



LEGENDARY MEDIUMS



BY MATT DALEY, MARGHERITA TRAMONTANO,
AND JULIAN NEALE



LEGENDARY MEDIUMS



CREDITS

AUTHORS: Matt Daley, Margherita Tramontano, and Julian Neale

ARTISTS: Simon Aan, Bruno Balixa, Jesus Blones, Guillermo Cartay, Tawny Fritz, Frank Hessefort, Jason Juta, Chris Kimball, Matthias Kinnigkeit, Beatrice Pelagatti, Julio Rocha, Bob Storrar, Takashi Tan

EDITING AND DEVELOPMENT: Jason Nelson

DESIGN AND LAYOUT: Craig Williams

LEGENDARY GAMES TEAM MEMBERS: Alex Augunas, Kate Baker, Jesse Benner, Siobhan Bjorknas, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Matt Daley Joel Flank, Jeff Gomez, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Hal Kennette, Michael Kortess, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Dave Nelson, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Onyx Tanuki, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

SPECIAL THANKS: Jade Ripley, Thomas McDonald, and the members of the Devcord and Drop Dead Studios Discord Servers

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Legendary Mediums © 2019, Legendary Games;
Author Matt Daley, Margherita Tramontano,
and Julian Neale.

ISBN: 9781072682103

First printing June 2019.

Printed in USA.



Legendary Games

3734 SW 99th St.

Seattle, WA 98126-4026

makeyourgamelegendary.com



WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word **Legendary** in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

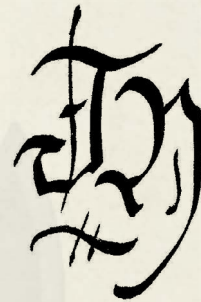
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WHAT YOU WILL FIND INSIDE *LEGENDARY MEDIUMS*

Legendary Mediums is the latest in the player-focused line of supplements, centering on the skillful and adaptable medium class from *Pathfinder Roleplaying Game Occult Adventures*. Enriching and amplifying the psychospiritual abilities that define the class, the **legendary medium** embodies mastery of legends while liberating the medium from the restrictive spiritual influence and taboos. Over a dozen mighty spirits can guide your actions, augmenting your abilities with flexible spirit feats and over 50 spirit boons. Invoke exotic new abilities through over a dozen archetypes, from the protean **capricious channeler** and the adaptable **spirit dancer** to the cognizant **loremaster** and sphere-wielding **thanatic visionary**. Plus, you get new feats, spirit affinities, favored class bonuses, and a sample legendary medium in the militant commander Wulfric Jorimandius, ready to drop into your campaign and give you a taste of what the new class can do! On top of an entirely redesigned class and all the trimmings, you also get exciting options for the official medium like the **ancestral fury** and **psychic channeler** archetypes and eight new spirits!



- ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
- AeCS = *Aethera Campaign Setting*
- AM = *Akashic Mysteries*
- AMH = Softcover companion for masters of armor
- APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
- B3 = *Pathfinder Roleplaying Game Bestiary 3*
- LK = *Legendary Kineticists*
- LoD = Softcover companion for heroes with a draconic legacy
- OA = *Pathfinder Roleplaying Game Occult Adventures*
- SoM = *Spheres of Might*
- SoP = *Spheres of Power*
- TAH = *The Auspician's Handbook*
- UI = *Pathfinder Roleplaying Game Ultimate Intrigue*
- UM = *Pathfinder Roleplaying Game Ultimate Magic*
- UP = *Ultimate Psionics*
- UW = *Pathfinder Roleplaying Game Ultimate Wilderness*
- MWH = Softcover companion for masters of weapons



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LEGENDARY MEDIUM

I have wandered the most extreme reaches of existence, basked in the glories and the horrors of universes where even such mighty civilizations as our own have no place among their masters. Far have I traveled, long have I lived, many are the inscrutable beings which I have bound to my will. But I have not returned to rule this universe. Nay, I come as your messiah, for it is through my guidance that our world shall defy extinction. It is by my will that the age of our people shall last forever. We shall march ever-forward, guided by the wisdom of countless worlds and boundless generations, and our cycle shall be eternal.

-Hesryk Govance Blackwater, High Prophet of the Teuthid Renewal

Role: A Legendary Medium is capable of serving most any role in an effective capacity, utilizing skills, magic, and martial abilities depending on which spirit they choose to invoke. Regardless of spirit, Legendary Mediums prove effective at supporting the party with shared seance ability.

Legendary Class: The Legendary Medium has been reworked to better fulfill the dream of an immensely diverse and adaptable class, with spirit feats and a reduced seance time enabling the class to effectively take on new roles on the fly. Spirit Affinities have replaced many of the “flavor” abilities of the original medium, enabling the Legendary Medium more options in forming a distinct style of play. Finally, spirits and spirit spells have been reworked for greater clarity and power, with seven additional spirits being added as options for the medium. The mechanic of influence, which once had the potential to strip away a player’s control over their own medium character, has also been removed.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The legendary medium’s class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Wis).

Skill Ranks per Level: 6 + Int modifier.



Weapon and Armor Proficiency: Legendary Mediums are proficient with all simple weapons and martial weapons and with light and medium armor, but not with shields.

Spells: A Legendary Medium casts psychic spells drawn from the medium spell list^{OA}. A Legendary Medium must prepare his spells ahead of time, but his spells are not expended when they’re cast. Instead, he can cast any spell that he has prepared while consuming a spell slot of the appropriate level, assuming he hasn’t yet used up his spell slots per day for that level.

**TABLE: LEGENDARY MEDIUM**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1	+0	+0	+0	+2	Assertion pool, knacks, spirit, spirit bonus +1, spirit power (base), spirit surge 1d6	(+1)	-	-	-	-	-
2	+1	+0	+0	+3	Shared séance	(+2)	-	-	-	-	-
3	+2	+1	+1	+3	Spirit affinity	(+3)	-	-	-	-	-
4	+3	+1	+1	+4	Spirit bonus +2	0 (+3)	(+1)	-	-	-	-
5	+3	+1	+1	+4	Spirit feat	1 (+3)	(+2)	-	-	-	-
6	+4	+2	+2	+5	Spirit power (intermediate)	1 (+3)	(+3)	-	-	-	-
7	+5	+2	+2	+5	Spirit affinity	1 (+3)	0 (+3)	(+1)	-	-	-
8	+6/+1	+2	+2	+6	Spirit bonus +3	1 (+3)	1 (+3)	(+2)	-	-	-
9	+6/+1	+3	+3	+6	Spirit feat	2 (+3)	1 (+3)	(+3)	-	-	-
10	+7/+2	+3	+3	+7	Spirit Surge +1d8, Trance of Many (intermediate)	2 (+3)	1 (+3)	0 (+3)	(+1)	-	-
11	+8/+3	+3	+3	+7	Spirit affinity, Spirit power (greater)	2 (+3)	1 (+3)	1 (+3)	(+2)	-	-
12	+9/+4	+4	+4	+8	Spirit bonus +4	2 (+3)	2 (+3)	1 (+3)	(+3)	-	-
13	+9/+4	+4	+4	+8	Spirit feat	3 (+2)	2 (+3)	1 (+3)	0 (+3)	(+1)	-
14	+10/+5	+4	+4	+9	Spirit Surge +1d10, Trance of Many (greater)	3 (+2)	2 (+3)	1 (+3)	1 (+3)	(+2)	-
15	+11/+6/+1	+5	+5	+9	Spirit affinity	3 (+2)	3 (+2)	2 (+3)	1 (+3)	(+3)	-
16	+12/+7/+2	+5	+5	+10	Spirit bonus +5	3 (+2)	3 (+2)	2 (+3)	1 (+3)	(+3)	(+1)
17	+12/+7/+2	+5	+5	+10	Spirit feat, Spirit power (supreme)	4 (+1)	3 (+2)	2 (+3)	1 (+3)	(+4)	(+2)
18	+13/+8/+3	+6	+6	+11	Spirit Surge +1d12, Trance of Many (supreme)	4 (+1)	3 (+2)	2 (+3)	2 (+3)	(+4)	(+3)
19	+14/+9/+4	+6	+6	+11	Spirit affinity	4 (+1)	3 (+2)	3 (+2)	2 (+3)	(+5)	(+4)
20	+15/+10/+5	+6	+6	+12	Astral Beacon, Spirit bonus +6	4 (+1)	4 (+1)	3 (+2)	3 (+2)	(+5)	(+5)

To prepare, or cast a spell, the legendary medium must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a legendary medium's spell is 10 + the spell's level + the legendary medium's Charisma modifier.

A legendary medium can only cast a certain number of spells of each spell level per day. His base daily spell allotment

is given on Table: Legendary Medium under "Spells per Day." In addition, he receives bonus spells per day if he has a high Charisma score.

The number of spells a Legendary Medium can prepare each day is limited. At 1st level, he can prepare two 0-level spells at the start of the day. At each new Legendary Medium level, the number of spells he can prepare each day increases,



adding new spell levels as indicated on Table: Legendary Medium Spells Prepared. Unlike the number of spells he can cast per day, the number of spells a legendary medium can prepare each day is not affected by his Charisma score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a legendary medium can prepare. When Table: Legendary Medium indicates that the legendary medium gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

A legendary medium must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour channeling the psychic energies of the spirit world. While channeling, the legendary medium decides what spells to prepare and refreshes his available spell slots for the day. A legendary medium does not have a list of spells known; he may prepare any spell from the medium spell list, provided that he can cast spells of that level.

Like a sorcerer, a legendary medium can choose to apply any metamagic feats he knows to a prepared spell as he casts it, with the same increase in casting time. However, he may also prepare a spell with any metamagic feats he knows and cast it without increasing casting time like a wizard. He cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting.

A legendary medium also possesses several additional spell slots which can only be used when the legendary medium is channeling a spellcasting spirit (a spirit which grants additional spells known as its base spirit ability. The number of additional spirit spell slots per level available to a legendary medium of any given level is denoted in parentheses (for example, while channeling the archmage, a 16th-level legendary medium possesses 2 additional 1st- and 2nd-level spell slots, 3 additional 3rd-, and 4th-level spell slots, 3 5th-level spell slots, and 1 6th-level spell slot). If the legendary medium possesses both normal spell slots and spirit spell slots for a given spell level, normal spell slots are expended before spirit spell slots when casting spells of that level. A Legendary Medium's caster level is equal to his Legendary Medium level.

Knacks: Legendary Mediums learn a number of knacks, or 0-level spells, as noted on Table: Legendary Medium Spells Prepared. These spells are cast like any other spell, but they don't consume slots and can be used again.

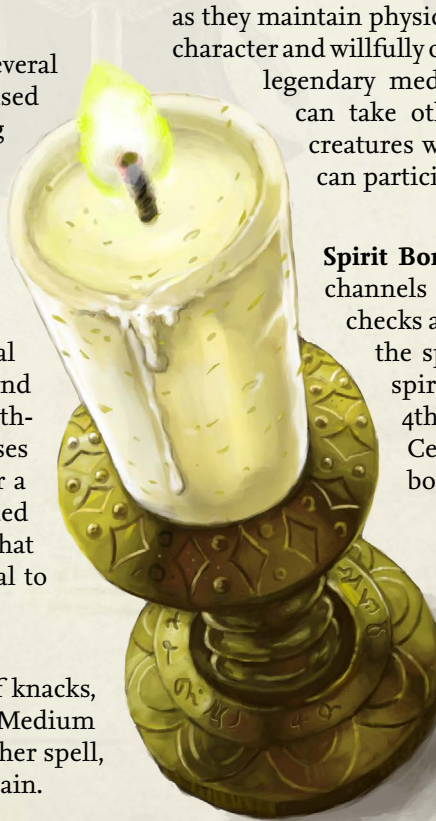
Assertion Pool (Su): At 1st level, the legendary medium gains a reservoir of psychic willpower that he can draw upon to assert influence over his spirits. This assertion pool has a number of points equal to 1/2 his legendary medium level + his Charisma modifier (minimum 1). The pool refreshes once per day when the legendary medium prepares his spells.

Spirit (Su): A legendary medium serves as a vessel to channel spirits—powerful entities which may be the souls of bygone heroes, vestiges of forgotten gods, fragments of powerful outsiders, manifestations of the local environment, or any number of other mysterious and powerful entities. A legendary medium can channel a spirit through a ritual known as a seance. Seances take 10 minutes to perform and require the legendary medium's concentration. At the end of a seance, the legendary medium invokes a spirit of his choice to inhabit him until he chooses to release the spirit or invokes a new spirit. Each spirit arises from one of several legends, which are described further later in. The legendary medium gains the spirit's listed seance boon and base spirit power for as long as they continue to channel the spirit. The legendary medium also gains the spirit's intermediate spirit power at 6th level, its greater spirit power at 11th level, and its supreme spirit power at 17th level.

A legendary medium can invite his allies to participate in his seance, performing a shared seance which can grant several benefits. A character counts as participating so long as they maintain physical contact with another participating character and willfully opens themselves to the spirit; unlike the legendary medium, other participating characters can take other actions during this time. Only creatures with an Intelligence score of at least 3 can participate in a seance.

Spirit Bonus (Su): When a legendary medium channels a spirit, he gains a bonus on certain checks and to certain statistics, depending on the spirit. A 1st-level legendary medium's spirit bonus is +1; it increases by 1 at 4th level and every 4 levels thereafter. Certain other abilities may increase this bonus further.

Spirit Surge (Su): When making a d20 roll that is increased by the legendary medium's spirit bonus, the legendary medium can spend an assertion point as a free action to add 1d6 to the roll. This action may be taken even when it is not your turn. By spending 2 points of assertion,





the legendary medium may instead do this after learning of the success or failure of the roll. This can cause the check to succeed instead of fail. The legendary medium must be conscious and aware to use this ability, and he can use this ability at most once per round. At 10th level, the legendary medium's spirit surge die increases to 1d8, to 1d10 at 14th level, and to 1d12 at 18th level.

Shared Séance (Su): At 2nd level, a legendary medium can share his channeled spirit's aid with his allies. All allies who participate in the legendary medium's seance gain the channeled spirit's seance boon for so long as the legendary medium continues to channel that spirit.

Spirit Affinity (Su): At 3rd level and every 4 levels thereafter, the legendary medium learns of a new technique for communicating with or controlling spirits. These techniques are known as Spirit Affinities. Unless specifically noted in a spirit affinity's description, a legendary medium cannot select a particular spirit affinity more than once

Spirit Feat (Su): At 5th level, the legendary medium learns to forge a deeper connection to the experiences and skills of his spirit. When the legendary medium invokes a spirit, he may select a single feat for which he meets the prerequisites (this includes feats which the legendary medium would only meet the prerequisites for so long as they bind the spirit). The legendary medium gains the feat as a bonus feat for so long as he continues to channel the spirit and can change the feat whenever he renews a new spirit. Spirit Feats can be used as prerequisites for other Spirit Feats or feats which can be selected using a Spirit Ability (such as those gained from the Martial Prowess ability of the Champion spirit). Item Creation feats cannot be selected as Spirit Feats. At 9th level and every 4 levels thereafter, the legendary medium gains an additional spirit feat.

Trance of Many (Su): At 10th level, the legendary medium learns how to channel the power of multiple different legends simultaneously. When the legendary medium selects which spirit to channel, he also selects a second spirit, gaining the intermediate ability of this second spirit in addition to the abilities of his primary spirit. This does not grant the spirit's seance boon.

At 14th level, the legendary medium also gains the greater ability of a spirit other than the one he is channeling. This ability need not come from the same spirit which is providing the intermediate ability.

At 18th level, the legendary medium also gains the supreme ability of a spirit other than the one he is channeling. This ability need not come from the same spirit which is providing the intermediate ability or the greater ability.

Astral Beacon (Su): At 20th level, a legendary medium becomes a shining beacon for spirits. As a free action by spending an assertion point, he can channel spirits of any of the legends he did not contact via his seance. This ability lasts for 1 round and grants access to the intermediate, greater, and supreme spirit powers of the chosen spirit.

TABLE: LEGENDARY MEDIUM SPELLS PREPARED

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

SPIRIT AFFINITIES

"Ever since that night when I narrowly avoided the knife, I've seen them, the incomprehensible beings just beyond our consciousness. They call to me, offering promises of power and knowledge beyond anything which this world has seen. For years I discarded these apparitions as mere figments, but then one night I agreed..."

Taris Silversmith, former member of the Cult of Endless Eyes

Aberrant Spirit: The spirits you channel are unusual. When you invoke a spirit, you may choose to gain the base ability of a spirit other than the one you are channeling. You may select this spirit affinity up to four times. If you select it a second time, you may select an alternative intermediate spirit ability. If you select it a third time, you may select an

alternative greater spirit ability. If you select it a fourth time, you may select an alternative supreme spirit ability.

Aligned Weaponry: Any weapons you wield are counted as your alignment for the purpose of overcoming damage reduction.

Arcane Discovery: You gain one Arcane Discovery^{UM}, using your medium level in place of your wizard level to determine which discoveries you are capable of selecting.

Armor Training: You gain one Advanced Armor Training^{AMH} option, using your spirit bonus in place of your armor training bonus and your medium level in place of your fighter level. You may select this spirit affinity multiple times. Taking this affinity allows you to count your spirit bonus as your armor training bonus for the purpose of feats.

Ask the Kami: You can ask the local spirits for information, as *commune with nature*. While you can do so any number of times per day, you can ask questions of the spirits in any particular area only once per day. For the purpose of this ability, an area would typically constitute a small clearing, a minor shrine, or a structure within a city. Afterward, you must move to a non-overlapping area to use this ability again.

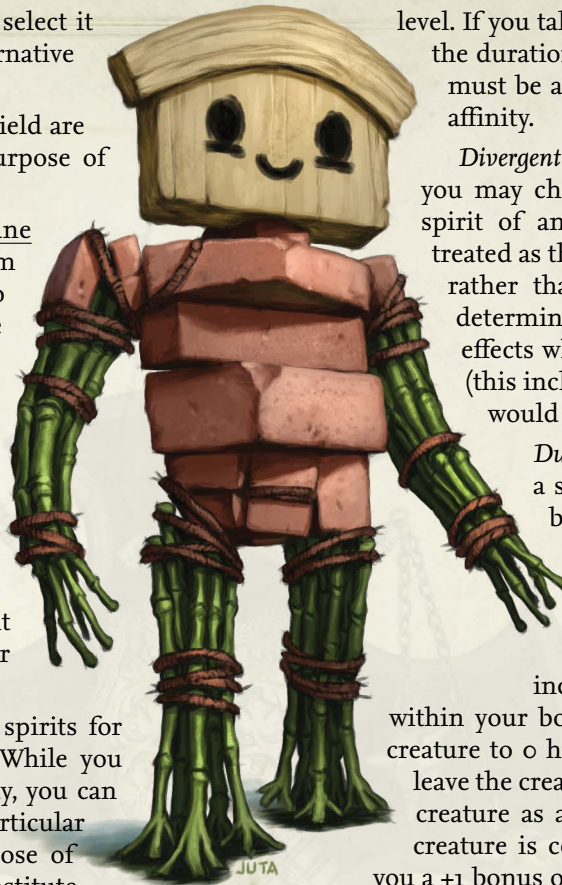
Ask the Spirits: You can spend an assertion point to send your consciousness to the Astral, Ethereal, or Shadow Plane to ask the spirits for advice, as if using *contact other plane* to contact the Astral Plane. You automatically succeed at the Intelligence check to avoid the possible decrease to your Intelligence and Charisma. You must be at least 11th level to select this affinity.

Assured Surge: Whenever you roll for spirit surge, you may roll twice and take the higher result.

Beyond Time: You suffer no further penalties for aging and cannot be magically aged. Whenever anyone casts time stop within 300 feet of you, you can act within the stopped time and interact normally with the caster. You must be at least 11th level to select this spirit affinity.

Darksight: You gain Darkvision out to 60 feet. You may select this spirit affinity a second time. If you select it a second time or if you already have darkvision, your darkvision range increases by 30 feet and you gain the See in Darkness ability out to the range of your darkvision.

Dawnwalk: By spending an assertion point, you can find minor gaps in reality to step from the Material Plane into the Evermorn. This ability functions like *dawnwalk*^{AeCS}, except that the duration is 1 round per legendary medium



level. If you take this spirit affinity a second time, the duration increases to 1 hour per level. You must be at least 7th level to select this spirit affinity.

Divergent Morality: When you invoke a spirit, you may choose to invoke a strongly aligned spirit of any alignment. If you do, you are treated as the alignment of your invoked spirit rather than your own for the purpose of determining the effects of spells and other effects which would be based on alignment (this includes spells such as Detect Evil that would check for alignment components).

Dual Seance Boon: When you invoke a spirit, you may choose to grant the benefits of one additional seance boon besides the boon granted by your spirit.

Consume Spirit: You can attempt to consume an incorporeal creature and house it within your body. If you reduces an incorporeal creature to 0 hit points or fewer, you can instead leave the creature at 1 hit point and consume the creature as an immediate action. A consumed creature is contained in your body and grants you a +1 bonus on either attack rolls, saving throws, or skill checks, chosen by you, and a number of temporary hit points equal to the consumed creature's Hit Dice. Your body can hold a number of creatures equal to your spirit bonus. If you attempt to consume another creature after this point, you release the creature that has been contained in your body longest. You can release a consumed creature as a free action. A consumed creature attempts to escape after 24 hours. The consumed creature must attempt a Will save (DC = 10 + 1/2 your legendary medium level + your charisma modifier) to escape. If it fails, the consumed creature remains. A released creature is destroyed as if it were reduced to 0 hit points and can reconstitute again later, if able.

Divine Spirit: When you prepare spells at the start of the day, select a single cleric domain. You gain the 1st-level ability of the domain and are treated as having prepared the domain spells of that domain in addition to any other spells you have prepared. Your effective cleric or druid level for this domain is equal to 1/2 your legendary medium level. You can take this spirit affinity a second time starting at 7th level to gain the domain's level 6 or level 8 ability and treat your legendary medium level as your druid/cleric level for the purpose of determining its effects. Use your Charisma modifier in place of your Wisdom modifier to determine the domain's effects. If an ability would normally be usable a number of times per day equal to 3 + your wisdom modifier, it is instead usable any number of times per day. However, you must spend an assertion point each time you wish to use the ability.



Ethereal Step: By spending an assertion point, you can cast *Ethereal Jaunt* as spell-like ability with a caster level equal to your legendary medium level. You must be at least 15th level to select this spirit affinity.

Exorcism: You can attempt to end effects that control a creature or object, such as *magic jar*, *possess object*^{UM}, *dominate person*, and *dominate monster*, or possessing entities such as ghosts. This is a full-round action that requires you to touch the target. The possessing or dominating creature must attempt a Will save with a DC equal to 10 + 1/2 your legendary medium level + your Charisma modifier. Failure means that the controlling effect ends or the entity is immediately cast out of the target, as appropriate. If the possessing entity is exorcised, it cannot attempt to dominate or possess that target again for 24 hours. You can exorcise the same entity out of different targets, but once the entity successfully saves against your exorcism, it cannot be affected by this ability again for 24 hours.

Favored Terrain: You gain a single favored terrain as a 3rd-level ranger. In addition, you add *Terrain Bond*^{UC} to your medium spell list. You may take this spirit affinity multiple times, each time selecting a new favored terrain or increasing the bonuses of one of your favored terrains by 2.

Forceful Surge: Whenever you use your spirit surge on an attack roll or a caster level check to bypass spell resistance, you also add the result of the spirit surge die to the damage roll of the attack or spell.

Fortified Resolve: By spending an assertion point as a swift action, you may end any fear or emotion effect affecting you. You must be at least 7th level to select this Spirit Affinity.

Frozen Moment: You can create a temporal storm around yourself as a full-round action. The temporal storm fills one 10-foot cube per medium level. The cubes must be contiguous and at least one must be adjacent to you. All creatures and objects in the area are subject to *temporal stasis*. The storm and the *temporal stasis* last for as long as the you concentrate, up to a maximum of 1d4+1 rounds. The save DC is 10 + 1/2 your legendary medium level + your Charisma modifier. You must be at least 15th level to select this spirit affinity.

Future Sight: You can consult the spirits of events yet to transpire. You can use *augury* as a spell-like ability once per day with a caster level equal to your legendary medium level. At 7th level, you can choose to instead use *divination*. At 11th level, you can choose to instead use *prognostication*^{UI}. At 15th level, you can choose to instead use *greater prognostication*^{UI}. If you select this spirit affinity a second time, the answer you get from this ability is correct 100% of the time.

Haunt Channeler: You can use your familiarity with spirits to assist when dealing with haunts. You can always act on the surprise round against a haunt, and your touch

funnels a portion of the haunt into yourself, dealing 1d6 points of damage to the haunt per 2 legendary medium levels you possess as if via positive energy and allowing you to ask the haunt a single question. The haunt can answer the question however it chooses. Additionally, you can forgo your saving throw against a haunt's effects to funnel the haunt entirely into yourself. If you do so, you suffers the haunt's full effect, but the haunt doesn't affect anyone else (even if it normally would). The haunt then gains control of your body for 1 minute, although you can spend an assertion point to end this prematurely.

Immense Surge: When you use your spirit surge ability, you may spend 2 additional assertion points. If you do, you roll 2 spirit surge dice and add them both to the roll.

Improved Seance Boon: Whenever you perform a seance, you may grant one of your chosen spirit feats to all allies who participated in the seance. So long as the allies benefit from you seance boon, they continue to gain the benefits of this feat. Your allies do not need to meet the prerequisites for this feat. You may select this spirit affinity a second time. If you do, you may grant your allies an additional spirit feat. You must be at least 9th level to select this spirit affinity.

Insight from Beyond: You gain one feat of your choice. You must meet the prerequisites for this feat. This spirit ability can be selected multiple times.

Inspiring Spirit: Your spirit's power course through your allies. All allies which participated in your most recent seance gain a +2 morale bonus on saving throws against charm, compulsion, and fear effects.

Legendary Skill: Whenever you invoke a spirit, choose one skill. This skill counts as class skill for you, and you are treated as if you had an additional number of ranks in the skill equal to your legendary medium level (to a maximum of your character level). If you are channeling the Trickster, this is in addition to any skills that spirit grants.

Lingering Spirit: Your soul clings to this world. Any spellcaster attempting to raise you from the dead treats their caster level as 4 higher for the purpose of any effects related to the task. In addition, you suffer no negative levels from being resurrected by *Raise Dead* or *Resurrection*.

Location Channel: You can perform a special seance to call forth a person's spirit into your body so your allies can ask it questions. You must possess some connection to the deceased, such as as being in the presence of someone close to them, carrying an object they once used, or being in a location important to them. The effects are similar to the spell *call spirit*, except that the duration is 1 round per legendary medium level and the spirit possesses your body instead of appearing in a wispy form. The other participants of the seance must ask the questions. Once you attempt to call a spirit, you cannot attempt to call the same spirit again for 24 hours. You can end the seance early as a free action.



Magical Lore: When you would prepare additional spells or powers from a spellcasting spirit, you prepare one additional spell or power of each level you can prepare.

Medium's Knowledge: You may make all Knowledge skill checks untrained, and your spirit bonus applies on Knowledge skill checks regardless of what spirit you are channeling.

Object Reading: You gain the occultist's^{OA} object reading and magic item skill abilities, substituting your legendary medium level for your occultist level for this ability.

Orbisant Advisor: You are advised by an intangible spirit called an orbisant. You may summon an orbisant by spending an assertion as part of a seance. The orbisant appears as a shimmering blue sphere of light that follows you. The orbisant cannot be targeted by effects or harmed in any way, but is dismissed whenever you fall unconscious. The orbisant grants you a +1 bonus to all skill checks.

Physical Evolution: Your channeled spirits warp your physical form, bestowing new abilities upon you. When you prepare your spells for the day, you can allocate 2 evolution points which can be spent on unchained eidolon evolutions^{PFU}, using your legendary medium level in place of your summoner level to determine what evolutions can be selected. You must meet the prerequisites for any evolutions you select, although you are considered to have limbs evolution in accordance with the number of limbs you actually possess. You may select this spirit affinity any number of times, each time gaining 2 additional evolution points which you can allocate when you prepare spells.

Plentiful Magic: You gain one additional spirit spell slot of each level for which you possess spirit spell slots.

Plentiful Surge: You may use your spirit surge ability an additional time every round.

Proto-Phylactery: You can create a proto-phylactery that costs 10,000 gp to create (if you continue with the process of lichdom, you can upgrade this to a true phylactery by paying the difference in cost). If you die, you return from the dead in 1d10 days, reforming around the proto-phylactery and gaining 1 permanent negative level (as if subject to the *resurrection* spell). This process consumes the proto-phylactery. If you are already a lich, you can instead create a backup phylactery for 10,000 gp, at which you reform if your normal phylactery is destroyed. This consumes the backup phylactery. You must be at least 7th level to select this spirit affinity.

Shadow Walk: By spending an assertion point, you can cast *Shadow Walk* as a spell-like ability with a caster level equal to your legendary medium level. You must be at least 11th level to select this spirit affinity.

Soul Consumption: By spending an assertion point as a full-round action, you can absorb the spirit of any sentient

creature that has died within the last minute. This causes a soul gem to manifest on your person. A soul gem is a fine-sized object with 1 hit point and hardness 2. Destroying a soul gem frees the soul within, though it does not return the deceased creature to life. This is a death effect. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a caster level check (DC 10 + your legendary medium level + your Charisma modifier). Failure results in the spell having no effect, while success shatters the victim's soul gem and returns the creature to life as normal. If the soul gem rests in an unholy location, such as that created by the spell *unhallow*, the DC of this caster level check increases by +2. Any evil outsider can, as a standard action, ingest a soul gem. Doing so frees the soul within, but condemns it to one of the lower planes (though the soul can be returned to life as normal). The outsider gains fast healing 2 for a number of rounds equal to its Hit Dice.

Spacious Soul: Your soul is spacious enough to provide a foothold for fallen allies. If one of the allies who participated in your seance dies within line of effect and line of sight of you, you can spend an assertion point as an immediate action to accept that ally's spirit within you. The ally's spirit and you share your body and can decide each round on your turn which of them will take actions for that round. If you and your ally don't agree on who should act, both attempt opposed Charisma checks to determine who is dominant for the next round (or next minute when outside of combat), and the dominant character decides who acts on the round. The ally's spirit has all the spells and limited use abilities (such as uses of channel energy, ki, and panache) that it possessed at the time of death, but it is incapable of regaining any abilities, points, spells, or uses of abilities it expends. When the ally's spirit acts, it uses the ally's base attack bonus, caster level, and special abilities (such as weapon proficiency), but uses your physical ability scores. If the ally returns to life, this ability immediately ends. Otherwise, you can maintain this ability indefinitely. You can end this effect as a standard action, though if the ally is unwilling to depart, they can attempt a Will saving throw (DC = 10 + 1/2 your legendary medium level + your charisma modifier) to stop from being pushed out.

Spell Resistance: You gain spell resistance equal to 11 + your legendary medium level. You may lower or reinstate this spell resistance as a standard action. This lowering lasts until you reinstate your spell resistance. By spending an assertion point, you may lower your spell resistance even when you would not otherwise be able to take actions.

Spirit Avatar: Any weapons you are wielding are considered to have the *ghost touch* weapon enhancement. You may take this affinity a second time to gain ghost touch property on any armor or shield you are wielding.

Spirit Tongue: You may commune with nearby spirits for a number of minutes per day equal to your level. These



minutes don't need to be used consecutively, but they must be spent in 1-minute increments. You can use this ability to speak with corpses (as per speak with dead) starting at 3rd level, with animals and plants (as per speak with animals or speak with plants) starting at 5th level, and with humanoids (as per tongues) starting at 7th level. You may take this spirit affinity a second time. If you do, the effects of this ability are constant

Spirit Warding: You can ward yourself from hostile spirits and the grave's call. You gain a +4 bonus on saving throws against possession, death effects, and negative energy. If you take this spirit affinity a second time, you become immune to possession, death effects, and negative energy. You must be at least 15th level to select this spirit affinity a second time.

Spirited Familiar: You gain a familiar, as per the wizard's arcane bond class feature, using your legendary medium level as your wizard level. While you are channeling a spirit, your familiar also benefits from your spirit bonus class feature. You may take this spirit affinity a second time to gain the Improved Familiar feat.

Spiritsense: You can notice, locate, and distinguish between living and undead creatures within 30 feet, just as if you had the blindsight ability. This does not allow you to sense nonliving creatures or objects. You may take this spirit affinity a second time to gain blindsight out to 60 feet. You must be at least 7th level to select this spirit affinity

Spiritual Defense: While you are wearing light or no armor and not carrying a shield, you gain a bonus to your AC and CMD equal to your Charisma modifier. This bonus to AC applies even against touch attacks or when you are flat-footed. You lose this bonus when you are immobilized or helpless

Spiritual Reclamation: Your spirit can seize your form in the event you perish, morphing it into one they assumed in life. If you die with at least five assertion points remaining in your pool, you are reborn as per the *Reincarnate* spell after 1 hour. Your new race should match the race of whatever spirit you were channeling at the time, assuming that the spirit had a race. You must be at least 11th level to select this spirit affinity

Telepathy: You gain telepathy out to 400 ft + 10 feet per legendary medium level, and you can communicate with any creature, regardless of intelligence, so long as they have an Intelligence of 1 or higher.

Temporal Anchor: You offer a bit of protection from the vagaries of dangerous temporal phenomena. Allies within 20 feet of you gain a +4 bonus on saving throws against slow, temporal stasis, time shudder, and other effects that would slow them, move them through time, alter age, or otherwise manipulate the passage of time for them.

Temporal Stutter: You can invoke the shattered time of the Evermorn as a standard action, producing the effects of *time shudder*^{ACG}. The save DC is 10 + 1/2 your legendary medium level + your Charisma modifier.

Trapfinding: You add 1/2 your level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). You can use Disable Device to disarm magic traps.

Uncanny Dodge: You cannot be caught flat-footed, nor do you lose her Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to armor class if immobilized or fainted against. In addition, you can no longer be flanked. This defense denies a rogue the ability to sneak attack the you by flanking you, unless the attacker has at least four more rogue levels than you have legendary medium levels.

Untraceable Stride: You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you. In addition, you leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Versatile Spirit: Choose one of the spirit bonus options that can be selected when you channel the Reluctant Hero legend. You add your spirit bonus to these types of rolls regardless of what spirit you are channeling. Even if the spirit you are channeling would also provide a bonus to the type of rolls selected by this spirit affinity, your spirit bonus does not apply an additional time.

Ward: You can declare an area or object that's an appropriate place to contact spirits as your ward. This grants you the ward and merge with ward abilities of the *kami* subtype^{B3}. For large areas such as lakes or storms, your ward encompasses a radius of up to 5 feet per legendary medium level.

Weapon Training: You gain one *Advanced Weapon Training*^{WMH} option, using your spirit bonus in place of your weapon training bonus and your medium level in place of your fighter level. You may select this spirit affinity multiple times. Taking this affinity allows you to count your spirit bonus as your weapon training bonus for the purpose of feats.

Wrangle Condition: You gain the Wrangle Condition ability of an *animist shaman*^{ACG} of your legendary medium level. There is no limit to the number of times you may use this ability, but you must spend an assertion point every time you use it.



FAVORED CLASS BONUSES

I look upon this land and its potential flows through me. I see the merchants walking through the streets we will lay down, I smell the flowers which will line them, hear the merriment of the citizens who will share in these sensations with us. Their aspirations and talents will guide us to their future, brother, a future that shall be ours if we put in the effort today.

Edlig Lightfoot, Emissary to Untold Ages

The following favored class bonuses are available to all characters, regardless of race:

All: Add $\frac{1}{3}$ to the result of any spirit surge die that the legendary medium rolls.

All: Increase the legendary medium's spirit bonus by $\frac{1}{6}$.

All: Gain $\frac{1}{6}$ additional spirit feats

All: Increase the bonus the legendary medium gains from its seance boon by $\frac{1}{3}$. This doesn't increase the bonus allies gain from shared seance.

All: Gain $\frac{1}{2}$ additional assertion points

All: Add $\frac{1}{5}$ to the bonus the legendary medium and his allies gain from shared seance. This doesn't increase the legendary medium's seance boon.

All: When using Trance of Many, you may select $\frac{1}{6}$ of an additional intermediate spirit ability

SPIRITS

I implore you, ancestor, lend unto me your wisdom and conviction in this time of struggle. Make my shield as yours was, ever-steady and ever-protecting. Make my hands as yours were, unflinching in their action and soft in their touch. Enable me to protect my fellows, to ensure they see the morning, to save them from the horrid fate which befell you.

-Sagrit Hagrash, Guard Captain of Jarl's Fist.

A legendary medium's spirits are mysterious and powerful entities from the far corners of existence—the clinging echoes of heroes and villains, the manifestations of great futures that have not yet or may never come to pass, the scattered magics of powerful outsiders, the coalesced experiences of entire cultures, the unified memories of sublime locales, the mad whispers of incomprehensible beings, or any number of other strange multiversal forces. The number of spirits is countless, and each has its own idiosyncrasies that make it distinct. Nonetheless, all spirits take the form of a



specific “legend”, a force of mythic power through which the legendary medium channels their abilities.

ARCHMAGE (SPELLCASTING SPIRIT)

An archmage spirit is a font of knowledge and arcane power.

Spirit Bonus: When you channel an archmage, your spirit bonus applies on caster level checks, concentration checks, Intelligence checks, and Intelligence-based skill checks.

Seance Boon: Your abilities all have their save DCs increased by 1

Archmage Arcana (Base, Su): The Archmage is considered a spellcasting spirit, allowing you to use spirit spell slots while channeling it. In addition, you prepare two additional spells of every spell level you possess spell slots (including spirit spell slots) for. These spells can be taken from the spell lists of any class capable of casting arcane spells.

Arcane Surge (Intermediate, Su): You can spend one assertion point in order to cast one of your prepared spells. When you do so, the caster level and DC of the spell increase by half your spirit bonus (minimum 1).

Wild Arcana (Greater, Su): You can spend one assertion point in order to cast any medium spell of a level you can cast. You must expend a spell slot of the appropriate level. If you are channeling a spellcasting spirit, you may use this ability to cast a spell from any class' spell list which you have prepared spells from.



Legendary Archmage (Supreme, Su): Once per day, you can cast any spell taken from any arcane class' spell list as if using the wild arcana ability, except the spell doesn't require a spell slot, and you can select a spell of any level.

BOUND (SPELLCASTING SPIRIT)

A bound spirit embodies the essence of other beings who in life tapped the alien power of spirits.

Spirit Bonus: When you channel a bound spirit, your spirit bonus applies on attack rolls, combat maneuver checks, damage rolls, concentration checks, and spirit surge rolls (this allows the bonus to apply twice to the total result if you use a spirit surge on an attack roll, combat maneuver check, damage roll, or caster level check).

Seance Boon: Increase the duration of any spell affecting you by 1 round. The spell must have a duration of at least 3 rounds. You may choose for a spell not to be affected by this ability.

Medium's Guidance (Base, Su): The Bound is considered a spellcasting spirit, allowing you to use spirit spell slots while channeling it. In addition, you prepare two additional spells of every spell level you possess spell slots (including spirit spell slots) for. These spells are taken from the medium spell list. In addition, you gain the benefits of a single metamagic feat while channeling the bound and do not increase the casting time for spells when you apply metamagic to them.

Spell Combat (Intermediate, Su): As a full-round action, you can make all of your attacks at a -2 penalty, as if you were making a full attack, and can also cast any spell you have prepared with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If you cast this spell defensively, you can decide to take an additional penalty on the attack rolls, up to your Charisma bonus, and add the same amount as a circumstance bonus on your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks.

Facilitated Metamagic (Greater, Su): When you apply any metamagic feats that add at least 1 level to a spell on the medium spell list that you are casting, treat its actual level as 1 lower for determining the spell's final adjusted level.

Spirit's Escape (Supreme, Su): Once per day, when a creature fails a save against one of your spell effects, you can forfeit the spell's normal effects to instead affect the target creature as if you had cast *greater possession*. Immediately upon being

reduced to -1 hit points or lower, or failing a saving throw against an effect that would kill you, you may expend this ability as an immediate action to cast *possession* on the killer as a spell-like ability with a caster level equal to your legendary medium level. If successful, your mind enters your killer's body just before dying. When the duration of this *possession* expires, the possessing creature makes a will save (DC 10 + 1/2 your legendary medium level + your charisma modifier). If they succeed, your spirit is expelled from their body. If they fail, they die and their body is replaced with a perfect replica of your own body as it was before it suffered their fatal attack.

CHAMPION

A champion spirit is a paragon of skill at arms.

Spirit Bonus: When you channel a champion, your spirit bonus applies on attack rolls, combat maneuver checks, damage rolls, Strength checks, Strength-based skill checks, and Fortitude saves.

Seance Boon: You gain a +2 bonus on all damage rolls.

Martial Prowess (Base, Su): You gain two combat feats of your choice, and you can choose different feats each time you channel a champion spirit. You can treat your base attack bonus from your legendary medium levels as equal to your legendary medium level for the purposes of qualifying for combat feats and determining their effects, and you can count your legendary medium levels as levels of one other class whose base attack bonus equals its class level (such as fighter, barbarian, or slayer) for the purpose of qualifying for the two new combat feats and any spirit feats you gain while channeling the champion spirit.

Sudden Attack (Intermediate, Su): Whenever you take a full-attack action, you gain one additional attack at your highest base attack bonus. This ability stacks with the extra attack from haste, but it doesn't stack with special actions that grant extra attacks, such as flurry of blows or spell combat. Sudden attack works as normal with full-attack options such as two-weapon fighting. Whenever you take an attack action, you may make an additional attack at a -5 penalty.

Fleet Charge (Greater, Su): As a swift action, you may move up to your speed.

Legendary Champion (Supreme, Su): Whenever you use your spirit surge ability, you roll two spirit surge dice and add them together to determine the bonus granted by your spirit surge. In addition, you automatically confirm any critical threats you make.



GENIUS (SPELLCASTING SPIRIT')

A Genius spirit is immensely knowledgeable about the world and its myriad functions

Spirit Bonus: When you channel a genius, your spirit bonus applies to Intelligence checks, Intelligence-based skill checks, and on Fortitude and Reflex saves.

Seance Boon: Your gain a +1 insight bonus to AC.

Alchemical Knowledge (Base, Su): The Genius is considered a spellcasting spirit, allowing you to use spirit spell slots while channeling it. In addition, you prepare two additional spells of every spell level you possess spell slots (including spirit spell slots) for. These spells are taken from the *alchemist*^{APG} formulae list.

Gear Optimization (Intermediate, Su): One weapon, shield, or suit of armor you are wearing gains an enhancement bonus equal to half your spirit bonus (minimum 1) for as long a you channel the genius. This bonus stacks with any existing bonuses the item might have, to a maximum of +5. Any special abilities which could applied to a magic item (such as *medium fortification* for armor or flaming for a weapon) may also be added using this ability. Adding any of these special abilities replaces an amount of bonus equal to the special ability's base cost. Duplicate abilities do not stack. The item must have at least a +1 enhancement bonus before any other special abilities can be added.

Mutagenic Surge (Greater, Su): By spending an assertion point as a swift action, you may gain an alchemical bonus equal to your spirit bonus to one of your ability scores for 1 minute. You may only benefit from one instance of mutagenic surge at a time.

Contingent Being (Supreme, Su): So long as you are channeling the genius, you gain the benefits of a constant *twin form*^{APG} spell. If one of your bodies is destroyed, it reforms in 10 minutes so long as you still possess this ability.

GUARDIAN

A guardian spirit is an exemplar of protection and defense.

Spirit Bonus: When you channel a guardian, your spirit bonus applies to AC and CMD and on Constitution checks, Fortitude saves, and Reflex saves. It also applies to the number of attacks of opportunity you can make each round.

Seance Boon: You gain a number of temporary hit points equal to your hit dice. These temporary hit points are restored at a rate of 1 per round if they are depleted. Any effect which would increase the value of a seance boon applies to increase to the maximum number of temporary hit points and the rate at which they are replenished.

Guardian's Resolve (Base, Su): By spending a full-round action or an assertion point as a free action, you may increase your threatened area by 5 ft., +5 ft. for every point of spirit bonus you possess beyond +1. This increased threatened area is applied after the effects of the reach weapon special feature. Until the beginning of your next turn, you may make attacks of opportunity against any creature in this threatened area that provokes attacks of opportunity. You may move to bring the creature that provokes the attack of opportunity within your reach as part of these attacks,



provided your total movement before your next turn does not exceed your base speed. Any movement you make provokes attacks of opportunity as normal. In addition, you may spend an assertion point to gain temporary hit points equal to twice your legendary medium level for one minute (these temporary hit points stack with those granted by the Guardian's seance boon).

Absorb Blow (Intermediate, Su): You gain DR/— equal to $\frac{1}{2}$ your legendary medium level and resistance to acid, cold, electricity, fire, and sonic equal to twice your legendary medium level. Add *paladin's sacrifice*^{APG} to your legendary medium spells known as a 2nd-level spell.

Sudden Block (Greater, Su): After an enemy's attack would hit you or a creature within your threatened area or after you or an ally within your threatened area fails a saving throw, you can use spirit surge to increase the victim's AC or saving throw result, possibly causing the attack to fail, by rolling your spirit surge die and adding it to the chosen character's AC or saving throw. You must not be flat-footed, and you must be aware of the attack. If use of this ability causes the enemy's attack to miss or for the victim to succeed at your saving throw, you can make an attack at your highest base attack bonus against that enemy as an immediate action.

Legendary Guardian (Supreme, Su): Once per day as a free action, you can ignore the effects of a single attack against you, including enemy spells targeting you or whose area or effect includes you. The attack affects other creatures as normal. You may use this ability after the result of the attack is determined, even if you could not otherwise act.

HIEROPHANT (SPELLCASTING SPIRIT)

A hierophant spirit is a being of true and pure faith.

Spirit Bonus: When you channel a hierophant, your spirit bonus applies on concentration checks, Wisdom checks, Wisdom-based skill checks, and Will saves.

Seance Boon: You gain a +1 bonus on all saving throws

Divine Surge (Base, Su): The Hierophant is considered a spellcasting spirit, allowing you to use spirit spell slots while channeling it. In addition, you prepare two additional spells of every spell level you possess spell slots (including spirit spell slots) for. These spells can be taken from the spell lists of any class capable of casting divine spells.

Energy Font (Intermediate, Su): You can channel energy as a cleric of your legendary medium level by spending an assertion point. Choose whether you channel positive or negative energy each time you contact a hierophant spirit; this choice must match the spirit's faith. If you choose positive energy, add cure spells of each level you can cast from the cleric list to your legendary medium spell list and spells known. Otherwise, add inflict spells in the same way.

Overflowing Grace (Greater, Su): When you heal a creature to full hit points, heal a creature already at full hit points with your positive or negative energy, or destroy or kill one or more creatures using positive or negative energy, you and all allies within 30 feet gain a bonus equal to your spirit bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. The bonus is sacred if you use positive energy and profane if you use negative energy.

Legendary Hierophant (Supreme, Su): Once per day, You can request a minor miracle. This request must be in line with the options for miracle that don't cost powdered diamond. As usual for a *miracle*, the deity or other being the spirit worships can choose whether or not to grant the request at its whim.

LIVING SAINT

A living saint spirit is a powerful beacon of courage and devotion

Spirit Bonus: When you channel a living saint, your spirit bonus applies on Fortitude saves, Reflex saves, and Will saves

Seance Boon: Increase any DR you possess by 1. If you do not have DR, you gain DR 1/-

Divine Aura (Base, Su): You project a powerful magical aura out to a radius of 5 feet + 5 feet for every point of your spirit bonus. You may choose to make your aura benevolent or malevolent. A benevolent aura provides a deflection bonus to AC and a resistance bonus to saving throws equal to your spirit bonus to all allies within the aura. A malevolent aura inflicts a penalty on AC and saving throws equal to your spirit bonus to all enemies within the aura. You may alternate between a helpful and hurtful aura as a move action and may suppress or reactivate your aura as a swift action.

Saint's Touch (Intermediate, Su): You gain either the touch of corruption ability of an antipaladin^{APG} or the lay on hands ability of a paladin, using your legendary medium level as your level in either class. You are not limited in uses per day for this ability but must spend an assertion point every time you use this ability.



MARSHAL

A marshal spirit is a towering presence and an inspiration to others.

Spirit Bonus: When you channel a marshal, your spirit bonus applies on Charisma checks and Charisma-based skill checks, as well as on spirit surge rolls. This allows the bonus to apply twice to the total result if you use a spirit surge on a Charisma check or on a Charisma-based skill check.

Seance Boon: Choose a seance boon from any of the other legends to benefit from. When using the shared seance class feature, each participant can choose a different boon. In addition, add your spirit bonus to the number of times you can use spirit surge in a round (you can't use it more than once on any given roll).

Marshal's Order (Base, Su): You can use your spirit surge on attack rolls, saving throws, ability checks, concentration checks, and skill checks rolled by you or any allies who participated in your seance as long as you have line of sight and line of effect. You can still use spirit surge only once per round.

Inspiring Call (Intermediate, Su): As a move action, you can grant all allies who can see and hear you a competence bonus equal to your spirit bonus on either saving throws or attack and damage rolls. You choose which bonus to grant each time you use inspiring call. This ability lasts for 1 round. If you have the decisive strike greater spirit power, you can use inspiring call as a swift action.

Decisive Strike (Greater, Su): You can spend one assertion point as a swift action to allow an ally who can see and hear you to make a single melee or ranged attack during your turn. You can use this ability as a standard action to instead allow the ally to perform any standard action.

Patron's Aid (Greater, Su): Once per day, you can call an outsider with a number of Hit Dice equal to or less than yours (maximum 18 HD) as if casting the appropriate *planar ally* spell. You do not need to pay the material component required to cast the spell, but you still must bargain with and pay the outsider for its services.

Sacred Domain (Supreme, Su): The first time you gain this ability, you create a personal demiplane (as per one created by *create greater demiplane*) which you can recreate whenever you invoke the living saint. Once per day, as standard action, you can create a projection of any willing creature currently within your demiplane. The projection is statistically identical to the creature in your demiplane (including any equipment the creature possesses), save that it and any created equipment disappear after a number of rounds equal to your medium level. Alternatively, rather than projecting a creature within your demiplane, you can use this ability to summon a creature or creatures as per *summon monster IX*.

Legendary Marshal (Supreme, Su): You can use a lesser spirit surge without spending assertion points. This lesser surge adds a maximum of 1d6 to the roll and does not apply your spirit bonus, regardless of other effects or abilities you have that alter your spirit surge.

MYSTIC (SPELLCASTING SPIRIT)

A mystic spirit harnesses immense psychic power.

Spirit Bonus: When you channel a mystic, your spirit bonus applies on caster level checks, Charisma checks and Charisma-based skill checks, and Will saves



Seance Boon: You gain a +2 bonus to caster level checks.

Mystic Lore (Base, Su): The Mystic is considered a spellcasting spirit, allowing you to use spirit spell slots while channeling it. In addition, you prepare two additional spells of every spell level you possess spell slots (including spirit spell slots) for. These spells can be taken from the spell lists of any class capable of casting psychic spells.

Plentiful Magic (Intermediate, Su): As part of casting a spell, you can spend an assertion point. If you do, you do not expend a spell slot when casting the spell.

Mental Offload (Greater, Su): You share the burden of utilizing psychic magic with your spirit. You may spend an assertion point as part of casting the spell to ignore any thought or emotion components of the spell.

Legendary Mystic (Supreme, Su): As part of casting a spell, you may spend an assertion point to ignore any immunities the target may possess against the spell. This does not negate any bonuses to AC or saving throws the target may have against the spell.

OVERMIND (SPELLCASTING SPIRIT)

An overmind spirit is a coalescence of immense psionic potential

Spirit Bonus: When you channel an overmind, your spirit bonus applies on concentration checks, Charisma checks, Charisma-based skill checks, and Will saves.

Seance Boon: Increase the save DCs of all of your spells and powers by 1

Overmind Psionics (Lesser, Su): The Overmind is considered a spellcasting spirit, allowing you to use spirit spell slots while channeling it. In addition, you prepare two psionic powers^{UP} of equivalent level to every spell level for which you possess spell slots (including spirit spell slots). These powers can be taken from any psionic power list. Rather than using power points, you may use spell slots to manifest these powers, with a spell slot being worth a number of power points equal to twice the spell slot's level -1 (you may spend multiple spell slots in the manifestation of a power and may utilize power points from other sources, so long as the total number of power points spent does not exceed your manifester level). Your manifester level for these prepared powers is equal to his caster level. You must

have an Charisma score of at least 10 + the power's level to manifest it and uses your Charisma modifier to calculate save DCs for these powers.

Spirit Focus (Intermediate, Su): You can spend an assertion point in order to gain psionic focus as a swift action. If you can gain multiple psionic foci, you gain only one of them.

Psionic Assertion (Greater, Su): You can spend an assertion point to ignore any spell resistance or power resistance targets may possess against one of your spells or powers.

Legendary Overmind (Supreme, Su): Once per day, you can manifest any single psionic power, except the power doesn't require spell slots or power points, and you can select a power of any level. The power may be augmented up to a point where its power point cost would equal your medium level.

RELUCTANT HERO

A reluctant hero is a spirit which defies description, an anomalous entity escalated unexpectedly to spiritual position

Spirit Bonus: Choose three of the following options. When you channel the Reluctant hero, your spirit bonuses applies to the three selected options.

- Strength checks and Strength-based skill checks
- Constitution checks and Constitution-based skill checks
- Dexterity checks and Dexterity-based skill checks
- Intelligence checks and Intelligence-based skill checks
- Wisdom checks and Wisdom-based skill checks
- Charisma checks and Charisma-based skill checks
- Fortitude Saves
- Reflex Saves
- Will Saves
- AC and CMD
- attack rolls, combat maneuver checks, and damage rolls
- concentration checks
- caster level checks
- magic talent caster level (if the medium channeling the Reluctant Hero is capable of utilizing magic talentsSoP)
- spirit surge rolls (this allows the bonus to apply twice to the total result if you use a spirit surge on a check that is also boosted).

Seance Boon: Choose a seance boon from any of the other legends to benefit from. When using the shared seance class feature, each participant can choose a different boon.



Sow Doubt (Base, Su): You can use your spirit surge to impose a penalty on attack rolls, saving throws, ability checks, concentration checks, and skill checks rolled by enemies as long as you have line of sight and line of effect. The penalty is equal to the benefit which would be applied by your spirit surge die. You can still use spirit surge only once per round.

Hero's Fortune (Intermediate, Su): When you use your spirit surge ability on one of your rolls, you may choose to reroll the die in addition to adding the bonus from your spirit surge.

Unlikely Performance (Greater, Su): as a swift action, you may spend an assertion point to negate one of the following conditions on you or an ally who participated in your seance which have line of sight or line of effect to: blinded, confused, cowering, dazed, dazzled, deafened, disabled, dying (though they still suffers hit point damage each round), energy drained, exhausted, fascinated, fatigued, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, stunned, or unconscious. The negation lasts for a number of rounds equal to your spirit bonus. If the effect would have continue to have effect after the duration of this ability expires, then the subject suffers the remaining duration of that effect as normal after the maneuver ends.

Legendary Hero (Supreme, Su): Once per day, when you or another creature would roll a d20, you may select the result of the die roll rather than having the creature roll.

STRANGER

A stranger spirit is an elusive and deadly combatant

Spirit Bonus: When you channel a stranger, your spirit bonus applies on attack rolls, combat maneuver checks, damage rolls, Dexterity checks, Dexterity-based skill checks, and Reflex saves. In addition, your movement speed increases by 5 feet for every point of your spirit bonus.

Seance Boon: You ignore the first 2 points of DR or energy resistance a target possesses against your attacks.

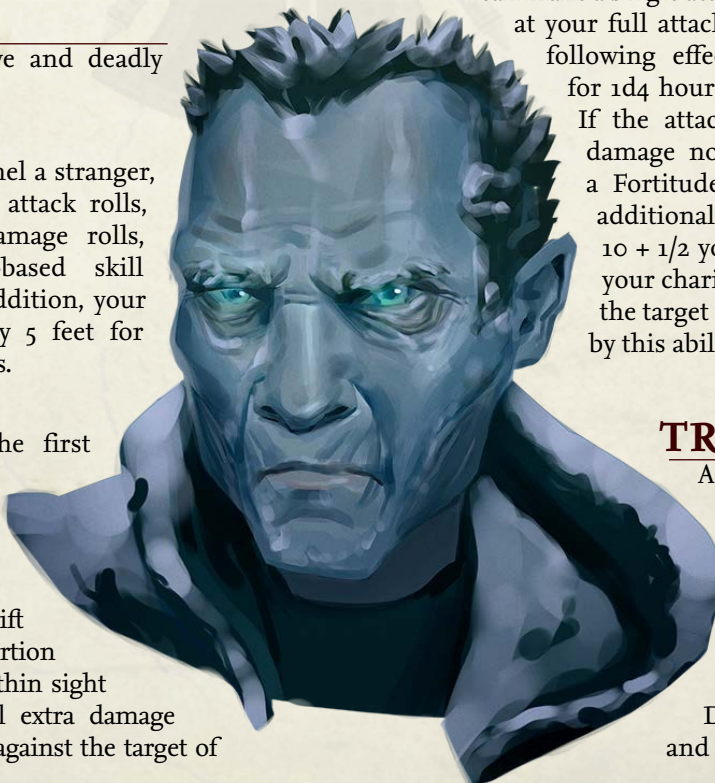
Dire Challenge (Base, Su): As a swift action, you can spend an assertion point and choose one target within sight to challenge. Your attacks deal extra damage whenever the attacks are made against the target of

this challenge. This extra damage is equal to your legendary medium level. Challenging a foe requires much of your concentration. You take a -2 penalty to Armor Class, except against attacks made by the target of your challenge. However, you gain a +2 bonus on saving throws against the abilities of a challenged creature. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

Daring Escape (Intermediate, Su): You can spend one assertion point in order to swap your position with that of a willing ally within 60 feet as a move action. This is a conjuration [teleportation] effect. The next medium spell you cast within 1 round after making this swap doesn't provoke an attack of opportunity. If you possess Shift Blame, you may use this ability as a swift action. If you possess Legendary Stranger, you may use this ability as an immediate action.

Shift Blame (Greater, Su): When you provoke an attack of opportunity from a given enemy, you can divert that attack of opportunity to another target of your choice within the attacker's reach. Afterward, the foe whose attack you diverted becomes immune to this ability for 24 hours. When you target a creature with a spell, spell-like ability, or supernatural ability, or when you fail a Bluff, Diplomacy, or Intimidate check, you can spend one assertion point to make the target believe another creature adjacent to you created the effect or attempted to lie to, convince, or bully the target.

Legendary Stranger (Supreme, Su): As a standard action, you can make a single attack against a challenged target at your full attack bonus, choosing one of the following effects: kill, knock unconscious for 1d4 hours, or paralyze for 2d6 rounds. If the attack succeeds, the target takes damage normally and must succeed at a Fortitude saving throw or suffer the additional effect. The DC for this save is $10 + \frac{1}{2}$ your legendary medium level + your charisma modifier. Whether or not the target succeeds, it cannot be targeted by this ability again for 24 hours.



TRICKSTER

A trickster spirit is a savvy and manipulative master of skills.

Spirit Bonus: When you channel a trickster, your spirit bonus applies on AC, Dexterity checks, skill checks, and Reflex saves.



Seance Boon: Choose one skill when you gain this seance boon. You gain a +2 bonus on skill checks using that skill.

Trickster's Edge (Base, Su): Choose any two skills. These skills count as class skills for you, and you are treated as if you had an additional number of ranks in those skills equal to your legendary medium level (to a maximum of your character level).

Surprise Strike (Intermediate, Su): You gain the Sneak Attack ability of a rogue of your legendary medium level. In addition, you may spend an assertion point to cause a creature to be considered flat-footed for the purpose of adding your sneak attack damage for 1 round.

Skill Mastery (Greater, Su): You can take 10 on any skill check, even in a stressful situation that would normally prevent it. In addition, you may spend an assertion point as part of making a skill check to treat the die roll as 15 rather than 10.

Legendary Trickster (Supreme, Su): Once per day, instead of rolling for a skill check, you can choose your d20 result. Additionally, you gain the ability to change form at will as if using greater polymorph, except that you can mimic the form of a specific individual.

ARCHETYPES

I look upon your history and see only failures, beings who dreamt to make the very heaven their property but who were all inevitably brought down by their own ineptitude. This pitiful legacy of your mortality stretches uninterrupted from the first of your ilk to the fool who created me. No, my power comes from possibilities, futures which you have never realized because some pathetic whim has always gotten in the way. For an entity such as I, however, these possibilities are no longer mere dreams.

-Final Imperative, psychic AI and high sovereign of the Estariax system

CAPRICIOUS CHANNELER

By calling upon otherworldly and primordial spirits, a capricious channeler learns to warp his body into various shapes with increasingly complex and diverse abilities.

Formchange (Su): At 3rd level, the capricious channeler gains the ability to change his form as part of invoking a spirit. When he invokes a spirit, he may change his shape as per *Alter Self*. The form chosen must be that of a type of creature the capricious channeler is familiar with. This

changed shape lasts for as long as the capricious channeler continues to channel the spirit, ending when the spirit leaves his body.

At 19th level, the capricious channeler can spend an assertion point as a free action to change form into a different form allowed by formchange.

This ability replaces the spirit affinities gained at 3rd and 19th levels.

Capricious Affinities: The capricious channeler can select the following spirit affinities

Brute Form: When invoking a spirit, you can use formchange to take the form of a monstrous humanoid as per *monstrous physique I^{UM}*. If you are at least 7th level, you may instead change form as per *monstrous physique II^{UM}*. If you are at least 9th level, you may instead change form as per *monstrous physique III^{UM}*. If you are at least 11th level, you may instead change form as per *monstrous physique IV^{UM}*. If you are at least 13th level, you may instead change form as per *giant form I*. If you are at least 15th level, you may instead change form as per *Giant Form II*.

Draconic Form: When invoking a spirit, you can use formchange to take the form of a dragon as per *form of the alien dragon I^{LoD}*, *form of the dragon I*, or *form of the exotic dragon I^{LoD}*. If you are at least 13th level, you may instead change form as per *form of the alien dragon II^{LoD}*, *form of the dragon II*, or *form of the exotic dragon II^{LoD}*. If you are at least 15th level, you may instead change form as per *form of the alien dragon III^{LoD}*, *form of the dragon III*, or *form of the exotic dragon III^{LoD}*. You must be at least 11th level to select this spirit affinity.

Elemental Form: When invoking a spirit, you can use formchange to take the form of an elemental as per *elemental body I*. If you are at least 9th level, you instead change form as per *elemental body II*. If you are at least 11th level, you instead change form as per *elemental body III*. If you are at least 13th level, you instead change form as per *elemental body IV*. You must be at least 7th level to select this affinity.

Enhanced Transformation: When changing shape with formchange, you may reduce an ability score penalty by 2 (minimum 0) or increase an ability score bonus by 2 provided that the bonus is provided by the transformation.

Feral Form: When invoking a spirit, you can use formchange to take the form of an animal or magical beast as per *beast shape I*. If you are at least 7th level, you instead change form as per *beast shape II*. If you are at least 9th level, you instead change form as per *beast shape III*. If you are at least 11th level, you instead change form as per *beast shape IV*.

Fey form: When invoking a spirit, you can use formchange to take the form of a fey as per *fey form I^{UW}*. If you are at least 9th level, you instead change form as per *fey form II^{UW}*. If



CHAMPION OF LEGEND

Learning the techniques of martial masters from across existence, Champions of Legend complement their spiritual mastery with advanced martial understanding.

Maneuvers: The champion of legend chooses any three disciplines^{PoW} to be available to him at first level, and always knows all maneuvers of these disciplines that he is capable of initiating, so long as they are at or below the maximum maneuver level listed on Table: Champion of Legend Maneuver Progression and he otherwise meets the prerequisites to learn them. Other methods that add maneuvers to his maneuvers known, such as prestige classes or the Advanced Study^{PoW} feat, do not need to obey the level limits in the table, though he must qualify for them as normal.

Once the champion of legend knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by champions of legend is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A champion of legend's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

A champion of legend's initiation modifier is Charisma, and each champion of legend level is counted as a full initiator level.

you are at least 11th level, you instead change form as per fey form III^{UW}. If you are at least 15th level, you instead change form as per fey form IV^{UW}.

Macabre Form: When invoking a spirit, you can use formchange to take the form of an undead as per undead anatomy I^{UM}. If you are at least 9th level, you instead change form as per undead anatomy II^{UM}. If you are at least 11th level, you instead change form as per undead anatomy III^{UM}. If you are at least 15th level, you instead change form as per undead anatomy IV^{UM}.

Verdant Form: When invoking a spirit, you can use formchange to take the form of a plant as per plant shape I. If you are at least 11th level, you instead change form as per plant shape II. If you are at least 13th level, you instead change form as per plant shape III. You must be at least 9th level to select this spirit affinity.

Verminous Form: When invoking a spirit, you can use formchange to take the form of a vermin as per vermin shape I^{UM}. If you are at least 7th level, you instead change form as per vermin shape II^{UM}.

Maneuvers Readied: A champion of legend can ready three maneuvers from his chosen disciplines at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. The number of maneuvers he may ready at any given time is given on table: Champion of Legend Maneuver Progression. A champion of legend must always ready his maximum number of maneuvers readied. He readies his maneuvers whenever he invokes a spirit or by meditating for ten minutes. The maneuvers he chooses remain readied until he decides to change or expend them. The champion of legend does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes in meditating, he can change his readied maneuvers.

A champion of legend begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).



TABLE: CHAMPION OF LEGEND MANEUVERS PROGRESSION

Level	Readied	Stances	Max Level
1	3	1	1
2	3	1	1
3	3	1	1
4	4	2	2
5	4	2	2
6	4	2	2
7	4	2	3
8	4	2	3
9	4	2	4
10	5	3	4
11	5	3	5
12	5	3	5
13	5	3	6
14	5	3	6
15	6	4	6
16	6	4	6
17	6	4	6
18	6	4	6
19	6	4	6
20	7	4	6

As a full-round action, the champion of legend may concentrate to tap the combat knowledge of his spirit. When he does, he regains a number of expended maneuvers equal to his charisma modifier (minimum 2) and gains a free use of spirit surge which must be used by the end of his next turn.

This ability replaces spellcasting and knacks (see Trading Out Spellcasting and Spellcasting Spirits).

Stances: When he invokes a spirit, a champion of legend gains knowledge of one stance from any discipline open to him. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through champion of legend levels is limited by those listed in Table: Champion of Legend Maneuver Progression. Unlike maneuvers, stances are not expended and the champion of legend does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Warrior's Lore (Su): A champion of legend can select the following spirit affinities in addition to the spirit affinities available to other legendary mediums.

Diverse Lore: Choose a martial discipline. You always know all maneuvers of this discipline according to the same restrictions as your other champion of legend disciplines. This discipline is considered one of your chosen disciplines for the purpose of feats such as Advanced Study. This spirit affinity can be selected multiple times.

Martial Bond: Whenever you initiate a boost which would affect allies, creatures which took part in your seance with you can be targeted with the boost from any distance.

DEVOTED MEDIUM

The devoted medium forms close attachments to the spirits of their family, homeland, faith, or nation, pledging themselves body and mind so that these entities might act through him. Through this intimate bond, a unique synthesis is formed between the Devoted Medium and the many spirits within him.

Diminished Spirit Bonus: Due to channeling multiple spirits, the devoted medium's abilities are weakened. His spirit bonus is one point lower than it would be for a medium of his level (minimum +0). This decreases to 2 points lower at 12th level.

Pact of Dedication: Rather than Charisma, the Devoted Medium may use Wisdom to determine the effects of their spellcasting, assertion points, and any other Legendary Medium class features which would normally be based on Charisma.

Devoted Spirits (Su): A Devoted Medium chooses which spirits they will invoke when he prepares his spells for the day, and cannot invoke any other spirits until he prepares his spells again. However, the Devoted Medium can invoke two spirits at the same time at first level, gaining the abilities granted by both spirits (if multiple spirits apply their spirit bonus to the same type of roll, it is only applied once). This does not cause the Devoted Medium to gain more spirit feats than a normal medium would.

At 10th level, a Devoted Medium can select a third spirit to invoke when he prepares spells, gaining its abilities in addition to those of the first two spirits.

This ability modifies Spirit and replaces Trance of Many.



Exalted Scion (Su): At 20th level, the Devoted Medium becomes the perfect embodiment of his cause. Whenever he would roll a 10 or less on a d20 roll which his spirit bonus is applied to, the Devoted Medium may instead treat the die as having rolled an 11. This ability replaces Astral Beacon

ESSENCE WEAVER

Akasha is unique among magical forces, possessing no inborn personality or willpower. As a result, akasha users almost never become spirits themselves. However, akasha provides a valuable tool for the binding and manipulation of spirits, one which mediums known as essence weavers make liberal use of.

Essence-Bound Spirits (Su): Each day when he prepares his spells, an essence weaver makes all his spirit power choices as if he were channeling one spirit of each of the legends. He does not always possess the seance boon, spirit bonus, spirit powers, or spirit surge ability from any of these spirits.

Instead, the essence weaver can invest essence into his spirits to call upon their abilities. For every point of essence invested in a spirit, the essence weaver benefits from one point of that spirit's spirit bonus (if multiple spirits would provide their spirit bonuses to the same roll, the essence weaver benefits only from the highest spirit bonus). The essence weaver must have at least one point of essence invested in a spirit to use its base spirit ability and seance boon, at least two points to use its intermediate spirit ability, three to use its greater spirit ability, and four to use its supreme spirit ability (the essence weaver gains access to these abilities at the same level that a normal legendary medium would).

This ability alters spirit and spirit bonus and replaces spirit feats.

Essence Pool: Starting at first level, the essence weaver gains an essence pool^{AM} equal to half his essence weaver level (minimum 1).



Selective Essence (Su): Starting at 10th level, whenever the essence weaver has a single point of essence invested in a spirit, he chooses whether to gain the benefits of the spirit's base spirit ability or its intermediate spirit ability.

At 14th level, whenever the essence weaver has exactly two points of essence invested in a spirit, he chooses two from the spirit's base, intermediate, and greater spirit abilities to gain the benefits of.

At 18th level, whenever the essence weaver has exactly three points of essence invested in a spirit, he chooses three from the spirit's base, intermediate, greater, and supreme spirit abilities to gain the benefits of.

This ability replaces Trance of Many

Channeler of Infinity (Su): At 20th level, the essence weaver is no longer limited in his array of spiritual abilities. He makes all of his spirit power choices when he prepares his spells as normal, but can spend 10 minutes exchanging these spirit power choices for other acceptable spirit power choices.

This ability replaces Astral Beacon

EVERYMAN

Drawing upon mundane spirits from across existence, the Everyman Medium extends beyond the typical structures of legends to embrace the abilities of a much wider variety of entities at once.

Diminished Spirit Bonus: An everyman's spiritual potency is reduced due to the pluralistic and frequently mundane nature of his spirits. His spirit bonus is one point lower than it would be for a medium of his level (minimum +0). This decreases to 2 points lower at 12th level.

Custom Spirit: Rather than channeling distinct spirits as a normal medium, an everyman creates a custom spirit from the spiritual energy of many different individuals. The custom spirit provides a variable spirit bonus and seance boon as the reluctant hero spirit. For the Custom Spirit's Base, Intermediate, Greater, and Supreme abilities, the everyman chooses one ability of each category from other spirits a normal medium is capable of invoking (for example, a custom spirit could grant the Archmage Arcana base spirit ability, the Spell Combat intermediate spirit ability, the Fleet Charge greater spirit ability, and Legendary Hero supreme spirit ability). This ability replaces Spirit.

Manifold Affinities: Every time the everyman invokes a new spirit, he may exchange any of his spirit affinities for new affinities which he meets the prerequisites for. This ability modifies Spirit Affinities.

LOREMASTER

By studying the esoteric magics of the spirits, Loremasters have learned to channel the raw knowledge of the ages without having to incur the erratic and frequently deceptive favor of the spirits. A Loremaster's intellect is his greatest weapon, one that take the shape of any threat he desires.

Scholarly Meditations: Rather than Charisma, the Loremaster may use Intelligence to determine the effects of their spellcasting, assertion points, and any other Legendary Medium class features which would normally be based on Charisma.

Focused Spiritualism (Su): A Loremaster can never add their spirit surge die to his own die rolls. However, the Loremaster's spirit bonus is 1 higher than a normal spiritualist's of equal level starting at 1st level. This improves by an additional +1 at 10th, 14th, and 18th levels. This ability modifies Spirit Bonus and Spirit Surge.

OCCULT WARDEN

Whereas most mediums keep their spirits inside them, occult wardens have learned to transform their spirits into companions who fight alongside them.

Spirit Companion (Su): When an occult warden invokes a spirit, they also create a manifestation of the spirit identical to the phantom companion of a spiritualist^{OA} of his occult warden level. This spirit will not suffer being confined in a mortal's consciousness and must be manifested in ectoplasmic or incorporeal form so long as the occult warden is channeling them. These spirit companions each have an emotional focus (chosen when they are invoked) and gain several unique abilities based on the spirit the occult warden is channeling.

Archmage: The spirit companion gains two first-level sorcerer/wizard spells as spell-like abilities, chosen at the time it is invoked. It can use each spell-like ability a number of times per day equal to its Hit Dice, which it uses in place of a caster level. At 12th level, it can also cast one 2nd-level sorcerer/wizard spell and one 3rd-level sorcerer/wizard spell once per day as spell-like ability (once again chosen when the archmage spirit is invoked).

Bound: The spirit companion can invoke misfortune on a specific target within 30 feet as a move action, imposing a -2 penalty on AC and saving throws for 1 minute or until the



spirit companion targets another with this ability. At 12th level, this penalty improves to -3 and this ability can be used as a swift action.

Champion: The spirit companion gains a single combat feat as a bonus feat, treating the occult warden's legendary medium level as its fighter level and base attack bonus for the purpose of meeting prerequisites. At 12th level, it gains two additional feats as bonus feats.

Genius: The spirit companion's attacks are considered magic, cold iron, and silver for the purpose of overcoming damage reduction. At 12th level, they are also considered to be adamantite and the same alignment as the occult warden.

Guardian: The spirit companion gains a +2 natural armor bonus when it manifests in its ectoplasmic form, and a +2 deflection bonus to AC when it manifests in its incorporeal form. At 12th level, the spirit companion increases its maximum hit points by twice its number of Hit Dice and the bonuses to AC improve from +2 to +4.

Hierophant: The spirit companion gains two first-level cleric spells as spell-like abilities, chosen at the time it is invoked. It can use each spell-like ability a number of times per day equal to its Hit Dice, which it uses in place of a caster level. At 12th level, it can also cast one 2nd-level cleric spell and one 3rd-level cleric spell once per day as spell-like ability (once again chosen when the hierophant spirit is invoked).

Living Saint: The spirit companion gains an aura out to 10 feet which provides a +1 insight bonus to AC and saving throws to all allies within. At 12th level, this aura increases to 20 feet and the bonus increases to +2.

Marshal: The spirit companion can fill its allies with its triumphant spirit as a standard action, granting them a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls for a

number of rounds per day equal to 2 + its Charisma modifier. At 5th level and every 5 levels thereafter, these bonuses improve by 1. These rounds need not be consecutive. At 12th level, if the spirit companion is hit by an attack of opportunity, it can use an immediate action to allow an ally to make an attack of opportunity against the creature that attacked the spirit companion if it's within the ally's melee reach.

Mystic: The spirit companion gains two first-level psychic spells as spell-like abilities, chosen at the time it is invoked. It can use each spell-like ability a number of times per day equal to its Hit Dice, which it uses in place of a caster level. At 12th level, it can also cast one 2nd-level psychic spell and one 3rd-level psychic spell once per day as spell-like ability (once again chosen when the mystic spirit is invoked).

Overmind: The spirit companion gains two first-level psion/wilder powers as psi-like abilities, chosen at the time it is invoked. It can use each psi-like ability a number of times per day equal to its Hit Dice, which it uses in place of a manifester level. At 12th level, it can also manifest one 2nd-level psion/wilder power and one 3rd-level psion/wilder power once per day as psi-like ability (once again chosen when the archmage spirit is invoked).

Reluctant Hero: A number of times per day equal to its Hit Dice, the spirit companion may reroll any die roll which results in a 1 as an immediate action. At 12th level, it can reroll any die roll which results in a 1 or 2.

Stranger: A number of times per day equal its charisma modifier, the spirit companion may attempt to smite a creature. This function's as the Smite Evil ability of a Paladin of the spirit companion's Hit Dice, save that it functions on creatures of any alignment. At 12th level, the spirit companion may expend two uses of this smite ability to grant the ability to smite to all allies within 10 feet, using its bonuses. Allies must use this smite evil ability by the start of the spirit companion's next turn and the bonuses last for 1 minute. Using this ability is a free action.

Trickster: The spirit companion gains the sneak attack rogue class feature as a rogue of a level equal





TABLE: PHRENIC INVOKER

Phrenic Invoker Level	Power Points/day	Spellcasting Spirit Bonus Power Points/day	Powers Known	Maximum Power Level Known	Maximum Spell/Power Level Known (from Spellcasting Spirit
1	0	1	-	-	1st
2	0	2	-	-	1st
3	0	4	1	1st	1st
4	1	5	1	1st	2nd
5	2	6	2	1st	2nd
6	3	9	2	1st	2nd
7	5	11	3	2nd	3rd
8	7	13	3	2nd	3rd
9	9	15	4	2nd	3rd
10	11	17	4	2nd	4th
11	14	22	5	3rd	4th
12	17	27	5	3rd	4th
13	20	32	6	3rd	5th
14	24	36	6	3rd	5th
15	28	40	7	4th	5th
16	32	48	7	4th	6th
17	37	55	8	4th	6th
18	42	62	8	4th	6th
19	47	69	9	4th	6th
20	52	76	9	4th	6th

to the spirit companion's Hit Dice. At 12th level, whenever the spirit companion is in darkness or dim light, it can move at full speed without taking a penalty on Stealth checks.

This ability replaces spellcasting and knacks (see Trading Out Spellcasting and Spellcasting Spirits).

Spiritual Divide (Su): An occult warden is capable of storing his spirit companion within his consciousness, as the shared consciousness ability of a spiritualist of his legendary medium level. The occult warden does not gain Skill Focus when keeping the spirit companion within his body. However, the occult warden only gains the benefits of his spirit bonus when his spirit companion is confined within his consciousness. This ability modifies spirit bonus.

Etheric Tether (Su): This functions as the spiritualist ability of the same name, using the occult warden's legendary medium level in place of his spiritualist level.

Spirit Recall (Su): At 7th level, by spending an assertion

point as either a swift or an immediate action, an occult warden can call his manifested spirit companion to his side or back into his consciousness. This ability functions as *dimension door*, using the occult warden's class level as the caster level. The spirit companion appears adjacent to the occult warden (or as close as possible, if all adjacent spaces are occupied). This ability replaces the spirit affinity gained at 7th level.

PHRENIC INVOKER

Although all mediums call upon spirits in various forms, most prefer to operate using magical means. Phrenic invokers eschew such practices, harnessing psionic power taken from alien entities

Powers Points/Day

A phrenic invoker's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: Phrenic Invoker. In addition, he receives bonus power points per day if he has a high Charisma



score (see Table: Ability Modifiers and Bonus Power Points) His race may also provide bonus power points per day, as may certain feats and items.

A phrenic invoker gains an additional number of powers points when channeling a spellcasting spirit, as detailed on Table: Phrenic Invoker. These power points are usable only when channeling a spellcasting spirit and are consumed before the phrenic invoker's base power points.

Powers

Rather than spells, a phrenic invoker gains psionic powers from the spirits he invokes. These powers are taken from the psion/wilder power list^{UP}, and are limited by the phrenic invoker's maximum power level known (see Table: Phrenic Invoker). The number of times a phrenic invoker can manifest powers in a day is limited only by his daily power points.

A phrenic invoker never needs to prepare powers ahead of time; he draws them from his connection to the spirits when needed. When a phrenic invoker recovers his daily power points after resting, he may choose to rotate one or more powers he knows for new ones. These powers must always be chosen from the psion/wilder power list, and the maximum number of powers the phrenic invoker may know at any one time in this fashion is listed on Table: Phrenic Invoker. If a phrenic invoker learns a power through other means, such as the Expanded Knowledge feat or *psychic surgery*, this

power is known in addition to his normal powers. He may never exchange it for another power from when he chooses his powers known, and it doesn't count against his limit of powers known at any one time.

The Difficulty Class for saving throws against phrenic invoker powers is 10 + the power's level + the phrenic invoker's charisma modifier.

When channeling a spellcasting spirit, a phrenic invoker does not gain additional spell slots under any circumstances. Rather, he gains additional power points and learn new powers. The level of powers that he can learn from a spellcasting spirit that grants powers (such as the Overmind spirit is listed on Table: Phrenic Invoker. When learning spells or powers in this way, the phrenic invoker gains spells or powers as if he could cast spells of each level that he can manifest powers (this includes the increased levels from channeling a spellcasting spirit). When the phrenic invoker would learn spells from a spellcasting spirit, he may spend power points rather than spell slots to effectively manifest the spells. Manifesting a spell in this way costs a number of power points equal to twice the spell's level -1 (minimum 1 for powers of at least 1st level).

This ability replaces spells.

Psionic Knacks (Ps)

A phrenic invoker learns to utilize several minor psionic abilities. He gains two psionic talents taken from any power list. Any time he regains power points, he may exchange these talents.

This ability replaces Knacks

REVENANT SPIRIT

Sometimes a soul destined for legendary accomplishments simply refuses to pass from this world, no matter what forces would attempt to end them.

Channel Self (Su): A revenant spirit is essentially a bodiless spirit possessing a spiritless body of his race (this can be his own body, but doesn't have to be, and regardless of form it retains the physical ability scores of the revenant spirit's original body). "The revenant spirit" refers to this spirit. The revenant spirit can perform a seance as normal to invoke spirits so long as he has a body. This functions as a legendary medium's normal seance.

Generally, a revenant spirit's spirit is completely ineffectual without a body to inhabit, and won't leave the body under most





circumstances. However, certain abilities gained at higher levels enable a revenant spirit to operate independently of their body.

At the GM's discretion, a dead character of another class with an intact body who has earned enough experience points to level up can take a level in legendary medium and gain the revenant spirit archetype, and a dead legendary medium might be able to gain this archetype. Similarly, a character who dies may choose to replace any levels they have with revenant spirit levels on a one-for-one basis. In any case, being revived from gaining the revenant spirit archetype does not impart any negative levels or other ill effects.

Wracking Power (Su): At 3rd level, the revenant spirit learns to channel his spiritual abilities while taxing his body. In place of spending an assertion point, the revenant spirit may choose to take one point of burn (as the legendary kineticist^{LK} ability). When burn would be used for a spirit surge, the result of the spirit surge is increased by 2 and it does not count against your maximum number of spirit surge uses per round. A revenant spirit's body can suffer a total amount of burn at a time equal to $\frac{1}{2}$ the revenant spirit's legendary medium level + the revenant spirit's charisma modifier. This ability replaces the spirit affinity gained at 3rd level.

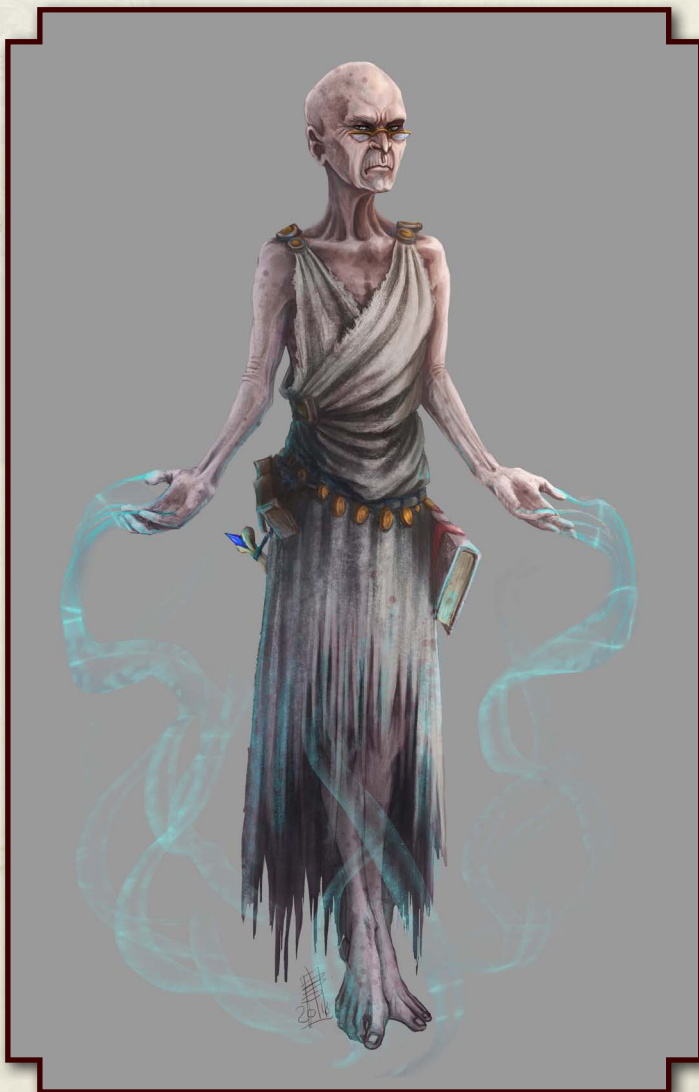
Bodily Detachment (Ex): At 5th level, the revenant spirit learns to overcome the limits of his physical body. He gains Endurance and Diehard as bonus feats. At 9th level, he becomes immune to fatigue, exhaustion, and pain effects. This ability replaces the spirit feats gained at 5th and 9th levels.

Shed Body (Su): At 13th level, the revenant spirit gains the ability to leave his body behind completely, gaining a range of abilities in his spiritual state. By spending an assertion point as a standard action, the revenant spirit can become incorporeal for a number of rounds equal to his spirit bonus. When the duration of this effect would expire, the revenant spirit can spend an additional assertion point as a free action to extend the effect an additional number of rounds equal to his spirit bonus. This ability replaces the spirit feat gained at 13th level.

Spirit Maelstrom (Su): At 17th level, the revenant spirit can enter a state of absolute spiritual power, destroying his body in the process. As free action once per day, the revenant spirit can enter the spirit maelstrom state for one minute. While in this state, the revenant spirit is considered to have unlimited assertion points and is not limited in the number of times per round he may use his spirit surge (he still may not use his spirit surge multiple times on the same roll). The result of any spirit surge used while in the spirit maelstrom state is increased by 4. When the spirit surge ends, the revenant spirit's physical body

is destroyed, trapping the revenant spirit in their incorporeal state for 1 hour. At the end of this time, the revenant spirit forms a new physical body which resembles their previous body (though not always perfectly). This ability replaces the spirit feat gained at 17th level.

Ascended Spirit (Su): At 20th level, the revenant spirit's enduring will transforms him into a full-fledged spirit, a being which no longer requires a physical body. There is no longer a limit to the amount of time he can spend in his incorporeal state, and he adds his Charisma bonus as a deflection bonus to his AC while incorporeal. A revenant spirit can attempt a saving throw to bypass any spells that prevent entry of incorporeal creatures (such as *anti-incorporeal shell*), even if the spells don't normally allow one. In addition, any allies which participated in the revenant spirit's seance can use any of the revenant spirit's abilities which require spending assertion points, although the revenant spirit must expend the assertion points himself (he may choose not to spend points, but the ally then does not gain the benefit of the ability). This ability replaces Astral Beacon.





SPIRIT DANCER

Harnessing the powers of many spirits at once, the Spirit Dancer channels a wide variety of mystical powers, swapping between them as needed.

Spirit Dance (Su) Each day when he prepares his spells, a spirit dancer makes all his spirit power choices as if he were channeling one spirit of each of the legends. He does not always possess the seance boon, spirit bonus, spirit powers, or spirit surge ability from any of these spirits.

Instead, he can enter a spirit dance as a free action to gain the aforementioned abilities from one of the spirits he prepared during his seance for the duration of his spirit dance. He can end his spirit dance or change which spirit he is utilizing with spirit dance as a free action. A spirit dancer continues to track daily uses of abilities from each of his spirits even while he is not in a spirit dance. This ability alters spirit and spirit bonus and replaces spirit feats.

Spirit Aura (Su) At 2nd level, a spirit dancer's weaving forms create an aura that grants his current seance boon to all allies within 30 feet. When he grants a seance boon that requires a decision, each ally makes the appropriate decision the first time that ally receives that spirit's aura each day. That decision remains in effect if the ally is affected by that spirit's aura again later that day. This ability replaces shared seance.

Spirit Troika (Su) At 10th level, a spirit dancer learns to dance with two partners. When using spirit dance, he gains access to the abilities of any two spirits he prepared during his seance (if both spirits apply their spirit bonus to the same type of roll, it is only applied once). He may select a third spirit starting at 18th level. This ability replaces trance of many.

Dance of Infinite Forms (Su) At 20th level, a spirit dancer has perfected his dance, binding a large number of spirits to his will at once. By spending an assertion point when using spirit dance, a spirit dancer can gain the benefits of channeling up to six spirits at once for 1 round.

This ability replaces astral beacon.

STORYTELLER

Gathering tales from across the world, the Storyteller channels legends from history and folklore into powerful magical forces that grant him legendary capabilities

Divided Focus (Ex): A storyteller's connection to their individual spirits is weaker. As a result, their spirit bonus is always one lower than normal.

Storyteller's Performance (Su): a storyteller gains the ability to recall snippets of tales that are relevant to the current situation. This ability is similar in all respects to bardic performance as used by a bard of the storyteller's legendary medium level (including interactions with feats, spells, and other abilities), and can use any Perform skill as the storyteller's performance skill. However, a storyteller gains only the following types of bardic performance: inspire courage (1st level), inspire competence (3rd level), inspire greatness (11th level), and inspire heroics (15th level). This ability replaces assertion pool as well as the spirit affinities gained at 3rd, 11th, and 15th levels.

Spontaneous Lore (Su): a storyteller can expend two rounds of storyteller's performance in place of an assertion point for the purpose of any ability which requires assertion points to be used. By spending four rounds of performance, the storyteller can use their spirit surge on any of their d20 rolls.

Talespinner's Invocation (Su): When invoking a spirit, a storyteller may choose to gain the following abilities in place of an intermediate, greater, or supreme spirit ability (this includes spirit abilities gained from abilities such as Trance of Many).

Learn the Story (Intermediate, Su): You can perform for a full minute, spending 10 rounds of storyteller's performance, to gain the effects of retrocognition. If you possess Epic of Legends, you can spend $1d4 \times 10$ minutes and 10 rounds of storyteller's performance to gain the effects of legend lore. The subject must be at hand for the legend lore to function. If you possess Living Story, you can spend a standard action and 1 round of storyteller's performance to gain the effects of vision on any subject.

Epic of Legends (Greater, Su): When using storyteller's performance, you may perform the epic of legends. This grants your spirit bonus to all allies within range of your performance.

Living Story (Supreme, Su): You sweep others away into a story of your own making. You must perform for 1 full round, telling a tale to set the snare for your living story and spending 1 round of storyteller's performance. At the end of that round, you can affect up to 30 Hit Dice of listeners within range with microcosm. Unlike with a normal microcosm, this is also a sonic and language-dependent ability, and a creature with more Hit Dice than you that succeeds at its save is immune to your living story ability for 24 hours.



THANATIC VISIONARY

A thanatic visionary harnesses magics of a different sort to control the spirits and shape the world around her.

Proficiencies: A thanatic visionary is proficient with simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, she may select a martial tradition of her choice.

This modifies weapon and armor proficiencies.

Casting: A thanatic visionary may combine spheres and talents to create magical effects. A thanatic visionary is considered a low-caster, and uses Charisma as her casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces the spells and knacks class features.

Spell Pool: A thanatic visionary gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her Charisma modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A thanatic visionary gains a magic talent^{SoP} or combat talent^{SoM} at 1st level and every level thereafter.

Exclusive Spirit (Su): A thanatic visionary loses access to all spellcasting spirits. In their place the thanatic visionary gains access to spherecaster spirit (spellcasting spirits can still be selected with the Trance of Many and Astral Beacon abilities). This modifies the spirit class feature.

Supernaturally Perceptive: A thanatic visionary gains either the Divination^{SoP} sphere or the Fate^{SoP} sphere at 1st level. If the thanatic visionary already has the selected sphere, she instead gains a single talent from the chosen sphere

Spirit's Aptitude (Su): When channeling a spirit which applies its spirit bonus to attack rolls, the thanatic visionary treats her base attack bonus as a number of points higher equal to the value of her spirit bonus for the purpose of determining the effects of combat talents.

When channeling the Guardian spirit, the thanatic visionary may choose to select two talents from the Guardian^{SoM} or Berserker^{SoM} spheres in place of gaining the Guardian's base spirit ability. If you do, your base attack bonus is treated as a number of points higher equal to your spirit bonus for the purpose of Guardian and Berserker Sphere abilities.

Shared Sight (Su): At 2nd level a thanatic visionary may as a free action touch an ally and grant them the benefit of a divine, motif^{TAH}, or sense talent or ability that the thanatic visionary possesses so long as she remain touching. You may not have more allies affected by this ability higher than your spirit bonus or casting ability modifier (whichever is higher). This replaces the shared seance class feature.

Spirit Communion: At 3rd level, the thanatic visionary may channel spirit allies into herself, temporarily gaining their knowledge and experience. As a standard action, she may grant herself the benefit of any one Divination or Fate talent she doesn't possess by spending an assertion point. She must possess the prerequisite sphere to select a talent from it. The talent remains available to use for 10 minutes. If she does not use the talent within that time, the effect ends, otherwise the ability lasts for the talent's duration. Multiple uses of this ability do not stack. If she uses this ability again before the previous duration has expired, it replaces the previous use. This replaces the spirit affinity gained at 3rd level.

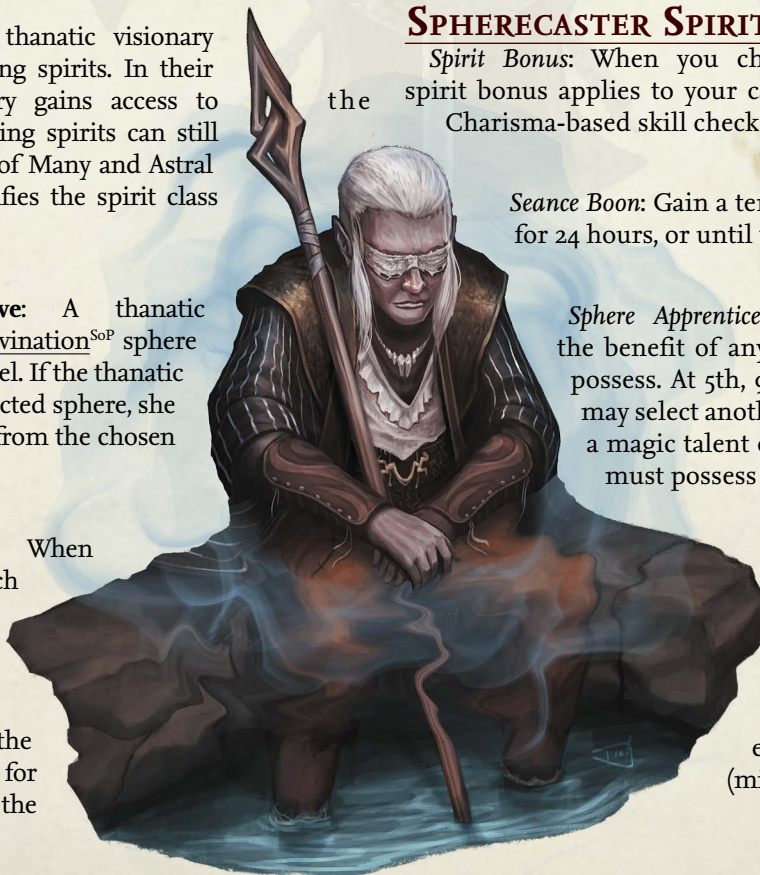
SPHERECASTER SPIRIT

Spirit Bonus: When you channel a spherecaster, your spirit bonus applies to your caster level, Charisma checks, Charisma-based skill checks, and Will Saves.

Seance Boon: Gain a temporary spell point that lasts for 24 hours, or until you change spirits.

Sphere Apprentice (Base, Su): Grant yourself the benefit of any one magic talent you don't possess. At 5th, 9th, 13th, and 17th levels, you may select another magical talent. If you gain a magic talent other than a base sphere, you must possess that talent's base sphere.

Sphere Surge (Intermediate, Su): You may spend assertion points when using sphere ability to reduce the spell cost of a sphere talent or ability you use by 1 for every assertion point spent (minimum 0).





Sphere Adept (Greater, Su): As a move action, you may spend an assertion point to grant yourself one magic talent that you do not possess. This magic talent lasts for 1 minute. Multiple uses of this ability do not stack. If you use this ability again before the previous duration has expired, it replaces the previous use. If you possess the Sphere Master ability, you may use this ability as a swift action.

Sphere Master (Supreme, Su): By spending an assertion point, you may reduce the casting time or concentration action of one sphere ability by one step.

TABLE: AKASHIC ESSENCE CAPACITY

Class Level	Essence Capacity
1st–5th	1
6th–11th	2
12th–17th	3
18th–20th	4

TRADING OUT SPELLCASTING AND SPELLCASTING SPIRITS

Several archetypes and character options trade out the legendary medium's base spellcasting abilities, which may cause problems when a legendary medium with no spells prepared and no spell slots channels a spellcasting spirit which would normally grant more of both.

A legendary medium with no base spellcasting is treated as having a caster level equal to his legendary medium level and one spirit spell slot of each level for which a spellcasting would have a spirit spell slot. He does not gain bonus spell slots for having a high charisma modifier.

CLASSIC MEDIUM ARCHETYPES

The following archetypes are designed for use with the standard medium class found in Pathfinder Roleplaying Game Occult Adventures, rather than the legendary kineticist presented in this book.

ANCESTRAL FURY (BARBARIAN ARCHETYPE)

Some respected barbarian chiefs receive their rage abilities from contact with the spirits of the ancestors. These are sought by their tribe mates as conduits to the afterlife and founts of wisdom.

Class Skills: An ancestral fury adds Sense Motive to her list of class skills. This alters the barbarian's class skills.

Sensitive (Ex): An ancestral fury may take the Psychic Sensitivity feat in place of a rage power.

Ancestor Spirit (Su): At 4th level, an ancestral fury can perform a seance to call one ancestor's spirit as her spirit guide. She selects one medium spirit to call with this ability; that spirit is the only one that the ancestral fury may channel. The ancestral fury gains spirit, spirit bonus, spirit surge, spirit powers, and taboo abilities as a medium of her barbarian level –3. Her allies cannot participate in this seance. If the selected spirit's lesser power would normally grant extra spells to a medium, the ancestral fury gains instead one 1st-level spell from the appropriate list, to use once per day as a spell-like ability.

Since the ancestral fury knows well her spirit guide, she doesn't need to find an appropriate location to channel it. Once a voice of the ancestors selects a choice for taboo and spirit powers, those choices are set; she can't select a different option each time she channels her ancestor. This replaces the 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th level rage powers.

Ask the Spirits (Sp): At 17th level, the ancestral fury gains the medium's ask the spirits ability. This replaces tireless rage.

HUNTSMAN (MEDIUM ARCHETYPE)

In some ways, huntsman mediums hearken back to earlier times, in that they are expert trackers and hunters, and cannot channel more "sophisticated" legendary spirits such as the archmage or hierophant. Despite representing an older tradition, there are plenty of huntsmen in the current day, and many also gain the worldly medium archetype (see below). They have much in common with druids, hunters^{ACG}, and rangers.

Weapon Proficiencies: A huntsman is proficient with all ranged martial weapons as well as with simple weapons. This alters the medium's weapon proficiencies.

Huntsman Spells: A huntsman cast spells as a medium, but draws her spells known from the hunter^{ACG} spell list, instead of from the medium spell list. Only druid spells of 4th level and lower and ranger spells are considered to be part of the huntsman spell list. These spells are psychic for the huntsman, not divine. This ability alters medium spellcasting.

Chaotic, Evil, Good, and Lawful Spells: A huntsman can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Spirit Legends (Su): A huntsman gains access to the Animal Spirit legendary spirit instead of an archmage spirit, and the Druid legendary spirit instead of a hierophant spirit. These spirits are described in the Appendices. This ability alters the spirit ability.

Track (Ex): At 2nd level, a huntsman gains Survival as a class skill, and adds 1/2 her level to Survival skill checks made to follow tracks. This ability replaces shared séance.



Swift Tracker (Ex): At 9th level, a hunter can move at her normal speed while using Survival to follow tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking. This ability replaces propitiation.

NATURAL CHANNELER (MEDIUM ARCHETYPE)

Some mediums are more concerned with the natural world than other mediums and venerate the power of nature. They have much in common with druids and learn how to shape change like druids. Such training means that they are less concerned with the spirit world in general.

Class Skills: Replace Knowledge (planes, religion) with Knowledge (geography, nature).

Druidic Legend (Su): A natural channeler gains access to the Druid legendary spirit instead of a heirophant spirit. This ability alters the spirit ability.

Woodland Stride (Ex): Starting at 2nd level, a natural channeler gains the woodland stride druid class feature. This ability replaces shared séance.

Trackless Step (Ex): Starting at 3rd level, a natural channeler gains the trackless step druid class feature. This ability replaces haunt channeler.

Resist Nature's Lure (Ex): Starting at 4th level, a natural channeler gains the resist nature's lure druid class feature. This ability replaces the increase to spirit bonus gained at 4th level.

Wild Shape (Su): At 4th level, a natural channeler gains the wild shape class feature, as if she were a druid of the medium's level. This ability replaces location channel, connection channel, propitiation, ask the spirits, astral beacon, astral journey, trance of three, and spacious soul.

Spells: A natural channeler replaces the *summon monster* spells on her spell list with *summon nature's ally* spells of the same level.

PSYCHIC CHANNELER (MEDIUM ARCHETYPE)

Some mediums seek to develop their psychic powers. Like psychics, they learn to develop a phrenic pool and use phrenic amplifications to modify their spells. While they have that in common with true psychics, some psychics look down on these mediums as dabblers in psychic magic.

Psychic Legend (Su): A psychic channeler gains access to the Psychic legendary spirit instead of an archmage spirit. This ability alters the spirit ability.

Phrenic Pool (Su): Starting at 3rd level, a psychic gains the phrenic pool class feature, as if he were a psychic^{OA} of the medium's level. Because a psychic channeler does not have a psychic discipline, he does not add his Wisdom or Charisma modifier to determine the number of points. If the psychic channeler has actual psychic class levels, he does not gain

TRADING OUT SPELLCASTING AND SPELLCASTING SPIRITS

As presented here, the natural channeler archetype gains aspects of traditional forest-based druids. However, the *Pathfinder Roleplaying Game Advanced Player's Guide* introduced druid archetypes for druids from non-forest terrains and animal totem druids. If the GM wishes, variant natural channeler archetypes can be created which draw from these archetypes.

To create a different terrain-based natural channeler variant, the variant gains the archetype class features that are gained by replacing resist nature's lure, trackless step, and woodland stride (such as marshwight, swamp strider, and pond scum for the swamp druid archetype) and any changes to wild shape.

To create an animal totem-based natural channeler variant, the variant gains the totem transmutation archetype class features and any changes to wild shape.

two phrenic pools; in such cases, add his psychic channeler levels to his psychic class levels to determine the number of points in the pool.

Phrenic Amplifications: Starting at 3rd level, a psychic channeler gains one phrenic amplification, as if he were a psychic of the medium's level. He gains an additional phrenic amplification at levels 8, 13, and 18. For the last two phrenic amplifications, the psychic channeler can select major amplifications if he wishes. Phrenic amplifications can only be used with psychic spells, not arcane or divine spells. If the psychic channeler has actual psychic class levels he can use phrenic amplifications gained from either class to affect spells of both classes. This ability replaces haunt channeler, location channel, connection channel, ask the spirits, astral journey, trance of three, and spacious soul.

RIVEN MEDIUM (MEDIUM ARCHETYPE)

Some scholars of the occult regard mediums as dangerous people with corrupted souls, because they use their bodies as vessels for other entities. While this may or may not be true for most mediums, riven mediums are the most likely source of those scholars' beliefs. This is because these mediums' minds are impure, being able to unleash the personality of a dark creature as an act of will. The dark personality enhances a riven medium's magic, but also make him vulnerable to evil magic.

Riven mediums become two personalities sharing a single body. Both the cruel "dark personality" and the original medium think of themselves as the true form, and they must learn to work together to achieve their joint goals. More often than not, riven mediums eventually become their dark personality, and the normal personality may only be brought forth when required by social custom or a need for obscurity and stealth arises. Unfortunately, the dark personality of a



riven medium is often a more violent, unforgiving personality (which can lead to conflict between the two versions of the same character).

Alignment: Any. A riven medium has two alignments (see the dark personality ability), of which at least one must be evil. While a riven medium can be of any alignment, most that are good-aligned find that the actions taken and thoughts made while the dark personality is manifested eventually make them neutral.

Dark Personality (Ex): A riven medium's dark personality is an alter ego that has a different personality than his own, an outgrowth of the corruption within his soul. The dark personality shares memories and basic goals with the riven medium's normal personality but goes about meeting those goals in a different manner. The dark personality is often ugly and monstrous and may even think it has a different race or gender than the medium's own. Indeed, the dark personality often has his or her own name, may have different body language and facial expressions from his normal personality, and may attempt to maintain independent relationships and strongholds (though the alter ego's limited time in existence often makes this difficult). The dark personality even has his or her own alignment (which is selected by the player but must be different from the riven medium's normal alignment and must be evil). The change in alignment only affects the riven medium while in her dark personality, as far as *detect* spells are concerned, but he is susceptible to

other alignment effects as detailed under the vulnerability to corruption ability.

Example: Daron is a neutral good riven medium. His dark personality is called Zarath. Zarath is lawful evil, and more interested in seeing an ordered world ruled by the powerful than promoting the greatest good. Zarath is aware he exists only when called on by Daron but seeks to build his own circle of like-minded friends during the hours he exists. Zarath does not dislike Daron, but feels his normal personality is too soft and innocent to survive in the harsh world the medium lives in. As Daron, the character detects as good; as Zarath, the same character is lawful evil, is not revealed by a *detect good* spell, but is detected as lawful and evil by a *detect law* and *detect evil* spell, respectively.

Manifest Corruption (Su): By allowing the corruption inherent within a riven medium's soul to overcome him, his dark personality manifests as a swift action. When using manifest corruption, the riven medium increases the DCs of his medium spells by 1, gains a +2 morale bonus on Will saves, and becomes immune to fear effects. The increase to save DCs also applies to spells granted by spellcasting spirits such as the archmage, not just the medium's base spells. Whenever he casts a spell that deals damage while using manifest corruption, he can cause one creature that took damage from the spell to also take 1 point of bleed damage. The amount of bleed damage increases to 2 points at 5th level and to 1d6 points at 13th level. Bleed damage from this ability does not stack with itself and bypasses any damage reduction the creature might possess.

A riven medium can use manifest corruption once per day for 10 minutes per riven medium level. The riven medium's dark personality manifests until manifest corruption's duration expires, his magic is interrupted (as with an *antimagic field*), or he expends another use of his manifest corruption ability. When a riven medium is in mortal peril, such as when combat starts, he must succeed at a Will save (DC = 20 + 1/2 his medium level) or manifest his dark personality (which counts as a use of manifest corruption). At 8th level, a riven medium can manifest corruption two times per day; this increases to three times per day at 12th level, four times per day at 15th level, and five times per day at 17th level. At 9th level, the duration of manifest corruption is doubled. This ability replaces the spirit bonus at 1st level and shared seance.

Vulnerability to Corruption (Ex): Because of the corruption present within a riven medium, he is more susceptible to some types of magic. A riven medium suffers a -4 penalty on Will saves against effects cast by evil creatures. If the riven medium's normal personality is not evil, when he is affected by an effect that varies depending on the target's alignment, he is treated as either his normal alignment or as evil, suffering the worst possible effect. For example, a good-aligned riven medium is subject to both smite good and smite evil effects.



DESIGNER'S NOTE: THE RIVEN MEDIUM

The riven medium is not appropriate as an option for player characters for all groups, because some groups do not allow evil PCs, and that's fine. In such cases, the archetype can be used by NPCs. For those groups that do allow evil PCs, a riven medium character should never be used to upset or annoy other players and/or the GM, or to disrupt a game that is taking place. Riven mediums work best when a dark personality is created that allows the character to be task-focused and that works with the other characters present to achieve those tasks. It is not an excuse for bad behavior.

Protection Aura (Su): At 8th level, when using manifest corruption, a riven medium projects a field which protects him. He gains DR 5, as a psychicOA with the abomination discipline, changing the type of DR each time manifest corruption is used. The DC of his medium spells increases by 2 (instead of by 1). This ability replaces the increase to spirit bonus at 8th level and propitiation.

Corruption Rising (Su): At 15th level, a riven medium's corruption becomes more prominent. When using manifest corruption, the DR value increases to 10 and the DC of his medium spells increases by 3 (instead of by 1). This ability replaces trance of three.

Corruption Ascendant (Su): At 20th level, a riven medium's corruption becomes ascendant in his soul. When using manifest corruption, the DC of his medium spells increases by 4 (instead of by 1), and the DR provided by protection aura requires two types to overcome instead of one; for example, cold iron and magic. This ability replaces astral beacon.

WORLDLY MEDIUM (MEDIUM ARCHETYPE)

Some mediums are more concerned with worldly events than other mediums and learn much about the locations in which they live. They also learn how to be more flexibly channel spirits, so that they are better able to achieve what they wish. Such training means that they are less concerned with the spirit world in general.

Class Skills: Replace Knowledge (planes, religion) with Knowledge (geography, local).

Flexible Spirit Bonus (Su): When a worldly medium channels a mundane spirit (which is any that does not improve a medium's spellcasting, such as the champion, guardian, marshal, and trickster spirits, but not the archmage, druid, hierophant, or psychic spirits), he can choose which mundane spirit's spirit bonus he wishes for the day. The worldly medium chooses which spirit bonus he wishes each time he channels a mundane spirit. For example, a worldly medium might channel the marshal spirit but instead gain the trickster's spirit bonuses, while on another day he might channel the champion spirit with the guardian's spirit bonuses.

DESIGNER'S NOTE: THE WORLDLY MEDIUM

As written, the champion spirit is clearly the way to go if a player wants a combat-oriented medium, but that means that the other mundane options (guardian, marshal, trickster) would become used less frequently. I created this archetype because, in my opinion, some of the medium spirits lack "oomph". By allowing a character to have a different set of spirit bonuses, these other spirits should see more use in play, whether for player characters or NPCs. Note that a medium who has channeled the marshal or trickster spirit should not be allowed to select the champion's spirit bonus if the medium fights with two or more weapons.

Favored Terrain (Ex): At 3rd level, a worldly medium gains the favored terrain ability, as if he were a ranger of the worldly medium's level. At 8th level and every five levels thereafter, the worldly medium may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2. This ability replaces haunt channeler, connection channel, location channel, ask the spirits, trance of three, and astral beacon.

Spells: A worldly medium adds *terrain bond*^{UC} to his spell list as a 4th level spell.

CLASSIC MEDIUM SPIRITS

The following spirits are designed for use with the standard medium class found in *Pathfinder Roleplaying Game Occult Adventures*, rather than the legendary kineticist presented in this book.

ANIMAL

An animal spirit represents the spirit form of animals which the medium is familiar with. As such, they can take many forms.

Spirit Bonus: Your spirit bonus applies on attack and damage rolls with natural weapons and on skill checks relating to animals and plants.

Seance Boon: Your natural armor bonus to AC increases by 1.

Favored Location: Native terrain of the animal type being invoked.

Influence Penalty: You become wild and savage, taking a penalty equal to your spirit bonus on caster level checks, Charisma- and Intelligence-based ability checks, and skill checks.

Taboos: Choose one: you must not speak (except with animals and plants); you must not wield manufactured weapons; you must not eat anything you did not kill or harvest yourself.



Totem Transformation (Lesser, Su): You gain any of the following abilities possessed by the animal you select as your animal spirit: bite (1d6 for a Medium character), 2 claws (1d4 for a Medium character), darkvision, improved land movement speed (up to a +20-foot enhancement bonus to the character's base land movement speed), low-light vision, scent, and swim (up to 30 feet).

Pack Leader (Intermediate, Su): When you summon animals that match your animal spirit, they gain a +2 bonus on attack rolls, damage rolls, and saving throws.

Wildstrike (Greater, Su): You can allow your animal spirit to gain 1 point of influence over you as a swift action to allow an animal or plant within 30 feet that can see or hear you to immediately take an additional standard action.

Wild Heart (Supreme, Ex/Sp): You gain a +4 bonus on saves against enchantment and mind-affecting effects, and immunity to effects that affect only humanoids. Once per day, you can cast *summon nature's ally IX* as a standard action.

BOUND

A bound spirit is a master of mysteries and prohibited knowledge. A medium can choose to replace his hierophant spirit^{OA} with the bound spirit at 1st level. Once made, the choice is permanent and cannot be changed.

Spirit Bonus: When you channel a bound, your spirit bonus applies on Wisdom checks, Wisdom-based skill checks, and on conjuration and necromancy spells DC.

Séance Boon: Your enchantment, possession or necromancy spells are automatically extended (as *Extend Spell*, but with no casting time increase).

Influence Penalty: An alien intelligence mixed with yours influences your decisions and hinders your defenses. You take a penalty on all saving throws equal to your spirit bonus (the bonus on certain saves due to the spirit's influence may mitigate or supersede this).

Favored Locations: Ancient temples, consecrated (or deconsecrated) places, ruins of magic circles, three streets' crossings.

Taboos: Choose one: you must not be the willing target of beneficial spells and abilities from anyone who is not a worshiper of the spirit's patron; you must actively preach the word or will of the spirit's patron to every creature you encounter (except in combat); you must never drop under 2 points of influence while channeling the bound spirit.

Bound Pact (Lesser, Su): This power functions as the archmage arcana spirit power, except that you add spells from the witch list instead of the sorcerer/wizard list. These spells count as arcane, but you need a divine focus if the spell requires one, as if they were divine spells.

Wardpact (Intermediate, Su): Whenever you are damaged by a harmful effect, you can allow the bound spirit to gain 1 point of influence over you in order to curse your attacker with a

penalty equal to your spirit bonus on one of the following (your choice): AC, attack rolls, caster level checks and concentration checks, or saving throws. This penalty lasts for 1 round and can be negated if the attacker succeeds at a Will saving throw (DC = 10 + 1/2 your medium level + your Charisma bonus).

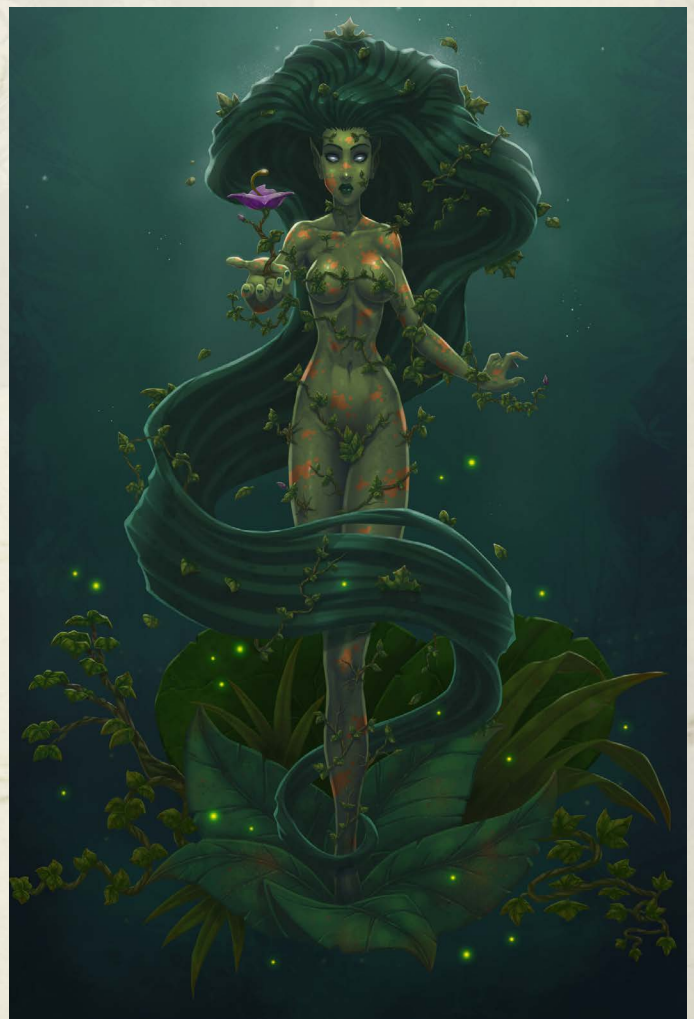
Claim My Soul (Greater, Su): When you are targeted with a compulsion effect, possession, or an effect that would trap your soul, as a standard action you can allow the bound spirit to gain 1 point of influence over you in order to shake off the effect.

Legendary Bound (Supreme, Su): Once per day, you can request a boon from the spirit's patron. This can have the first five effects listed for the wish spell and doesn't require material components. As for a miracle, the spirit's patron can choose whether or not to grant the request at its whim.

DRUID

A druid spirit is a being of true and pure faith in the natural world.

The Druid legendary spirit grants modified spirit powers. In all other ways, it functions identically to a standard hierophant spirit^{OA}.





Natural Arcana (Lesser, Su): This power functions as the archmage arcana spirit power, except that you add spells from the druid list instead of the sorcerer/ wizard list (these spells count as divine), and you need a divine focus if the spell requires one.

Nature's Surge (Intermediate, Su): You can allow the druid spirit to gain 1 point of influence over you in order to cast one of your medium spells known without expending a spell slot. When you do so, the caster level and DC of the spell increase by 1, and you can't apply metamagic to the spell.

Druidic Arcana (Greater, Su): You can allow the druid spirit to gain 1 point of influence over you in order to cast any druid spell of a level you can cast. You must expend a spell slot of the appropriate level, and you can't apply metamagic to the spell.

Legendary Druid (Supreme, Su): Once per day, you can cast any spell on the druid spell list as if using the druidic arcana ability, except the druid doesn't gain 1 point of influence over you, the spell doesn't require a spell slot, and you can select a spell of any level.

GENIUS

A genius spirit is an expert in multiple fields of science, magic, and crafts. A medium can choose to replace his archmage spirit^{OA} with the genius spirit at 1st level. Once made, the choice is permanent and cannot be changed.

Spirit Bonus: When you channel a genius, your spirit bonus applies on Intelligence checks, Intelligence-based skill checks, and on your caster level.

Séance Boon: You gain a +2 bonus on all Intelligence-based skill checks.

Favored Locations: Alchemical laboratories, libraries, schools, studying rooms.

Influence Penalty: A feverish curiosity about every strange event causes you to take great risks to investigate. You take a penalty equal to your spirit bonus on Wisdom checks and Wisdom-based skill checks, and on your armor class.

Taboos: Choose one: you must not pass up the opportunity to solve an enigma or a riddle or overcome an obstacle through your intelligence alone; you must study and classify every new creature, phenomenon, or object you encounter and collect a specimen or sample of it if possible; you must lecture your interlocutor at length whenever you are asked a question.

Genius Idea (Lesser, Su): This power functions as the archmage arcana spirit power, except that you add spells from the alchemist/investigator list instead of the sorcerer/ wizard list. These count as extracts and need to be prepared as such, requiring the same components.

Brilliant Inspiration (Intermediate, Su): You gain an inspiration pool equal to your spirit bonus and may spend points from it as a character of a level equivalent to yours. You don't gain any investigator talents with this ability.

Perfect Solution (Greater, Su): As an immediate action when an ally fails a saving throw, you can allow your ally to reroll that saving throw, by rolling your spirit surge die and adding it to the new roll's result.

Legendary Genius (Supreme, Su): Once per day, you can treat the result of an Intelligence- or Charisma- based Skill check as if it was a natural 20. Additionally, you can divine information at will as a *vision* spell.

MYSTIC

A mystic spirit is a mighty force on the psychic plane. A medium can choose to replace his archmage spirit^{OA} or hierophant spirit^{OA} with the mystic spirit at 1st level. Once made, this choice is permanent and cannot be changed.

Spirit Bonus: When you channel a mystic, your spirit bonus applies to either Intelligence (if replacing the Archmage spirit) or Wisdom (if replacing the Hierophant spirit) checks and skill checks based on the chosen ability, as well as on divination and enchantment spells DC.

Séance Boon: Your mind-affecting spells affect one additional target.

Favored Locations: Meditation rooms, monasteries, mountain peaks, isolated places.

Influence Penalty: You experiment lucid visions and prophetic dreams, that make you respond more slowly in the concrete world. You take a penalty equal to your spirit bonus on Dexterity checks and Dexterity-based skill checks, and on your attack rolls.

Taboos: You must never speak the given name of any person or creature, included yourself; you must always speak in a cryptic and convoluted way, or in verses; you must not eat meat or touch the blood of a living or dead being.

Mystic Secret (Lesser, Su): This power functions as the archmage arcana spirit power, except that you add spells from the psychic list instead of the sorcerer/wizard list.

Insightful Mind (Intermediate, Su): You can use telepathic bond at will with a number of allies equal to your spirit bonus.

Adamantine Mind (Greater, Su): You gain a bonus equal to your spirit bonus on saving throws against mind-affecting effects. Whenever you are the target of a mind-affecting effect, you can use spirit surge to increase your saving throw's result. If use of this ability causes you to succeed at your saving throw, the creature attacking you with that effect must succeed at a Will save (at the same DC) or be stunned for 1 round.

Legendary Mystic (Supreme, Su): You can communicate telepathically with any creature that possesses a mind. Once per day, you can unleash a devastating psychic attack with the effect of *psychic crush III*.

PSYCHIC

A psychic spirit is a legend of a psychic (or several of them) that are relevant to the culture that the psychic channeler comes from.

The Psychic legendary spirit grants modified spirit powers. In all other ways, it functions identically to a standard archmage spirit^{OA}.

Phrenic Arcana (Lesser, Su): This power functions as the archmage arcana spirit power, except that you add spells from the psychic list instead of the sorcerer/ wizard list (these spells count as divine), and spells cast are treated as psychic spells, not arcane.

Psychic Surge (Intermediate, Su): You can allow the psychic spirit to gain 1 point of influence over you in order to cast one of your medium spells known without expending a spell slot. When you do so, the caster level and DC of the spell increase by 1, and you can't apply metamagic to the spell.

Psychic Arcana (Greater, Su): You can allow the psychic spirit to gain 1 point of influence over you in order to cast any psychic spell of a level you can cast. You must expend a spell slot of the appropriate level, and you can't apply metamagic to the spell.

Legendary Psychic (Supreme, Su): Once per day, you can cast any spell on the psychic spell list as if using the psychic arcana ability, except the psychic doesn't gain 1 point of influence over you, the spell doesn't require a spell slot, and you can select a spell of any level.

RELUCTANT HERO

A reluctant hero spirit does what must be done and does it well, even though they would rather be anywhere else living a life of peace and quiet. A medium can choose to replace any one of his spirits with the reluctant hero spirit at 1st level. Once made, the choice is permanent and cannot be changed.

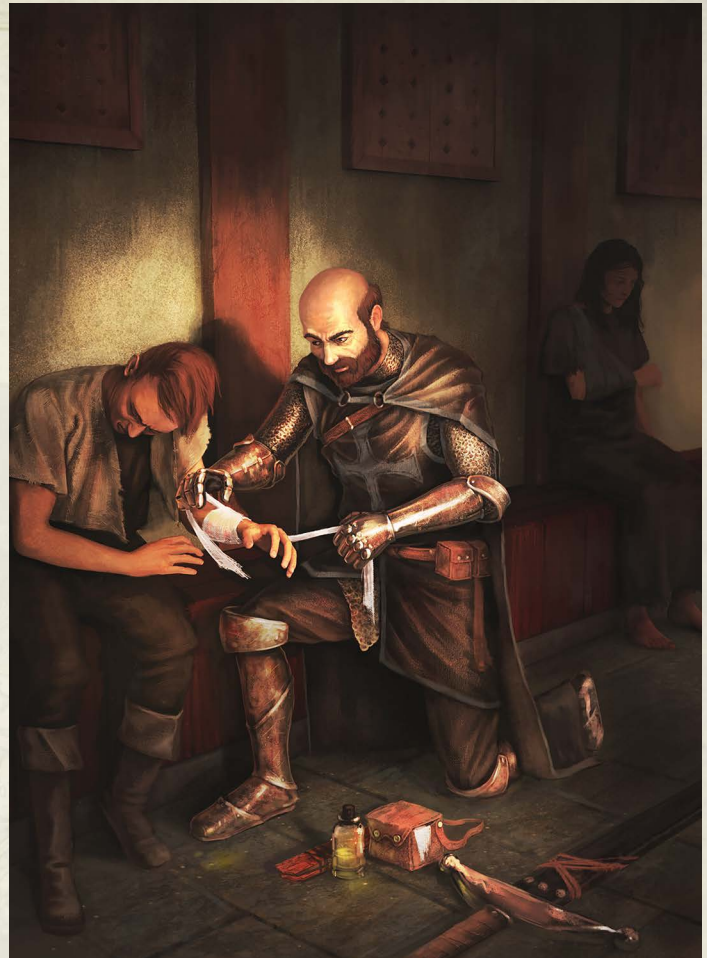
Spirit Bonus: When you channel a reluctant hero, your spirit bonus applies to ability checks and skill checks based on one ability score of your choice (depending on the base spirit it replaces), as well as on initiative checks.

Séance Bonus: You gain a +2 luck bonus to AC.

Favored Locations: Crowded cities, family homes, farms, markets.

Influence Penalty: The spirit guiding you is not adept to be a leader. You take a penalty equal to your spirit bonus on all Charisma checks and Charisma-based skill checks involving people who don't know you well. Additionally, if you are even just nominally in charge of your present allies, you lose the reluctant hero's spirit bonus and seance boon.

Taboo: Choose one: you must not talk about your adventures and deeds; you must always try to find an excuse not to help someone or go in an adventure, even if you later do; you must always try to solve a situation or a challenge without fighting, even if you could easily win.



Reluctant Heroics (Lesser, Su): You add your highest ability bonus and may use your spirit surge on all attack rolls, saving throws, ability checks, concentration checks, and skill checks you attempt. You can still use spirit surge only once per round.

Fluke (Intermediate, Su): When you use reluctant heroics to add your spirit surge on an attack roll with a weapon, natural weapon, or unarmed strike, you may also add twice that amount to the damage you deal. Damage from this attack bypasses any damage reduction, and if making the attack would normally harm you as well as the attacker, such as a melee attack against a barbed devil or a creature using a fire shield or unholy aura spell, you take no damage from that effect.

Common Sense (Greater, Su): After you fail a saving throw against an enchantment or illusion effect, you can allow the reluctant hero spirit to gain 1 point of influence over you in order to reroll the save with a bonus equal to your Charisma modifier. You have to take the second roll's result, even if it's worse.

Legendary Reluctant Hero (Supreme, Su): Once per day as an immediate action, you can negate one attack or effect that would cause your death or bring you under zero hit points. If the attack or effect would affect other creatures, you can negate only the effects on yourself.



STRANGER

A stranger spirit is a flashing example of boasting agility. A medium can choose to replace his marshal spirit^{OA} or trickster spirit^{OA} with the stranger spirit at 1st level. Once made, the choice is permanent and cannot be changed.

Spirit Bonus: When you channel a stranger, your spirit bonus applies to either Dexterity (if replacing the Tricker spirit) or Charisma (if replacing the Marshal spirit) checks and skill checks based on the chosen ability, as well as on AC.

Séance Bonus: You gain a +1 luck bonus on all combat maneuver checks. This bonus is increased by 1 if your target is flat-footed or not aware of you.

Favored Locations: Battlefields, noble castles, fencing schools, rooftops.

Influence Penalty: You become bold and reckless, ready to jump into a fight at the slightest occasion. You always fight defensively in a battle, neither cast a spell defensively. You take a penalty on your CMD equal to your spirit bonus.

Taboos: Choose one; you must not don any armor that would hinder your movements (no armor that gives penalty to Dexterity checks is prohibited); you must extol the fame of your deeds at any occasion, even boasting and exaggerating; you must not accept any aid in battle, defeating an opponent with your strength and ability only.

Stranger Precision (Lesser, Su): You gain proficiency in light and one-handed martial weapons and in firearms.

Defiant Deed (Intermediate, Su): You gain a boast pool equal to your spirit bonus and may spend points from it as grit or panache points to use any deeds available to a character of a level equivalent to yours. You choose if to use gunslinger or swashbuckler deeds when performing your seance, and the choice is set for the day.

Painful Reckoning (Greater, Su): Whenever you take hit point damage dealt to you by a single creature, you can convert a number of points of damage equal to ½ your level to nonlethal damage (or ignore that amount of nonlethal damage, if the attack deals nonlethal damage already), and for 1 minute thereafter you gain a luck bonus equal to your spirit bonus on attack rolls and to AC against that opponent.

Legendary Stranger (Supreme, Su): You gain two panache or grit feats of your choice, and you can choose different feats each time you channel a stranger spirit. You can treat your base attack bonus from your medium levels as equal to your medium level for the purposes of qualifying for these feats and determining their effects, and you can count your medium levels as gunslinger or swashbuckler levels for the purpose of qualifying for the two new feats.

FEATS

"Would it be so difficult for you to keep your ephemeral mouth shut for a single minute? I'm well aware of how you were once king of this realm, how that tree I cut down is descended from your personal stock, how we holed up in your uncle's crypt last night hiding from those ghouls. None of that matters to me now. You don't have a lot that's useful to me now, and I'm not gaining any benefit from knowing the names of your gardeners."

Galrigga Spetwik, channeling the spirit of King Taronus IV

DILETTANTE MEDIUM

Your study in other disciplines of magic has not impeded your connection to the spirits

Prerequisite: Spirit Bonus +2

Benefit: For the purpose of determining the effects of your spirit, spirit powers, and spirit bonus class features, you may use your legendary medium caster level in place of your legendary medium level so long as your total effective legendary medium level does not exceed your character level.

EXPANDED ASSERTION POOL

Your pool of spiritual energy has been expanded through your efforts

Prerequisite: Assertion Pool class feature

Benefit: Your assertion pool increases in size by two points.

Special: This feat can be selected multiple times.

EXTRA SPIRIT AFFINITY

You have learned to connect with spirits in a new way

Prerequisite: Spirit Affinity class feature

Benefit: You gain an additional Spirit Affinity

Special: This feat can be selected multiple times.

SPIRIT FOCUS

You have a strong connection to a particular legend, Which empowers the spirits you channel

Prerequisite: Spirit bonus class feature.

Benefit: Select a spirit. Your spirit bonus from this spirit increases by 1.

Special: This feat can be selected multiple times, each time applying to a different spirit.

SPIRIT SPECIALIZATION

Your intense connection to the spirits enables you to borrow more of their abilities

Prerequisite: Spirit Focus, Spirit Feat class feature

Benefit: When channeling a spirit for which you have selected the spirit focus feat, you may select one additional Spirit Feat.



SAMPLE CHARACTER: WULFRIC JORIMANDIUS

"In a way, I see my own mortality as a gift. I've fought and feasted with quite a few folks who were leading nations in days before my ancestors could even stand up. I've seen what immortality does to them, how it makes them complacent in their own abilities as the universe moves ever forward. We humans have never had that luxury, we're handed an hourglass the moment we're born and have to pick up as much as possible before the last grain drops. Now, there are only so many insights and experiences that one can pick up in a lifetime, but I've found a convenient way around that issue..."

Wulfric Jorimandius, Scion of the Unbroken Circle

WULFRIC JORIMANDIUS

CR 11

Male human legendary medium 12

LE Medium humanoid (human)

Init +8; Senses Perception +14

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 dex, +5 armor)

hp 81 (12d8+24)

Fort +12, Ref +10, Will +9

OFFENSE

Speed 30 feet

Melee +1 scimitar +16/+16/+11 (1d6+9)

Ranged +1 rifle +19/+19/+14 (1d10+8)

Special Attacks assertion pool (10 points), fleet charge, inspiring call, spirit surge +1d8, sudden attack

Spells Prepared (CL 12th, concentration +16)

3rd (2/day)—*dimension door*, *fly*, *greater invisibility*, *screaming* (DC 17)

2nd (3/day)—*aura of the unremarkable*^{UI} (DC 16), *haste*, *heroism*, *mirror image*, *tongues*

1st (3/day)—*command* (DC 15), *cultural adaptation*^{UI}, *expeditious retreat*, *silent image* (DC 15), *true strike*, *unseen servant*

o (at will)—*detect magic*, *detect psychic significance*^{OA}, *ghost sound* (DC 14), *mage hand*, *prestidigitation*, *read magic*

Spirit: Champion

STATISTICS

Str 12, Dex 18, Con 13, Int 10, Wis 8, Cha 18

Base Atk +9; CMB +15; CMD 29

Feats *Clustered Shots*^{UC}, *Deadly Aim*, *Exotic Weapon Proficiency* (Firearms), *Extra Spirit Affinity*, *Improved Initiative*, *Logical Spell*^{OA}, *Point-Blank Shot*, *Precise Shot*, *Rapid Reload*, *Rapid Shot*, *Spirit Focus* (Champion)

Skills Bluff +19, Diplomacy +19, Intimidate +19, Knowledge (arcana, history) +20, Perception +14, Spellcraft +15

Languages Aklo, Common

SQ Improved Seance Boon, Martial Prowess

(Clustered Shots, Deadly Aim), Location Channel, Medium's Knowledge, Seance Boon, Spirit Bonus +4 (attack rolls, combat maneuver checks, damage rolls, Strength checks, Strength-based skill checks, and Fortitude saves), Spirit Feats (Rapid Shot, Spirit Focus (Champion)), Trance of Many (Intermediate, Inspiring Call), Versatile Spirit (Spirit Surge Rolls)

Combat Gear +1 rifle, +1 scimitar, *potion of lesser restoration*, *potion of resist energy*, *wand of anticipate peril*^{UM} (CL 1, 25 charges), *wand of remove fear* (CL 1, 25 charges)

Other Gear +1 chain shirt, *cloak of resistance* +2, *headband of impressive charisma* +2, 25 metal cartridges

Born into an ancient and noble family, Wulfric grew up surrounded by stories of his homeland, of great heroes and legendary conquerors who shaped the nation and its people. When he came of age, "Wulf" was given a military position and sent off to fight against an invading horde of aberrations known as the Scourge. Stationed not far outside the city of his birth, Wulfric never expected to see the front lines. He was the most surprised of all when the Scourge launched an overwhelming surprise attack on the storied locale, razing it to the ground as Wulfric and his squad were forced to evacuate. That night was the first time that he heard the voices, the whispers of the not-quite-vanished heroes whose last physical relics perished with Wulf's ruined charge.

Invoking the mightiest leaders, scoundrels, and warriors of days gone by, Wulfric now leads a bloody campaign to reclaim his ancestral domain from the monsters who destroyed it. Assuming the title of Scion, Wulfric commands a force known



as the Unbroken Circle, ruthless and disciplined soldiers who merge modern military tactics with the boundless resolve of the ancients.

As a former soldier, Wulfric tends to favor the champion and marshal spirits, which he employs alongside his rifle. He also has a strong affinity for the Hierophant, as its

ability to create and control undead minions often proves valuable. Wulfric almost never fights alone, for although he rather enjoys a good stories he is rarely willing to sacrifice a potential victory to soothe his ego. Despite his strict and harsh methods of discipline, Wulfric genuinely cares for his followers and wishes to bring out their greatest potential. Such excellence is invaluable in combat, after all.





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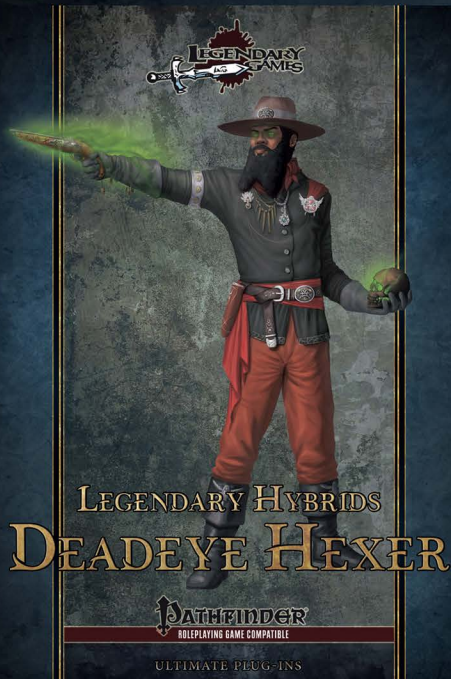
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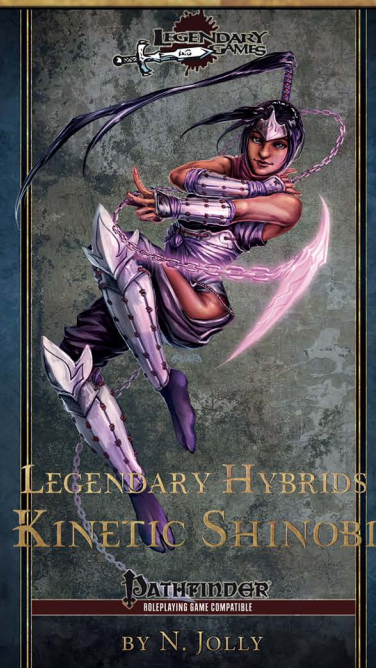
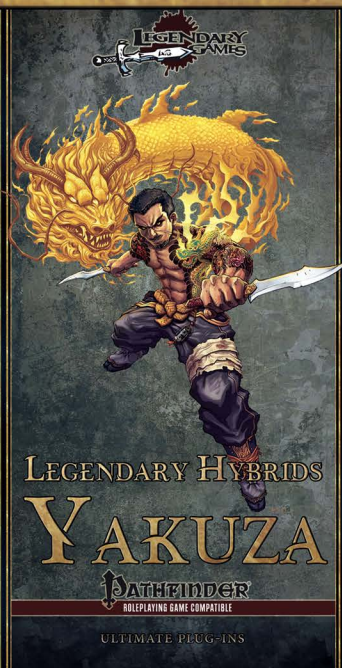
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