

PRESTIGIOUS*

THE FILI

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The wilds of Varisia are home to some of the inner sea's largest sections of untamed wilderness and hold many forgotten Thassilonian ruins, yet the region is also home to growing independent cultures and civilization. This unique environment has led to the rise of the fili, a mix of poet and priest of nature. These bardic priests are as at home in the wilds as in the city, as capable of summoning nature's wrath as sharing their arcane gifts, and they stand as keepers of the old ways and harbingers of literature and civilization.

Role: The fili is a versatile spellcaster, with vast knowledge that lends itself well to a support role.

Hit Dice: d8

REQUIREMENTS

Alignment: Any neutral

Skills: Handle Animal 6 ranks, Knowledge (nature) 6 ranks, Perform (oratory) 6 ranks, Survival 6 ranks

Spellcasting: Able to cast 1st-level arcane and 2nd-level divine spells

Special: Bardic performance class feature, Wild Empathy class ability

CLASS SKILLS

The fili's class skills are Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks Each Level: 4+Int modifier

CLASS FEATURES

All of the following are class features of the fili prestige class.

Weapon and Armor Proficiency: A fili gains no proficiency with any weapon or armor.

Spells per Day: When a new fili level is gained, the character gains new spells per day as if she had also gained a level in any one arcane spellcasting class she belonged to before she added the prestige class and any one divine spellcasting class she belonged to previously. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before she became a fili, she must decide to which class she adds each level of fili for the purpose of determining spells per day.

Empathy and Knowledge (Ex): A fili treats her fili levels as bard levels for the purpose of Bardic Knowledge. She treats her fili levels as druid or ranger levels for the purpose of Wild Empathy.

Bardic Performance: At 4th level, a fili gains this ability, which functions like the bard class feature of the same name, except that the fili's effective bard level is 3 lower than her class level. Levels in this class stack with levels in any other class that grants a similar ability to determine her effective bard level. For example, a bard 2/druid 4/fili 7 has an effective bard level of 6. She can use her bardic performance a number of rounds equal to 14 + her Charisma modifier. She gains new bardic performances as a 6th level bard (of her archetype, if any). When a new fili level is gained and her effective bardic level increases to 7, she can start a bardic performance as a move action instead of a standard action, just like a 7th level bard.

Talk with the Animals

(Ex): At 2nd level, a fili's language-dependent bardic performances target animals as though they shared a language.

Song of the Wild (Su):

At 10th level, a fili may cast divine spells with a casting time of a standard action as well as start or change a bardic performance as a single standard action. *



Level	Base				Special	Spells per level
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+1	+1	Empathy and knowledge	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
2nd	+1	+1	+1	+1	Talk with the animals	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
3rd	+2	+1	+2	+2		+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
4th	+3	+1	+2	+2	Bardic performance	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
5th	+3	+2	+3	+3		+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
6th	+4	+2	+3	+3		+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
7th	+5	+2	+4	+4		+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
8th	+6	+3	+4	+4		+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
9th	+6	+3	+5	+5		+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
10th	+7	+3	+5	+5	Song of the wild	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class