

RANGER

Rangers roam the wilderness hunting their enemies, defending their ideals, and honing their skills, but the ways in which they do so are as varied as the flora in a rainforest.

DIVINE TRACKER (ARCHETYPE)

Blessed by his deity, a divine tracker hunts down those he deems deserving of his retribution. His imbued weapon is likely to find purchase in his favored enemy.

Alignment: A divine tracker's alignment must be within one step of his deity's, along either the law/chaos axis or the good/evil axis.

Favored Weapon: At 1st level, a divine tracker becomes proficient with the favored weapon of his deity. If his deity's favored weapon is unarmed strike, he instead gains Improved Unarmed Strike as a bonus feat. This ability replaces wild empathy.

Blessings (Su): At 4th level, a divine tracker forms a close bond with his deity's ethos. He selects two warpriest domains from among the domains granted by his deity, and gains the minor blessings of those domains. A divine tracker can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain. If a divine tracker isn't devoted to a particular deity, he still selects two blessings to represent his spiritual inclinations and abilities, subject to GM approval. The restriction on alignment domains still applies. A divine tracker uses his ranger level as his warpriest level to determine the effect of the blessing. At 13th level, a divine tracker gains the major blessing from both of his domains. This ability replaces hunter's bond.

HOODED CHAMPION (ARCHETYPE)

The hooded champion lives on the periphery of civilized lands, and is often at odds with the forces of law and order. He is frequently a hero of oppressed peoples, lurking in the woods near their homes and trying to right the injustices inflicted upon them by the wealthy and powerful.

Panache (Ex): At 1st level, the hooded champion gains the swashbuckler's panache class feature. He regains panache through critical hits and killing blows when using a bow of any kind, rather than when using a light or one-handed piercing melee weapon. If the hooded champion has this ability and the panache ability from another class or archetype, the panache points from the two sources do not stack, but the hooded champion regains panache in any way either class feature allows him to. For example, a character with a Charisma score of 16 who has both the hooded champion's and the swashbuckler's panache has a base of 3 panache points, and regains panache from critical hits and killing blows from both bows and light or

one-handed piercing melee weapons. This ability replaces favored enemy at 1st level.

Deeds: At 1st level, the hooded champion gains the swashbuckler's derring-do and dodging panache deeds, as well as the following deeds. For all deeds, treat the hooded champion's ranger level as his swashbuckler level.

Dead Aim (Ex): At 1st level, the hooded champion's can spend 1 panache point when making a single ranged attack with a bow to make a ranged touch attack instead. The target must be in the bow's first range increment.

At 3rd level, the hooded champion gains the swashbuckler's kip-up deed as well as the following deed.

Hooded Champion's Initiative (Ex): At 3rd level, while the hooded champion has at least 1 panache point, he gains a +2 bonus on initiative checks. In addition, if he has the Quick Draw feat, his hands are free and unrestrained, and his weapon isn't hidden, he can draw a single bow as part of the initiative check.

Combat Style: At 2nd level, the hooded champion must select the archery combat style. At 9th level, the hooded champion gains the swashbuckler's grace and evasive deeds. At 16th level, the hooded champion gains the swashbuckler's edge and cheat death deeds. This ability replaces wild empathy, endurance, evasion, and improved evasion.

WILD HUNTER (ARCHETYPE)

A wild hunter seeks to emulate the animals around him to keep him safe while he tracks his prey. Instead of studying the traits and behaviors of a favored enemy, a wild hunter studies those of various animals, incorporating those attributes into his hunting strategy.

Animal Focus (Su): At 1st level, as a swift action a wild hunter can take on the aspect of an animal, gaining a bonus or special ability based on the type of animal emulated. This functions as the hunter's animal focus class feature (see page 27), though this only applies to the wild hunter and not an animal companion (see shared focus, below). The wild hunter can use this ability for 1 minute per day per ranger level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. He can only emulate one animal at a time. This ability replaces all instances of the favored enemy class ability.

Shared Focus (Su): At 7th level, a wild hunter can share his current animal focus with one creature appropriate to his hunter's bond. If the wild hunter's bond is with an animal companion, the companion automatically gains the benefits of the wild hunter's current animal focus. If the wild hunter's bond is with his companions, as a swift action he can select one bonded ally to gain the benefits of the hunter's current animal focus; this lasts until the hunter's bond ends, the animal focus ends for the wild hunter, or the wild hunter selects a different companion. This ability replaces woodland stride and swift tracker.

ROGUE

Rogues are masters of misdirection and guile. Some revel in appearing as something they're not, while others dabble in bolstering their trickery with alchemy.

COUNTERFEIT MAGE (ARCHETYPE)

Charlatans and stage magicians use slight of hand to fake magic. A counterfeit mage goes a step further, parroting the motions and activation phrases used by arcane casters to activate wands or other magical accoutrements. While counterfeit mages rarely fool a real wizard, their command of the arcane is enough to convince most lay people.

Magical Expertise (Ex): At 1st level, a counterfeit mage adds 1/2 his level to Disable Device checks to disarm magical traps, Perception checks to find magical traps, and Use Magic Device checks to activate scrolls and wands. A counterfeit mage can use Disable Device to disarm magic traps. This ability replaces trapfinding.

Signature Wand (Ex): At 4th level, a counterfeit mage can spend 1 hour practicing with a wand to designate it as his signature wand. He can draw that wand as a free action, and can activate it without having to succeed at a Use Magic Device check. He can change his signature wand once per day. This ability replaces the rogue talent gained at 4th level.

Wand Adept (Ex): At 6th level, a counterfeit mage can use his Dexterity modifier in place of his Charisma modifier when attempting Use Magic Device checks to activate wands.

Rogue Talents: The following rogue talents complement the counterfeit mage archetype: deft palm^{UC}, esoteric scholar^{UC}, honeyed words^{APG}, major magic, minor magic, and trap spotter.

Advanced Talents: The following advanced rogue talents complement the counterfeit mage archetype: dispelling attack, familiar^{UC}, and slippery mind.

UNDERGROUND CHEMIST (ARCHETYPE)

Underground chemists are part of the rotting, fetid underbelly of the alchemical world. While underground chemists can't hold a candle to dedicated alchemists, they're tricky and dangerous with alchemical substances and potions.

Chemical Weapons (Ex): At 2nd level, an underground chemist is able to retrieve an alchemical item as if drawing a weapon. She adds her Intelligence modifier to damage dealt with splash weapons, including any splash damage. She adds 1/2 her level to Craft (alchemy) checks. This ability replaces evasion.

Precise Splash Weapons (Ex): At 4th level, an underground chemist can deal sneak attack damage with splash weapons. The attack must be her first attack that round, qualify for dealing sneak attack damage (such as against a flat-footed target), and be directed at a creature rather than a square. This ability replaces the rogue talent gained at 4th level.

Discovery (Su): At 10th level, an underground chemist can select one of the following alchemist discoveries (*Advanced Player's Guide* 28) in place of a rogue talent: concentrate poison, dilution, enhance potion, extend potion, mummification^{UM}, nauseating flesh^{UC}, poison conversion^{UC}, preserve organs^{UM}, spontaneous healing^{UM}, or sticky poison. She uses her rogue level as her alchemist level for determining the effects of her discoveries and whether she is able to select one. This ability alters advanced talents.

Rogue Talents: The following rogue talents complement the underground chemist archetype: black market connections^{UC}, fast fingers^{APG}, lasting poison^{APG}, sniper's eye^{APG}, and swift poison^{APG}.

Advanced Talents: The following advanced rogue talents complement the underground chemist archetype: deadly cocktail^{APG} and thoughtful reexamining^{APG}.

