

## Barbarian comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	Acrobatics, Climb, Craft, Handle Animal, Intimidate, Knowledge (nature), Perception, Ride, Survival, Swim	Climb, Craft, Handle Animal, Intimidate, Jump, Perception, Profession, Ride, Survival, and Swim	<b>TB:</b> Intimidate has more options than <b>PF</b> Intimidate. Access to Profession. <b>PF:</b> Acrobatics encompasses Jump, and adds Balance and Tumble. Perception adds Search. Access to Knowledge (nature).
<b>Saves</b>	As PHB	Choose two saves to be good	<b>TB:</b> Two good saves clearly better.
<b>Rage Duration</b>	<ul style="list-style-type: none"> <li>•Rage limited to rounds per day = 4 + Con modifier + (2 rounds/level after 1st)</li> <li>•Temp Con bonus (such as from rage itself) <b>does not increase</b> rage duration.</li> </ul>	<ul style="list-style-type: none"> <li>•Rest mechanic alters rage frequency per day. Each rage lasts 3 + Con modifier.</li> <li>•Temp Con bonus <b>increases</b> rage duration.</li> </ul>	<b>TB</b> rage easier to keep track of due to rest mechanic. Arguably <b>TB</b> barbarian can rage more per adventure session depending on DM's leniency with rests. <b>PF</b> rage can last longer at higher levels
<b>Rage Effect</b>	<ul style="list-style-type: none"> <li>•Classic, plus acquire rage power at 2nd level, again every two levels after.</li> <li>•Long list of rage powers.</li> </ul>	<ul style="list-style-type: none"> <li>•Choice of two rage styles. Hardy Rage (classic), Whirling Frenzy (AC, Ref bonuses).</li> <li>•Appropriate options through advancement for each rage style at 11th, 14th, and 20th</li> </ul>	<b>PF</b> barbarian has bunches of unique-to-barbarian abilities to choose from. Adds to class complexity, but brings tons of customization. <b>TB</b> offers second rage style
<b>Ending Rage</b>	<ul style="list-style-type: none"> <li>•Fatigued two rounds per round in rage.</li> <li>•Cannot enter rage again until fatigue or exhausted is finished.</li> </ul>	<ul style="list-style-type: none"> <li>•Fatigued until end of "encounter".</li> <li>•No clause about entering Rage while fatigued.</li> </ul>	<b>TB</b> duration easier to keep track of due to rest mechanic.
<b>Bonus Feats</b>	None from class	Acquired at 2nd level, again every four levels after	Seems to be <b>TB's</b> answer to rage powers. Feats are useful out-of-rage, chosen from list available to everyone means less system complexity, available half as often as rage powers
<b>Trap Sense</b>	Same as PHB	Passive Perception checks within 10' of trap with Trap Sense bonus to roll.	
<b>Damage Reduction</b>	Same as PHB	+1 earned at level 4 and double effectiveness after that	Clear edge to <b>TB</b> barbarian

## Bard comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge (all), Linguistics, Perception, Perform, Profession, Sense Motive, Sleight of Hand, Spellcraft, Stealth, UMD. Use Perform skill bonus in place of another skill's bonus 10th level: use all skills even if untrained 16th level: all skills class skills. 20th level: take 10 on any skill anytime.	Acrobatics, Appraise, Climb, Disguise, Escape Artist, Jump, Knowledge (all), Linguistics, Perception, Perform, Persuasion, Profession, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Swim, UMD Additional languages (draconic or sylvan).	<b>TB:</b> adds Swim. <b>PF:</b> adds Intimidate. Perception includes search. <ul style="list-style-type: none"> <li>Perform bonus in place of other skills' bonuses make using those skills stronger.</li> <li>Incrementally better at all skills.</li> </ul>
<b>Saves</b>	As PHB	Choose which two saves are good	<b>TB:</b> Flexible choice of saves.
<b>Spellcaster</b>	Same as PHB.	<ul style="list-style-type: none"> <li>•2/3 progression on unified spell chart, plus arcane forte.</li> <li>•Access to full bard spell chart, no choosing spells as leveling.</li> <li>•Can combine bardic music with spellcasting to cast spell as swift action.</li> <li>•Rest mechanic grants some spells back quicker.</li> <li>•Verbal component not <b>required</b> anymore.</li> </ul>	<b>TB:</b> system brings simplicity and flexibility.
<b>Bardic Knowledge</b>	<ul style="list-style-type: none"> <li>•May make any Knowledge skill check untrained. Add bonus equal to half class level to all Knowledge skill check.</li> <li>•At 5th level may take 10 on Knowledge skills with ranks.</li> <li>•Take 20 1/day as standard action, twice per day at 11th level, three per day at 17th</li> </ul>	Same as PHB	<b>PF:</b> I find this simpler than PHB version
<b>Bardic Music/ Perform Frequency</b>	Amount of rounds per day, increasing rounds as level increases.	Use once per rest	<b>TB:</b> Use per rest easier to track, allows more potential uses per day at low levels.
<b>Bardic Performance</b>	<ul style="list-style-type: none"> <li>• 1st level: standard action to start</li> <li>7th level: move action to start</li> <li>13th level: swift action to start</li> <li>• All performances maintained as free actions</li> <li>• Expanded array of bardic performances at mid-levels.</li> </ul>	Same as PHB	
<b>Bardic Luck</b>	NA	Reroll once per rest	

## Cleric comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	2 + Int Appraise, Craft, Diplomacy, Heal, Knowledge (arcana/history/nobility/planes/religion), Linguistics, Profession, Sense Motive, Spellcraft	4 + Int • Craft, Heal, Knowledge (arcana/history/religion/planes), Persuasion, Profession, Spellcraft. • Domain class skills per PHB.	<b>TB:</b> Persuasion adds “bluff”, skill points/level bumped up to 4 + Int. <b>PF:</b> Adds appraise, linguistics, know (nobility), sense motive.
<b>Saves</b>	As PHB	Choose which two saves are good	<b>TB:</b> Flexible choice of saves.
<b>Spellcaster</b>	As PHB	<ul style="list-style-type: none"> <li>• Full progression on unified spell chart.</li> <li>• Access to full cleric spell chart, no choosing spells.</li> <li>• Rest mechanic grants some spells back quicker.</li> <li>• Domain spell ready slots.</li> </ul>	<b>TB:</b> Improved unified caster mechanic.
<b>Domains</b>	As PHB, more or less, but changes to some domains.	Third domain at 11th level, meaning more domain spells to choose from and a third domain power.	
<b>Aura</b>	Removes non-deity clerics with alignment domains gaining aura.	As PHB	
<b>Turn Undead</b>	<ul style="list-style-type: none"> <li>• “Channel energy” replaces turn undead.</li> <li>• Positive channel energy can heal living or harm undead.</li> <li>• Incremental dice rolls as level increases</li> </ul>	Cone, 1st level: 15’, 9th level: 30’, 17th level: 60’	

## Druid comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	Climb, Craft, Fly, Handle Animal, Heal, Knowledge (geography/nature), Perception, Profession, Ride, Spellcraft, Survival, Swim	Craft, Handle Animal, Heal, Knowledge (nature), Perception, Persuasion, Profession, Ride, Spellcraft, Survival, Swim.	<b>TB:</b> Persuasion adds “bluff”. <b>PF:</b> Adds climb, fly, know (geography). Perception adds search.
<b>Saves</b>	As PHB	Choose which two saves are good	<b>TB:</b> Flexible choice of saves.
<b>Weapons</b>	As PHB	Adds greatclub, longspear, scythe.	<b>TB:</b> More weapons choices
<b>Spellcaster</b>	As PHB	<ul style="list-style-type: none"> <li>• Full progression on unified spell chart.</li> <li>• Access to full druid spell chart, no choosing spells.</li> <li>• Rest mechanic grants some spells back quicker.</li> <li>• No spontaneous summon.</li> <li>• Simplified aligned spells restrictions.</li> </ul>	<b>TB:</b> Improved unified caster mechanic. Removal of spontaneous summon brings <b>TB</b> druid down a notch.
<b>Animal companion</b>	Animal companion as PHB, or certain clerical domains.	Animal companion removed, replaced with at will <i>speak with animal</i> .	<b>TB:</b> Downgraded. A reference table for what animals would be appropriate at particular character levels would have been nice. <b>PF:</b> Flexible class choice.
<b>Wild empathy</b>	As PHB	Persuasion checks simpler than PHB Diplomacy, also more likely to succeed.	<b>TB:</b> Simplified and made easier.
<b>Resist nature’s lure</b>	As PHB, plus bonuses applies to all spells and effects that involve plants.	As PHB	<b>PF:</b> Nice addition that I don’t think brings too much power but rounds out the flavor.
<b>A thousand faces</b>	As PHB (note: <i>alter self</i> spell dramatically different.	As latest errata.	
<b>Wild shape</b>	<ul style="list-style-type: none"> <li>• 4th level ability</li> <li>• As <i>beast shape</i>, <i>elemental body</i>, or <i>plant shape</i> spells.</li> <li>• 1 hour/level/day, +1 time/day every 2 levels: standard action.</li> </ul>	<ul style="list-style-type: none"> <li>• 5th level ability</li> <li>• Hybrid form 1 rnd/level/rest: free action <ul style="list-style-type: none"> <li>• keeps possessions</li> <li>• casts spells</li> <li>• can speak</li> </ul> </li> <li>• Animal form 1 hour/level/rest: standard action <ul style="list-style-type: none"> <li>• cannot speak</li> <li>• cannot cast</li> <li>• drops possessions</li> </ul> </li> </ul>	<b>TB:</b> Easier to reference from class charts. Special ability gained earlier. Plant and elemental forms gained much later. <b>PF:</b> Faster movement modes at higher levels. Darkvision available with right form. Multiple special abilities all gained together if available.

## Fighter comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	2 + Int Climb, Craft, Handle Animal, Intimidate, Know (dungeoneering/engineering), Profession, Ride, Survival, Swim	4 + Int Climb, Craft, Handle Animal, Intimidate, Jump, Profession, Ride, Swim	<b>TB:</b> More skill points (4 + Int). <b>PF:</b> No Acrobatics means loss of Jump, adds Know (dung/eng) and Survival
<b>Saves</b>	As PHB, plus <b>Bravery:</b> 2nd level: +1 Will save against fear, +1 every 4 levels after	Choose two saves to be good	<b>TB:</b> Two good saves clearly better. <b>PF:</b> Bravery doesn't catch up.
<b>Weapon improvement</b>	<b>Weapon Training:</b> At 5th level, +1/+1 to entire group of weapons. Every 4 levels after, +1/+1 to another group, previous groups increase by +1/+1 <b>Weapon Mastery:</b> 20th level, auto confirm crits with single weapon of choice.	<b>Punishing Strike:</b> 1st level: +4 attack roll and +1d6 damage on AoO, +1d6 / 4 levels after. <b>Expert Weapon Proficiency:</b> 3rd level, increase 1 step: base damage, threat range, or crit multiplier, or add a weapon quality from list. •Any option to be chosen once, every 4 levels after chose another.	<b>TB:</b> EWP more focused, more options than weapon training. PS gives fighter a knight/controller aspect. <b>PF:</b> More weapons usable at higher levels without losing effectiveness.
<b>Armor improvement</b>	<b>Armor Training:</b> At 3rd level, armor check penalties decrease by 1, max Dex bonus increase by 1. •Every four levels after, add +1 <b>Armor Mastery:</b> 19th level, DR 5/— when armored or shielded	N/A	Nice option for any fighter.

## Monk comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	4 + Int Acrobatics, Climb, Craft, Escape Artist, Intimidate, Knowledge (history/religion), Perception, Perform, Profession, Ride, Sense Motive, Stealth, Swim • High Jump at 5th level, add monk level to jump checks	6 + Int Acrobatics, Climb, Craft, Disable Device, Escape Artist, Jump, Knowledge (arcana/religion), Linguistics, Perception, Perform, Profession, Search, Sense Motive, Stealth, Swim • Trapfinding at 1st level allows disable device as Rogue.	<b>TB:</b> More skill points. • Trapfinding with disable device adds open locks, find/remove traps • Linguistics adds forgery, decipher script, speak languages. <b>PF:</b> fewer points, fewer skills.
<b>Saves</b>	As PHB, all three saves good	Choose two saves to be good, plus unbreakable bonus to poor save	<b>TB:</b> Unbreakable doesn't quite keep up with three good saves, still very close.
<b>Weapons</b>	Adds spear	Adds spear and long spear	<b>TB:</b> adds long spear
<b>BAB</b>	As PHB, plus • At 3rd, uses monk level instead of BAB for Combat Maneuver Bonus.	When “centered” gains full BAB, otherwise as PHB	<b>TB:</b> Better attack rolls than PF or PHB when “centered”
<b>Wisdom and AC bonus</b>	When unencumbered and unarmored, goes to AC and combat maneuver defense. AC bonus increases every 4 levels.	When “centered” goes to AC and Initiative. AC bonus increases every 5 levels.	<b>TB:</b> Wisdom to initiative. <b>PF:</b> AC bonus increases slightly faster.
<b>Flurry</b>	Flurry attacks mirrors Two-Weapon Fighting feat chain as levels increase. • 8th level, as Imp 2-W Fighting • 15th level, as Gr. 2-W Fighting • May substitute disarm, sunder, or trip for attacks.	When “centered”, with full attack action: • Second attack at –2 penalty to every attack until next round. • 5th level, penalty drops to –1 • 9th level, penalty drops to 0 • 11th level, another extra attack	<b>TB:</b> Simpler iterative attacks with increased BAB, fewer attacks but higher attack bonuses. <b>PF:</b> Two-Weapon Fighting feat chain is seemingly simpler, but results in an utter mess of an attack bonus chart. Low bonuses at high levels are worthless. Flexibility to substitute combat maneuvers.
<b>Unarmed Strike</b>	As PHB	Follows standard size progression instead of PHB monk progression. Means greater damage at higher levels.	<b>TB:</b> Improved damage compared to PF at high levels.
<b>Bonus feats</b>	• All monks get Stunning Fist always. • Gains as PHB rate, plus additional feat at 10th, 14th, and 18th level. • Very extensive list of feats	Gained as PHB rate • Adds Dodge, Toughness, and Weapon Kata • Deflect Arrows has Monk-exclusive extras • Choose any feat at any level.	<b>TB:</b> Toughness, Dodge, and Deflect Arrows improved over PHB and PF. Weapon Kata gives TB flurry an edge. <b>PF:</b> All monks get SF (with extra effects at higher levels), get more feats at higher levels, more feat choices.
<b>Ki</b>	As PHB as long as monk as ki points. • As swift action, may spend ki point to earn additional flurry attack, +20 feet to movement for 1/round, or +4 dodge to AC for 1/round • 5th level, ki point for +20 bonus to jump check for 1/round	As PHB	<b>PF:</b> Adds bookkeeping, but some instant buffs when needed.

	Pathfinder	Trailblazer	Commentary
<b>Wholeness of body</b>	Standard action, uses ki points to heal own wounds	Once per rest.	<b>TB:</b> Per rest lets monk perform more often, and doesn't lose resources. <b>PF:</b> Spends ki points to perform, drawback of ki management.
<b>Abundant step</b>	Move action uses ki points to dim door. Limited to self.	Once per rest.	<b>TB:</b> Per rest lets monk perform more often, and doesn't lose resources. <b>PF:</b> Spends ki points to perform, drawback of ki management.
<b>Quivering palm</b>	Once per day	Once <i>per rest</i> .	
<b>Empty body</b>	Uses ki points for 1 minute etherealness.	One per rest, etherealness for 1/rnd/monk level.	<b>TB:</b> Per rest <b>PF:</b> Drawback of ki management.
<b>Perfect self</b>	DR 10/chaotic	As PHB	

### Trailblazer Flurry Attack Bonus Breakdown

Level	BAB	Centered	Iterative penalty	Flurry Penalty	Notes	Flurry Attack Bonus
1	+0	+1		-2	Second flurry attack. Flurry penalty starts at -2	-1/-1
2	+1	+1		-2		+0/+0
3	+2	+1		-2		+1/+1
4	+3	+1		-2		+2/+2
5	+3	+2		-1	Flurry penalty drops to -1	+4/+4
6	+4	+2		-1		+5/+5
7	+5	+2		-1		+6/+6
8	+6	+2	-2	-1	BAB +6 grants iterative attack, all attacks suffer -2 with full attack	+5/+5/+5
9	+6	+3	-2	+0	Flurry penalty drops to +0	+7/+7/+7
10	+7	+3	-2	+0		+8/+8/+8
11	+8	+3	-2	+0	Extra flurry attack	+9/+9/+9/+9
12	+9	+3	-2	+0		+10/+10/+10/+10
13	+9	+4	-2	+0		+11/+11/+11/+11
14	+10	+4	-2	+0		+12/+12/+12/+12
15	+11	+4	-1	+0	Iterative attack penalty drops to -1	+14/+14/+14/+14
16	+12	+4	-1	+0		+15/+15/+15/+15
17	+12	+5	-1	+0		+16/+16/+16/+16
18	+13	+5	-1	+0		+17/+17/+17/+17
19	+14	+5	-1	+0		+18/+18/+18/+18
20	+15	+5	-1	+0		+19/+19/+19/+19

## Paladin comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	2 + Int Craft, Diplomacy, Handle Animal, Heal, Know (nobility/religion), Profession, Ride, Sense Motive, Spellcraft	4 + Int Craft, Handle Animal, Heal, Know (nobility/religion), Persuasion, Profession, Ride, Sense Motive	<b>TB:</b> Persuasion adds bluff. More skill points. <b>PF:</b> Adds spellcraft.
<b>Alignment</b>	As PHB	LG, CG, LE, CE	
<b>Weapons and armor</b>	As PHB	adds tower shield.	<b>TB:</b> Same as fighter
<b>Spellcasting</b>	As PHB	Unified spell chart, draws from <b>full cleric list</b> . Casts spells few levels sooner, plus <u>up to 5th level cleric spells</u> at 19th and 20th level.	Superior spell selection for TB over PF.
<b>Detect</b>	As PHB	Detect evil or detect good	
<b>Smite</b>	<ul style="list-style-type: none"> <li>• All attacks against chosen target, plus extra damage to outsider (evil subtype, evil dragons, or undead. 1 target/day.</li> <li>• Smite evil auto-bypasses DR</li> <li>• Cha bonus to AC against target of smite</li> <li>• Additional smite/day at 4th, 7th, 10th, 13th, 16th, and 19th level</li> </ul>	<ul style="list-style-type: none"> <li>• As PHB, but</li> <li>• Smite evil or smite good, 1/rest</li> <li>• Additional smite/rest at 5th, 10th, 15th and 20th level</li> <li>• At 5th level, a missed attack doesn't lose smite</li> </ul>	<b>TB:</b> Single attack. Ability to keep smite if a miss will get the paladin's player to try and smite more. <b>PF:</b> All attacks until target dies. Smite also boosts AC against foe, extra damage to certain types.
<b>Healing</b>	<ul style="list-style-type: none"> <li>• Lay on hands as swift action on self, standard action on others</li> <li>• Times/day = 1/2 paladin level + Cha modifier</li> <li>• Heals 1d6 per every 2 paladin levels.</li> <li>• At 3rd, Mercy ability removes extra condition when using lay on hands, chosen from extensive list.</li> <li>• Every 3 levels after chose additional condition.</li> </ul>	<p>As PHB lay on hands, but</p> <ul style="list-style-type: none"> <li>• Amount renews with each rest.</li> <li>• Evil paladins heal undead, harm others</li> <li>• 6th level, <i>divine mercy/cruelty</i> 1/rest. Every 3 levels after +1/rest.</li> <li>• Divine mercy: <i>bless water, l. rest, r. blind/deaf, r. curse, r. disease</i>. 8th, gains <i>restoration</i>. 10th level, gains <i>dispel evil</i>.</li> <li>• Divine cruelty: <i>curse water, death knell, blind/deaf, bestow curse, contagion</i>. 8th, <i>poison</i>. 10th, <i>dispel good</i>.</li> </ul>	Much overlap between TB's divine mercy and PF's mercy.
<b>Aura</b>	<p>As PHB aura of courage</p> <ul style="list-style-type: none"> <li>• 8th level aura of resolve, immune to charm</li> <li>• 11th level, aura of justice, spend 2 smites to give paladin's smite ability to allies</li> <li>• 14th, aura of faith, paladin's weapons are good aligned for DR plus allies attack within 10 feet also aligned</li> <li>• 17th, aura of righteousness, immune to compulsion and DR 5/evil, allies in 10 feet radius gain +4 saves to compulsion</li> </ul>	<p>As PHB's <i>aura of courage</i>, but</p> <ul style="list-style-type: none"> <li>• Evil paladin's <i>aura of dread</i> radius causes -4 penalty to fear effects.</li> </ul>	PF's aura have some overlap with TB's divine weapon, but otherwise also gains some immunities and DR/evil.
<b>Channel</b>	As PF cleric, but uses 2 uses of lay on hands ability	As PHB paladin's turn undead, but times renew each rest.	Rest mechanic allows TB paladin to turn more times than PF paladin. PF paladin turns with stronger power however.

	Pathfinder	Trailblazer	Commentary
Paladin weapon	<p>At 5th level, 1/day may call special mount <b>or</b> may imbue personal weapon with:</p> <ul style="list-style-type: none"> <li>• Additional time per day every 4 levels after</li> <li>• +1 enhancement, additional +1 every 3 levels</li> <li>• Enhancements may be used to imbue magical properties from list.</li> </ul>	<p>At 4th level, 1/rest. Standard action, 1 round/paladin level.</p> <ul style="list-style-type: none"> <li>• 4th level: +1, good/evil aligned for overcoming DR. Crits vs. good/evil auto confirmed.</li> <li>• 7th level: +2, +1d6 good/evil damage to good/evil.</li> <li>• 10th level: +3, paladin protected by <i>prot. from evil/good</i> while holding weapon. Weapon now holy/unholy instead of +1d6 to good/evil.</li> <li>• 13th level: +4, weapon radiates <i>magic circle vs. good/evil</i>.</li> <li>• 16th level: +5, weapon gains holy/unholy burst</li> </ul>	<p><b>TB:</b> Meant to duplicate <i>bless weapon</i> and <i>holy sword</i> spells in class abilities, keeps with classic paladin theme.</p> <p><b>PF:</b> Overlap in theme with TB's divine weapon, but offers larger choice of properties to add beyond <i>holy</i>.</p>

## Ranger comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	<p>6 + Int Climb, Craft, Handle Animal, Heal, Intimidate, Knowledge (dungeoneering/geography/nature), Perception, Profession, Ride, Spellcraft, Stealth, Survival, Swim</p> <ul style="list-style-type: none"> <li>• Adds half ranger level as bonus to track checks</li> <li>• 3rd level, favored terrain: +2 bonus to Know (geo), Perception, Stealth, and Survival. New terrain type every 5 levels, previous terrain bonus increases by +2.</li> <li>• 12th level, use Stealth to hide in favored terrain, even if no cover or concealment.</li> <li>• 20th level, always move at full speed while tracking</li> </ul>	<p>6 + Int Climb, Craft, Handle Animal, Heal, Jump, Knowledge (dungeoneering/geography/nature), Perception, Profession, Ride, Search, Stealth, Survival, Swim</p> <ul style="list-style-type: none"> <li>• Adds half ranger level as bonus to all Survival checks (including tracking)</li> <li>• 13th level, use Stealth to hide in <b>any</b> natural terrain, even if no cover or concealment.</li> </ul>	<p><b>TB:</b> All survival, not just tracking boosted. Stealth usable in more terrain types. <b>PF:</b> Loses Jump, Adds Intimidate and Spellcraft.</p>
<b>Armor</b>	Adds medium armor	As PHB	<b>PF:</b> better armored
<b>Spellcasting</b>	As PHB	Unified spell chart, draws from <b>full druid list</b> . Casts spells few levels sooner, plus <u>up to 5th level druid spells</u> at 19th and 20th level.	Superior spell selection for TB over PF.
<b>Favored enemy</b>	<ul style="list-style-type: none"> <li>• +2 bonus to skill checks includes Knowledge checks</li> <li>• +2 weapon attack and weapon damage</li> <li>• 11th level, 1/day choose target, may take 10 to track target at normal speed, +2 insight bonus on attacks and crits auto confirm.</li> <li>• 19th level, take 20 to track at normal speed, insight bonus increases to +4.</li> <li>• 20th level, 1/day, single attack to force Fort save or die, or nonlethal damage equal to creature's hit points.</li> </ul>	<ul style="list-style-type: none"> <li>• +2 bonus to skill checks includes diplomacy via Persuasion.</li> <li>• +2 weapon damage</li> </ul>	
<b>Wild empathy</b>	As PHB	Persuasion checks simpler than PHB Diplomacy, also more likely to succeed.	<b>TB:</b> Simplified and made easier.
<b>Combat style feats</b>	Slightly larger list of archery and two-weapon feats. Pick one style or other.	List of feats concentrated on archery or two-weapon styles, but may freely choose from one consolidated list	
<b>Reactions</b>	<p>3rd level, favored terrain grants +2 to Initiative in terrain of choice.</p> <ul style="list-style-type: none"> <li>• New terrain type every 5 levels, previous terrain bonus increases by +2.</li> </ul>	<ul style="list-style-type: none"> <li>• 1st level, +1 bonus to initiative. Bonus increases +1 at 7th, +1 12th, and +1 17th.</li> <li>• 4th level, uncanny dodge</li> <li>• 8th level, improved uncanny dodge.</li> </ul>	
<b>Hunting companion</b>	Animal companion, or as move action grant portion of favored enemy bonus to allies within 30 foot radius.	<i>Speak with animals</i> at will.	

## Rogue comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	<p>8 + Int Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Intimidate, Knowledge (dungeoneering/local), Linguistics, Perception, Perform, Profession, Sense Motive, Sleight of Hand, Stealth, Survival, Swim, Use Magic Device</p> <ul style="list-style-type: none"> <li>• Add half rogue level to Perception to find traps</li> <li>• Add half rogue level to Disable Device to disarm traps</li> </ul>	<p>8 + Int Acrobatics, Appraise, Climb, Craft, Disable Device, Disguise, Escape Artist, Intimidate, Jump, Knowledge (local), Linguistics, Perception, Perform, Persuasion, Profession, Search, Sense Motive, Sleight of Hand, Stealth, Survival, Swim, Use Magic Device</p> <ul style="list-style-type: none"> <li>• Search to find traps</li> <li>• Disable Device to disarm traps</li> </ul>	<p><b>PF:</b> Half class level to finding and disabling improves ability, but only as far as traps DC aren't equally inflated.</p>
<b>BAB</b>	As PHB	As PHB, plus when target denied Dex, or flanked, rogue attacks at 1:1 BAB.	
<b>Sneak Attack</b>	<p>Now includes constructs, plants, and undead.</p> <ul style="list-style-type: none"> <li>• 20th level, in addition to damage, sneak inflicts either sleep 1d4 hours, paralyzed 2d6 rounds, or slain if target fails Fort save.</li> </ul>	Now includes <b>everything</b> ; constructs, plants, undead, oozes, elementals, and incorporeal.	
<b>Trap sense</b>	<ul style="list-style-type: none"> <li>• As PHB</li> </ul>	As PHB, but passive perception allows checks within 10 feet. Trap sense bonus applies to Perception checks also.	
<b>Rogue talent</b>	<ul style="list-style-type: none"> <li>• 2nd level, minor talents earned, additional talents every other level afterward.</li> <li>• 10th level, advanced talents now available.</li> </ul>	As PHB, more choices included.	

## Sorcerer comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	2 + Int Appraise, Bluff, Craft, Fly, Intimidate, Knowledge (arcana), Profession, Spellcraft, Use Magic Device	4 + Int Craft, Knowledge (arcana), Persuasion, Profession, Spellcraft • Additional language: Draconic	<b>TB:</b> More skill points. Persuasion includes Bluff and Diplomacy. <b>PF:</b> Adds Appraise, Fly, Intimidate, and UMD.
<b>Saves</b>	As PHB	Two good saves	<b>TB:</b> Second good save instead of just one.
<b>Spellcasting</b>	As PHB, plus • Bloodlines add bonus spells known, bonus feats chosen from lists, spellcasting effects, and extra powers.	Unified spell table makes multiclassing appealing option. • Receives bonus spell slots as level advances • Metamagic casting time as normal.	
<b>Familiar</b>	Placed in the “arcane” bloodline’s powers as option.	Now a manifested essence that takes form of tiny animal. Roughly same bonuses to caster as PHB. • Standard action, manifests for 1 min/level/rest, unlimited times per day. •	

## Wizard comparison

	Pathfinder	Trailblazer	Commentary
<b>Skill differences</b>	2 + Int Appraise, Craft, Fly, Intimidate, Knowledge (all), Linguistics, Profession, Spellcraft • Bonus language: Draconic	4 + Int Craft, Knowledge (all), Linguistics, Profession, Spellcraft • Additional language: Abyssal, Celestial, Draconic, or Infernal.	<b>TB:</b> More skill points. <b>PF:</b> Adds Appraise, Fly, Intimidate, and UMD.
<b>Saves</b>	As PHB	Two good saves	<b>TB:</b> Second good save instead of just one.
<b>Spellcasting</b>	As PHB, plus • Schools grant additional powers.	Unified spell table makes multiclassing appealing option. • Receives bonus readied spells as level advances • Metamagic casting time as normal. • <i>Read magic</i> always readied.	
<b>Familiar</b>	Familiar <b>or</b> bonded object	Now a <i>manifested essence</i> that takes form of tiny animal. Same bonuses to caster as PHB. • Standard action, manifests for 1 min/level/rest, unlimited times per day.	
<b>Feats</b>	As PHB	As PHB, but only Item Creation or Metamagic. • Additionally, removal of non-consumable Craft Item feats except Brew Potion, Scribe Scroll, and Craft Wand.	
<b>Specialization</b>	Every wizard takes a school. Schools grant bonuses	As PHB, except specialists can ready one additional spell from school per spell level.	