### **Academician**

Erudites who possess a cruel affinity for psychological warfare yet retain the capability for emotionally stirring speeches, Academicians are terrifying masters of arcane lore who have honed their prodigious talents to better aid their allies and befuddle their enemies.

### **Statistics**

**Race** Human

* +2 Int (already calculated)
* +1 AC
* +1 (1/8 level) Arcane

**HP** 8 per level (8 \* [CL + 1])

**KOM** Int; **KDM** Con

**Fort** Good, **Ref** Bad, **Will** Good

**Tracks** Protection//Incantation//Shaman's Spellcasting + Tactician's Spellcasting

**Str** 10, **Dex** 12, **Con** 14, **Int** 18, **Wis** 14, **Cha** 10

**Ability Score Bonuses** Int > Con > Wis > Dex

**Magic Items**

* **Lesser**
	+ Bands of Acuity - *Obsidian Ring (7)*
* **Greater**
	+ Shrewd Raiment - *Ironmountain Plate (11)*
* **Relic**
	+ Sagacious Baton - *Magister's Staff (17)*

### **Level Benefits**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** |  **Protection** | **Incantation** | **Shaman's****Spellcasting** | **Tactician's Spellcasting** | **Feats**  |
| 1 |  The Shield |   | 1  |   |  Optimistic Viscera,Multiclass Flexibility |
| 2 |   |  Incantation |   |  1 |   |
| 3 |   |   | 2  |   |  Arcane Magister |
| 4 |  The Gauntlet |   |   |   |   |
| 5 |   |  Imbue Spell |   |  2 |   |
| 6 |   |   |  3 |   | Glyphweave Adept  |
| 7 |  The Mantle |   |   |   |   |
| 8 |   |  Shaman's Presence |   | 3  |   |
| 9 |   |   | 4  |   | Manyspell Magus  |
| 10 |  The Armor |   |   |   |   |
| 11 |   |  Guardian Spirits |   | 4  |   |
| 12 |   |   | 5  |   | Disjunction |
| 13 |  The Soul |   |   |   |   |
| 14 |   | Shallow Grave  |   | 5  |   |
| 15 |   |   | 6  |   | Shout of Doom |
| 16 |  The Ready |   |   |   |   |
| 17 |   |  Twin Incantation |   |  6 |   |
| 18 |   |   |  7 |   | The Scattering Wind |
| 19 | The Strong  |   |   |   |   |
| 20 |   |  Stolen Moment |   | 7  |   |

### **In Combat**

 In combat, Academicians are mid-ranged support characters who rely upon the Bastion Aura provided by the Paladin's Protection track in order to provide allies with a constant nigh permanent source for buffs without having to waste extra castings to buff each ally individually.

### **Encounter Alternatives**

 An Academician can trade the Shaman's Incantation track and the Tactician's Spellcasting track for Elementalist (Fire) and Fire Elemental tracks if personal damage output is necessary. Alternatively, an Academician can trade the Shaman's Incantation track with the Sage's Force of Will track to grant allies an additional attack per round that is not a [Bonus Attack].

### **PC Alternatives**

 Academicians, as presented, are illegal options for players. Instead, an Academician must take the Shaman class and take the Wis KOM and Cha KDM.

**Blood Kites**

Blood Kites are lightly armored warriors that specialize in a mysterious gyrating style of fighting that combines speed with a keenly edged blade. Often called "Battle Dancers" by the uninitiated for the exotic "dance" that they perform amid the field of battle, Blood Kites terrify their enemies with a combination of swift attacks and wild - yet accurate - strikes.

### **Statistics**

**Race** Human

* +2 Dexterity (already calculated)
* +1 bonus to attack rolls
* +1 (+1/8 levels) bonus to Acrobatics checks

**Tracks** Dervish//I am Ten Ninjas//Swashbuckler + Combat Alchemist

**Size** Medium

**HP** 10 per Level (10 \* [CL + 1])

**KOM** Dex; **KDM** Con

**BAB** Good

**Fort** Good, **Ref** Good, **Will** Bad

**Str** 10, **Dex** 18, **Con** 16, **Int** 8, **Wis** 10, **Cha** 14 (Point Buy Distribution)

**Ability Score Bonuses** Dex > Con > Cha > Str

**Magic Items**

* **Lesser**
	+ Quicksilver Plating - *Quicksilver Brooch* (6)
* **Greater**
	+ Front Ward Runes - *Vanguard* (11)
* **Relic**
	+ Silvered Bustier - *Winged Armor* (17)

### **Level Benefits**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  **Level** | **Dervish**  | **I am Ten Ninjas**  | **Swashbuckler**  | **Combat Alchemist**  | **Feats**  |
|  1 | War Dance  |   | Once More!  |   |  Exit, Stage Left,The Terrible Swift Lash |
| 2  |   |  Smoke Bomb! |   | Lesser Brewing  |   |
| 3  |   |   |  With Feeling |   |  To Iron Married |
| 4  |  Frenzied Strikes |   |   |   |   |
|  5 |   | Spider Step  |   | Transform  |   |
| 6  |   |   |  Dirty Fighting |   |  Fancy Footwork |
| 7  |  Razor Wind |   |   |   |   |
| 8  |   | Shadow Step  |   | Greater Brewing  |   |
| 9  |   |   |  Kick Him While He's Down |   | By Steel Beholden  |
| 10  |  Greater War Dance(Cloaked Dance) |   |   |   |   |
| 11  |   | Mantis Stance  |   | Relic Brewing  |   |
|  12 |   |   |  Concussive Tempest |   | In Mithril Reborn  |
|  13 |  Unstoppable War Dance |   |   |   |   |
|  14 |   | Flash of Shadows  |   | Transmute  |   |
|  15 |   |   |  Panache |   |  Wake |
|  16 |  Whirling War Dance |   |   |   |   |
|  17 |   | Paint it Black  |   | Artifact Brewing  |   |
|  18 |   |   |  Never Gonna Say Goodbye |   |  Arcantric Accuracy |
|  19 |  Dance of Endless Blades |   |   |   |   |
|  20 |   | Void Disciple  |   | Transcend  |   |

### **In Combat**

When using a Blood Kite in an encounter, ensure that the Blood Kite attempts to take full advantage of his or her superior mobility actions and combine them with his or her prepared Brews. In the first round, use the Exit, Stage Left to convert a Swift Action to a Move Action and activate Rainbow Droplet in preparation for melee combat. Similarly, use the Catch Flat-Footed option of Acrobatics to reduce their AC and "dance" around them by exploiting The Terrible Swift Lash and a weapon with the Reacting trait. At higher levels, the priority of brew priming shifts from Rainbow Droplet to Liquid Courage in order to "make up" for the lack of magical equipment.

### **PC Alternatives**

 A Player Character designed off of this build is impossible.

### **Hero**

To mortals, heroes break the barriers between reality and ideology. Masterful leaders who distinguish themselves by their ability to not only lead but support, heroes represent a mixture between the purely offensive and defensive branches of combat.

### **Statistics**

**Race** Human

* +2 Str (already calculated)
* +1 Armor Class
* +1 (+1/8) Athletics

**Tracks** Judgment//Heroica//A Reign of Arrows + Combat Alchemist

**Size** Medium

**HP** 10 per level (10 \* [CL + 1])

**KOM** Str; **KDM** Cha

**BAB** Good

**Fort** Good, **Ref** Bad, **Will** Good

**Str** 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 10, **Cha** 14

**Ability Score Bonuses** Str > Cha > Dex > Wis

**Magic Items**

**Lesser**

**Greater**

**Relic**

### **Level Benefits**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  **Level** | **Judgment** | **Heroica**  | **A Reign of Arrows** | **Combat Alchemist** | **Feats**  |
|  1 | Knowing  | The Blade and the Bow  |   |   | To Iron Married,Exit, Stage Left |
|  2 |   |   | Dead-Eye | Lesser Brewing  |   |
|  3 | Mercy  |   |   |   | Pistolero |
|  4 |   | Guile  |   |   |   |
|  5 |   |   | Return Fire | Transform  |   |
|  6 | Grace  |   |   |   | Damage Specialization |
|  7 |   | The Just and Unjust  |   |   |   |
|  8 |   |   | Ricochet | Greater Brewing  |   |
|  9 | Requital  |   |   |   | By Steel Beholden |
|  10 |   | The Truth and the Folly  |   |   |   |
|  11 |   |   | Missile Barrage  | Relic Brewing  |   |
|  12 | The Light  |   |   |   | In Mithril Reborn |
|  13 |   | The Quick and the Dead  |   |   |   |
|  14 |   |   | A Crashing of Heaven | Transmute  |   |
|  15 | Endurance |   |   |   | Weaponized |
|  16 |   | Aleph and Null  |   |   |   |
|  17 |   |   | Storm Bolt | Artifact Brewing  |   |
|  18 | Allegiance  |   |   |   | Confusion  |
|  19 |   | With Your Shield or On It |   |   |   |
|  20 |   |   | Thus Unto Always | Transcend  |   |

### **In Combat**

 In combat, a Hero relies upon his Paladin tracks to bolster his allies and further aid a chosen partner before personally joining combat. In the first round of combat, beyond level 1, a Hero should spend the first Move Action to prepare Liquid Courage before preparing a Rainbow Droplet. After this, each round, the Hero should use either the Catch Off-Guard option of Acrobatics or the combat usage of Bluff.

### **Encounter Alternatives**

 For a melee variant (as depicted in the two above pictures), switch out the Hero's A Reign of Arrows track for either Knight or Assassin.

### **PC Alternative**

 A better PC option would be to switch to Ranger and take the Combat Alchemist and Heroica tracks rather than maintaining the Judgment track.

### **Heroine**

 Often portrayed as either legendary or mythological figures who have transcended the barriers and precepts of their peoples' basic ideologies, heroines are supportive figures who break free of the shackles of the basic preconceptions of society. As with Heroes, Heroines are balanced characters who focus on a mix between personal and support capabilities.

### **Statistics**

**Race** Human

* +2 Dex (already calculated)
* +1 to Attack Rolls
* +1 (+1/8 levels) Acrobatics

**Tracks** Dervish// Path of Destruction//Iron Magi + Combat Alchemist

**Size** Medium

**HP** 10 per level (10 \* [CL + 1])

**KOM** Dex; **KDM** Con

**BAB** Good

**Fort** Good, **Ref** Bad, **Will** Good

**Str** 12, **Dex** 18, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Ability Score Bonuses Dex > Con > Wis > Cha

Magic Items

* Lesser
* Greater
* Relic

### **Level Benefits**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  **Level** | **Dervish**  | **Path of Destruction**  | **Iron Magi**  | **Combat Alchemist**  | **Feats**  |
|  1 | War Dance  |   | A Cadence of Blows |   | To Iron Married,Exit, Stage Left |
|  2 |   | Cleave  |   | Lesser Brewing  |   |
|  3 |   |   | Howl of the Northwind  |   | Mighty Smash |
|  4 | Frenzied Strikes  |   |   |   |   |
|  5 |   | Whirlwind  |   | Transform  |   |
|  6 |   |   | Beloved of the Dirae  |   | Weaponized  |
|  7 | Razor Wind  |   |   |   |   |
|  8 |   | Disrupting Presence  |   | Greater Brewing  |   |
|  9 |   |   | Scream of the Black Sky  |   | By Steel Beholden |
|  10 | Greater War Dance(Cloaked Dance) |   |   |   |   |
|  11 |   | Terrifying Presence  |   | Relic Brewing  |   |
|  12 |   |   | Staccato Blastwave  |   | In Mithril Reborn  |
|  13 | Unstoppable War Dance |   |   |   |   |
|  14 |   | Path of Blades  |   | Transmute  |   |
|  15 |   |   | Bellow of the Deep Earth |   | \*  |
|  16 | Whirling War Dance  |   |   |   |   |
|  17 |   | Greater Cleave  |   | Artifact Brewing  |   |
|  18 |   |   | Mastery of Law  |   | \*  |
|  19 | Dance of Endless Blades  |   |   |   |   |
|  20 |   | Deadly Presence  |   | Transcend  |   |

### **In Combat**

 In combat, the first round for the Heroine will most likely have a Swift Action converted to a Move Action (via Exit, Stage Left) to prime either a Rainbow Droplet or Liquid Courage in order to increase the Heroine's damage or accuracy. After this, the Heroine should spend her subsequent Move Actions using either the Catch Off-Guard option of Acrobatics or the combat usage of Bluff.

### **Encounter Alternatives**

 To further harry enemies, substitute the Combat Alchemist track with the Wildborn track. This will allow the Heroine to further reduce an enemy's AC via the Hungry Like the Wolf and the Wolf option of the More Than They Can Chew features.

### **Iron-Blood Magi**

 Iron-Blood Magi are the rare inheritors of an ancient tradition that once incorporated creatures of fire into their own bloodlines. Capable of calling forth great conflagrations of flame to rain terror onto their enemies, Iron-Blood Magi seem to draw further strength from the ruin they create.

### **Statistics**

**Race** Human [Elemental]

* +2 Cha (already calculated)
* +1 Armor Class
* +1 (+1/8 level) Arcana

**Size** Medium

**HP** 10 per level (10 \* [CL + 1])

**KOM** Str; **KDM** Con; **KAM** Int

**BAB** Good

**Fort** Good, **Ref** Bad, **Will** Good

**Tracks** Judgment//Elementalist (Fire)//Fire Elemental + Acrobatic Adept

**Str** 14, **Dex** 12, **Con** 14, **Int** 16, **Wis** 10, **Cha** 10

**Ability Score Bonus** Int > Con > Str > Cha

**Magic Items**

* **Lesser**
	+ Ashen Pyre - *Broken Stele (6)* -> Vivacious Demure - *Grim Fragment (17)*
* **Greater**
	+ Scintillating Sundress - *Ironmountain Plate (11)*
* **Relic**
	+ Incandescent Aura - *Fine-Belt (17)*

### **Level Benefits**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Judgment** | **Elementalist (Fire)** | **Fire Elemental** | **Acrobatic Adept** | **Feat**  |
| 1 |  Knowing |  Elemental Burst |  |   |  Optimistic Viscera, Arcane Magister |
| 2  |   |   |  Flame Kiss |  Just That Quick |   |
| 3  |  Mercy |   |   |   | Telekinetic Adept  |
| 4 |   | Forced Vulnerability  |   |   |   |
| 5 |   |   | Persistent Inferno  |  Evasion |   |
| 6 |  Grace |   |   |   |  Telekinetic Scion |
| 7 |   | Elemental Ball  |   |   |   |
| 8 |   |   | Fire's Embrace  | On Your Toes  |   |
| 9 |  Requital |   |   |   | Wings of War |
| 10 |   |  Elemental Shield |   |   |   |
| 11 |   |   |  Firewalker |  Don't Stop Me Now |   |
| 12 |  Light |   |   |   | Telekinetic Mastery  |
| 13 |   |  Evoker's Wrath |   |   |   |
| 14 |   |   | Unbearable Radiance  |  Improved Evasion |   |
| 15 |  Endurance |   |   |   | \*  |
| 16 |   | Elemental Mastery  |   |   |   |
| 17 |   |   | Sudden Inferno  |  Supersonic Man |   |
| 18 |  Allegiance |   |   |   | \*  |
| 19 |   |  Elemental Rift |   |   |   |
| 20 |   |   |  Sirocco | Infinite Dodge  |   |

### **In Combat**

 In combat, Iron-Blood Magi focus on setting enemies [On Fire] and healing any damage done by enemies. At higher levels, the amount healed increases with each round as encounter duration abilities as earned.

### **Encounter Alternatives**

 Though durability will drop, the Iron-Blood Magi can switch to another base class and lose the Paladin's Judgment track for faster Elementalist (Fire) progression or for another defensive track such as the Monk's Discipline of the Crane. Similarly, the Rogue's Acrobatic Adept track may be switched out for either another defensive or offensive track.

### **Mage Knight**

Mage Knights are warriors that have been trained to combine and blend the philosophies of armed combat with the mastery of magic. However, unlike true magi, Mage Knights sacrifice the ability to cast spells in favor of developing more ready talents.

### **Statistics**

**Race** Human

* +2 Cha (already calculated)
* +1 bonus to attack rolls
* +1 (1/8 levels) bonus to Acrobatics checks

**Tracks** Just Blade//Elementalist (Cold)//Smiting + Combat Alchemist

**Size** Medium

**HP** 8 per level (8 \* [CL + 1])

**KOM** Cha; **KDM** Con

**BAB** Poor

**Fort** Good; **Ref** Good; **Will** Bad

**Str** 10, **Dex** 12, **Con** 14, **Int** 14, **Wis** 10, **Cha** 16

**Ability Score Bonuses** Cha > Con > Dex > Int

**Magic Items**

* **Lesser**
	+ Dahlia Chains - *Masterwork Shield* *(6)*
* **Greater**
	+ Willow Patterns - *Coldfire Ingot (11)*
* **Relic**
	+ Delphinium Etchings - *True Symbol (17)*

### **Level Benefits**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Just Blade**  | **Elementalist (Cold)** | **Smiting**  | **Combat Alchemist**  | **Feats**  |
| 1 | Grim Heritor  |   | Skirmish  |   | Optimistic Viscera, To Iron Married  |
| 2 |   | Elemental Burst  |   | Lesser Brewing  |   |
| 3 |   |   | Conflict  |   |  Arcane Magister |
| 4 | Mental Thrust  |   |   |   |   |
| 5 |   | Elemental Resistance  |   | Transform  |   |
|  6 |   |   | Struggle  |   | Arcantric Accuracy  |
|  7 | Mystic Focus  |   |   |   |   |
| 8 |   | Elemental Bolt  |   | Greater Brewing  |   |
| 9 |   |   |  Escalation |   |   |
| 10 | Vectored Thrust  |   |   |   | By Steel Beholden  |
| 11 |   | Elemental Wall  |   | Relic Brewing  |   |
| 12 |   |   | Annihilation  |   | In Mithril Reborn  |
| 13 | Devastating Barrage  |   |   |   |   |
| 14 |   | Conjurer's Insidious Doom  |   | Transmute  |   |
| 15 |   |   | Scorched Earth  |   | Weaponized  |
| 16 | Indestructible Focus  |   |   |   |   |
| 17 |   | Elemental Mastery  |   | Artifact Brewing  |   |
| 18 |   |   | War Engine  |   | Damage Specialization  |
| 19 | Voice of Devastation  |   |   |   |   |
| 20 |   | Elemental Rift  |   | Transcend  |   |

### **In Combat**

 As with the normal Just Blade Sage, Mage Knights suffer from the inability to use magic items with their Grim Heritors for a majority of their career. However, in the case of the Mage Knight, this is overcome through the usage of the Combat Alchemist track, which guarantees the Mage Knight access to the Liquid Courage Lesser Brew which grants an item bonus to the Mage Knight's Grim Heritor. A Mage Knight's Mystic Focus should invoke Elemental Bolt (2d4 damage per level), Elemental Wall (2 damage per level) for a one-round no save condition, or Unstable Rift (3d6 damage per level). For an oddly interacting Mystic Focus, have the Mage Knight imbue it with the Conjurer's Insidous Doom.

#### **Encounter Alternatives**

 Rather than using the Paladin's Smiting track, a ranged Mage Knight can use the Ranger's A Reign of Arrows, while a Ki-based Mage Knight could use a Monk's Discipline of the Serpent. A support Mage Knight should remove Paladin's Smiting and retain the Sage's Force of Will track.

### **PC Alternatives**

 When making a PC version of the Mage Knight, it's important to consider what is most important for the character. Precision damage, while nice for the short-living Mage Knight NPC, can be largely replaced with the Combat Alchemist's Rainbow Droplet or Doomshine. Similarly, the Paladin's Smiting track grants a Mage Knight the ability to quickly multiply the Mage Knight's KOM to damage but might not necessarily be more useful than the Sage's Force of Will which allows the Mage Knight to grant an extra attack to nearby allies via the A Stitch in Time feature.

### **Student of the Seven Stars**

 Disciples of a long forgotten branch of martial arts known only as the "Seven Stars," this order of monks works to both preserve their line and expand what little influence their school has in the current age. Relying upon the superior mobility and flexibility offered by the stances of the Seven Stars, this Student of the Seven Stars offers a blend between purely offensive and debilitating abilities.

### **Statistics**

**Race** Human

**Size** Medium

**HP** 8 per level

**Tracks** Swashbuckler//I am Ten Ninjas//Discipline of the Serpent + Path of Destruction