Archetypes:

Striker: Striker fighting styles vary vastly from region to region. When the individual striker leaves their training school the real education begins. Below are the most common Archetypes that develop throughout Tharstelding.

Inn Fighter: The Inn fighter is a master of street and improvised combats. They have learned from countless brawls that anything is fair game when the fight is on. Some of their tactics may seem crude or cheap, but regardless of how a fight starts, the Inn Fighter knows all that matters is who wins.
Cheap Shot (ex): As a standard action the Inn Fighter may make a single attack at their highest base attack against their target, if successful the target must succeed at a fortitude save DC equal to damage dealt or be stunned until the beginning of the Striker's next turn. This ability replaces the Striker's Quick Block +2 ability gained at 2nd level, instead the Striker gains Quick Block +2 at 11th level and does not gain Quick Block +4.

Drink Like a Fish (ex): You gain the ability to drink a number of alcoholic beverages per day equal to your constitution score without suffering any effect. In addition, you may drink a potion and delay its effects for up to one hour per point of constitution modifier, during this time you may activate its effect as though you had just consumed the potion as a standard action that does not provoke an attack of opportunity. This ability replaces the training gained at 6th level.

Throw Anything: You gain the throw anything feat as described in the Core Rulebook, this ability replaces the Quick Block +4 ability gained at 11th level, or the Quick Block +2 ability if it would be gained at this level. The Quick Block +2 ability may be gained at 12th, 15th or 18th level in place of a training.

Shrug it Off (ex): You gain a pool of temporary hit points equal to 2 times your class level, at the beginning of each encounter you may allocate how many of these temporary hit points you wish to use during the encounter. Any unused temporary hit points are consumed at the end of the encounter and are not placed back into your temporary pool. This ability replaces the Roll With It ability gained at 13th level. The Roll With It ability may later be gained at 15th or 18th level in place of a training.

Resilient One: The Resilient One has mastered body and mind at the expense of martial focus, making them more fortified against the physical and mental attacks of their enemies.
Fortified Body (ex): You gain a training bonus to fortitude saves equal to ¼ of your character level, to a maximum of +5 at 20th level. This ability replaces the Magic Strike ability gained at 4th level, instead the Striker gains Magic Strike +1 at 8th level, +2 at 12th level, +3 at 16th level and +4 at 20th level.

Iron Clad Mind (ex): You gain a training bonus to will saves equal to ¼ of your character level, to a maximum of +5 at 20th level. This ability replaces the Sidestep ability at 4th level, and the Knee Master ability at 14th level.

Evasion (ex): You gain Evasion, as described in the Core Rulebook on page 68. This ability replaces the Intimidating Stare ability gained at 7th level. The striker may take Intimidating Stare as a training after 7th level if they wish.

Mettle (su): You gain the Mettle supernatural ability, when you make a successful Will or Fortitude saving throw that would normally reduce a spell's effect, you suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will Partial", "Fortitude Half" or similar entries can be negated by this ability. This ability replaces the Strikers bonus feat at 10th level.

Bastion of Patience: The master of form and defense, the Bastion of Patience bides their time and waits for the moment to strike.
Cornered Viper Stance (ex): When fighting defensively as a full round action you gain an extra attack at your highest base attack, however each attack you make suffers a -2 penalty, this is in addition to the -4 penalty to attacks that you suffer when fighting defensively as a full round action normally. This extra attack does not stack with magical effects that grand an extra attack, such as from a haste spell or speed weapon. This ability replaces the Combos special ability gained at 1st level.

Armadillo Stance (ex): When executing the total defense action you gain a +6 dodge bonus to AC instead of the +4 normally granted. This ability replaces the training gained at 6th level.

Soft Spot Strike (ex): When fighting defensively as a standard action you may make a single attack ignoring the opponents bonus to natural armor (if any). This ability replaces the training gained at 9th level.

Deflection Affinity (ex): When using a magical item that confers a deflection bonus to AC, you may treat the deflection bonus as though it were 1 better than it actually is, to a maximum of +5. This ability replaces the training gained at 12th level.

Eager Pugilist: Powerful, fast and reckless, these three words best describe the Eager Pugilist who seeks to prove their martial superiority, whenever the occasion permits.
Raptor Strike (ex): During the surprise round of combat you may act normally, without single action restrictions, however you must use this extra action to move and attack or perform a charge action. You can perform no other actions during the surprise round if you wish to take advantage of this ability. Raptor Strike replaces the training normally gained at 3rd level.

Haymaker (ex): When executing a power attack you may treat your unarmed damage as though you were wielding a two handed weapon, however you make 1 less attack per round then your base attack or magical effects permit, to a minimum of 1 attack. This ability replaces the Intimidating Stare ability gained at 7th level, Intimidating stare may be taken as a training at 9th level or later.

Standing Dropkick (ex): If you do not move more than 5' during your turn, you may make a Standing Dropkick as a standard action. Treat the attack normally except that if you hit your opponent they take double damage and need to make a fortitude save DC = 10 + ½ your Striker level + your strength modifier or be sickened until the beginning of your next turn. When executing this ability you automatically become prone. This ability replaces the Bonus Feat gained at 10th level.

One Thousand Fists of Fury (ex): As a full round action you may act as though you have the Whirlwind Attack feat, Core Rulebook page 137. When executing this combat maneuver you gain a +2 to all damage dealt, however you take a -4 to your armor class until the beginning of your next turn. This ability replaces the Strikers training gained at 15th level.

Hedge Mage: Hedge Mages are by far the most numerous spell casters in Tharstelding, in being so the quality and skill of these naturally talented individuals vary vastly. Below are the most common Archetypes that the adventurer is likely to encounter.

Vagabond Mage: The Vagabond mage is the most common archetype found in the urban areas of Tharstelding, they thrive in cities with high populations and have adapted their natural talent for survival on a daily basis.
Urban Urchin (ex): You have learned to beg and scavenge for a living, you gain survival as a class skill and can use the skill in civilized areas to scavenge for food and sustenance much like the skill allows for hunting and foraging in the wild. You can provide yourself with food and water with a DC 10 survival check, however you may not use this ability to nourish others. This ability replaces the Hedge Mage's Identify spell like ability at 1st level.

Campfire Cant (sp): You have learned a simple spell like ability to maintain and mask your campfire. Once per day you can create a simple campfire out of nothing that lasts for 8 hours or until you dismiss it, at the time you cast this spell like ability you can decide if you wish the campfire to produce light and heat normally, or you may decide to have either the heat or light to be suppressed for the duration of the spell. This ability removes the class skills of profession and craft at 1st level.

Vermin Friend (su): Living in the gutters and alleyways have made you some new friends. Mindless vermin now treat you as though you were one of them, they will not attack or hinder you unless you initiate combat with them. This ability replaces the Bard spell learned at 7th level.

Soulfire Enhancement (sp): Your inner fire burns and can be placed in your weapons and/or armor. As a standard action you may voluntarily lower your charisma by 2 points to increase a weapons enhancement bonus by 1. Likewise you may voluntarily lower your wisdom by 2 points to increase your armor or shields enhancement bonus by 1. You must be holding the item to perform this spell like ability but may then later remove the item from your possession, you may only have 1 weapon and 1 armor/shield enhanced at the same time, enhancing another item removes the enhancement from the previously enhanced item. As a full round action you may dismiss the enhancement and regain your lowered ability points regardless of if the item is in your possession. You may not enhance an item over +5 with this ability. This ability replaces the Magic Infused Skills ability gained at 11th level.

Locus Mage: While other Hedge Mages lack specific focus, you have honed your path.
One Road (ex): Select either Divine or Arcane spells to remove from your spell casting ability. You now know a combined amount of either Divine or Arcane spells equal to the total number of spells you would normally know. Whenever you gain new spells, you gain only spells from the type you elected to keep. In addition, you must select the focused path of your remaining magic type or the martial path. This ability replaces the type of magic you elect to remove from your spell casting.

Enhanced Focus (ex): Whenever you gain spells that you do not have access to, Bard for arcane or Druid for divine, you may instead select a spell that you do have access to Druid for divine or Bard for arcane. This ability replaces the spell you would normally obtain at the given level.

Locus Companion (ex): Your bond to your focused school of magic has manifested itself as a physical ally. If you elected to maintain divine spells you gain an animal companion, as outlined on page 51 and 52 of the Core Rulebook, treating your Hedge Mage level as your Druid level for your animal companion's abilities. If you elected to maintain arcane spells and have elected the arcane focused path you gain improved familiar as a bonus feat, if you have elected the martial focused path you instead gain a familiar as outlined on pg. 82 and 83 of the Core Rulebook treating your Hedge Mage level as your Wizard level to determine your familiar's abilities. This ability replaces the Martial Adept trait gained at 9th level.

Singularity (su): At one with your focused school, you increase the DCs to resist any spell you cast by 1. This ability replaces the Bonus Feat granted at 12th level.

Wild Caster: The Wild Caster is as reckless as the unbound energies that inhabit their very soul, they let fate decide the outcome of their powers.
Brazen Casting (ex): When casting a spell defensively you may lower your concentration skill by 2 to increase the damage of your spell by 1, you may lower your concentration score a number of points equal to two times the level of the spell being cast in order to increase your damage respectively. This ability only works on damage dealing spells and replaces the Magic Infused Defense ability gained at 3rd level.

In Fates Hands (ex): When making a saving throw you roll 2D20 and must accept the lower of the two results, however you gain a +3 fate bonus to the lower die roll. This ability replaces the Bard spell gained at 7th level.

Fickle Spell Casting (ex): You only gain this ability if you have two or more metamagic feats, if you have 1 or less metamagic feat you do not gain this ability. By expending two uses of a spell you gain a random application from a metamagic feat that you have access to without an increase in the spell level or casting time, if the metamagic feat applied would otherwise not affect the spell then the extra spell is wasted and the spell resolves normally. Metamagic feats with an increase of the spell level by four or more are not included in the random metamagic feat selection. This ability replaces the Bard spell learned at 13th level, and the Druid spell learned at 14th level.

Wheel of Time (su): Your mastery of fate has taught you that time is a wheel that can be turned by the focused. At the beginning of an encounter you may inflict 2 points of intelligence drain upon yourself to act in the surprise round. This may cause you to act alone in your own surprise round if none would otherwise be performed. This ability replaces the Bard spell gained at 16th level.

Schooled Caster: Some Hedge Mages have actually acquired some schooling in the magical arts that they pursue. The Schooled Caster blends preparation with training, at the expense of spontaneous diversity.
Arcane Schooling (ex): Your training in arcane magic is similar to that of a traditional wizard, you maintain a spell book, obtain new spells and memorize these spells each day like a wizard when dealing with your arcane (wizard) spells, however you use your charisma modifier instead of your intelligence modifier as it relates to your spell book. You can copy new spells to your spell book and cast spells from spell trigger and spell completion items just like a wizard. This ability replaces the limited ability and identify traits acquired at first level as it applies to wizard spells, you are still restricted to the limited ability trait as it applies to Bard, Druid or Cleric spells.

Spell Like Ability (sp): Chose an arcane spell that you are able to cast, you my now use this spell 3 times per day as a spell like ability, the DC to resist this spell is equal to 10 + the spell level + your charisma modifier if applicable. This ability replaces the bonus feat trait acquired at 6th level, 12th level and 18th level. Each time you would gain the bonus feat trait you instead may select a new arcane spell like ability to add to your spell like abilities.

Wand Mastery (ex): Your power over spell trigger items has been honed in your arcane training. Henceforth when using a spell trigger item, such as a wand, you may treat the caster level of the wand as though it were equal to your class level. This ability replaces the Martial Adept Racial Trait acquired at 9th level.

School Focus (ex): Your focus in the arcane school of your training has finally been honed, outside of the educational institutions of wizardry. Select an arcane school from the list available to Wizards in the Core Rulebook, you now act as though you were a Wizard of your Hedge Mage level -5 and can use your specialized school abilities. If you have Wizard levels combine your Hedge Mage levels -5 with your wizard levels for any schools that you specialize in to determine the powers you have available. This ability replaces the Magic Infused Skills trait acquired at 11th level, and the Bonus feat acquired at 12th level.

Vindicator: The elite of the Bedlam Road, often this organization will train its holy warriors in specific fields of warfare to further its tenants of chaos and destruction.

Dragon Knight: The Dragon Knight is a mounted champion of Rafar, they ride their dragon steed headlong into battle with the fury of their draconic lord.
Draconic Tongue (ex): You gain the ability to speak draconic, in addition you may telepathically communicate with any dragon within 100'. This ability replaces the Detect Law trait acquired at 1st level.

Draconic Mount (sp): Your mount takes on the traits of a dragon, apply the Half Dragon template to your summoned mount, select the color of your Half Dragon mount from the chromatic dragons available on page 170 of the Bestiary, your mount retains the selected color each time it is summoned. This ability requires you take the 2nd option of Rafar's Boon upon obtaining 5th level, in addition it replaces gift acquired at 6th level.

Draconis Fundamental (ex): Your soul burns with the elemental fury of your draconic patron. Select a chromatic dragon type, you gain a breath weapon usable once per day depending on the color of dragon you select as outlined in the Half Dragon template on page 170 of the bestiary. This ability replaces the Inner Chaos trait acquired at 8th level.

Dragonflesh (ex): Your skin hardens with scales, select a chromatic dragon type, you gain a +1 natural armor bonus and resistance to energy based on the color selected. Red: Fire 5, Blue: Electricity 5, Black: Acid 5, Green: Acid 5, White: Cold 5. This ability replaces the Aura of Destruction trait acquired at 11th level.

Scion of Destruction: The Scion of Destruction is an avatar of waste. For a Scion, combat is just a formal excuse to break their opponent, piece by piece.
Destructive Blows (ex): You rain down fury with your blows. You gain a +2 Chaos bonus on checks made to sunder an item. This ability replaces your spell casting ability.

Word of Breaking (sp): Your very voice can cause destruction. You gain the spell like ability to cast Shatter as a spell like ability 3 times per day, the DC to resist is equal to 10 + ½ your Vindicator level, + your charisma modifier if applicable. This ability replaces your Gift trait acquired at 3rd level.

Anarchy Incarnate (ex): Your language of both mouth and body can stir emotions of anarchy in those around you. When speaking against lawful actions you gain a bonus to diplomacy checks equal to ½ of your class level, rounded down. This ability replaces the Rafar's Boon trait acquired at 5th level.

Sword Breaker Aura (su): The winds of destruction swirl around you. You project an aura of destruction that slides along your skin. Whenever you are stuck in combat by a hand held manufactured weapon, the weapon takes 1 point of damage that bypasses all hardness. This ability replaces the Gift trait acquired at 12th level.

Crimson Knight: The Crimson Knights are the best horsemen that the Church of the Bedlam Road can field. They are the closest thing to a traditional Knight that the chaotic organization trains, however they are not confined to the code of honor that may direct the traditional knight in shining armor.
Spur Mount (ex): You have learned that heels driven into your mounts flanks can spur your steed to amazing speeds. As a swift action you may perform a strength check DC 10, if successful your mount gains a +10 bonus to its land speed for 1 round. Each time you perform this action you deal 5 points of nonlethal damage to your mount. This ability replaces your Chaotic Resilience trait at 2nd level.

Reckless Charge (ex): When mounted, you may initiate a Reckless Charge. Perform the charge action as normal, however your attack bonus increases to +4 and your penalty to armor class increases to -3 until the start of your next turn. This ability replaces the Gift trait acquired at 6th level.

Equestrian Armorer (ex): Your gain skill focus as a bonus feat for craft armor, in addition your mount is considered proficient with any armor that you personally craft for it. This ability replaces Gift trait acquired at 9th level.

Topple Rider (ex): Your focus in mounted combat has taught you that the rider that stays in the saddle wins the fight. When successfully hitting a mounted target with a melee attack, the DC to remain in the saddle is increased by your strength modifier. This ability replaces the Aura of Destruction trait acquired at 11th level.

Order of the Fang: The Order of the Fang operates as the Bedlam Road's special forces and shock troops, they operate with the intent to inflict the maximum amount of damage in the shortest time.
Torrent Stance (ex): You have learned to harness the destructive powers of your church in a blinding torrent of melee strikes. As an immediate action after you are struck in combat with a melee weapon, you may make an attack of opportunity against your attacker with a -2 to the attack. If you do, you also suffer a -1 to your armor class until the beginning of your next turn. This ability replaces your spell casting ability.

Lightning Charge (ex): The "speed and violence" mantra of your order has perfected your charge. As part of a charge action you may make up to a 90 degree change in direction by reducing your overall speed by 5'. This ability replaces the gift normally acquired at 6th level.

Fang Fighter (ex): As is common with the elite of your order, you have honed your teeth into razor edges. You gain a bite attack that deals 1D4 damage + half of your strength modifier. As part of a full attack you may make a secondary bite attack at your full base attack -5. This ability reduces the total number of smites you can make per day by 1, you gain this ability at 10th level.

Battle Screech (ex): Your gruesome visage and fang filled maw can strike fear into the most tempered of hearts. As a swift action you may use the intimidate skill to demoralize an opponent per the use of the skill on page 99 of the Core Rulebook. Regardless of the result, this ability may only be used once per target per encounter. In addition, you may use either your charisma or strength modifier to this skill check. This ability replaces the gift trait usually acquired at 12th level.

Guardian: Guardians, the defenders of the weak and the stewards of nature, below are the most common encountered archetypes of the Gates of Panacea.

Green Savant: The Green Savants are protectors of nature and are sometimes called Tree Knights by the common folk that encounter them. At home in the wild places of the world, they watch over their territories with a loving eye.
Leafskin Blessing (su): Your bond to the natural world has manifested itself on your flesh. You gain Stealth as a class skill, in addition while in a natural environment (DMs discretion) you gain a bonus to all Stealth checks equal to your charisma modifier. This ability replaces the Detect Evil trait acquired at 1st level.

Totem of the Wild (ex): You have learned they the best allies one can hope for in the wild places of the world are the very wild creatures that call it home. With 24 hours of time, and 100GP worth of special materials, you can craft a Totem of the Wild. This item occupies a necklace slot and allows the user to cast Charm Animal and Speak with Animals at will, only you can use this item however. If the totem ever leaves your person it appears as a non-magical trinket of nominal value. This ability replaces the Divine Bond trait normally acquired at 5th level.

Shrew Step (su): The earth yields itself to your will, as easily as water. While in areas of earth or sand, not stone or other hard surfaces, you gain a burrow speed of 20'. You leave behind no tunnel or trail and must hold your breath during your time under the earth. This ability replaces the Aura of Faith trait normally gained at 14th level.

One with Nature (sp): Upon obtaining 17th level the Green Savant's bond with nature is complete. You gain low light vision, immunity to all mind-affecting effects, paralysis, poison, polymorph, sleep effects and stunning. Finally you no longer need to sleep but must still eat, drink and breathe. This ability replaces the Aura of Righteousness trait usually obtained at 17th level.

Templar: The Templars are the healer knights of the church of Glitanius. They war and save the wounded in the name of their God of Life.
Combat Medic (ex): Your time in battle has taught you how to administer aid to those wounded in war. You gain Skill Focus Heal as a bonus feat. In addition, you may add your intelligence bonus to all heal checks made. This ability replaces the Detect Evil trait at 1st level.

Soulfire Stance (su): Your soul burns with the healing energies of Glitanius. Once per encounter you may enter the Soulfire Stance as a swift action, all living creatures within a 20 foot radius gain fast healing equal to your charisma modifier for a number of rounds equal to your wisdom modifier. This ability harms undead, who are entitled to a will save for ½ damage DC equal to 10 + ½ your Guardian level + your charisma modifier. This ability replaces the Natures Warden trait gained at 8th level.

Advanced Medicine (su): Your knowledge of medicine and the human body vastly exceeds the common medic. When administering a healing potion to yourself or another, you may treat the potions numerical effects as though they were the maximum allowed, in addition you may add your charisma modifier to all heal checks made. This ability replaces the Mercy gained at 12th level.

Ultimate Sacrifice (sp): Your ability to bring back the dead requires only your divine spark. As a full round action, and as a spell like ability, you may decide to extinguish your own life to raise another. This acts as though you had cast True Resurrection on the target but you are instantly slain. This ability replaces the Aura of Righteousness trait usually obtained at 17th level.

Order of the Briar: The Order of the Briar is a small offshoot of Guardians that focus on the use of quarterstaffs to defeat their foes, crafting the divine spark of Glitanius into weapons of righteous power.
Bramblestrike (su): The blessing of Glitanius extends from your heart and to your staff. When wielding a quarterstaff, brambles entwine your weapon. Each successful attack with your quarterstaff deals an additional 1D4 points of piercing damage. This ability replaces the Lay on Hands trait gained at 2nd level.

Oak Grove Stance (ex): Like an oak tree you are unbent and unbroken before your foes. While wielding a quarterstaff you gain a shield bonus to armor class equal to your dexterity modifier. This ability replaces the Divine Bond trait acquired at 5th level.

Greenfooted (ex): Surefootedness can often time be the difference between victory and defeat. You gain Woodland Stride as described on page 51 of the Core Rulebook. This ability replaces the Mercy acquired at 10th level.

Pillar of Thorns (su): Those in your order that survive this long have mastered their weapon of choice. When wielding a quarterstaff your Bramblestrike now deals 1D6 points of piercing damage on each successful hit. In addition, you may throw your quarterstaff as a thrown weapon with a base range of 20 feet as a standard action, your Bramblestrike damage applies to this attack if successful and you may make a free trip attempt against the target if your attack succeeds. Your quarterstaff automatically returns to your hand as though it had the returning magical trait. This ability replaces the Aura of Faith trait at 14th level.

Order of the Branch: The Order of the Branch focuses more on defense and obstruction then on martial prowess. The reverse of the Order of the Briar, these agents often work as body guards and church wardens.
Sap Blood (su): Your blood runs thick as sap, if disabled in combat you automatically stabilize. In addition, you gain a +2 to saves vs. poison or disease that can be contracted via injury. This ability replaces the Divine Grace trait normally gained at 2nd level.

Animate Weeds (sp): The very weeds and vines around you bend to your will. At will you may cast Entangle as a spell like ability centered on you, however the radius is reduced to 10'. This ability replaces the Mercy usually gained at 6th level.

Avian Messenger (sp): The Order of the Branch often acts as the eyes and ears for the Gates of Panacea, and as such the swiftness of their reports can often mean the difference between success and failure. At will you may cast Animal Messenger as a spell like ability. This ability replaces the Mercy normally gained at 9th level.

The Silver Wolf (su): Your orders best kept secret is its weak bond to Lycanthropes. And just as your predecessors had the "blessing", so too do you. Your type does not change to shapechanger and you do not carry the lycanthrope disease, but you gain all of the abilities of a Werewolf. As outlined on page 196 you can change into a wolf or a hybrid werewolf for a number of rounds equal to ½ of your Guardian level + your constitution modifier per day, the use of this ability does not need to be consecutive, and you can chose at any time to end this affect. Changing into and out of either wolf of hybrid form requires a full round action, if you change into wolf form your equipment is absorbed into your form until you change back. You have total control and over your character in this form, and illumination cycles of Rytol do not force you to change. This ability replaces the Aura of Righteousness obtained at 17th level.

Constable: No Church has more martial desire then the Burning Crux, or warriors more vicious and deadly on the field of battle. Below are the most common Archetypes that aspiring Constables obtain.

Burning Crusader: The Burning Crusader, feared for the fury that they can pour upon their foes, are feared martial warriors. They seek to spread the word of the Battle Maiden through their actions on the file of battle.
Searing Blood (su): Your blood burns with the fury of the your blazing God. Any opponent that strikes you with a non-reach melee weapon takes 1D4 points of fire damage as they get splattered by your searing blood. This ability replaces the Divine Grace trait obtained at 2nd level.

Gift of Aireot (su): Your weapon becomes a torch that burns away the darkness. Any melee weapon that you wield is treated as though it had the flaming property. This ability suppresses any energy ability the weapon may already have. This ability replaces the Gift of Vellarious trait acquired at 3rd level.

Inferno Nova (su): Your body radiates the burning fury of your cause. When dropped to negative hit points a ring of flaming retribution escapes your body, dealing 1D6 points of fire damage per hit die to all in a 20 foot radius spread centered on you to all other creatures. A reflex save DC 10 + ½ of your Constable level + your charisma modifier reduced the damage by ½. This ability replaces the Aura of Resolve trait gained at 8th level.

Molten Stance (su): Your burning soul can repel all flames. As a full round action you may enter a Molten Stance, giving you immunity to fire. You may take no other actions while in this stance other than taking a 5 foot step. This ability replaces the Aura of Justice trait gained at 11th level.

Stern Judge: The Burning Crux requires those that would seek answers, as well as those that would wield the blade. Your mind and your tongue are as much a weapon to you as your arm.
Inquisition (ex): Your ability to root out chaos is unmatched by those in your church. You gain a bonus to all diplomacy checks equal to ½ of your Constable level. This ability replaces the Lay on Hands trait gained at 2nd level. In addition, diplomacy is always a class skill for you.

Put to the Question (su): Some secrets require a more direct examination, which may include purification by fire. When questioning a helpless creature, that creature takes 1D6 points of fire damage for each direct lie that they tell you. This damage can be reduced by ½ with a successful will save DC equal to 10 + half of your Constable level + your charisma modifier. This ability replaces the Decree normally gained at 6th level.

Puritan Sight (su): Your vision pierces body and mind. You gain the supernatural ability to see all forms as they really are, this is a continual effect that can be suppressed or resumed willingly as a free action. This ability sees through all shape changing and form alteration but cannot be used to locate invisible creatures. This ability replaces the Decree normally granted at 12th level.

Smite of Judgement (su): Your smites have more effect on those associated with the Church of the Bedlam Road. When performing a smite attack against a foe with an affiliation score of at least 1 with the Bedlam Road organization the target must succeed on a fortitude save equal to damage dealt or be instantly knocked prone. This ability replaces your ability to apply a 2nd Decree at 15th level.

Order of the Twin Suns: Double weapon masters, the Order of the Twin Suns has perfected the art of two weapon fighting.
Coordinated Strikes (ex): When fighting with a weapon in each hand, you gain a +1 insight bonus to all attacks made. This ability replaces Divine Grace at 2nd level.

Two Weapon Deflections (ex): When fighting with a weapon in each hand, you gain a deflection bonus to your armor class equal to your 1/5th of your class level, to a maximum of +5 at 20th level. This bonus does not apply when flat footed or otherwise denied your dexterity bonus to AC. This ability replaces the Divine Bond trait acquired at 5th level.

Reflection Mastery (ex): Your duel wielding can turn ray spells back upon your attacker. You may as a readied action prepare to reflect ray spells. 1st, if attacked by a ray during this readied action make a reflex save, if the result is equal to or higher than the casters attack roll you have successfully reflected the ray. 2nd make a ranged attack against the caster, if successful the caster resolves the spell against themself as though they were the target. This ability replaces Aura of Resolve at 8th level.

Rampart Stance (ex): At a moment's notice the space around you can become your sanctuary. In place of a total defense action you may enter a Rampart Stance, while in this stance any attack made against you has a chance to miss. If you would normally be stuck by the attack you may immediately make an attack roll at your highest attack bonus, if the result is equal to or higher than the initial attack you have deflected the attack and take no damage. This replaces Aura of Faith at 14th level.

Knight of the Blazing Mantle: The heavy cavalry of the Burning Crux, the Knights of the Blazing Mantle trample all those that stand before then under burning hooves.

Horsemanship (ex): Your horsemanship is unmatched by lesser knights. You may take 10 on all ride checks regardless of if you are being threatened. This ability replaces your spell casting ability.

Blazing Hoofs (su): Your burning resolve flows through you and into your mount. Any mount that you ride has the flaming property added to all natural attacks. This ability replaces the Decree normally gained at 6th level.

Mount Bond (su): Your bond with your mount goes beyond simple commands. Spending 24 hours in prayer you may gain a special bond between yourself and an owned or summoned mount. You may only have 1 active Mount Bond at a time. You gain the ability to mentally control your mount, making it take any action that you desire without making a ride check or handle animal check. This ability works as long as you are on the same plane as your mount no matter the distance between you. As a full round action you can enter a trance that allows you to see and hear what your mount is seeing or hearing. Any damage you take while in this trance automatically ends the trance. This ability replaces the Aura of Resolve trait at 8th level.

Run with the Clouds (su): Your mount is no longer limited to walking on earth. While mounted, your mount gains a fly speed of 60' with average maneuverability. In addition, your mount gains a competence bonus to all fly checks made equal to your Constable level. This ability replaces the Aura of Justice trait gained at 11th level.

Maligner: Agents of the Shadow Sanctum, Maligners focus on paths to further weave the will of their dark lord. Be it through dealing in death or lies, the Maligner is in it for the glory of Ravis.

Shadow Knight: The Shadow Knight or Midknight as they are often nick named weaves shadows to their dark will.

Cloak of Twilight (su): The very shadows about you cloak and conceal you. As a free action you may suppress or resume the Cloak of Twilight. While under the effect of this power, lighting within 20 feet of you is decreased by 1 step, bright illumination becomes shadowy illumination and shadowy illumination becomes dark. This ability replaces the Poison Use trait at 3rd level.

Eyes of Shadow (su): Your eyes can pierce even the darkest of veil. You gain dark vision to a range of 60', if you already have dark vision from a racial trait your dark vision increases to 120'. This ability replaces the Cruelty normally gained at 6th level.

Midnight Strike (su): The darkest hours embolden your strikes. During hours of night you gain a divine bonus to bonus to all attacks equal to 1/5th of your Maligner level, to a maximum of +5 at 20th level. This ability replaces Tempered in Lies at 11th level.

Shadow Melt (su): The shadows are not only pale reflections of life, sometimes they house the very life that they reflect. You may, as a standard action, detach or attach your shadow from your body. Your shadow has ½ of your total hit points, a fly speed of 60' perfect and uses your base attack and saving throws. Its armor class is 10 + ½ of your Maligner level + your charisma modifier. It may make a touch attack as a standard action adding your charisma modifier to attack rolls that if successful deals 1D8 points of strength damage to its target. Controlling your shadow requires a full round action, if your shadow is slain before it can get back to your body you automatically lose half of your maximum hit points in unholy damage. This ability replaces the Aura of Sin trait at 14th level.

Agent of the Raven: All churches have their intelligence agents, but none are so widely renown as the agents of the Raven.

Touch of Ichor (su): Your touch blackens its mark in a shadowy ichor that only you and your church can see. Your hands secrete a shadowy ichor that only those with an affiliation score with the Shadow Sanctum of 1 or higher can see. You can use this shadow ichor to write messages, mark people or items or any other application that you may deem worthy. You can turn off or activate this ability as a free action. This ability replaces the Touch of Corruption trait normally gained at 2nd level. The shadow ichor will remain for 1 day per Maligner level.

One of Those Faces (ex): You can shape your face as easily as a sculptor bends clay. If given an hour, and a likeliness, such as a sketch of a person's face, you can bend your facial flesh to match the person with amazing accuracy. This disguise cannot be seen through with spells, as it is a physical transformation. This awards a +10 bonus to your disguise check. This ability replaces the Fiendish Boon normally gained at 5th level.

Could be Anyone (ex): You can mimic the personality of anyone you meet after a short observation. To perform this feat you must examine your subject for 3 consecutive rounds, and must hear them speak at least once during this time. Thereafter you can mimic the persons voice and personality traits if observed, such as shyness, boldness etc. If used in conjunction with One of Those Faces your bonus to disguise checks increases to +15, otherwise agents often use this knowledge and ability to frame or trick those in ear shot but not necessarily in eye shot. This ability replaces Shadow Servant at 8th level.

Black Steel Tongue (ex): Your tongue is sharp as black steel. You gain a profane bonus to all bluff checks equal to your charisma modifier. This ability replaces the Cruelty normally gained at 12th level.

Merchant of Murder: The black hand of the Shadow Sanctum, the Merchant of Murder serves up death as smoothly as some shop keepers serve up mutton.
Poison Ingestion (ex): You have learned the art of concealing poison, within you. You may ingest a dose of injury poison to be used at a later time. Once consumed you have 8 hours to utilize the poison before it becomes inert, during that time as a free action you may vomit the poison back onto an item held in your hand, typically a weapon. You never risk poisoning yourself with this ability. This trait replaces the Cruelty normally gained at 3rd level, instead you gain your first Cruelty at 6th level.

Death Attack (ex): Trained in the art of assassination. You gain the ability to make a death attack just like the assassin special ability as outlined on pg. 378 in the Core Rulebook. This ability replaces the Shadow Servant trait at 8th level.

Seeing Red (ex): You have learned how to strike at those who would otherwise not wish to be struck. You ignore 10% of the targets fortification with all ranged and melee attacks that you make. This ability replaces the Tempered in Lies trait at 11th level.

Soul Contract (sp): Ravis, the master of lies has taught you how to cheat death, at the cost of a part of your soul. You or your target may enter into a binding contract with the lord of death. This requires 1 hour of uninterrupted negotiations with the subject, or 1 hour of prayer if being used on yourself in addition to rare parchments and inks worth at least 2,000 GP. At the end of the ceremony the contract vanishes in a puff of shadow and your charisma is lowered by 2 points, this ability loss cannot be restored short of a miracle or wish spell, however should the target die they will automatically be raised as though a raise dead spell were cast on them. This ability replaces the Aura of Sin trait gained at 14th level.

Shadow Blade Bravado: The Bravado is the Shadow Sanctums martial champion, using the powers of evil to defeat their foes.

Shadow Blade Stance (su): Your dark order has perfected the use of your enemies very soul against them. Once per encounter as a swift action when fighting with a single one handed weapon you may enter this stance. For the next 5 rounds when attacking your opponent you gain a bonus or penalty based on the creature's alignment. You gain a +5 to all attack and damage rolls against good aligned targets, a +1 against neutral aligned targets or a -5 against evil aligned targets. This ability replaces Unholy Resilience at 2nd level.

Eclipse Opponent (ex): You have learned to test your physical might against those that you encounter. As a standard action and part of a melee attack chose a physical stat and make an opposed check against your opponent. If your attack is successful and you beat your opponents opposed stat check you may execute a free combat maneuver based on the stat check that you rolled. Trip for strength, disarm for dexterity or bull rush for constitution. This ability replaces your spell casting ability.

Grip of Darkness (su): Your clutches on your weapon will not be severed. If disarmed or if you otherwise lose hold of a one handed weapon you may recall it to your hand as a swift action. This ability replaces Shadow Servant at 8th level.

Oblivion Weapon (su): Your mastery of fighting with a single one handed weapon cannot be questioned. As long as you are wielding a single one handed weapon you may treat it as though it had the wounding property. This ability replaces the Cruelty gained at 12th level.