

Abilities Chart

Ability	Minor, Lesser, or Greater?	Armsman	Skillsword	Expert	Taskmage	Spellbinder	Bladecaster	Summary
Armored Casting	M						•	Cast in light armor.
Athletic Boost	M		•					+5 bonus to certain physical skill checks.
Bladecasting	M						•	Somatic components with weapon.
Broader Training	M		•	•	•			Gain three class skills.
Combat Caster	M						•	+4 Concentration to cast defensively.
Damage Exchange	M	•					•	Convert lethal to nonlethal.
Evasion	M		•	•				If Reflex save for half, instead take no damage.
Extrovert	M		•	•	•			More contacts.
Familiar	M				•	•	•	Gain a familiar.
Fast Movement	M	•	•					+10 feet movement.
Favored Enemy	M	•	•					+2 bonus vs. one creature type
Flexible Initiative	M			•				Reroll initiative.
Flurry of Blows	M	•						Extra unarmed strike, with penalty.
Forceful Guard	M	•						Str to AC when fighting defensive.
Improved Unarmed Damage	M	•	•	•				Increases unarmed damage.
Lore Knowledge	M			•	•			Roll to know about things.
Minor Energy Resistance	M				•	•		Energy resistance 1.
Parry	M	•	•	•	•			Int to AC vs. one opponent in melee.
Prestidigitation	M						•	Minor magical tricks.
Resist Fear	M						•	+4 vs. fear effects.
Skillful	M		•	•	•			Increase skill points per level.
Sneak Attack	M		•	•				Sneak attack damage.
Social Boost	M				•			+5 bonus to certain social skill checks.
Tactical Action	M		•					Int bonus to initiative.
Tactical Guard	M		•	•				Int to AC when fighting defensively.
Task Boost	M				•			+5 bonus to certain task skill checks.
Trap Sense	M		•	•	•			+2 Reflex and +2 AC vs. traps.
Uncanny Dodge	M	•	•	•	•			Keep Dex to AC when flat-footed.
Virtuoso	M		•	•	•			A new perform skill uses ranks in existing one.
		8	15	13	12	4	11	