focus on prestige classes. Instead, guided by the principal that they wanted characters to spend their entire 20-level progression in one class, they used the archetype system to make the core and base classes meaningful and unique.

One of the *D&D* and *Pathfinder™* systems' strengths has been its versatility when it comes to homebrew and custom materials. Like many DMs out there, I've spent a lot of time tinkering with the underlying mechanics of the system and produced a fairly extensive number of unique classes, monsters, spells, and magic items. The purpose of this document is to introduce you to a new base class—the realmwalker—as well as a number of archetypes for the realmwalker and other classes.

I have also included rules for use with the *Epic Pathfinder™ Handbook I* released, so that characters using these classes and feats can enjoy adventures beyond 20th level.

As always, I would like to thank the wonderful folks at *Paizo Publishing*. If you had not all created systems so rich in imagination and high in quality, I would never have been motivated to work on the rules contained here-in.

Truly!,

Jesse Jack Jones

<http://www.jessejackjones.com>

06-30-2013

BASE CLASS – THE REALMWALKER

The limitless dimensions encircling the material plane can be a dangerous place...from shifting valleys of fire to towering mountains of ice, armies of devils and demons, hosts of angels, and a vast cosmology of varied demiplanes. In all of this, anything is possible, and frequently great beings touch the bloodlines of mortal visitors or infringe upon the physical world itself. Over time, their progeny are diluted amongst the various races, until only the merest hint of their power remains. Sometimes, however, this strength and the powers of other great creatures meet up a hundred generations removed, the right mix of different bloods raising something special from the otherwise base material.

These creatures are the realmwalkers: beings of unusual power arising from seemingly ordinary parentage. This resurgence of energy girds the 'walker, creating a being that is simply better—in all ways—from its parent stock. Its natural gifts are augmented by magical abilities and an instinctive knowledge of combat. Ultimately, the realmwalker feels itself drawn away from its home, to wander the world, perhaps in search of others of its own kind, or maybe even to find some hint of the mighty scions responsible—so many millennia ago—for setting into motion the events that led to their birth.

Adventures

While other characters adventure to test themselves or gain power, to seek revenge or leave their past behind, the realmwalker adventures to answer questions. They wish to find out who they are, why they exist, where they came from, and where they should go. To them, the answer is all-important, because it will determine everything about who they are and what they should do with their power. Of course, the amassing of wealth, aiding of the innocent, or collecting of personal prestige are worthy distractions along the road to the truth, but in the end, distractions is all they are.

Characteristics

Most realmwalkers cannot help but exude a sense of superiority over the other races, which must struggle and reach to grasp the same sorts of power that come so readily to them of mixed blood. While they can be as understanding and charitable as a saint, of course, their behavior is almost always driven by this subconscious belief that they are better than everyone around them. While there are exceptions, they are rare.

Background

Most communities will never know a realmwalker is growing up amongst them, save for seeing this gifted child. It is not until they begin adventuring and exploring their uncommon heritage that the more physical aspects of their power (such as the ever-watchful eye) manifest themselves. Thus, it is not unusual for a realmwalker to lead a perfectly normal life, enjoying their superhuman abilities until they feel the call of their blood to strike out and discover where they came from, why they exist, and what they can do with these strange powers.

Role

A realmwalker can fill most rolls in a pinch. They are good back-up combatants, especially when they focus on perfecting the use of a single weapon and aided by their spell-like abilities. When they begin to gain their Void and Plenum abilities, they can also serve as back-up artillery in a pinch. A wide selection of skills and the ever-watchful eye enable them to work well undercover, and their lay on hands ability can help them in the role of back-up healer. A realmwalker works best as the fifth man in a well-rounded four-man group, picking up slack wherever it occurs, even though they will never become as good as any of their companions at any one thing.

Table: Realmwalker

Lvl	BAB	For	Ref	Will	Special
1	+0	+2	+2	+2	Bonus Feat, Skilled, Tolerance
2	+1	+3	+3	+3	Inheritance
3	+2	+3	+3	+3	Plenum
4	+3	+4	+4	+4	Void
5	+3	+4	+4	+4	Apotheosis
6	+4	+5	+5	+5	Bonus Feat, Ever-Watchful Eye
7	+5	+5	+5	+5	Improved Inheritance
8	+6 / +1	+6	+6	+6	Improved Plenum
9	+6 / +1	+6	+6	+6	Improved Void
10	+7 / +2	+7	+7	+7	Improved Apotheosis
11	+8 / +3	+7	+7	+7	Bonus Feat, Sustenance
12	+9 / +4	+8	+8	+8	Greater Inheritance
13	+9 / +4	+8	+8	+8	Greater Plenum
14	+10 / +5	+9	+9	+9	Greater Void
15	+11 / +6 / +1	+9	+9	+9	Greater Apotheosis
16	+12 / +7 / +2	+10	+10	+10	Bonus Feat, Inviolable
17	+12 / +7 / +2	+10	+10	+10	True Inheritance
18	+13 / +8 / +3	+11	+11	+11	True Plenum
19	+14 / +9 / +4	+11	+11	+11	True Void
20	+15 / +10 / +5	+12	+12	+12	True Apotheosis

Abilities

Because of their diverse set of abilities, a realmwalker is best served with a balanced set of scores depending on what they want to specialize in. Their spell-like abilities are affected by their Charisma, while Intelligence and Wisdom control their Void and Plenum abilities. With their combat skills, a high Strength and Dexterity are advantageous. Constitution, for extra hit points, is always beneficial as well.

Hit Die: d8

Class Skills

The Realmwalker treats all skills as class skills.

Skill Ranks per Level: 4 + Int Modifier

Class Features

All of the following are class features of the realmwalker class.

Weapon and Armor Proficiency: Realmwalkers are proficient with all simple weapons and may select three martial weapons to be proficient with as well. They are also proficient with all types of armor, as well as with all shields, except tower shields.

Bonus Feat: At 1st level, realmwalkers gain a bonus feat of their choosing. They gain an additional bonus feat at 6th, 11th, and 16th levels.

Skilled (Ex): At 1st level, a realmwalker gains a pool of points equal to their realmwalker level + Int modifier. Whenever making a skill check, they can add any number of points from this pool up to 1/2 their realmwalker level (minimum 1) to their roll. These points must be allocated before the check is rolled. A skill check to which this ability has been applied does not automatically fail on a natural 1.

Tolerance (Su): At 1st level, a realmwalker becomes attuned to the natural world. They gain the benefit of the *endure elements* spell constantly. The effect can be dispelled, but the realmwalker can reactivate the ability as a free action.

Inheritance (Sp): At 2nd level, a realmwalker gains a pool of points equal to half their realmwalker level + Cha modifier. By expending one point from this pool, they can trigger any of the following spells as spell-like abilities using their realmwalker level as their caster level and their Cha modifier to determine DCs: *comprehend languages*, *expeditious retreat*, *featherfall*, *jump*, *obscuring mist*, and *shield*.

Plenum (Su): At 3rd level, a realmwalker begins to breach the planar wall and siphon energy directly from the Positive Energy Plane. As a standard action that does not

provoke an attack of opportunity, they can make one of their hands glow with a supernatural light for a number of rounds per day equal to 8 + their Wisdom modifier. For each level after 3rd, a realmwalker can maintain their Plenum for 2 additional rounds per day. This light is warm and comforting, acting in all ways like a *light* spell centered on the realmwalker's hand. While the light exists, the realmwalker and all allies within 20' gain Fast Healing 1 and all allies within 40' gain a +1 morale bonus to all attack rolls and skill checks. The energy does not have to be used all at once and the ability can be turned off as a free action.

Void (Su): At 4th level, a realmwalker begins to breach the planar wall and siphon energy directly from the Negative Energy Plane. As a standard action that does not provoke an attack of opportunity, they can shroud one of their hands in supernatural darkness for a number of rounds per day equal to 10 + their Charisma modifier. For each level after 4th, a realmwalker can maintain their Void for 2 additional rounds per day. This darkness is cold and discomfoting, acting in all ways like a *darkness* spell centered on the realmwalker's hand, except that the *darkness* has no effect on the realmwalker's ability to see; they treat it as if the light level had not been decreased. While the darkness exists, enemies targeting the realmwalker have a 20% miss chance from concealment (or higher, if the darkness lowers the light level enough) and all foes within 20' suffer a -2 penalty to all attack rolls and skill checks. They can overcome the penalties to attack rolls and skill checks with a successful Will save DC 10 + 1/2 your realmwalker level + Cha modifier. The energy does not have to be used all at once and the ability can be turned off as a free action that does not provoke an attack of opportunity. *Note*: Activating the Void and Plenum abilities simultaneously cause the powers to cancel out, producing no effect. They can only be used in conjunction with the Apotheosis ability detailed below.

Apotheosis (Su): At 5th level, a realmwalker can bring the opposing forces of Void and Plenum together to create a chaotic maelstrom of pure destructive energy inside which the laws that govern creation begin to break down. A realmwalker can activate their Apotheosis ability as a standard action. The energy can be projected as a ranged touch attack with the same range as a medium-range spell (100' + 10' feet/realmwalker level). The blast must be infused with an equal number of 'rounds' of both the Void and the Plenum abilities. Any creature struck takes 1d6 points of damage per pair of rounds invested, up to half the realmwalker's level. This damage ignores object hardness, all types of damage reduction, all elemental resistances and immunities, and spell resistance.

Ever-Watchful Eye (Su): At 6th level, a realmwalker's left eye is replaced with a glowing manifestation of planar energy (of the realmwalker's choice of color) which can be activated 2 times per day as a standard action that provokes an attack of opportunity. Each time the Eye is activated, it can be used to simulate the effects of any one of the following spells: *deathwatch*, *detect animals or plants*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *detect poison*, *detect undead*, and *read magic*. The Ever-Watchful Eye can be activated an additional time per day for every 3 realmwalker levels beyond 6th. It can only replicate one of the spell effects per usage. The spell is cast at a caster level equal to the realmwalker level.

Improved Inheritance (Sp): At 7th level, a Realmwalker can spend 2 points from their Inheritance pool to trigger any of the following spells as spell-like abilities using their realmwalker level as their caster level and their Cha modifier to determine DCs: *mirror image*, *resist energy*, *see invisibility*, and *spider climb*.

Improved Plenum (Su): At 8th level, the light from a realmwalker's Plenum ability now functions as the *daylight* spell. Additionally, allies within 30' gain Fast

Healing 2 and allies within 60' gain a +2 morale bonus on all attack rolls and skill checks.

Improved Void (Su): At 9th level, the darkness from a realmwalker's Void ability now functions as the *deeper darkness* spell, except that the darkness still has no effect on the realmwalker's ability to see; they treat it as if the light level had not been decreased. Additionally, foes targeting the realmwalker suffer a 50% miss chance from concealment and all foes within 30' suffer a -3 penalty on all attack rolls and skill checks unless they succeed on their save.

Improved Apotheosis (Su): At 10th level, the fury of the Plenum/Void union grows in fury and destructiveness. A realmwalker's Apotheosis now inflicts 2d6 points of damage per pair of rounds invested, though they can still only invest a number of rounds equal to half their realmwalker level.

Sustenance (Su): At 11th level, a realmwalker no longer requires food or water to live. While they may continue to eat out of habit or because they enjoy culinary experiences, they are immune to the effects of thirst and starvation.

Greater Inheritance (Sp): At 12th level, a Realmwalker can spend 3 points from their Inheritance pool to trigger any of the following spells as spell-like abilities using their Realmwalker level as their caster level and their Cha modifier to determine DCs: *blink*, *dispel magic*, *fly*, *true strike*, and *water breathing*.

Greater Plenum (Su): At 13th level, the light from a realmwalker's Plenum ability has its radius increased by 50%. Additionally, allies within 45' gain Fast Healing 4 and allies within 90' gain a +3 morale bonus on all attack rolls and skill checks.

Greater Void (Su): At 14th level, the darkness from a realmwalker's Void ability has its radius increased by 50%. Additionally, once per round when a foe targeting the realmwalker succeeds on their 50% miss chance, the realmwalker can force the enemy to reroll. This reroll

must be declared before the damage from the attack is resolved. All foes within 45' suffer a -4 penalty on all attack rolls and skill checks unless they succeed on their save.

Greater Apotheosis (Su): At 15th level, the fury of the combination of opposing forces stresses the physical and magical laws of reality to their breaking point, the planar fabric beginning to fray and tear. A realmwalker can select a number of targets equal to their Intelligence modifier when using their Apotheosis ability. They may fire an energy blast at each target. No individual can be targeted more than once per round by this ability and no individual energy blast can have more rounds invested than half their Realmwalker level.

Inviolate (Su): At 16th level, a Realmwalker no longer takes penalties to their ability scores for aging and cannot be magically aged. Any such penalties that have already been taken, however, remain in place. Additionally, the random component of their Maximum Age is maximized and then increased by 50%. Their bonuses still accrue and they still die of old age when their time is up.

True Inheritance (Sp): At 17th level, the cost of a realmwalker's Improved Inheritance and Greater Inheritance abilities are reduced by 1. Additionally, a realmwalker can spend 3 points from their Inheritance pool to trigger any of the following spells as spell-like abilities using their realmwalker level as their caster level and their Cha modifier to determine DCs: *dimension door*, *freedom of movement*, *planar adaptation*, *spell immunity*, *stoneskin*, and *tongues*.

True Plenum (Su): At 18th level, the light from a realmwalker's Plenum ability has its radius doubled. This replaces (does not stack with) the increase in size from Greater Plenum. Additionally, the realmwalker can choose to grant all allies within 60' one of the following benefits:

- Fast Healing 6
- Regeneration 1
- Immunity to Poison

- Immunity to Disease
- 50% resistance to Critical Hits
- +4 morale bonus to Fort saves
- Immunity to Fatigue and Exhaustion

All allies must gain the same benefit. Finally, allies within 120' gain a +4 morale bonus on all attack rolls and skill checks.

True Void (Su): At 19th level, the darkness from a realmwalker's Void ability has its radius doubled. This replaces (does not stack with) the increase in size from Greater Void. Additionally, once per round when the realmwalker is struck by an attack from any physical source (including spells that require a touch/ranged touch attack), they can ignore all damage and effects of the attack as if it had missed them completely. All foes within 60' suffer a -5 penalty on all attack rolls and skill checks unless they succeed on their save.

True Apotheosis (Su): At 20th level, a realmwalker's combining of Positive and Negative energy stabilizes, granting them access to daunting levels of planar energy. Apotheosis can now target as many foes as the realmwalker wishes, provided they have enough rounds of Void and Plenum. Additionally, all targets of the attack suffer one of the following effects of the realmwalker's choice; the realmwalker can only choose one effect per use of Apotheosis and all targets are subject to the effect:

- **Combat Maneuver:** Target subject to a Bull Rush, Disarm, Reposition, Sunder, or Trip. The realmwalker's CMB for this attack is equal to their Base Attack Bonus + # of pair of rounds invested in the Apotheosis + Int modifier.
- **Blindness and Deafness:** Target is rendered blind and deaf for 1 hour. On a successful Fortitude save DC 10 + 1/2 realmwalker level + Int modifier, they are merely dazzled for 1d4 rounds.
- **Dispel:** The target is subjected to a targeted dispel as if struck by a *greater dispel magic* using the realmwalker's class level as the caster level.

- **Stun:** Target is stunned for 1d6 rounds. On a successful Fortitude save DC 10 + 1/2 realmwalker level + Int modifier, they are merely shaken for 1d4 rounds.

Epic Realmwalker

The epic realmwalker is a force unto himself, charged with the energies of the creation and tempered by years of experience. With his greater power come deeper questions as he ponders the true nature of creation and where his new-found powers fit within it.

Table: The Epic Realmwalker

Level	Special
21 st	—
22 nd	—
23 rd	Bonus class feat
24 th	—
25 th	—
26 th	Bonus class feat
27 th	—
28 th	—
29 th	Bonus class feat
30 th	—

Skilled: A realmwalker includes his epic levels when calculating the size of his skill pool and the maximum bonus he can apply to a single skill check.

Inheritance: A realmwalker includes his epic levels when calculating the size of his inheritance pool.

Plenum: A realmwalker includes his epic levels when calculating the number of rounds per day he can use his Plenum ability.

Void: A realmwalker includes his epic levels when calculating the number of rounds per day he can use his Void ability and the DC to resist its effects.

Ever-Watchful Eye: A realmwalker includes his epic levels when calculating the number of times per day he can use his Ever-Watchful Eye.

Bonus Class Feat: The epic realmwalker gains a bonus class feat at 23rd level and an additional bonus class feat every three levels (26th, 29th, 32nd, etc.). These class feats can be selected from any type of feat.

According to the Pathfinder SRD, "Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. Characters may take more than one archetype as long as they meet the requirements." For more information, you can see the SRD website at <http://www.d20pfsrd.com/classes/class-archetypes>.

While the Pathfinder rules provide dozens of possible archetypes already, there are as many possibilities as there are characters being played. Below are some of the archetypes I've designed over the years.

Fighter

Fighter archetypes generally work on improving their combat prowess, focusing it in a single, specific area at the expense of the normal fighter's more well-rounded abilities. This document includes two fighter archetypes: the fencer and the immortal soldier.

Fencer

Born out of dueling, fencing was long a sport of the nobility, practiced with blunted weapons and thick padding to avoid injury. However, it never quite lost its root amongst the combat arts and, with time, the lessons learned in the safe environment of sporting halls and yards has been reborn as a way of fighting once more. Dedicated less to killing the opponent, fencing is an art for controlling the flow of battle by making the enemy do what you want when you want and rendering them helpless so that one's allies can take advantage of the situation.

Fencing itself is typified by the use of a single light melee weapon, relying more on speed and insight as opposed to strength or toughness, all while keeping the off-hand free of shield or another weapon to aide in agility, balance, and poise. There are few combatants as graceful or misleading as the fencer.

Weapon and Armor Proficiency: You are proficient with simple and martial weapons and with light armor but no shields.

Canny Defense: At 1st level, you may add 1 point of your Int modifier per fencer level as a bonus to your armor class. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces the bonus feat you receive at 1st level.

Parry: At 2nd level, when armed with a weapon to which Weapon Finesse can be applied, you gain a +1 shield bonus to your AC versus melee attacks. This bonus increases by +1 every 4 levels after 2nd. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces Courage.

Insightful Fighter: At 3rd level, you gain your Int modifier as a bonus to all CMB checks and to your CMD when using a weapon to which Weapon Finesse can be applied. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces Armor Training 1.

Skilled Feint: At 5th level, you gain a bonus equal to half your fencer level to all Bluff checks made to feint during combat when using a weapon to which Weapon Finesse can be applied. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces Weapon Training 1.

Skilled Disarm: At 7th level, you gain a bonus equal to half your fencer level to all CMB checks made to disarm an opponent during combat when using a weapon to which Weapon Finesse can be applied. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces Armor Training 2.

Remise: At 9th level, you may immediately reroll one missed attack or disarm per day when using a weapon to which Weapon Finesse can be applied. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces Weapon Training 2.

Flèche: At 11th level, you may instigate a charge by moving as little as 5 feet when using a weapon to which Weapon Finesse can be applied. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces Armor Training 3.

Bind: At 13th level, you can attempt to bind an enemy's weapon when using a weapon to which Weapon Finesse can be applied, effectively countering the enemy's ability to fight back. When you threaten a foe, you can make a combat maneuver check as a standard action and, if successful, you bind the enemy's weapon. As long as they remain within your threat range, an enemy with a bound weapon cannot attack and is treated as being flat-footed. They can either attempt a combat maneuver check against you as a standard action to break the bind or elect to disengage and move away, automatically triggering an attack of opportunity. During a bind, you are also considered flat-footed but at any time you can elect to end the bind as an immediate action. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces Weapon Training 3.

Snaking Disarm: At 15th level, when you successfully disarm a foe, you can immediately take an attack of opportunity against them when using a weapon to which Weapon Finesse can be applied. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces Armor Training 4.

Perfect Feint: At 17th level, you can attempt to feint as a move action when using a weapon to which Weapon Finesse can be applied. If you have the Improved Feint feat, you can instead attempt a feint as a swift action. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces Weapon Training 4.

Riposte: At 19th level, whenever a foe attacks you in melee and misses, you can immediately take an attack of opportunity against them when using a weapon to which Weapon Finesse can be applied. You lose this ability if wearing medium or heavy armor or using a shield. This

ability replaces Armor Mastery.

Endless Strike: At 20th level, you may make multiple attacks of opportunity on the same target in one round when using a weapon to which Weapon Finesse can be applied. You may attack a single target a number of times equal to your Int modifier in one round, though you can only make one attack for any single triggering event and this ability does not increase the number of attacks of opportunity you get per round; only how many of those you may use against a single target in one round. You lose this ability if wearing medium or heavy armor or using a shield. This ability replaces Weapon Mastery.

Immortal Soldier

The battlefield is often little more than a great factory for the manufacture of dead soldiers, grinding through lives with savage impunity. Through the eternal carnage of war there walk those rare individuals who seem, no matter the circumstance, to survive. The hapless grunt who's always there after every push by the enemy, with a few new scars; the stalwart sergeant marching along the formation barking out orders while arrows rain down; the dashing cavalryman at the head of every charge with a lunatic grin and sword unsheathed: all could be immortal soldiers.

Though lacking in anything approaching true immortality, they combine guts, physical and mental toughness, and hubris in sufficiency enough to weather any storm on or off the field of battle and can often be seen standing tall when everyone else—friend and foe alike—are on their knees, exhausted and bloody.

Hit Die: d12

Damage Reduction: At 3rd level, you gain Damage Reduction 2/—. This increases by 2 every four levels to a maximum of DR 10/— at 19th level. This ability replaces Armor Training 1, 2, 3, and 4 and Armor Mastery.

Grin and Bear It: At 4th level, you can shrug off a potentially lethal blow and take less damage from it than you otherwise would. Once per day, when you would be

reduced to 0 or fewer hit points by damage, you can instead attempt to shrug off the damage. Make a Fortitude save against a DC equal to the amount of damage dealt. If the save succeeds, you take only half damage from the blow; if it fails, you are still only reduced to 0 hit points. If a successful save would still leave with below 0 hit points, you are reduced to 1 hit point instead. You must be aware of the attack and able to react to it in order to use this ability. This ability replaces Weapon Training 1.

Seen It All: At 8th level, you have seen and experienced so much on the field of battle that you grow jaded to the horrors of war. You receive a +2 competence bonus to all Will saves. This ability replaces Weapon Training 2.

Old Campaigner: At 12th level, a lifetime of forced marches, interrupted nights, and privation have hardened your body and spirit. You receive a +2 competence bonus to all Fort saves. This ability replaces Weapon Training 3.

Implacable: At 16th level, you're kept alive as much by your own determination as any force of blood or muscle. You no longer take penalties to your ability scores for aging and cannot be magically aged. Any such penalties that have already been taken, however, remain in place. Bonuses still accrue and you still die of old age when your time is up. This ability replaces Weapon Training 4.

Old Soldiers Never Die: At 20th level, you are the ultimate survivor and have seen more battlefields than generals and gods of war. You gain Fast Healing 2, which means as long as you are alive, you heal 2 hit points every round. You also become immune to fatigue and anything that would make you exhausted instead only makes you fatigued. Finally, any time you suffer nonlethal damage from any source (attacks, starvation, the environment, etc.) you take only half damage. This ability replaces Weapon Mastery.

Magus

Introduced in *Ultimate Magic*, the magus is the classic

wizard-fighter hybrid. Archetypes for the magus generally focus on either improving their magical talents at the cost of their swordsmanship or vice versa.

Elemental Magus

Born out of the poor skills and cultural aversion the dwarves have with arcane magic, the Elemental Magus taps into the currents of untamed elemental energy with reckless abandon, pulling forth cosmic power with casual disregard for the intricate niceties of the common arcanist. Armed and armored heavily, they mix the battle skills of a front-line warrior with raw, unskilled magical energy.

A marked inability to properly use arcane magic is actually one of the unifying characteristics of Elemental Magi. They never gain the ability to channel the energy they summon into spells—indeed, they have virtually no interaction with the energy at all—but the effect is startling none-the-less.

Weapon and Armor Proficiency: You are proficient with all simple and martial weapons and with light, medium, and heavy armor as well as shields, but not tower shields. This replaces Medium Armor and Heavy Armor.

Spells: You lose all access to spells.

Expanded Arcane Pool: The size of your Arcane Pool ability is equal to your magus level + your Int modifier.

Elemental Blast: At 1st level, you gain the ability to fire blasts of elemental energy. By expending 1 point from your Arcane Pool, you can fire a bolt of elemental energy as a standard action that provokes an attack of opportunity and can strike a target up to 100' +10'/level as a ranged touch attack. This blast inflicts 1d6 points of damage for per magus levels and can inflict acid, cold, electricity, fire, or sonic damage. This ability replaces Spell Combat.

Elemental Arc: At 2nd level, you gain the ability to fire a spray of elemental energy at nearby foes. By expending 1 point from your Arcane Pool, you can fire a 10' cone of energy as a standard action that provokes an attack of opportunity. This blast inflicts 1d6 points of damage per

magus levels (maximum 10d6) and can inflict acid, cold, electricity, fire, or sonic damage. Targets can make a Reflex save (DC 10 + 1/2 magus level + Int mod) for half damage. This ability replaces Spellstrike.

Elemental Arcana: At 3rd level and every three levels, when selecting Magus Arcana, you can only select from the following Arcana: Accurate Strike, Arcane Accuracy, Arcane Edge, Arcane Redoubt, Greater Arcane Redoubt, Bane Blade, Critical Strike, Devoted Blade, Disruptive, Enduring Blade, Ghost Blade, Maneuver Mastery, Pool Strike, Arcing Pool Strike, Clinging Pool Strike, Thunderous Pool Strike, Prescient Attack, Prescient Defense, Spell Shield, and Spell Breaker. You can also take the Arc Mastery, Bolt Mastery, and Bomb Mastery arcana below.

Planar Novice: At 4th level, you can expend 1 extra point from your Arcane Pool when using your Elemental Blast or Elemental Arc abilities to inflict positive, negative, or force damage instead. This ability replaces Spell Recall.

Elemental Bomb: At 7th level, you gain the ability to lob explosive bursts of elemental energy. By expending 2 points from your Arcane Pool, you hurl a blast of elemental energy as a standard action that provokes an attack of opportunity and can strike a target up to 100' +10'/level as a ranged touch attack. It then detonates with a 10' radius, damaging everything except the initial target (unless the attack missed the target, in which case it is subject to the secondary explosion as normal). Both the primary attack and the explosion inflict 1d6 points of damage per magus level (maximum 10d6) and can inflict acid, cold, electricity, fire, or sonic damage. Targets of the secondary explosion can make a Reflex save (DC 10 + 1/2 magus level + Int mod) for half damage. This ability replaces Knowledge Pool.

Elemental Bolt: At 8th level, you gain the ability to fire a piercing bolt of elemental energy. By expending 2 points from your Arcane Pool, you fire a 60' line of elemental energy as a standard action that provokes an attack of

opportunity. The bolt inflicts 1d6 points of damage per magus level (maximum 10d6) and can inflict acid, cold, electricity, fire, or sonic damage. Targets can make a Reflex save (DC 10 + 1/2 magus level + Int mod) for half damage. This ability replaces Improved Spell Combat.

Planar Journeyman: At 11th level, you can expend 1 extra point from your Arcane Pool when using your Elemental Bomb or Elemental Bolt abilities to inflict positive, negative, or force damage instead. This ability replaces Improved Spell Recall.

Elemental Mastery: At 14th level, the maximum damage your Elemental Arc, Elemental Bomb, and Elemental Arc can reach are increased to 20d6. This ability replaces Greater Spell Combat.

Planar Savant: At 19th level, it no longer costs extra points from your Arcane Pool to use Planar Novice or Player Journeyman. This ability replaces Greater Spell Access.

Elementalist: At 20th level, you gain the ability to surround yourself with a whirling aura of elemental energy by expending 4 points from your Arcane Pool. You summon up a storm of acid, cold, electricity, fire, sonic, positive, negative, or force energy that lasts for 1 round for every 2 magus levels. While the energy surrounds you, any creature adjacent to you at the beginning of your turn is automatically subject to a ranged touch attack, which inflicts 10d6 points of damage of the appropriate elemental type on a hit. At any point when the aura is up, you can also discharge an Elemental Tempest as a standard action which does not provoke an attack of opportunity and strikes everything within a 40' radius of you, inflicting 1d6 points of elemental damage per magus level of the same type as the aura. Using the Tempest immediately ends the aura effect. This ability replaces True Magus.

Warpstep Magus

The magic of *teleportation* is one of an arcanist's most versatile and oft-used spells. *Dimension door* sees use in

combat at all levels while *teleport* and *greater teleport* are the go-to travel spells for higher-level magic users of all stripes. The warpstep magus goes even further with the magic of transposition, however.

Using their unique blend of battle-magic, they have weaponized teleportation, creating a combat style that foes literally cannot see coming, blinking about the battlefield unpredictably and unstoppably.

Spells: Add *hostile juxtaposition* to the magus's spell list as a 4th-level spell. Add *getaway*, *ice crystal teleport*, and *plane shift* to the magus's spell list as a 5th-level spells. Add *greater hostile juxtaposition*, *greater teleport*, and *teleport object* to the magus's spell list as a 6th-level spells.

Warpstep: At 1st level, you can teleport to a nearby space as a swift action as if using *dimension door*. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability. You can move 5 feet for every two magus levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This ability replaces Spell Combat.

Warp Recall: At 4th level, when using your Warpstep ability, you can spend 1 point from your arcane pool instead of spending one of the ability's daily uses. This ability replaces Spell Recall.

Bonus Feats: Add Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Maneuvers, and Dimensional Savant to the list of bonus feats a magus can select, provided you meet the prerequisites. Warpstep and Warpleap function as *dimension door* with regards to these feats.

Sure Warp: At 5th level, when using any of your warp abilities or a spell with the teleportation descriptor, you no longer take damage for attempting to warp into an occupied space. You are instead shunted harmlessly aside. This ability replaces Knowledge Pool.

Warp leap: At 8th level, you can use this ability to teleport up to 30 feet per magus level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you. This ability replaces Improved Spell Combat.

Abundant Warpstep: At 11th level, you can use your Warpstep ability an additional 3 times per day. This ability replaces Improved Spell Recall.

Swift Warp: At 14th level, when using your Warpleap ability, you can expend 1 point from your arcane pool to treat the ability as a move action rather than a standard action or you can expend 2 points from your arcane pool to treat the ability as a swift action. This ability replaces Greater Spell Combat.

Warp heal: At 16th level, when using any of your warp abilities or a spell with the teleportation descriptor, you can expend 3 points from your arcane pool to arrive at your destination with any one of the following conditions removed: bleed, blindness, burn (or other recurring fire damage), deafness, nausea, poison, recurring acid damage, sickness, or any other recurring or lingering effect with a physical cause at the DM's discretion. If the magus is afflicted by more than one condition, they can expend an additional 3 points from their arcane pool per condition to relieve those as well. This ability replaces Counterstrike.

Warplord: At 20th level, you can expend points from your arcane pool to forcibly teleport a single target. You must make a successful melee touch attack (or use your Spellstrike ability), after which the target must make a Will save DC 10 + 1/2 your magus level + your Int modifier or be subject to one of the following spells/abilities:

- Warpstep: 2 points
- *Dimension door*: 3 points

- *Teleport*: 7 points
- *Greater teleport*: 8 points

You select the target's destination but all other effects of the spell occur as normal. If the target succeeds on its saving throw, you can still cause them to teleport 5 feet (for *Warpstep* and *dimension door*) or 10 feet (for *teleport* and *greater teleport*), though they must remain on the ground (or in the air or water, if they began in one of those environments); you cannot use this limited teleportation to raise them into the air or send them underground. You must have at least 1 use of *Warpstep* (or at least 1 additional point in your arcane pool for the *Warp Recall* ability) or the correct spell memorized to use it with this ability. Activating this ability expends the spell or ability regardless of success. This ability replaces *True Magus*.

Magus Arcana

Below are additional Magus Arcana available to elemental magi and warpstep magi. There are also several Arcana that any magus can qualify for, as well.

Arc Mastery

Prerequisite: Elemental Magus 2

Benefit: The cone of your Elemental Arc increases to 15'.

Bolt Mastery

Prerequisite: Elemental Magus 7

Benefit: The line of your Elemental Bolt increases to 120'.

Bomb Mastery

Prerequisite: Elemental Magus 8

Benefit: The radius of your Elemental Bomb's secondary explosion increases to 20'.

Long Step

Prerequisites: *Warpstep* Magus 6

Benefit: Your *Warpstep* ability now allows you to travel 5

feet for every Magus level you possess.

Nimble Warp

Benefit: Any round in which you have used a spell with the teleportation descriptor (or a Warp ability, for warpstep magi), you gain a +1 circumstance bonus to attack and damage rolls until the beginning of your next turn.

Reaving Warp

Prerequisites: Magus 15, *Staggering Warp*

Benefit: When using your *Staggering Warp* arcana, if the target fails their saving throw, instead of you moving, you shunt the target aside, shifting them 5' in a direction of your choosing and forcing them to take 4d6 points of damage. This ability only works on targets no more than one size category larger than you.

Staggering Warp

Prerequisites: Magus 9

Benefit: When using a spell with the teleportation descriptor (or a Warp ability for warpstep magi), you can elect to teleport into a space occupied by a foe. The foe must succeed on a Reflex save with a DC equal to the level of the teleportation spell used (or 10 + 1/2 Magus level + Int modifier for *Warpstep* Magus abilities) or be rendered nauseated for 1d4 rounds as you attempt to appear in them before you are shunted aside as normal. On a successful save, they are instead merely sickened for 1 round.

Warp Dodge

Prerequisites: *Nimble Warp*, Magus 9

Benefit: Any round in which you have used a spell with the teleportation descriptor (or a Warp ability, for warpstep magi), you gain a +2 dodge bonus to AC and Reflex saves until the beginning of your next turn.

Warp Up

Benefit: When prone, you can spend 1 point from your

arcane pool when using a spell with the teleportation descriptor (or a Warp ability, for warpstep magi) to appear at your destination standing.

Voidwarp

Prerequisites: Warp Dodge, Warpstep Magus 15

Benefit: Once per round, when you are subject to an attack from any source, you can instead elect to spend 4 points from your arcane pool to immediately trigger your Warpstep ability, allowing you to avoid all damage from the attack and any other attacks by the same target until the beginning of your next turn. Alternately, you can use this ability when you must make a Reflex or Fortitude save. If you move beyond the area of effect of whatever you activated your ability against, you ignore all of its effects. If you remain within the area of effect, you still receive a +4 bonus on your saving throw and are treated as having the Evasion ability for Reflex saves. You can only use this ability before the attack you wish to avoid has been resolved or before you have rolled your saving throw. You must be aware of the attack and not flat-footed or otherwise denied your Dexterity bonus to use this ability.

Realmwalker

Introduced at the beginning of this document, the realmwalker is a class that is focused on exploring the innate power of their breeding rather than training to master any skill or ability. Realmwalker archetypes generally focus on a single innate power, preferring to add flexibility or new utility to an existing ability while sacrificing the same in other natural powers.

Apostle

While most realmwalkers are content to merely take the power of their Void and Plenum and project it outwards in the powerful Apotheosis, some students of the planar arts have taken to focusing the energy inwards. These powerful beings are known as apostles—students of the apotheosis—

and with their powerful Mantles of the Apostle, their legends are as varied as they are fantastic.

Mantle of the Apostle: At 5th level, you can bring the opposing forces of Void and Plenum together within yourself, cloaking you in a whirling figment of light. These figments—the Mantle—often reflect the realmwalker's inner personality or the source of their power. A lawful good 'walker might appear in armor of light like a paladin or with the robes, halo, and wings of an angel. An evil realmwalker might be wrapped in skirling fire or given demonic countenance. Others could take the form of supernatural beasts, iconic outfits, or random elemental effects.

While cloaked in the Mantle, you gain a +2 circumstance bonus to all attack and CMB rolls, a +2 deflection bonus to AC and CMD, and a +2 resistance bonus to all saves. Additionally, all attacks you make inflict an extra +1d8 untyped energy damage as your weapon (or the ammunition of your ranged weapons) is engulfed in a brilliant nimbus of destructive power. This bonus to damage does not stack with elemental enhancements from magic (such as the *flaming* or *frost* properties), suppressing them for the duration of the Mantle. You can activate your Mantle as a standard action that provokes an attack of opportunity. Every round the Mantle exists, it consumes an equal number of 'rounds' of both your Void and your Plenum abilities. Removing your Mantle is a swift action. This ability replaces Apotheosis.

Improved Mantle of the Apostle: At 10th level, your Mantle improves, the imagery growing both more intricate and more vibrant, also appearing more solid to onlookers. You now gain a +3 circumstance bonus to all attack and CMB rolls, a +4 deflection bonus to AC and CMD, and a +4 resistance bonus to all saves. These bonuses supersede (do not stack with) the bonuses from Mantle of the Apostle. Additionally, while the Mantle is active, you gain the extra energy damage on attacks and a fly

speed equal to twice your base land speed with average maneuverability. This ability replaces Improved Apotheosis.

Greater Mantle of the Apostle: At 15th level, your Mantle improves yet again, being a fantastically detailed construct of opaque light. You now gain a +4 circumstance bonus to all attack and CMB rolls, a +6 deflection bonus to AC and CMD, and a +6 resistance bonus to all saves. These bonuses supersede (do not stack with) the bonuses from Improved Mantle of the Apostle. Additionally, while the Mantle is active, your fly speed maneuverability becomes good and your extra energy damage improves. It still inflicts +1d8 damage per hit, but now also erupts with energy upon striking a successful critical hit. The blast does not harm you, but deals an extra +1d10 points of untyped energy damage to the target on a successful critical hit. If the weapon's critical multiplier is x3, add an extra +2d10 points of fire damage instead, and if the multiplier is x4, add an extra +3d10 points of fire damage. This ability replaces Greater Apotheosis.

True Mantle of the Apostle: At 20th level, your Mantle is perfected, the cloak becoming indistinguishable from an actual metamorphosis. You now gain a +5 circumstance bonus to all attack and CMB rolls, a +8 deflection bonus to AC and CMD, and a +8 resistance bonus to all saves. These bonuses supersede (do not stack with) the bonuses from Improved Mantle of the Apostle. Additionally, while the Mantle is active, you gain the improved extra energy damage on attacks and your fly speed maneuverability becomes perfect. Finally, at your discretion, you can be treated as a size Large creature as you Mantle grows tremendously in size, granting you a 10-foot reach, -1 to hit and AC, and +1 to CMB and CMD. You occupy a 10-foot square and any physical weapons you wield during this period are treated as being Large as well, increasing their damage die appropriately. This ability replaces True Apotheosis.

Heritor

For most realmwalkers, Void and Plenum are their most powerful abilities, culminating in Apotheosis. Others prefer the flexibility provided by their Inheritance: the spell-like abilities they come into naturally. These Heritors focus their energy on improving their magical facility, sacrificing the power of Void, Plenum, and Apotheosis instead.

Improved Inheritance: The size of your Inheritance pool is now equal to your Realmwalker level + your Cha modifier.

Modified Plenum: Reduce the number of rounds per day you can activate your Plenum ability by 1/2. This does not affect the bonus rounds from a high Wis.

Modified Void: Reduce the number of rounds per day you can activate your Void ability by 1/2. This does not affect the bonus rounds from a high Cha.

Extra Inheritance: At 5th level, add the following spells to your Inheritance ability: *calm emotions*, *doom*, *magic missile*, and *shocking grasp*. As with Inheritance, each ability takes 1 point from your Inheritance pool to activate. This ability replaces Apotheosis.

Improved Extra Inheritance: At 10th level, add the following spells to your Inheritance ability: *alter self*, *dismissal*, *dimensional anchor*, and *fireball*. As with Inheritance, each ability takes 2 point from your Inheritance pool to activate. This ability replaces Improved Apotheosis.

Greater Extra Inheritance: At 15th level, add the following spells to your Inheritance ability: *black tentacles*, *break enchantment*, *dragon's breath*, and *true seeing*. As with Inheritance, each ability takes 3 point from your Inheritance pool to activate. This ability replaces Greater Apotheosis.

True Extra Inheritance: At 20th level, reduce the cost of your Improved Extra Inheritance and Greater Extra Inheritance abilities by 1 and add the following spells to your Inheritance ability: *antimagic field*, *chain lightning*, *greater teleport*, and *wall of force*. As with Inheritance, each ability takes 3 point from your Inheritance pool to activate. This ability replaces True Apotheosis.

Rogue

A staple in both D&D and Pathfinder, the rogue is perhaps the most versatile of classes. Their sneak attack makes them a potent fighter while their affinity for Use Magic Device means they can function as effective short-term substitutes for spellcasters. Add to that their bevy of skills and it is easy to see the enduring appeal of the rogue. Their archetypes generally focus on calling out one particular aspect of the class and improving it to the detriment of their other qualities.

Illusionary Blade

In a world dedicated to melee combat as a measure of a warrior's strength, the illusionary blade depends instead on wit and agility to keep him alive, casting aside all the trappings normally associated with front-line fighters. Eschewing armor completely, relying on relatively weak weapons like daggers or rapiers, they instead arm themselves with precise, flawless strikes and insurmountable battle awareness that slower, more heavily armed opponents simply cannot keep up with.

Insightful Defense: At 1st level, you add your Int bonus (if any) to your AC. In addition, you gain a +1 bonus to AC at 4th level. This bonus increases by 1 for every four illusionary blade levels thereafter. These bonuses to AC apply even against touch attacks or when you are flat-footed. You lose these bonuses when immobilized or helpless, when wearing any armor, or when you carry a medium or heavy load. This ability replaces Trapfinding.

Steady Stance: At 2nd level, you are no longer considered flat-footed while balancing or climbing and can add half your illusionary blade level to Acrobatics and Climb checks. You lose this ability if wearing armor or carrying a medium or heavy load. This ability replaces your 2nd-level Rogue Talent.

Precise Strike: At 3rd level, whenever you wield a weapon to which Weapon Finesse can be applied, you inflict an extra +1d6 points of precision damage. Should you score

a critical hit with a precise strike, this extra damage is not multiplied. With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), you can make a precise strike that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage with a precise strike, not even with the usual –4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot use precise strike while attacking a creature with concealment. Every 4 levels, this damage increases by +1d6. You can use Rogue Talents and Advanced Rogue Talents that apply to Sneak Attack such as Bleeding Attack and Deadly Sneak with your Precise Strike ability, but they apply only when a target would normally be denied their Dexterity bonus to AC, when flanking a target, or when you successfully inflict a critical strike. This ability replaces Sneak Attack.

Fast Movement: At 3rd level, you gain a 10-foot enhancement bonus to your land speed. This bonus increases by 10 feet every 3 levels. If you are wearing armor or carrying a medium or heavy load, you lose this extra speed. This ability replaces Trap Sense.

Agile Fighting: At 4th level, you take no penalty to your armor class or attack rolls when kneeling, sitting, or prone. You lose this ability if wearing armor or carrying a medium or heavy load. This ability replaces your 4th-level Rogue Talent.

Masterful Precision: At 20th level, your precision knows no bounds. You ignore any quality or effect that normally negates critical hits (such as a natural immunity or armor of fortification), which allows you to apply your Precise Strike damage and inflict critical hits normally on such targets. Additionally, the threat range for any weapon you wield is doubled, even if it is keen or you already have Improved Critical (though remember that doubling twice in *Pathfinder™* results in tripling). You lose this ability if wearing armor or carrying a medium or heavy

load. This ability replaces Master Strike.

penalty to your Stealth when attacking or sniping. This ability replaces Master Strike.

Lightfoot

Thievery is a discipline that calls to many, for many reasons. Some become masters of locks and traps, others of poisons or of thuggery, and still more of acrobatics or trickery or guile. The lightfoot, however, is the master of stealth. She moves as a part of the shadows, with grace and silence, never seen unless she desires to be.

Sneak Attack: Your Sneak Attack damage only increases every 4 levels, instead of every 2.

Stealth Bonus: At 1st level, you gain a bonus to Stealth checks equal to half your lightfoot level (minimum +1). This ability replaces Trapfinding.

Fast Stealth: You must take Fast Stealth as your Rogue Talent at 2nd level.

Uncanny Stealth: At 4th level, you can make a Stealth check even when running or charging, though you take a -10 penalty when doing so. You still cannot use Stealth while attacking (including the attack made at the end of a charge). This ability replaces Uncanny Dodge.

Improved Uncanny Stealth: At 8th level, you no longer take penalties to your Stealth check when running or charging. Additionally, you can make a Stealth check while attacking, though you do so at a -10 penalty. You can also snipe from concealment with only a -10 penalty to your Stealth check. This ability replaces Improved Uncanny Dodge.

Hide in Plain Sight: At 12th level, you can use the Stealth skill even while being observed. As long as you are within 10 feet of some sort of shadow or cover, you can hide yourself from view in the open without having anything to actually hide behind. You cannot, however, hide in your own shadow. This ability replaces Trap Sense.

Phantom: At 20th level, you are always considered to be taking 10 on Stealth. It always requires a Perception check to detect you, unless you are actively trying to be seen or heard. Additionally, you no longer suffer a

EPIC FEATS

As stated elsewhere, I have provided rules for *Pathfinder™* at epic levels (available at jessejackjones.com). Part of these rules are epic feats, which are how characters at epic levels improve their combat capabilities. I have included here a list of feats that apply to both the realmwalker and for several of the archetypes outlined in this document.

Players and DMs are always encouraged to work together to create new epic feats if the ones provided do not meet their needs. As these feats are the primary method of improving epic characters and the key to how they grow and change, players should never settle for what is available when there is a chance to customize.

Table: Epic Feat List

COMBAT FEATS		
Feat Name	Prerequisites	Benefits
Apotheosis Mastery ¹	Int 25, True Apotheosis class feature	Increase True Apotheosis save DCs or combat maneuver checks.
Glorious Union	Int 29, Apotheosis Mastery, Plenum Mastery, Void Mastery	Inflict 3d6 damage per round invested.
Absolute Apotheosis ²	Int 31, Glorious Union, Light of Heaven, Shadow of Damnation	Power up True Apotheosis's secondary effects.
Black Mantle	Cha 25, True Mantle of the Apostle class feature	Mantle of the Apostle radiates Void ability.
Plenum Mastery ¹	Wis 25, True Plenum class feature	Morale bonus to attack rolls and skill checks increases by +1.
Light of Heaven	Wis 29, Plenum Mastery	Activate Plenum ability as swift action.
Void Mastery ¹	Cha 25, True Void class feature	Penalty to attack rolls and skill checks improves by -1.
Shadow of Damnation	Cha 29, Void Mastery	Activate Void ability as swift action.
White Mantle	Wis 25, True Mantle of the Apostle class feature	Mantle of the Apostle radiates Plenum ability.
Warpwind	Int 25, Warplord class feature, Dimensional Savant	All targets struck during warp rendered flatfooted.
Warpsword ¹	Int 27, BAB +20, Warpwind, Nimble Warp magus arcana	Gain a +2 bonus to attack and damage rolls when warping.
Warpknife	Int 27, Dex 23, Warpwind	Make a single touch attack or Spellstrike when warping.
SKILL FEATS		
Feat Name	Prerequisites	Benefits
Shared Skill	Int 21, Skilled class feature	Grant allies points from your Skilled pool.
Sure Skill	Int 23, Skilled class feature	Boost skill check by 2 for every Skilled pool point spent.
MAGIC FEATS		
Feat Name	Prerequisites	Benefits
Absolute Inheritance	Int 31, Wis 31, Cha 31, Fey Inheritance, Major Healing Inheritance, Prismatic Inheritance	Add <i>foresight</i> , <i>gate</i> , <i>mage's magnificent mansion</i> , <i>transformation</i> , and <i>wall of force</i> to Inheritance.
Fey Inheritance	Cha 25, True Inheritance class feature	Add <i>baleful polymorph</i> , <i>control weather</i> , and <i>wall of thorns</i> to Inheritance.
Frostfell Inheritance	Int 21, True Inheritance class feature	Add <i>chill touch</i> , <i>cone of cold</i> , and <i>wall of ice</i> to Inheritance.
Holy Inheritance	Wis 21, True Inheritance class feature, non-evil alignment	Add <i>circle of protection against evil</i> , <i>hallow</i> , and <i>holy smite</i> to Inheritance.
Angelic Inheritance	Wis 29, Holy Inheritance, good alignment	Add <i>holy aura</i> and <i>holy word</i> to Inheritance.
Inferno Inheritance	Int 21, True Inheritance class feature	Add <i>burning hands</i> , <i>fireball</i> , and <i>wall of fire</i> to Inheritance.
Minor Healing Inheritance	Wis 21, True Inheritance class feature	Add <i>cure moderate wounds</i> and <i>lesser restoration</i> to Inheritance.
Healing Inheritance	Wis 25, Minor Healing Inheritance	Add <i>cure serious wounds</i> , <i>breath of life</i> , and <i>restoration</i> to Inheritance.
Major Healing Inheritance	Wis 29, Healing Inheritance	Add <i>greater restoration</i> , <i>heal</i> , and <i>resurrection</i> to Inheritance.
Prismatic Inheritance	Int 25, Frostfell Inheritance, Inferno Inheritance, Stormfront Inheritance	Add <i>prismatic sphere</i> , <i>prismatic spray</i> , and <i>prismatic wall</i> to Inheritance.
Stormfront Inheritance	Int 21, True Inheritance class feature	Add <i>lightning bolt</i> , <i>shout</i> , and <i>wall of sound</i> to Inheritance.
Unholy Inheritance	Cha 21, True Inheritance class feature, non-good alignment	Add <i>circle of protection against good</i> , <i>unhallow</i> , and <i>unholy blight</i> to Inheritance.
Diabolic Inheritance	Cha 29, Unholy Inheritance, evil alignment	Add <i>hellfire ray</i> and <i>unholy aura</i> to Inheritance.
Warpstep Efficiency ¹	Int 21, Abundant Warpstep class feature	Use Warpstep 3 additional times per day.
Warpweave	Int 29, Warplord class feature, Caster level 30 th	Create a zone in which you can teleport everyone around as you wish.

¹ - Feat can be selected multiple times; the effects stack.

² - Feat can be selected multiple times; the effects do not stack. Each time it is selected, it applies to something different.

FEAT DESCRIPTIONS

Absolute Apotheosis [Combat]

Prerequisite: Int 31, Glorious Union, Light of Heaven, Shadow of Damnation.

Benefit: Choose one of the four effects gained from True Apotheosis. Your selected effect improves.

- *Combat Maneuver:* In addition to the combat maneuver check, the target is fatigued. On a successful Fortitude save DC 10 + 1/2 realmwalker level + Int modifier, they are instead flat-footed until the beginning of their next turn.
- *Blindness and Deafness:* The target is blinded and deafened permanently, until magically healed. Additionally, they are frightened for 1d4 minutes. On a successful Fortitude save DC 10 + 1/2 realmwalker level + Int modifier they are instead dazzled for 1d4 rounds. A successful Will save DC 10 + 1/2 realmwalker level + Int modifier will prevent the fear, leaving the target shaken for 1 minute.
- *Dispel:* Targets are treated as if affected by a *mage's disjunction*. Use your realmwalker level as the caster level when determining duration. The Will save DC is 10 + 1/2 realmwalker level + Int modifier. Alternately, if you target a single item with the Apotheosis attack, it functions as a single-target use of *mage's disjunction*. Note that if you successfully disjunct an artifact, you risk sacrificing your Void and Plenum abilities (and, thus, your Apotheosis as well) rather than spellcasting ability.
- *Stun:* The target is paralyzed for 1d6 rounds. They are merely dazed for 1 round if they succeed on a Fortitude save DC is 10 + 1/2 realmwalker level + Int modifier.

Special: You can gain this feat multiple times. Its effects do not stack. Instead, every time you select it, you can upgrade another effect of your True Apotheosis.

Absolute Inheritance [Magic]

Prerequisite: Int 31, Wis 31, Cha 31, Fey Inheritance, Major Healing Inheritance, Prismatic Inheritance.

Benefit: You add the following spells as spell-like abilities

you can use with your Inheritance pool: *foresight* (4 points), *gate* (5 points), *mage's magnificent mansion* (4 points), *transformation* (6 points), and *wall of force* (4 points).

Angelic Inheritance [Magic]

Prerequisite: Wis 29, Holy Inheritance, good alignment.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *holy aura* (3 points) and *holy word* (4 points).

Apotheosis Mastery [Combat]

Prerequisite: Int 25, True Apotheosis class feature.

Benefit: When using the effects of your True Apotheosis, Combat Maneuver has its CMB increased by +2 while Blindness/Deafness and Stun have their DCs increased by +1.

Special: You can gain this feat multiple times. Its effects stack.

Black Mantle [Combat]

Prerequisite: Cha 25, True Mantle of the Apostle class feature.

Benefit: Whenever your Mantle of the Apostle is active, you radiate darkness and the effects of your True Void ability. This consumes no extra rounds of the Void ability.

Note: You cannot have this ability active at the same time as White Mantle. If you have both feats, you select which is active when you don your Mantle of the Apostle.

Diabolic Inheritance [Magic]

Prerequisite: Cha 29, Unholy Inheritance, evil alignment.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *hellfire ray* (4 points) and *unholy aura* (3 points).

Fey Inheritance [Magic]

Prerequisite: Cha 25, True Inheritance class feature.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *baleful polymorph* (4 points), *control weather* (3 points), and *wall of thorns* (2 points).

Frostfell Inheritance [Magic]

Prerequisite: Int 21, True Inheritance class feature.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *chill touch* (1 point), *cone of cold* (3 points), and *wall of ice* (2 points).

Glorious Union [Combat]

Prerequisite: Int 29, Apotheosis Mastery, Plenum Mastery, Void Mastery.

Benefit: Your Apotheosis now inflicts 3d6 points of damage per pair of rounds invested, though you can still only invest a number of rounds equal to half your realmwalker level.

Holy Inheritance [Magic]

Prerequisite: Wis 21, True Inheritance class feature, non-evil alignment.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *circle of protection against evil* (2 points), *hallow* (2 points), and *holy smite* (2 points).

Inferno Inheritance [Magic]

Prerequisite: Int 21, True Inheritance class feature.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *burning hands* (1 point), *fireball* (2 points), and *wall of fire* (3 points).

Light of Heaven [Combat]

Prerequisite: Wis 29, Plenum Mastery.

Benefit: You can now activate your True Plenum ability as a swift action that does not provoke an attack of opportunity.

Healing Inheritance [Magic]

Prerequisite: Wis 25, Minor Healing Inheritance.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *cure serious wounds* (3 points), *breath of life* (4 points), and *restoration* (4 points).

Healing Inheritance, Major [Magic]

Prerequisite: Wis 29, Healing Inheritance.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *greater restoration* (6 point), *heal* (6 points), and *resurrection* (8 points).

Healing Inheritance, Minor [Magic]

Prerequisite: Wis 21, True Inheritance class feature.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *cure moderate wounds* (2 points) and *lesser restoration* (2 points).

Plenum Mastery [Combat]

Prerequisite: Wis 25, True Plenum class feature.

Benefit: When using your True Plenum ability, the morale bonuses to attack rolls and skill checks for allies within 120 feet increase by +1.

Special: You can gain this feat multiple times. Its effects stack.

Prismatic Inheritance [Magic]

Prerequisite: Int 25, Frostfell Inheritance, Inferno Inheritance, Stormfront Inheritance.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *prismatic sphere* (6 points), *prismatic spray* (4 points), and *prismatic wall* (5 points).

Shadow of Damnation [Combat]

Prerequisite: Cha 29, Void Mastery.

Benefit: You can now activate your True Void ability as a swift action that does not provoke an attack of opportunity.

Share Skill [Skill]

Prerequisite: Int 21, Skilled class feature.

Benefit: You can grant adjacent allies bonuses to their skill checks by expended points from your Skilled pool. This functions identically to boosting your own skill checks.

Stormfront Inheritance [Magic]

Prerequisite: Int 21, True Inheritance class feature.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *lightning bolt* (3 points), *shout* (2 points), and *wall of sound* (2 points).

Sure Skill [Skill]

Prerequisite: Int 23, Skilled class feature.

Benefit: When expending points from your Skilled pool, your skill checks receive a +2 for every point expended.

Unholy Inheritance [Magic]

Prerequisite: Cha 21, True Inheritance class feature, non-good alignment.

Benefit: You add the following spells as spell-like abilities you can use with your Inheritance pool: *circle of protection against good* (2 points), *unhallow* (2 points), and *unholy blight* (2 points).

Void Mastery [Combat]

Prerequisite: Cha 25, True Void class feature.

Benefit: When using your True Void ability, the penalty on attack rolls and skill checks for enemies improves by -1.

Special: You can gain this feat multiple times. Its effects stack.

White Mantle [Combat]

Prerequisite: Wis 25, True Mantle of the Apostle class feature.

Benefit: Whenever your Mantle of the Apostle is active, you radiate darkness and the effects of your True Plenum ability. This consumes no extra rounds of the Plenum ability.

Note: You cannot have this ability active at the same time as Black Mantle. If you have both feats, you select which is active when you don your Mantle of the Apostle.

Warpknife [Combat]

Prerequisite: Int 27, Dex 23, Warpwind.

Benefit: When you use your Dimensional Dervish ability to teleport between attacks, you can elect to make only a single attack. This is treated as a touch attack as you effectively warping your attack past the enemy's defenses.

Note: This ability can be used in concert with the magus's Spellstrike ability.

Warpstep Efficiency [Magic]

Prerequisite: Int 21, Abundant Warpstep class feature.

Benefit: You can use your Warpstep ability an additional 3 times per day.

Special: You can gain this feat multiple times. Its effects stack.

Warpword [Combat]

Prerequisite: Int 27, BAB +20, Warpwind, Nimble Warp magus arcana.

Benefit: Any round in which you have used a spell with the teleportation descriptor or a Warp ability, you gain a +2 circumstance bonus to attack and damage rolls until the beginning of your next turn. This supersedes (does not stack with) the bonus from Nimble Warp.

Special: You can gain this feat multiple times. Its effects stack.

Warpwind [Combat]

Prerequisite: Int 25, Warplord class feature, Dimensional Savant.

Benefit: Any round when you use your Dimensional Dervish ability to teleport between attacks, every foe you successfully strike is considered flat-footed until the beginning of your next turn.

ABOUT THE AUTHOR

Jesse Jack Jones has been playing tabletop role-playing games since the late 1980's.

Though *D&D* was his first love and *Pathfinder™* his current passion, he's dabbled in *Palladium™ Fantasy*, *Rifts™*, *Robotech™*, *Rolemaster™*, *Earthdawn™*, *MechWarrior™*, *Warhammer Fantasy™*, *Castle Falkenstein™*, *Marvel™ Superheroes*, and more.

Other works by Jesse Jack Jones include:

Epic *Pathfinder™* Handbook

[Website](#) – [PDF Download](#)

The Darkness Undivided (The Blessed Land, Book I)

[Amazon](#) – [Barnes & Noble](#) – [Smashwords](#)

Falling Angel (Free!)

[Amazon](#) – [Barnes & Noble](#) – [Smashwords](#)