



*With the exception of the Ninja, the SANTIAGO Player's Guide worked on the assumption that you owned only the Pathfinder core rulebook; we prefer not to require you to purchase additional books in order to run our adventure paths. However, if you do own books such as the Advanced Player's Guide, Ultimate Combat, etc., this web enhancement helps you to determine which archetypes from those books are available in the SANTIAGO campaign.*

## ADVANCED PLAYER'S GUIDE

The following archetypes from the *Advanced Player's Guide* are available in the SANTIAGO adventure path.

### Barbarian

Breaker, Brutal Pugilist, Drunken Brute, Hurler, Invulnerable Rager.

The following rage powers from APG are NOT available: Beast Totem, Chaos Totem, Disruptive, Elemental Rage, Energy Absorption, Energy Eruption, Ferocious Mount, Ferocious Trample, Fiend Totem, Spellbreaker, Spirit Steed, Spirit Totem, Witch Hunter.

### Fighter

Archer (applies to rifles instead of bows), Crossbowman (applies to rifles instead of bows), Free Hand Fighter, Mobile Fighter, Two-Handed Fighter, Two-Weapon Warrior, Weapon Master

### Ranger

None of the listed archetypes are available.

### Rogue

Acrobat, Burglar, Cutpurse, Investigator, Poisoner, Rake, Sniper, Spy, Thug

## ULTIMATE COMBAT

The following archetypes from *Ultimate Combat* are available in the SANTIAGO adventure path.

### Barbarian

Urban Barbarian

The following rage powers from *Ultimate Combat* are NOT available: Auspicious Mark, Dragon Totem, Dragon Totem Wings, Eater of Magic, Ghost Rager, Hive Totem, Hive Totem Resilience, Hive Totem Toxicity, Spell Sunder, Sunder Enchantment, World Serpent Totem, World Serpent Totem Unity.

### Fighter

Brawler (already in SANTIAGO Player's Guide), Cad, Tactician, Unarmed Fighter

### Gunslinger

Gun Tank, Mysterious Stranger, Pistolero

## Ranger

Battle Scout, Trophy Hunter

## Rogue

Bandit, Chameleon, Charlatan, Roof Runner

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