

Superhero Classes

Superhuman, Animalman & Telepath



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Zenith Games

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Superhero Classes

Divine magic is the strength that gods give to mortals. But what of the power they keep for themselves?

Superheroes are the best of us. They draw upon something deep and intrinsic to all living things, something beyond magic and worship. They drink from the deep well of energy that powers the gods themselves. Their strength is a perfection of form, the zenith of potential, and the paragon of what the laws of the universe allow. Superheroes are the pinnacle, and with each new lesson learned they ascend one step closer to divinity.

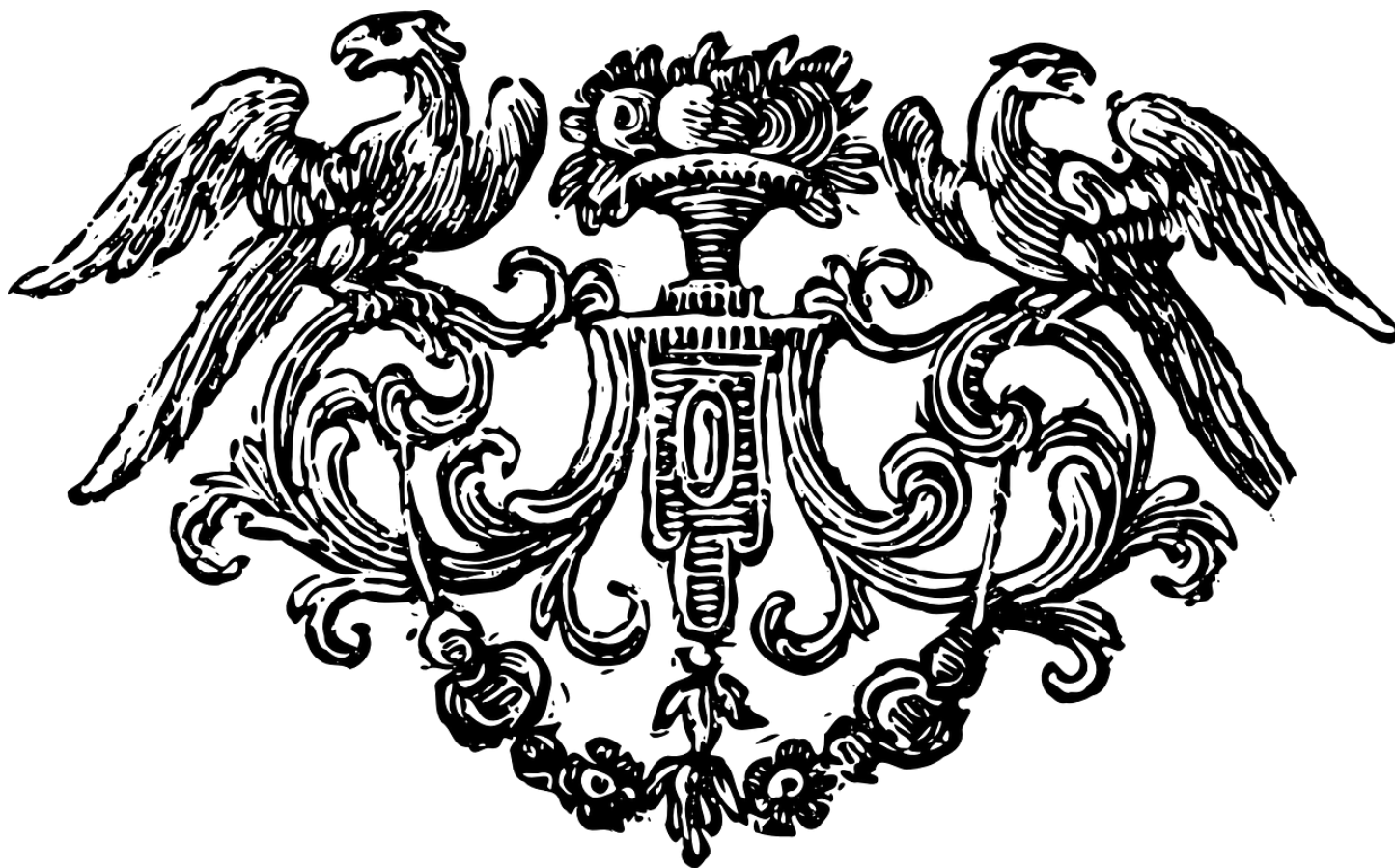
Much of a superhero's power comes from maximizing intrinsic capabilities. Many superheroes have the blood of the gods running through their veins, while others simply tap into the same energy that power the deities. In either case, this strength allows superheroes to reach supernatural limits of physical and mental prowess.

Unfortunately, superheroes rely on their intrinsic capabilities to the exclusion of skill. They are often less

trained in their area of expertise, using their Strength or Charisma to get them through each challenge instead of hard earned talent. A fighter is a more skilled warrior than a superhuman, better able to use the materials at his disposal, but a superhuman makes up for this discrepancy with raw strength.

Superhero classes are played just like any other class in the Pathfinder Roleplaying Game. They have the same relative power as the other classes, and are designed to fit easily beside them. A party might consist of a wizard, rogue, and superhuman, or perhaps a paladin, alchemist, and telepath. Or, a party may decide to try their luck as Troll-man, Ooze-man, and Bat-man, or even recreate their favorite crime fighting teams from popular fiction.

So get your cape on and start flying!



Superhuman

It's a bird, it's a dragon, it's a superhuman! Faster than a speeding arrow, more powerful than a rampaging troll, capable of leaping tall castles in a single bound! The superhuman is everything that most adventurers aspire to be – strong, fast, and stalwart, beings that embodies highest levels of personal achievement. They rely on their incredible physical capabilities instead of depending on magic or martial skill. Through divine bloodlines, practice, or fate, superhumans are able to tap into the same powers that make gods the rulers of the universe. Regardless of their origins, superhumans are known for their powerful grace. Whether descending from the clouds, healing from fatal wounds, or seeing through solid stone, superhumans make even the impossible seem easy.

Role: Superhumans are powerful and hearty. They belong in the thick of combat where they can put their physical might to the test. Many superhumans also make excellent scouts, combining super movement, such as flight, with super senses like x-ray vision.

Alignment: Any

Hit Die: d8

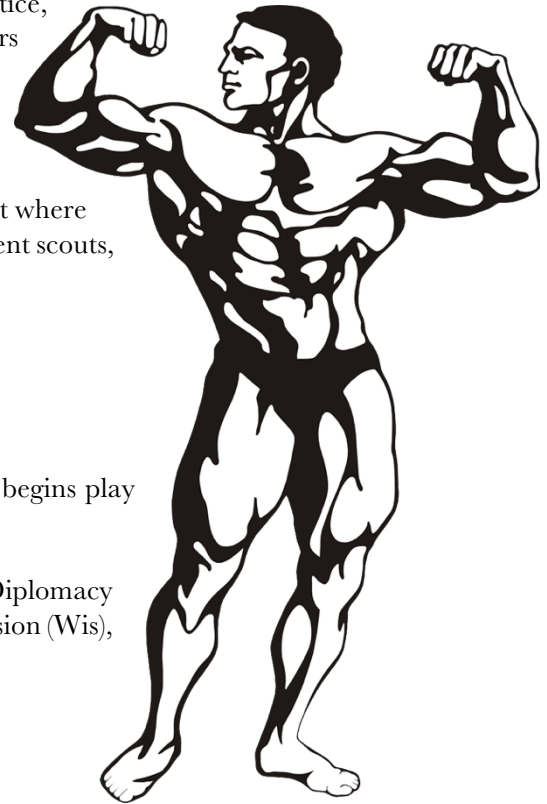
Starting Wealth: $3d6 \times 10$ gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The superhuman's class skills are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Profession (Wis), and Swim (Str).

Skill Ranks Per Level: $4 + \text{Int modifier}$

Table: Superhuman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+0	Elemental resistance, steel skin, super strike
2 nd	+1	+3	+0	+0	Superpower
3 rd	+2	+3	+1	+1	Physical paragon (+2 Str), strongman
4 th	+3	+4	+1	+1	Superpower
5 th	+3	+4	+1	+1	Physical paragon (+2 Dex)
6 th	+4	+5	+2	+2	Superpower
7 th	+5	+5	+2	+2	Physical paragon (+2 Con)
8 th	+6/+1	+6	+2	+2	Superpower
9 th	+6/+1	+6	+3	+3	Physical paragon (+2 Str)
10 th	+7/+2	+7	+3	+3	Superpower
11 th	+8/+3	+7	+3	+3	Physical paragon (+2 Dex)
12 th	+9/+4	+8	+4	+4	Superpower
13 th	+9/+4	+8	+4	+4	Physical paragon (+2 Con)
14 th	+10/+5	+9	+4	+4	Superpower
15 th	+11/+6/+1	+9	+5	+5	Physical paragon (+2 Str)
16 th	+12/+7/+2	+10	+5	+5	Superpower
17 th	+12/+7/+2	+10	+5	+5	Physical paragon (+2 Dex)
18 th	+13/+8/+3	+11	+6	+6	Superpower
19 th	+14/+9/+4	+11	+6	+6	Physical paragon (+2 Con)
20 th	+15/+10/+5	+12	+6	+6	Superpower, physical perfection



The following are class features of the superhuman.

Weapon and Armor Proficiency: A superhuman is proficient with all simple weapons and light armor, but not with shields.

Elemental Resistance (Ex): At 1st level, the superhuman gains acid, cold, electricity, fire, and sonic resistance 1. At 3rd level, and every two superhuman levels thereafter, the energy resistances increase by 1 point.

Furthermore, a superhuman suffers no harm from being in a hot or cold environment. He can exist comfortably in conditions between –50 and 140 degrees Fahrenheit (–45 and 60 degrees Celsius) without having to make Fortitude saves.

Armor, however, interferes with his skin's ability to reflect energy. The superhuman loses the benefits of elemental resistance if wearing medium or heavy armor.

Steelskin (Ex): At 1st level, the superhuman gains DR 1/–. At 3rd level, and every two superhuman levels thereafter, this damage reduction rises by 1 point. Armor, however, interferes with his skin's ability to reflect attacks. The superhuman loses the benefits of steelskin if wearing medium or heavy armor.

Super Strike: At 1st level, a superhuman gains Improved Unarmed Strike as a bonus feat. A superhuman's attacks may be with fist, elbows, knees, and feet. This means that a superhuman may make unarmed strikes with his hands full, or if he is using his hands to make natural attacks. There is no such thing as an off-hand attack for a superhuman striking unarmed.

Usually a superhuman's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A superhuman's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A superhuman may treat his unarmed attacks as if they were two-handed attacks. He adds 1-1/2 times his Strength bonus on unarmed strikes, and deals extra damage when using Power Attack. A superhuman cannot treat his unarmed attacks as two-handed attacks while making a flurry of blows.

At 10th level, the critical multiplier of a superhuman's unarmed strike increases to x3. At 20th level, the critical multiplier of a superhuman's unarmed strike increases to x4.

A superhuman also deals more damage with his unarmed strikes than others, as shown on **Table: Superstrike Damage**.

Table: Superstrike Damage

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1 st -3 rd	1d4	1d6	1d8
4 th -7 th	1d6	1d8	2d6
8 th -11 th	1d8	1d10	2d8
12 th -15 th	1d10	2d6	3d6
16 th -19 th	2d6	2d8	3d8
20 th	2d8	2d10	4d8

Superpower (Ex): As the superhuman gains experience, he learns a number of superpowers that enhance his incredible ability. Starting at 2nd level, a superhuman gains one superpower. He gains an additional superpower for every 2 levels of superhuman attained after 2nd level. A superhuman cannot select an individual superpower more than once unless indicated otherwise.

Advanced Constitution (Ex): The superhuman's inherent bonus to Constitution permanently increases by 1 point. This superpower can be selected more than once. Its effects stack. The superhuman must be 8th level before selecting this superpower.

Advanced Dexterity (Ex): The superhuman's inherent bonus to Dexterity permanently increases by 1 point. This superpower can be selected more than once. Its effects stack. The superhuman must be 6th level before selecting this superpower.

Advanced Strength (Ex): The superhuman's inherent bonus to Strength permanently increases by 1 point. This superpower can be selected more than once. Its effects stack. The superhuman must be 4th level before selecting this superpower.

Echolocation (Ex): The superhuman has the ability to detect objects by generating high-pitched noises and listening to the echoes. The echo-producing noises are too high-pitched to be heard by most creatures, and can only be detected by dragons, other creatures with this ability (such as bats), and creatures with hearing-based blindsense or blindsight. The superhuman cannot use this power if he is deaf, and he cannot detect anything in an area of silence.

The superhuman gains blindsight to the range of 5 feet. At 13th and 19th level the superhuman's blindsight increases by 5 feet. The superhuman must be 6th level before selecting this superpower.

Energy Blast (Ex): The superhuman can shoot beams of energy out of his eyes, from his hands, or from his mouth. When a superhuman chooses the energy blast superpower, he chooses an energy type (acid, cold, electricity, fire, sonic). His energy blast deals this type of damage. Once this choice is made, it cannot be changed. As a standard action, the superhuman unleashes an energy blast at a single target up to a range of 30 feet. The energy blast is a ranged touch attacks that deal an amount of damage equal to 1d6 + 1/2 the superhuman's Constitution modifier, increasing by 1d6 for every 3 levels beyond 2nd (maximum 7d6 at 20th level). Energy blasts always deal full damage to swarms of any size. A superhuman may select this superpower multiple times. Each time he selects it, he chooses a different energy type.

Flight (Ex): The superhuman is able to leap tall castles in a single bound, and even fly. He adds his level to all Acrobatics checks made to jump and fall, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. At 7th level, the superhuman gains fly speed 10 ft. (average). At 11th level, and every four levels thereafter, the superhuman's fly speed increases by 10 ft. The superhuman loses the benefits of this superpower if wearing medium or heavy armor.

Giant Wrestler (Ex): A superhuman can perform combat maneuvers on any size creature, even if size difference would normally prevent him from doing so. Against creatures larger than the superhuman, he gains a +1 bonus to his CMB and CMD for every size category of difference.

Healing Factor (Ex): The superhuman gains fast healing 1. At 17th level, this increases to fast healing 2. The superhuman must be 8th level before selecting this superpower.

Hearing (Ex): The superhuman's sense of hearing grows to incredible levels. He adds his level to all hearing-based Perception checks.

Immortal Aspirations (Ex): The superhuman begins a long and difficult journey to immortality. The superhuman only requires 2 hours of sleep per day to gain the benefits of 8

hours of sleep. At 9th level, the superhuman no longer requires food or water. At 13th level, the superhuman no longer needs to breathe. At 17th level, the superhuman gains immunity to death effects and removes the penalties for negative levels (though he may still die if he accrues a number of negative levels equal to his Hit Die). At 20th level, the superhero can no longer die of old age, and he no longer suffers the penalties or bonuses of age.

Invisibility (Su): The superhuman may become invisible, as per the spell *invisibility*, as standard action. This invisibility lasts a number of rounds equal to the superhuman's level. At 17th level, the invisibility doesn't end if the superhuman attacks, as per the spell *greater invisibility*. The superhuman loses the benefits of this superpower if wearing medium or heavy armor. The superhuman must be 8th level before selecting this superpower.

Night Vision (Ex): The superhuman gains low-light vision. At 9th level, he gains darkvision up to 60 feet. At 15th level, he gains darkvision up to 120 feet.

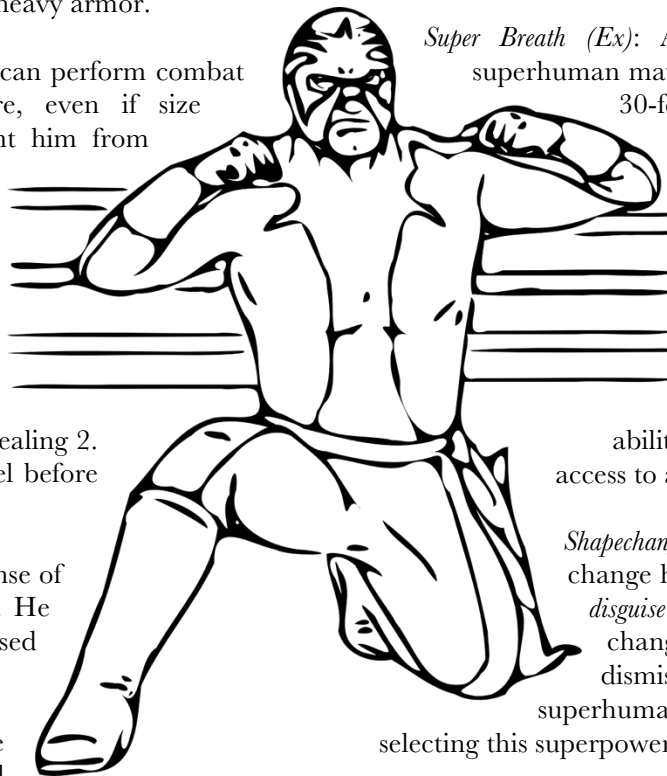
Rockskin (Ex): The superhuman's skin hardens into rock. He gains a +1 natural armor bonus to AC. At 9th and 17th level, this bonus increases by +1.

Speed (Ex): The superhuman's base speed increases by 5 feet. At 7th level, and every 4 levels thereafter, this bonus speed increases by 5 ft. The superhuman loses the benefits of this superpower if wearing medium or heavy armor.

Super Breath (Ex): As a full round action, the superhuman may breathe out a gale of air in a 30-foot cone. The superhuman attempts a bull rush combat maneuver check against each target within this cone using his Constitution modifier instead of his Strength modifier to determine his bonus. The superhero must be able to breathe to perform this ability (he must both have lungs and access to air).

Shapechange (Su): The superhuman may change his appearance, as per the spell *disguise self*, as a standard action. The change lasts until the superhuman dismisses it as a standard action. The superhuman must be 6th level before selecting this superpower.

Swim (Ex): The superhuman is able to breathe water freely as well as air. The superhuman also gains a swim speed of



20 ft. At 11th level, and every four levels thereafter, the superhuman's swim speed increases by +20 ft. At 13th level, the superhuman may move and attack normally while underwater, even with slashing or bludgeoning weapons, provided that the weapon is wielded in the hand rather than thrown. The superhuman loses the swim speed if wearing medium or heavy armor. The superhuman must be 6th level before selecting this superpower.

Teleportation (Ex): The superhuman can teleport up to 5 feet per superhuman level per day as a move action. This teleportation does not end the superhuman's turn, nor does it provoke attacks of opportunity. This teleportation must be used in 5-foot increments. He must also have line of sight to his destination to use this ability. At 13th level, teleportation to locations 20 feet or closer does not count against the superhuman's daily teleportation maximum. The superhuman loses the benefits of this superpower if wearing medium or heavy armor.

Throwing (Ex): The superhuman gains the rock throwing and rock catching abilities, as well as Throw Anything as a bonus feat. He can use these abilities with any solid, mostly inflexible object with a hardness of 5 or greater. The superhuman can hurl rocks up to two categories smaller than his own size. The range increment for this attack is 20 feet, and rocks can be hurled a maximum of 5 range increments. Damage is based on the size of the superhuman—1d8 points of damage for a Large creature, 1d6 for a Medium creature, or 1d4 for a Small creature—plus 1-1/2 times the superhuman's Strength bonus.

X-Ray Vision (Ex): The superhuman is able to look through solid matter as if it did not exist. Vision range is 10 feet, with the superhuman seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a quarter inch sheet of lead blocks the vision.

At 9th level, and every 4 superhuman levels thereafter, the vision increases by 10 feet. At 9th level, and every 4 superhuman levels there, a superhuman can see through an additional foot of stone, inch of metal, 3 feet of wood or dirt, or quarter inch sheet of lead. X-ray vision does not grant the ability to see invisible creatures or creatures with magical concealment, but does grant the ability to see through smoke and fog.

Wallcrawl (Ex): The superhuman gains a climb speed of 10 ft. He need not make Climb checks to traverse a vertical or horizontal surface (even upside down). He also gains a +1 bonus to CMB on all grapple checks. At 7th level, and every four levels thereafter, the superhuman's climb speed increases by +10 ft. and his bonus to grapple checks increases by +1. The superhuman loses the benefits of this superpower if wearing medium or heavy armor.

Physical Paragon (Ex): A superhuman is a paragon of physical might. At 3rd level, he gains a +2 inherent bonus to his Strength score. Every six levels thereafter, this inherent bonus to Strength increases by +2. At 5th level, he gains a +2 inherent bonus to his Dexterity score. Every six levels thereafter, this inherent bonus to Dexterity increases by +2. At 7th level, he gains a +2 inherent bonus to his Constitution score. Every six levels thereafter, this inherent bonus to Constitution increases by +2.

Strongman (Ex): At 3rd level, a superhuman adds +4 to his Strength for the purposes of determining encumbrance by weight, lifting, and dragging. This bonus increases to +8 at 8th level, +12 at 12th level, and +16 at 17th level.

Physical Perfection (Ex): At 20th level, the superhuman reaches the absolute perfection of his physical form. His inherent bonus to his Constitution score, Dexterity score, and Strength score all permanently increase by 2 points.

POW

Animalman

There is much inspiration to be found in nature. From the bat, to the spider, to the ooze, the animalman believes that power can be drawn from all creatures, no matter how large or how small. Humans and their kin are, after all, relatively weak next to the wonders of the animal kingdom. What is an opposable thumb compared with the regenerative power of the troll or the furnace of a dragon's breath? All animalmen choose a single animal to serve as their guide and muse, and tap into the same energy that gives the gods of nature their power. As animalmen grow in strength, they gain the abilities of the creature they imitate. While most animalmen retain their human characteristics and only adjust their creed and fighting style, some take on the physical attributes of their aspects, gaining teeth, claws, and all.

Role: An animalman's role in an adventuring party mimics his animal's role in nature. While many act as front line combatants, others rely on speed, guile, or sheer invulnerability to achieve their goals.

Alignment: Any

Hit Die: d8

Starting Wealth: $3d6 \times 10$ gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The animalman's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: $6 + \text{Int modifier}$

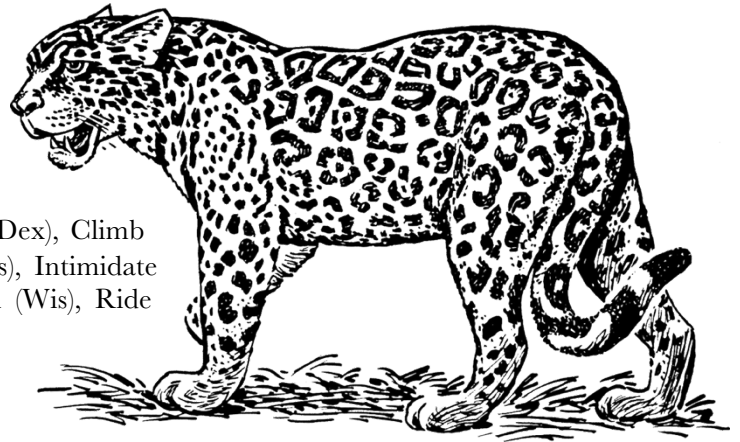


Table: Animalman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Animal aspect, animal speech, nature senses, super strike
2 nd	+1	+3	+3	+0	Danger detection
3 rd	+2	+3	+3	+1	Physical paragon (+2 Str)
4 th	+3	+4	+4	+1	Superpower
5 th	+3	+4	+4	+1	Physical paragon (+2 Dex)
6 th	+4	+5	+5	+2	Animal aspect
7 th	+5	+5	+5	+2	Animal domination, physical paragon (+2 Con)
8 th	+6/+1	+6	+6	+2	Superpower
9 th	+6/+1	+6	+6	+3	Physical paragon (+2 Str)
10 th	+7/+2	+7	+7	+3	Animal aspect
11 th	+8/+3	+7	+7	+3	Physical paragon (+2 Dex)
12 th	+9/+4	+8	+8	+4	Superpower
13 th	+9/+4	+8	+8	+4	Physical paragon (+2 Con)
14 th	+10/+5	+9	+9	+4	Animal aspect
15 th	+11/+6/+1	+9	+9	+5	Physical paragon (+2 Str)
16 th	+12/+7/+2	+10	+10	+5	Superpower
17 th	+12/+7/+2	+10	+10	+5	Physical paragon (+2 Dex)
18 th	+13/+8/+3	+11	+11	+6	Animal aspect
19 th	+14/+9/+4	+11	+11	+6	Physical paragon (+2 Con)
20 th	+15/+10/+5	+12	+12	+6	Animal aspect, physical perfection

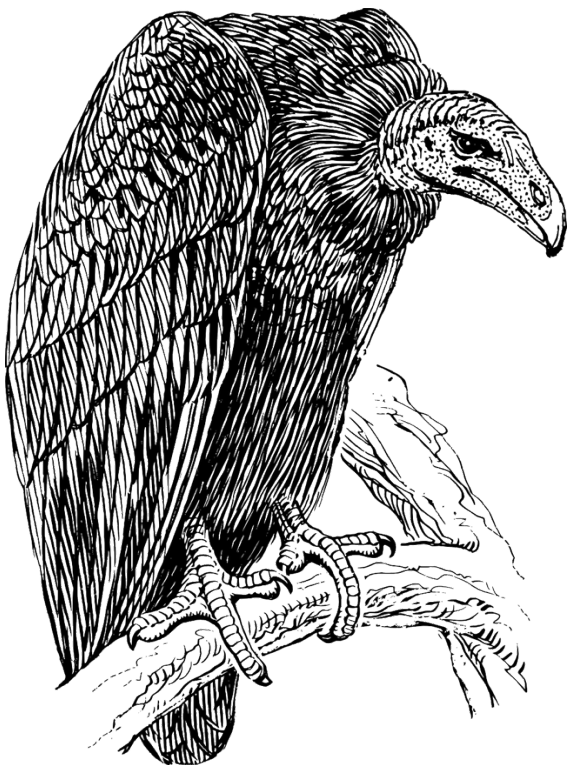
The following are class features of the animalman.

Weapon and Armor Proficiency: An animalman is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Animal Aspect: Each animalman draws inspiration and strength from an animal. The animal aspect manifests in a number of ways as the animalman gains levels. An animalman must pick one animal aspect upon taking his first level of animalman. Once made, this choice cannot be changed. At 1st level, 6th level, and every four levels thereafter, the animalman gains an ability depending on his animal aspect (a list of animal aspects may be found below).

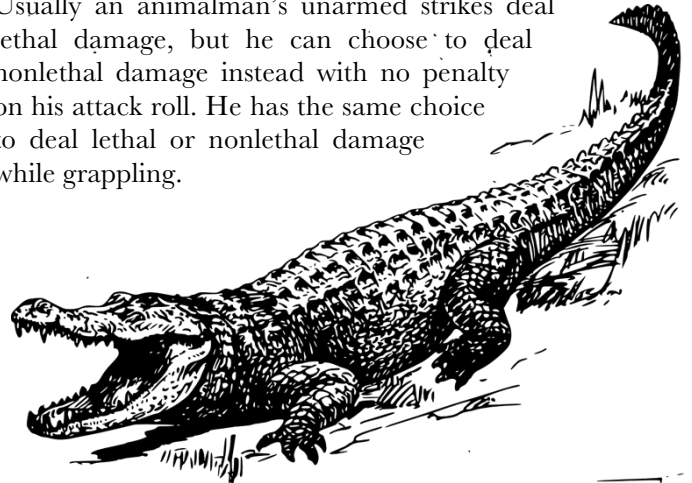
Animal Speech (Ex): An animalman can speak with creatures within his animal portfolio. This works as the monk's tongue of the sun and moon ability. Wary and cunning creatures are likely to be terse and evasive, while the more unintelligent make inane comments. Even mindless creatures may emit some sort of helpful grunt. If a creature is friendly, it may do a favor or service for the animalman.

Natural Senses (Ex): Starting at 1st level, an animalman's senses are heightened. He gains a bonus on Perception checks equal to half his animalman level (minimum 1), and also gains the scent special ability.



Super Strike: At 1st level, an animalman gains Improved Unarmed Strike as a bonus feat. An animalman's attacks may be with fist, elbows, knees, and feet. This means that an animalman may make unarmed strikes with his hands full, or if he is using his hands to make natural attacks. There is no such thing as an off-hand attack for an animalman striking unarmed.

Usually an animalman's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.



An animalman's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

An animalman may treat his unarmed attacks as if they were two-handed attacks. He adds 1-1/2 times his Strength bonus on unarmed strikes, and deals extra damage when using Power Attack. An animalman cannot treat his unarmed attacks as two-handed attacks while making a flurry of blows.

At 10th level, the critical multiplier of an animalman's unarmed strikes increases to x3. At 20th level, the critical multiplier of an animalman's unarmed strikes increases to x4.

An animalman also deals more damage with his unarmed strikes than others, as shown on **Table: Superstrike Damage**.

Table: Superstrike Damage

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1 st -3 rd	1d4	1d6	1d8
4 th -7 th	1d6	1d8	2d6
8 th -11 th	1d8	1d10	2d8
12 th -15 th	1d10	2d6	3d6
16 th -19 th	2d6	2d8	3d8
20 th	2d8	2d10	4d8

Danger Detection (Ex): Starting at 2nd level, whenever an animalman rolls for initiative, he can roll twice and take either result. At 7th level, he can always act in the surprise round, but if he fails to notice the ambush, he acts last, regardless of his initiative result (he acts in the normal order in following rounds). At 11th level, he can roll for initiative three times and take any one of the results.

Physical Paragon (Ex): An animalman is a paragon of physical might. At 3rd level, he gains a +2 inherent bonus to his Strength score. Every six levels thereafter, this inherent bonus to Strength increases by +2. At 5th level, he gains a +2 inherent bonus to his Dexterity score. Every six levels thereafter, this inherent bonus to Dexterity increases by +2. At 7th level, he gains a +2 inherent bonus to his Constitution score. Every six levels thereafter, this inherent bonus to Constitution increases by +2.

Superpower (Ex): As the animalman gains experience, he learns a number of superpowers that enhance his incredible ability. Starting at 4nd level, an animalman gains one superpower from the superpower list. He gains an additional superpower for every 4 levels of animalman attained after 4th level. An animalman cannot select an individual superpower more than once unless indicated otherwise.

Animal Domination (Su): At 7th level, an animalman can *dominate monster*, as per the spell. The animalman uses his class level to determine the caster level of the spell. This effect lasts for a number of rounds equal to his animalman level. These rounds need not be consecutive. The animalman may only dominate a single creature at a time. The animalman may only dominate creatures within his animal aspect portfolio. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the animalman's level + the animalman's Charisma modifier). A creature that has resisted the animalman's domination is immune to its effects for 24 hours.

Mindless creatures within the animalman's animal portfolio are treated as having a mind for the purpose of animal domination.

Physical Perfection (Ex): At 20th level, the animalman reaches the absolute perfection of his physical form. His inherent bonus to Constitution score, Dexterity score, and Strength score all permanently increase by 2 points.



Animal Aspects

Ant

You admire the humble ant for his incredible strength relative to his size.

Animal Portfolio: All insects without a fly speed except for spiders.

At 1st level, your carrying capacity triples.

At 6th level, you may reduce your size category by one as a standard action. All of your weapons and equipment are similarly reduced. Reducing your size in this way does not change your Dexterity or Strength. While in a smaller form, your size bonus or penalty to Combat Maneuver Bonus and Combat Maneuver Defense is equal to your base size, as if you had not changed size. Although your weapons, unarmed, and natural attacks shrink, they deal damage according to their base size. You may return to your normal size as a standard action. If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you. At 10th level, you may reduce your size category by two as a standard action.

At 14th level, you may reduce your size category by three as a standard action.

At 18th level, you may reduce your size category by four as a standard action.

At 20th level, your inherent bonus to Strength score permanently increases by 2 point.

Table: Ant Size Modifiers

Size	Attack & AC	CMB & CMD*	Fly	Stealth
Fine	+8	-8	+8	+16
Diminutive	+4	-4	+6	+12
Tiny	+2	-2	+4	+8
Small	+1	-1	+2	+4
Medium	+0	+0	+0	+0

* The ant animalman does not apply these changes to his CMB and CMD

Table: Ant Size and Space

Size	Space	Reach
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.



Bat

You take on the guise of a bat when hunting your foes, using cunning and fear as your tools.

Animal Portfolio: All bats.

At 1st level, all Knowledge skills become class skills. You gain an additional two skill ranks at first level and again whenever you gain a level.

At 6th level, you receive a morale bonus on all Intimidate and Sense Motive checks equal to 1/2 your animalman level.

At 10th level, you gain Shatter Defenses as a bonus feat. If you already have Shatter Defenses, you gain another feat that you qualify for instead.

At 14th level, you may make Intimidate checks to demoralize as a swift action.

At 18th level, you gain echolocation as a superpower. If you already have echolocation, you gain another superpower that you qualify for instead.

At 20th level, whenever you successfully use Intimidate on a shaken or frightened creature, it cowers or becomes panicked (your choice) for one round, then is shaken for 1 minute.

Beast

The beasts of the forest are your guide, all teeth and claws and bristling fur.

Animal Portfolio: All canines, felines, and bears of size medium or larger.

At 1st level, you gain a bite attack. Damage for the bite attack depends on your size.

At 6th level, you gain a two claw attacks. Damage for the claw attacks depends on your size.

At 10th level, you gain the pounce special ability.

At 14th level, you gain a +2 natural armor bonus to AC.

At 18th level, you gain a slam attack. Damage for the slam attack depends on your size.

At 20th level, you receive 1-1/2 times your Strength bonus on damage rolls with your natural attacks instead of 1 times you Strength bonus.



Bird

Wings and feathers guide your thoughts as you soar through the heavens, birds your only companion.

Animal Portfolio: All animals with a fly speed.

At 1st level, you gain the flight superpower. You may take 10 on any Fly skill checks, even if it is not normally allowed.

At 6th level, you may harry your opponents. You gain Flyby Attack as a bonus feat. You also gain Spring Attack as a bonus feat, and may use it while flying.

At 10th level, you gain two talon attacks. You may only use these talons while prone or while flying (or otherwise not using your feet). Damage for the talon attacks depends on your size.

At 14th level, even if you lose the use of your wings, as long as you are conscious you take no damage from falling. You always land on your feet at the end of a fall.

At 18th level, you gain evasion. This is exactly the same as the rogue ability of the same name.

At 20th level, your fly speed increases by 60 feet, and you no longer provoke attacks of opportunity when flying through threatened squares.

Dragon

Dragons are power in living form, and you seek power above all else.

Animal Portfolio: All dragons.

You do not gain the animal speech class ability. Instead, you gain Draconic as a bonus language. You do not gain the dominate animal class ability. Instead, you gain the charm dragon class ability.

Charm Dragon (Sp): At 7th level, an animalman may befriend a dragon as the *charm monster* spell. The animalman uses his level to determine the caster level of the spell. He may only charm dragons. An opponent can resist the effects with a successful Will

save (DC 10 + 1/2 the animalman level + the animalman's Charisma modifier). A dragon that has resisted the animalman's charm dragon is immune to its effects for 24 hours.

At 1st level, you gain the energy blast superpower.

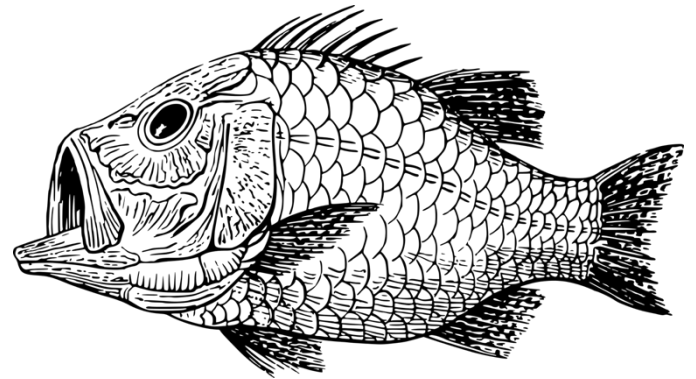
At 6th level, you gain the flight superpower.

At 10th level, you gain a bite attack. Damage for the bite attacks depends on your size.

At 14th level, you gain two claw attacks. Damage for the claw attacks depends on your size.

At 18th level, you gain a +2 natural armor bonus to AC.

At 20th level, you gain immunity to the energy type chosen for your energy blast superpower. Your natural and unarmed attacks deal an additional 1d6 energy damage. This energy damage matches the energy type chosen for your energy blast superpower.



Fish

The creatures that live in the depths inspire you to heroics both on land and sea.

Animal Portfolio: All animals with a swim speed.

At 1st level, you gain the swim superpower. You also gain proficiency in the net and trident.

At 6th level, you gain a +2 circumstance bonus to attack and damage rolls, as well as a +2 bonus to AC while fully submerged.

At 10th level, you gain an animal companion. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), and your animalman's effective druid level is equal to your animalman level. You may choose any creature from the druid animal companion list which has a swim speed.

At 14th level, you gain a +2 bonus to Fortitude, Reflex, and Will saving throws while fully submerged.

At 18th level, your animal companion gains a fly speed equal to his swim speed, and may breathe air as well as water.

At 20th level, you gain regeneration 3 (fire) while fully submerged.

Giant

Dreams of giants fill your mind, massive creatures which stare down at their enemies with intelligent eyes.

Animal Portfolio: All creatures with the subtype giant except for trolls.

At 1st level, you gain the speed superpower.

At 6th level, you may increase your size category by one as a standard action. All of your weapons and equipment are similarly increased. Increasing your size in this way does not change your Dexterity or Strength. While in a larger form, your size penalty to attack is equal to your base size, as if you had not changed size (though you still suffer a penalty to AC). If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you. You may return to your normal size as a standard action.

At 10th level, you may increase your size category by two as a standard action.

At 14th level, you may increase your size category by three as a standard action.

At 18th level, you may increase your size category by four as a standard action.

At 20th level, your Strength score permanently increases by 2 points.

Table: Giant Size Modifiers

Size	Attack & AC*	CMB & CMD	Fly	Stealth
Small	+1	-1	+2	+4
Medium	+0	+0	+0	+0
Large	-1	+1	-2	-4
Huge	-2	+2	-4	-8
Gargantuan	-4	+4	-6	-12
Colossal	-8	+8	-8	-16

*The giant animalman does not apply these penalties to his attack bonus.

Table: Giant Size and Space

Size	Space	Reach
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large	10 ft.	10 ft.
Huge	15 ft.	15 ft.
Gargantuan	20 ft.	20 ft.
Colossal	30 ft.	30 ft.

Ooze

Otherworldly, persistent, and powerful, the dungeon ooze is your muse and guide.

Animal Portfolio: All oozes.

At 1st level, you gain the echolocation superpower.

At 6th level, your body becomes malleable and amorphous. You gain a bonus on Escape Artist checks equal to your level. You also gain resist acid 5.

At 10th level, when a critical hit or sneak attack is scored on you, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This chance increases to 50% at 12th level, 75% at 14th level and 100% at 16th level.

At 14th level, you gain immunity to poison and paralysis.

At 18th level, you gain immunity to sleep effects and stunning.

At 20th level, your limbs stretch. Your reach increases by 5 feet.



Plant

Strong, healthy, and green, the plant guides your philosophy and fighting tactics.

Animal Portfolio: All plants.

At 1st level, you gain a +3 bonus to natural armor. This bonus increases by +1 for every four levels after first (+4 at 5th, +5 at 9th, +6 at 14th and +7 at 19th). However, you also gain vulnerability to fire.

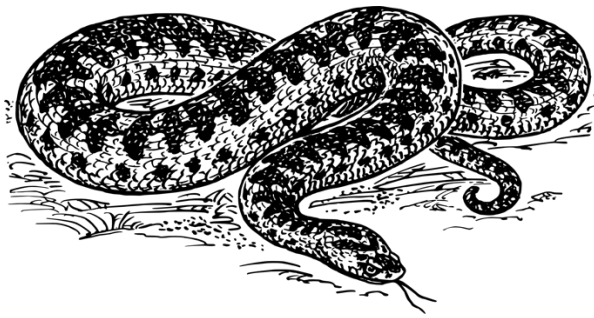
At 6th level, you gain the immortal aspirations superpower. If you already have this superpower, you gain another superpower that you qualify for instead.

At 10th level, you gain the healing factor superpower. If you already have this superpower, you gain another superpower that you qualify for instead.

At 14th level, you gain immunity to poison and paralysis.

At 18th level, you gain immunity to sleep effects and stunning.

At 20th level, you gain immunity to all mind-affecting effects except for morale effects.



Snake

You emulate the deadly snake, striking with poison and constriction alike.

Animal Portfolio: All snakes.

At 1st level, you gain a bite attack.

At 6th level, you inject your target with poison on a successful bite attack. The DC for the poison is equal to $10 + 1/2$ the animalman's level + the animalman's Constitution modifier.

Supersnake Venom

Bite—*injury*; *save* Fort DC varies; frequency 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save

At 10th level, you gain Improved Grapple as a bonus feat. If you already have Improved Grapple, you gain another feat that you qualify for instead.

At 14th level, you gain the constrict ability. The damage dealt is equal to the animalman's unarmed attack.

At 16th level, you may make a bite attack on a grappled or pinned enemy as a swift action.

At 20th level, your supersnake venom grows in strength.

Improved Supersnake Venom

Bite—*injury*; *save* Fort DC varies; frequency 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save



Spider

You draw power from the multifaceted spider, web, wall climbing and all.

Animal Portfolio: All spiders.

At 1st level, you gain the wallcrawl superpower.

At 6th level, you gain the ability to shoot webbing from your hands. As a standard action, you may make a ranged touch attack roll, treating the webbing as a thrown weapon with a range increment of 20 feet. This web has many uses. If the webbing strikes an object, the webbing sticks to it and forms a long cord between you and the object. This cord acts in all ways like a silken rope tied around the object. You may swing using the cord as you would a rope.

If a creature is struck by the web, he is entangled and glued to the floor for 2d4 rounds. A creature that is glued to the floor (or unable to fly) can break free by making a Strength check (DC = $10 + 1/2$ the animalman level + the animalman's Constitution modifier) or by dealing damage to the goo with a slashing weapon. The amount of damage needed to destroy the goo is equal to $10 +$ the animalman's level.

All webbing dissolves after 1 hour.

At 10th level, you may use your webbing to make disarm, steal and trip combat maneuvers anywhere within a 60 foot radius. Your webbing does not threaten within this area. You are not disarmed or tripped on a failed disarm or trip attempt with your webbing.

At 14th level, you gain uncanny dodge. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against you. If you already have uncanny dodge from a different class, you automatically gain improved uncanny dodge (see below) instead.

At 18th level, you gain improved uncanny dodge. You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue levels than you do.

If you already have uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank you.

At 20th level, each of your unarmed and natural attacks entangle your enemies. Any enemy who is not entangled and struck by your unarmed or natural attacks must make a Reflex save (DC = $10 + 1/2$ the animalman's level + the animalman's Constitution modifier) or become entangled for one round as if struck by your web.

Troll

Your thoughts and actions are guided by the fearsome troll, and your wounds close almost as soon as they are made.

Animal Portfolio: All trolls.

At 1st level, you gain two claw attacks. Damage for the claw attacks is dependent on your size.

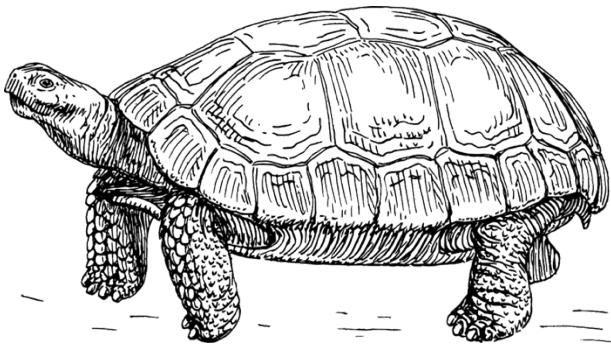
At 6th level, you gain fast healing 1. Fire and acid damage cause your fast healing to stop functioning on the round following the attack.

At 10th level, your fast healing increases to 2.

At 14th level, you gain regeneration 3 (fire, acid). This regeneration replaces the fast healing gained at 6th and 10th level.

At 18th level, your regeneration increases to 4 (fire, acid).

At 20th level, your regeneration increases to 5, and no form of attack can suppress your regeneration. You regenerate even if disintegrated or slain by a death effect. If the you fail a save against an effect that would kill you instantly, you rise from death 3 rounds later with 1 hit point if no further damage is inflicted upon your remains.



Turtle

You have always admired the turtle for his resilience and perseverance against quicker enemies.

Animal Portfolio: All turtles.

At 1st level, you grow a thick shell which in all ways approximates armor. You gain a +6 armor bonus to AC, but suffer a -3 armor check penalty and 20% arcane spell failure chance. In addition, your maximum dexterity bonus to AC is limited to +4. You cannot remove your shell in any way. It is a part of your body.

At 6th level, your shell's armor bonus to AC increases to +9.

At 10th level, your shell's armor bonus to AC increases to +11. The shell's armor check penalty is reduced to -2 and its arcane spell failure chance is reduced to 10%. Your maximum dexterity bonus is increased to +5.

At 14th level, your shell's armor bonus to AC increases to +13.

At 18th level, your shell's armor bonus to AC increases to +15.

At 20th level, your shell's armor bonus to AC increases to +16, and gains the determination magic armor special quality. You have finally become accustomed to the shell's burden. Your shell bestows no armor check penalty and no arcane spell failure chance. Your maximum dexterity bonus to AC is no longer limited by the shell.

Wasp

Your strength is in frenetic flight, agility, and poison, just like the wasp that you admire.

Animal Portfolio: All insects with a fly speed.

At 1st level you gain the flight superpower.

At 6th level, you gain a sting attack. Damage for the sting attack depends on your size.

At 10th level, you inject your target with poison on a successful sting attack. The DC for the poison is equal to 10 + 1/2 the animalman's level + the animalman's Constitution modifier.

Superwasp Poison

Bite—injury; *save* Fort DC varies; frequency 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 1 save

At 14th level, you may reduce your size by one as a standard action. This ability acts in all ways like the ant animalman's ability.

At 18th level, you may reduce your size by two as a standard action. This ability acts in all ways like the ant animalman's ability.

At 20th level, your superwasp venom grows in strength.

Improved Superwasp Poison

Bite—injury; *save* Fort DC varies; frequency 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save



Animalman Archetype: Hybrid

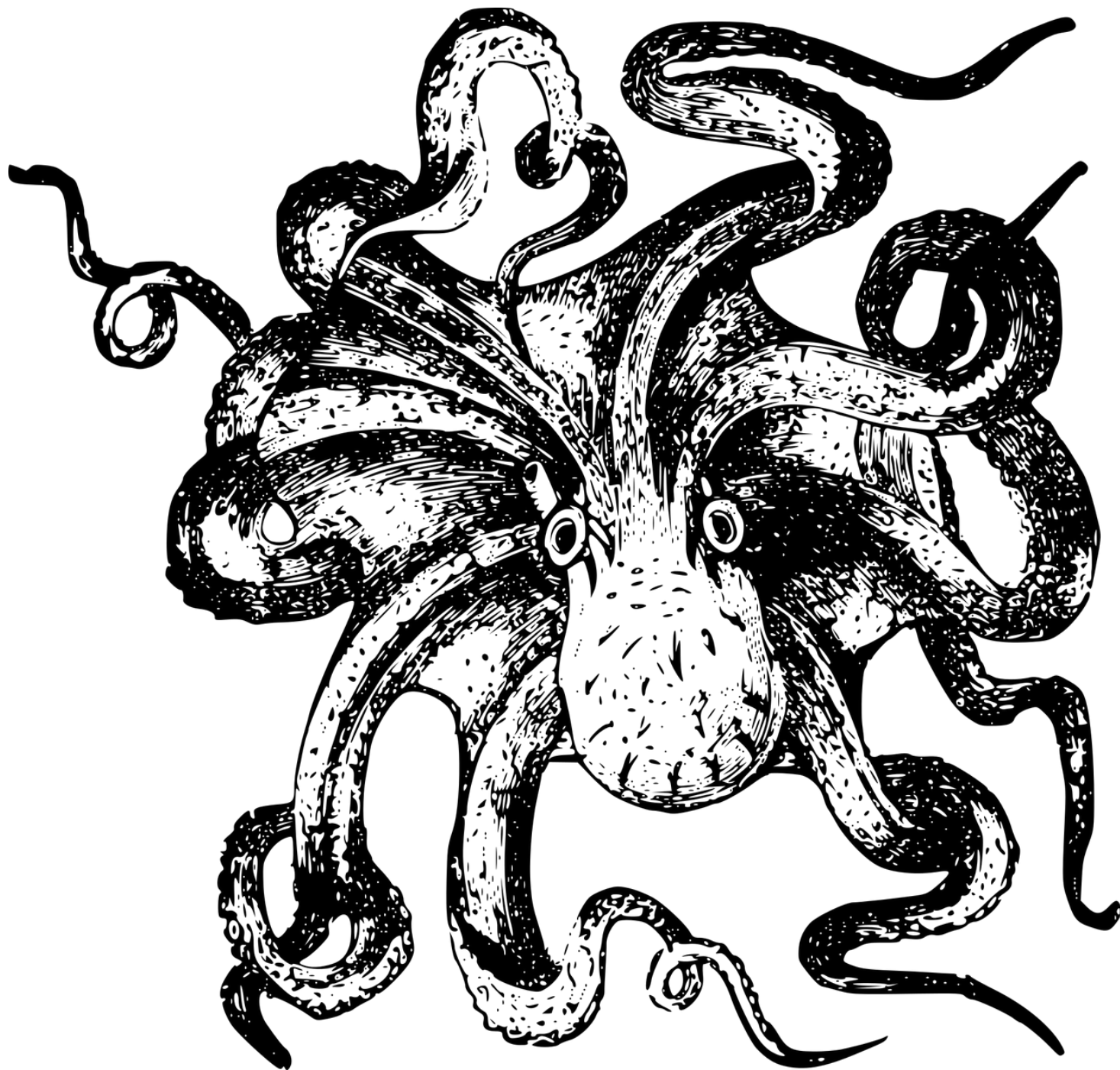
Some animalmen draw power from more than one animal.

The following are class features of the hybrid.

Second Animal Aspect: At 4th level, the hybrid chooses a second animal aspect. He adds the animal to his animal portfolio, and gains the abilities listed for the aspect's 1st level bonus. At 8th level, he gains the abilities

listed for the aspect's 6th level bonus. At 12th level, he gains the abilities listed for the aspect's 10th level bonus. At 16th level, he gains the abilities listed for the aspect's 14th level bonus. At 20th level, he gains the abilities listed for the aspect's 18th level and 20th level bonuses.

This ability replaces the superpowers gained at 4th, 8th, 12th, and 16th level, as well as physical perfection.



Telepath

Some superheroes need no brawn or fists to destroy their enemies. Some superheroes can break their foes from a distance, with weapons unseen and powers unknown. A strong mind is the only weapon they need, and they wield it fiercely. The telepath siphons power from the same well of energy that powers the gods. She is a multifaceted superhero, an adventurer who knows that the mind is mightier than the sword. She easily switches from telekinetic thrusts to mental domination, from meditative vitality to lifting and throwing her enemies. She may see from great distances, confuse her foes, or hurl boulders as the situation merits. As the telepath well knows, when the mind is sharpened enough, it becomes a tool for all purposes.

Role: The telepath contributes in martial combat, subterfuge, and wars of will. She hones her mind into a weapon to deal physical damage or mentally overpower her enemies through force of presence.

Alignment: Any

Hit Die: d6

Starting Wealth: 3d6 x 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The telepath's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Perform (Cha), Linguistics (Int), and Profession (Wis).

Skill Ranks Per Level: 2 + Int modifier

Table: Telepath

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1 st	+0	+0	+0	+2	Knack, minor telekinesis, telepathic strike	3	—	—	—	—	—	—	—	—
2 nd	+1	+0	+0	+3	Biopathy, kinetic combat, mental armor	4	—	—	—	—	—	—	—	—
3 rd	+1	+1	+1	+3	Mental paragon (+2 Wis)	5	—	—	—	—	—	—	—	—
4 th	+2	+1	+1	+4	<i>Detect thoughts</i> , kinetic lift	6	3	—	—	—	—	—	—	—
5 th	+2	+1	+1	+4	Mental paragon (+2 Cha)	6	4	—	—	—	—	—	—	—
6 th	+3	+2	+2	+5	Kinetic throw	6	5	3	—	—	—	—	—	—
7 th	+3	+2	+2	+5	Mental paragon (+2 Int)	6	6	4	—	—	—	—	—	—
8 th	+4	+2	+2	+6		6	6	5	3	—	—	—	—	—
9 th	+4	+3	+3	+6	Mental paragon (+2 Wis)	6	6	6	4	—	—	—	—	—
10 th	+5	+3	+3	+7	Telepathy	6	6	6	5	3	—	—	—	—
11 th	+5	+3	+3	+7	Mental paragon (+2 Cha)	6	6	6	6	4	—	—	—	—
12 th	+6/+1	+4	+4	+8		6	6	6	6	5	3	—	—	—
13 th	+6/+1	+4	+4	+8	Mental paragon (+2 Int)	6	6	6	6	6	4	—	—	—
14 th	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	—	—
15 th	+7/+2	+5	+5	+9	Mental paragon (+2 Wis)	6	6	6	6	6	6	4	—	—
16 th	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	—
17 th	+8/+3	+5	+5	+10	Mental paragon (+2 Cha)	6	6	6	6	6	6	6	4	—
18 th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19 th	+9/+4	+6	+6	+11	Mental paragon (+2 Int)	6	6	6	6	6	6	6	6	4
20 th	+10/+5	+6	+6	+12	Mental Perfection	6	6	6	6	6	6	6	6	6



The following are class features of the telepath.

Weapon and Armor Proficiency: Telepaths are proficient with all simple weapons and light armor, but not with shields.

Spell Casting: A telepath casts psychic spells. She may learn any spell on the wizard, cleric, or psychic spell lists, provided it is of the divination, enchantment, or illusion school. If the same spell falls into multiple spell lists, the telepath uses the spell where it appears at the lowest level.

The telepath can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a telepath must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a telepath's spell is equal to 10 + the spell's level + the telepath's Charisma modifier.

A telepath can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Telepath**. In addition, she receives bonus spells per day if she has a high Charisma score.

The telepath's selection of spells is extremely limited. A telepath begins play knowing four 0-level spells and two 1st-level spells of the telepath's choice. At each new telepath level, she learns one or more new spells, as indicated on **Table: Telepath Spells Known**. Unlike a telepath's spells per day, the number of spells a telepath knows isn't affected by her Charisma score.

At 4th level and every even-numbered level thereafter (6th, 8th, and so on), a telepath can choose to learn a single new spell in place of one she already knows. In effect, telepath loses the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level spell from the telepath's class list that the telepath can cast. A telepath can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A telepath need not prepare her spells in advance. She can cast any telepath spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Knacks: Telepaths learn a number of knacks, or 0-level spells. These spells are cast like any other spell, but they

don't consume any slots and can be used again. Knacks

Table: Telepath Spells Known

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

cast using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Mental Armor (Su): At 2nd level, a telepath leverages her deep understanding of the world to project a telekinetic force against attacks, surrounding herself in invisible armor. The telepath adds her Wisdom modifier (if any) to her AC as an armor bonus. At 9th level, this bonus increases to 1-1/2 times her Wisdom modifier. Since mental armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. She loses this bonus when she is unconscious.

Minor Telekinesis (Sp): At will, a telepath can use *mage hand*, as the spell. She uses her telepath level to determine the effective caster level of the spell.

Telepathic Strike (Su): The telepath may attack enemies using her mind. Telepathic strike is a ranged weapon with a range increment of 30 feet which deals bludgeoning damage. The telepath's attack bonus for telepathic strike is equal to her telepath level plus her Intelligence modifier (neither size nor Dexterity are factors, though range penalty is).

Telepathic strike is a ranged weapon. It gains the benefits of *haste*, Point-Blank Shot, Rapid Shot, Weapon Focus (telepathic strike), and similar feats, abilities and effects.

Telepathic strike is entirely mental, requires no hands to wield, is neither a light weapon nor a two-handed weapon, and does not qualify for two weapon fighting. Telepathic strike makes no sound when used. When using Stealth to snipe with telepathic strike, the telepath only takes a -10 penalty to Stealth checks instead of -20.

At 1st level, telepathic strike deals 1d4 + Intelligence modifier points of damage. At 4th level, the damage die increases to 1d6. At 8th level, the damage increases to 1d8 + 1-1/2 times her Intelligence modifier. At 12th level, the damage die increases to 1d10. At 16th level, the damage die increases to 2d6. At 20th level, the damage increases to 2d8 + 2 times her Intelligence modifier.

Biopathy (Su): At 2nd level, the telepath learns how to use her mental abilities to augment her vigor. By meditating for one minute, she may reach deep within herself and draw forth temporary resilience. She gains a number of temporary hit points equal to her telepath level. She may perform this biopathic meditation a number of times per day equal to her Wisdom modifier.

Kinetic Combat (Su):

Starting at 2nd level, the telepath can use her telekinetic strike to perform a bull rush, disarm, trip, steal, or sunder at range. The telepath's combat maneuver bonus for telepathic strike is equal to her telepath level plus her Intelligence modifier (neither size nor Dexterity are factors, though range penalty is). The telepath cannot be disarmed or tripped due to a failure. Stolen items must weigh 5 pounds or less, and they immediately fly towards the telepath and land in her possession.

Mental Paragon (Ex): As a telepath grows in experience, her mental abilities expand dramatically. At 3rd level, she gains a +2 inherent bonus to her Wisdom score. Every six levels thereafter, this inherent bonus to Wisdom increases by +2. At 5th level, she gains a +2 inherent bonus to her Charisma score. Every six levels thereafter, this inherent bonus to Charisma increases by +2. At 7th level, she gains a +2 inherent bonus to her Intelligence score. Every six levels thereafter, this inherent bonus to Intelligence increases by +2.

Detect Thoughts (Sp): At 4th level, a telepath can use *detect thoughts*, as per the spell, at will. Activating this

ability is an immediate action. She uses her telepath level as her caster level for determining spell effects. The Will save to negate is equal to 10 + 1/2 the telepath's level + the telepath's Charisma modifier. A creature who has resisted the telepath's detect thoughts is immune to its effects for 24 hours.

Kinetic Lift (Su): At 4th level, a telepath can lift and move objects within 60 feet by concentrating on them as a standard action. A sustained force moves an object or creature up to 20 feet per round. A creature can negate the effect on itself or an object it possesses with a successful

Reflex save (DC = 10 + 1/2 the telepath level + the telepath's Intelligence modifier). As a move action, a creature may attempt another Reflex save to end the effect. A creature suffers no penalty for being held in the air, but is unable to move or may not be able to reach opponents with its attacks.

The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond the ability's range. The ability ends if the object is forced beyond the range.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated. The telepath might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Maintaining sustained force across multiple rounds requires concentration. Each round, the telepath must maintain her concentration with a standard action. Anything that would cause a spellcaster to suffer a concentration check, also causes a telepath to suffer a concentration check. When she makes a concentration check to maintain kinetic lift, she rolls d20 and adds her level and her Intelligence modifier. If she fails the concentration check, kinetic lift ends.

At 4th level, the telepath may target diminutive and smaller objects and creatures. At 8th level, the telepath may target tiny objects and creatures. At 12th level, the telepath may target small objects and creatures. At 16th level, the telepath may target medium objects and creatures. At 20th level, the telepath may target large objects and creatures.





At 20th level, maintaining kinetic lift becomes a move action instead of a standard action. When she lifts an object or creature using kinetic lift, and once a round when she maintains it, she may choose to deal the creature damage equal to her Intelligence modifier.

Kinetic Throw (Su): At 6th level, as a standard action, the telepath can hurl one object or creature within 60 feet against any target within 30 feet of the object or creature.

The telepath must succeed on an attack rolls to hit the target with the thrown object, using her level + her Intelligence modifier. Objects and creatures that miss their target land in a square adjacent to the target. Weapons deal standard damage plus the telepath's intelligence modifier. All thrown creatures and objects of diminutive size or larger deal 1d4 points of damage per telepath level plus the telepath's Intelligence modifier (usually bludgeoning). Soft, harmless, or unusually light objects may deal less damage at the GM's discretion.

Creatures can be hurled, but they are allowed Reflex saves to negate the effect (DC = 10 + 1/2 the telepath level + the telepath's Intelligence modifier. A creature's possessions can be hurled, but the creature is allowed a Reflex save to negate the effect.

At 6th level, the telepath can throw diminutive objects or creatures and smaller. At 10th level, the telepath can throw tiny objects. At 14th level, the telepath can throw small objects. At 18th level, the telepath can throw medium objects.

If a creature or object is thrown against another creature or object, both creatures or objects take full damage (damage is not split). Hurlled creatures typically land on their feet.

Telepathy (Su): At 10th level, the telepath may communicate with creatures using just her mind. She gains telepathy to a range of 100 feet.

Mental Perfection (Ex): At 20th level, the telepath makes a mental breakthrough. Her inherent bonus to Charisma score, Intelligence score, and Wisdom score all permanently increase by 2 points.

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