

THE TOME OF VIRTUE

By The Gaming Den

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ALIGNMENT DISCUSSION: GOOD, EVIL. FANATICISM.

COMPROMISE, COEXISTENCE, AND CONVERSION

CLASSES

3.1 Paladin

“Good for the Good God!”

A Paladin fights in melee and casts protective spells, enhancing their own defenses and those of others, and diverting attacks onto themselves despite their fundamentally being a defensive character. They also have a reasonable supply of information-gathering divination spells.

As a Paladin, despite being a melee combatant, you can neglect your physical abilities some, and focus on Wisdom and Charisma, which power your abilities. Your class features allow you to also rely on Wisdom and Charisma for physical combat to an extent, although Constitution and Strength are useful if you don't neglect them.

Depending on the moral system of the setting, Paladins may or may not have a deific preference. Under flag-based morality, Paladins often have patrons from their sponsoring plane. On the other hand, if the planes of Good are Good because of what they do, rather than what they are, then Paladins are often not dedicated followers of any specific deity; their dedication to overall Good often interferes with their ability to maintain any other allegiance, even a deific one.

Alignment: Paladins must be of Good alignment. Under Word is Bond ethics, Paladins must also be Lawful. Under flag-based alignments, Paladins must be aligned with a plane that sponsors Paladins (Mount Celestia under the core cosmology).

Hit Die: d8

Base Attack Bonus: Good

Good Saves: Fort, Reflex

Skills: Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Nobility, Religion) (Int), Profession, Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points/Level: 2 + Int Mod

All of the following are Class Features of the Paladin class.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, all armor, and non-tower shields.

Spellcasting: Paladins use the Sorcerer spells/day table. Bonus spells and save DCs are based on Wisdom. They cast divine spells off the Paladin spell list, and automatically know every spell on their spell list. The somatic components of Paladin spells can be done even if both hands are occupied with a weapon and shield (but not two weapons).

Aura of Good: A Paladin registers under Detect Good as a Cleric of a Good Deity.

Healing Touch (Su): A Paladin has a pool of Healing Touch points equal to her class level * her Charisma modifier, which refreshes when her spell slots do. As a swift action, the Paladin may heal herself or an ally within reach of her touch by any number of hit points up to the current value of their Healing Touch pool,

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Aura of Good, Healing Touch, Exorcism, Insightful Strike, Personal Warding, Turn Undead
2	+1	+3	+3	+0	Detect Evil, Divine Grace, Divine Heart, Holy Shield, Smite Evil
3	+1	+3	+3	+1	Evasion, Expanded Prayers, Interrupting Spell 1/day
4	+2	+4	+4	+1	Snap Judgement
5	+2	+4	+4	+1	Divine Resilience, Guided Ward, Reactive Healing
6	+3	+5	+5	+2	Iron Will, Special Mount
7	+3	+5	+5	+2	Divine Reach, Expanded Prayers
8	+4	+6	+6	+2	Exorcising Smite, Interrupting Spell 2/day, Mortal Smite
9	+4	+6	+6	+3	Divine Chain, Hero's Heart, Prayers of the Faithful
10	+5	+7	+7	+3	Timelessness
11	+5	+7	+7	+3	Expanded Prayers
12	+6	+8	+8	+4	Radiant Healing
13	+6	+8	+8	+4	Interrupting Spell 3/day
14	+7	+9	+9	+4	Double Smite
15	+7	+9	+9	+5	Expanded Prayers
16	+8	+10	+10	+5	
17	+8	+10	+10	+5	Divine Reaction
18	+9	+11	+11	+6	Interrupting Spell 4/day
19	+9	+11	+11	+6	Expanded Prayers, Guardian Beyond Death
20	+10	+12	+12	+6	Ascendancy

removing that many points from the pool. If the Paladin receives healing in excess of her current damage taken, she may replenish her Healing Touch pool, but to no more than its usual maximum.

Exorcism (Su): As an attack no more than once per round, a Paladin may deliver a melee touch attack to any undead creature, [evil] outsider, or any creature under the influence of a possessing spirit, such as a Ghost's Malevolence ability. On a successful hit, deduct a number of points from the Paladin's Healing Touch pool equal to her class level, and inflict 1d6 damage per point taken. This damage comes from pure divine power. An exorcism on a possessed creature bypasses the possessed creature entirely and does damage directly to the possessor. Exorcisms cannot make critical hits. An exorcism, even one channeled through a weapon, does not do damage from any other source, such as weapon or unarmed strike damage.

Insightful Strike: A 2nd-level Paladin gains Insightful Strike as a bonus feat. If she already has Insightful Strike, she instead gains another [Combat] feat.

Personal Warding: As long as she makes a melee attack on the same round, a Paladin may cast any Paladin spell with a casting time of one round or less on herself as a swift action. She must attack before she can cast the spell.

Turn Undead: As Cleric. A Paladin can never Rebuke Undead, and doing so is against their code of conduct should they somehow gain the ability from another class.

Detect Evil (Sp): A Paladin of 2nd level or higher can cast *Detect Evil* at-will as a spell-like ability.

Divine Grace: A Paladin of 2nd level or higher adds her Charisma bonus to all saving throws.

Divine Heart (Ex): A Paladin of at least 2nd level is immune to all Fear effects, including the conditions Shaken, Frightened, and Panicked, and all nonmagical diseases, including the Sickened condition, even when it has a magical source.

Holy Shield (Ex): A Paladin of 2nd level or higher can substitute her Charisma modifier for her Dexterity modifier to armor class as long as she is using a shield in her hand (not an Animated Shield). She gains the full benefit of her shield against touch attacks. This bonus applies even when her Dexterity bonus would normally be denied, but she is still considered to have lost her dexterity bonus to AC for purposes of special abilities such as Sneak Attack under the normal circumstances.

Smite Evil (Su): A Paladin of 2nd level or higher can attempt to smite a target as part of making a melee attack. The attempt does not work (at no cost to her other than the attack) unless the target is evil. If the target is evil, she adds her Charisma modifier to hit, and, if successful, she adds her Charisma modifier to hit and her level to damage. She also gains supernatural strength, causing her to not take strength penalties to damage (bonuses still apply).

If, after the attack's damage is applied, the target has less than 4 hit points per class level of the Smiting paladin, it is instantly destroyed as though through hit point damage. A single target may only be smote once

per Paladin per day, and the Paladin cannot smite another target after successfully smiting one until either the first target is defeated or five rounds pass since the last Smite. If the attack misses or is attempted on an invalid target, the Paladin may try again immediately against the same or a different target as soon as she can make another attack.

Evasion (Ex): As a Rogue or Monk. Gained at 3rd level.

Expanded Prayers: At 3rd, 7th, 11th, 15th, and 19th levels, the Paladin adds one Abjuration, Divination, or Necromancy (Healing) spell of any level up to the highest level she can cast from any 9-level pre-Tome caster's spell list to her own. The spell may not already be on her spell list at a different level.

Interrupting Spell: A Paladin of 3rd level may, once per day, cast any Paladin spell with a casting time of one round or less as an immediate action. This increases to twice per day at 8th level, three times at 13th level, and four times per day at 18th level.

Snap Judgement (Su): As a swift action, a Paladin of fourth level or higher can focus on a target and gain information about them as if she had spent three rounds focusing on them with *Detect Evil*.

Divine Resilience (Su): A Paladin of 5th level or higher may expend a Turn Undead attempt as a free action on her turn to gain Energy Resistance equal to twice her class level to any two energy types, selected when she uses this ability. This is shared with all allies within 20'. This lasts for a number of rounds equal to her Charisma bonus + 1, minimum 1. Allies that leave the area of this ability lose its effect, and allies that enter it gain the benefit. If the Paladin activates this ability again, the first one automatically expires even if its duration had not ended.

Guided Ward (Ex): A Paladin of 5th level or higher may focus on an enemy as a free action, impeding it from attacking her allies. This ability, and its targeting, are obvious to any observer. If the enemy attacks any of her allies before her next turn, she may cast any Paladin spell with a casting time of one round or less on any ally that creature attacked as a swift action. The ally must still be within range and a valid target for the spell.

Reactive Healing: A Paladin of 5th level or higher can use Healing Touch as an immediate action.

Iron Will: At 6th level, a Paladin gains Iron Will as a bonus feat. If she already has the Iron Will feat, she may pick any [Combat] feat.

Special Mount: At 6th level, a Paladin gains a special mount. This is a creature of either the same alignment as the Paladin or 4 or lower intelligence (including mindless) and non-evil alignment, and a CR three lower than the Paladin's, taking [Awesome] subtypes into account. If she really wants to, she may instead use the SRD Paladin's Mount rules instead. Regardless, the creature must be willing and able to serve as a mount (no Troll, Tendriculous, or Rat mounts, with an exception on the last for small values of Paladin and large values of Rat). If necessary, the creature may be advanced to keep pace with the Paladin.

Divine Reach: A Paladin of 7th level or higher may expend a Turn Undead attempt to change any of her Touch-range Paladin spells to Close range, as part of casting the spell. Such a modified spell can only affect willing targets. She may also extend a Personal spell to Close range, but such a spell may only be cast on targets allowed by Guided Ward.

Exorcising Smite (Su): A Paladin of 8th level or higher may make an Exorcising Smite. As part of making the smite, she channels Exorcism through her weapon using the same attack roll; the Exorcism only lands on a successful hit, not just a touch hit unless the whole attack is a touch attack. The Exorcism takes effect before weapon damage (including the Smite additions) are applied. She may make no more than one attack in a round in which she makes an Exorcising Smite. All costs of the Exorcism and the Smite are paid normally.

Divine Chain: A Paladin of 9th level or higher may apply the Chain Spell metamagic feat to any of her Paladin spells when casting it without increasing the spell level, causing it to affect a number of additional targets equal to her caster level for half damage, or -4 to the save DC of nondamaging spells. All secondary targets must be valid. Using this ability costs two uses of her Turn Undead ability.

Hero's Heart (Ex): A Hero's heart cannot be easily stopped by magic. A Paladin of 9th level becomes immune to [Death] effects and petrification.

Prayers of the Faithful (Su): A Paladin of 9th level or higher may pray for healing. Praying is a full-round action that precludes taking a 5-foot step. She is considered flat-footed while praying, but gains Fast Healing 10. Up to one ally per level within 30' with line of sight to her may join her in prayer, taking the same action and gaining the same benefits.

Radiant Healing (Su): A Paladin of 12th level or higher may use her Healing Touch ability at Close range instead of Touch. By halving the healing done, she may have it affect all allies in range instead of just herself.

Double Smite (Su): A Paladin of 14th level or higher gains a second Smite, which can be used just like the first and is recovered independently but in the same way. So she can smite a target twice, or smite a second target before the first is neutralized, but not both at once.

Divine Reaction (Su): A Paladin of 17th level or higher may expend a Turn Undead attempt as a free action to gain an extra swift action to use immediately. She may do this when it is not her turn to gain an extra swift action on her next turn that must be spent immediately (i.e., an immediate action). Each of her turns may only benefit from this ability once.

Guardian Beyond Death (Su): A Paladin of 19th level is revived as if by a *True Resurrection* spell where she fell at what would be the end of her next turn after she is slain. She may use this ability once per day. She also regains three uses of Turn Undead and her entire Healing Touch pool, as well as both Smites when this happens. All of her equipment is teleported to its proper place when she returns. If this ability is suppressed when she dies or when it would activate, it delays until it is not suppressed.

Ascendancy (Ex): A Paladin of 20th level may be considered as her original type or a Native Outsider, whichever is most advantageous at the moment. She gains Damage Reduction 10/evil, is no longer subject to aging penalties or death by old age, and may use *Plane Shift* three times per day as a spell-like ability, but may only shift between a chosen Good-aligned plane (under flag morality, her sponsoring plane) or her home plane. Once she chooses her upper plane, it cannot be changed except for through an alignment change. Her powers also can no longer be withdrawn by her planar sponsors; she may change alignment freely.

Code of Conduct: Something paladinish but not shit. If she violates this code egregiously or habitually, she must receive an Atonement spell from a character of her alignment and higher level before she can use her Supernatural and Spell-like class features and her spellcasting again. She intuitively knows when an action pushes the boundaries of or violates the code.

Paladin Spell List:

0th level: *Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Disrupt Undead, Guidance, Light, Mending, Read Magic, Resistance, Virtue*

1st level: *Atonement, Bless, Bless Water, Bless Weapon, Cure Light Wounds, Deathwatch (no [Evil] descriptor), Delay Poison, Detect Chaos, Detect Good, Detect Law, Detect Undead, Greater Dispel Magic, Divine Favor, Endure Elements, Enlarge Person, Entropic Shield, Magic Vestment, Greater Magic Weapon, Nondetection, Protection From Chaos / Evil / Law (opposed alignments only), Remove Fear, Searing Light, Shield of Faith*

2nd level: *Aid, Align Weapon, Bull's Strength, Consecrate, Cure Moderate Wounds, Desecrate (desanctifying use only, no [Evil] descriptor), Eagle's Splendor, Heroism, Owl's Wisdom, Protection from Arrows, Remove Paralysis, Resist Energy, Lesser Restoration, See Invisibility, Shield Other, Status, Zone of Truth*

3rd level: *Arcane Sight, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Holy Smite, Magic Circle against Chaos / Evil / Law (Opposed alignments only), Neutralize Poison, Prayer, Protection from Energy, Remove Blindness / Deafness, Remove Curse, Remove Disease, True Strike*

4th level: *Cure Critical Wounds, Death Ward, Detect Scrying, Dimensional Anchor, Discern Lies, Dismissal, Freedom of Movement, Haste, Lesser Planar Ally, Restoration, Spell Immunity*

5th level: *Break Enchantment, Commune, Mass Cure Light Wounds, Dispel Chaos (Lawful only), Dispel Evil, Dispel Law (Chaotic only), Disrupting Weapon, Hallow, Heal Mount, Holy Sword, Interposing Hand, Mark of Justice (nonchaotic only), Raise Dead, Righteous Might, Spell Resistance, True Seeing*

6th level: *Banishment, Mass Cure Moderate Wounds, Find the Path, Heal, Heroes' Feast, Greater Heroism, Planar Ally, Plane Shift, Quest, Undeath to Death*

7th level: *Greater Arcane Sight, Mass Cure Serious Wounds, Holy Word, Limited Wish, Regenerate, Resurrection, Greater Restoration, Spell Turning*

8th level: *Mass Cure Critical Wounds, Dimensional Lock, Holy Aura, Iron Body, Mind Blank, Moment of Prescience, Greater Planar Ally, Protection from Spells, Greater Spell Immunity*

9th level: *Astral Projection, Foresight, Freedom, Gate, Mass Heal, Miracle, True Resurrection*

Holy Avengers, Protectors, and Redeemers: Paladins use a special class of magic weapons known as Holy Avengers, Holy Protectors, and Holy Redeemers (collectively referred to as Paladin Weapons). Such items are always magic melee weapons. They always count as Good-aligned weapons. They also gain additional powers depending on the class level of the Paladin, as shown on the table below. A Paladin may only get the special benefits (beyond being a magic weapon) of one Paladin Weapon at a time, even if she fights with two weapons, or wears one and fights with the other.

All Types: 0: The weapon sheds light as a torch when drawn. 1: The Paladin continually benefits from Protection from Evil as long as the weapon is on her body, as a supernatural ability. This may be suppressed or restored as a swift action while the weapon is stowed or sheathed; while it is in-hand, it is always active. 4: The Paladin continually generates a Magic Circle against Evil as long as the weapon is drawn. The weapon sheds light as a Daylight spell when drawn. 8: The Paladin and all allies within 10' of her gain Spell Resistance 5 + the Paladin's character level as long as the weapon is drawn. The weapon suppresses Darkness effects of lower spell level than the highest the Paladin can cast, and dispels those more than three levels lower.

Avenger: Holy Avengers are carried by Paladins who serve as agents of vengeance. Such Paladins have the grim duty of stopping those who have already done evil, pursuing justice for those wrongs which cannot be righted. Paladins carrying Holy Avengers are the best known for their deeds, however, as the tale of the destruction of a powerful demonic temple will be told for far longer than that of the time your home wasn't burned by a dragon. 1: The Paladin may cast spells that target a weapon, such as Bless Weapon, on her Holy Avenger as a swift action as long as it is drawn. 3: When the Paladin successfully uses Smite Evil with her Holy Avenger, she ignores all material and alignment damage reduction, and does lethal damage to targets with Regeneration. The Holy Avenger is also considered to be a Ghost Touch weapon when used in a Smite. 8: The Holy Avenger may be used to make a smiting attack separate from the Paladin's normal Smites. She adds her Charisma to attack and her level to damage against an evil creature for one attack. If the attack is successful, the creature must make a Fortitude save (DC 10 + 1/2 Paladin's level + Paladin's Wisdom modifier) or be stunned and dazed for 4 rounds. If the attack misses or is made against a non-evil creature, it may be attempted again next round; if it hits, it may be attempted again either as soon as the first target leaves the fight (such as by retreat, surrender, or death) or after five rounds. 13: The Paladin may use Exorcism without spending points from her Healing Touch pool while wielding or wearing the Holy Avenger. Exorcism damage dice are d8s. 14: The Paladin adds Destruction to her spell list as a 7th-level spell while wielding the Holy Avenger. 18: Any creature smote by the Paladin must make a Fortitude save or be destroyed as per the Destruction spell (normal weapon damage on a successful save). Any creature killed by a Paladin's smite is destroyed as per the Destruction spell. Undead are fully affected by this ability.

Protector: Holy Protectors are used to defend others. They are the signature weapon of Paladins of a more defensive bent, both those stopping rampaging dragons from burning villages and those stopping hordes of demons from shredding archmages. 1: The Paladin can add her level to her Healing Touch pool maximum, and gains an additional use of Turn Undead, essentially increasing her effective Charisma modifier for purposes of Healing Touch and Turn Undead by 1. She gains these benefits as long as the Holy Protector is worn. 3: The Paladin may make an additional number of Attacks of Opportunity with her Holy Protector per round equal to her Charisma bonus. She may also make attacks of opportunity as though it had Reach, although, if it does not, she does not gain an attack of opportunity against enemies closing with her. When she hits with an attack of opportunity provoked by movement, the creature must make a Will save (DC 10 + Paladin's Charisma Modifier + 1/2 Paladin's level) or have its speed reduced to 0 until the beginning of its next turn. Flying creatures instead must continue a straight-line course to maintain the minimum distance to avoid a fall, at a 45-degree downward angle. 8: The Holy Protector becomes a Defending weapon. All allies of the Paladin within 30' gain the same AC bonus as she does from this or the Expertise attack option. 13: The Paladin gains Uncanny Dodge and Improved Uncanny Dodge. She may also cast Shield Other on any creature within 60' as a free action spell-like ability usable as many times per round as she cares to use it, that lasts until the target goes out of range or it is dismissed as another free action (even when not her turn). Finally, as long as her weapon is drawn and held, she gains Regeneration 3, with Evil-aligned weapons and spells doing full damage. 18: Three times per day, when she casts a spell with only willing targets, the Paladin may designate the spell to repeat again on the next round.

Redeemer: Paladins who seek to show their enemies the benefits of switching to Team Good often carry Holy Redeemers for personal defense when higher-ups on Team Evil try to gank them for stealing their minions. Occasionally a Paladin with this path makes a name for themselves with a retinue of redeemed devils or suchlike, but most work more quietly. 1: Attacks with a Holy Redeemer never take a penalty to inflict nonlethal damage. Creatures destroyed by a Holy Redeemer's smite may instead merely be knocked unconscious or held for up to one hour per class level, at the Paladin's option. 4: If the target of her Snap Judgement ability knowingly lies before the Paladin's next turn, she knows (as the Discern Lies spell). 8: The Paladin may, as a swift action, allow any ally to repeat one Will save against a Charm, Compulsion, Possession, or [evil] affect, with her Charisma modifier as a bonus on the save. Success causes the effect to end immediately. 13: The Paladin gains a bonus spell slot of her highest castable spell level. 18: Any creature smote with a Holy Redeemer may be forced to make a Will save (DC 10 + 1/2 Paladin level + her Charisma modifier), or be subject to an Imprisonment spell. Imprisonment is added to the Paladin's spell list as long as she wears this weapon.

Acquiring Paladin Weapons: Paladin weapons are intended to not be particularly imbalancing if a Paladin acquires them at any point in her career. A Paladin that wants one should be allowed to acquire one at some point in the campaign, with the level range of the campaign determining which point. If the campaign starts above level 12, Paladin characters should probably be allowed to start with Paladin weapons if they want one. A Paladin that is supposed to find a Paladin Weapon may be given extraplanar help or advice in locating one (i.e., an angel shows up in one of her dreams and says that a Paladin with exactly the weapon they want died in the Dungeon of Dread some generations back, and his weapon is still in the dungeon).

Distributing Paladin Weapons: Retaining more than one Paladin Weapon for longer than is necessary to give it to a deserving Paladin (including evaluation of deservingness), or deliberately destroying one, is a

violation of the Paladin's Code; Paladin Weapons are in short supply, and hoarding them directly impedes the cause of good.

Crafting Paladin Weapons: Paladin Weapons can only be crafted by Paladins. They are considered Masterpieces at any level, have a level prerequisite of some kind, and each Paladin is only able to craft one ever. There's probably some other cost too. Thus, most Paladins find, rather than make, their weapons.

BONUS CORE CLASSES

4.1 Curator

“These people are under my stewardship. Please handle them with care.”

Starting Gold: 4d4*10 gp (100 gold)

Starting Age: As Cleric.

Hit Die: d8

Class Skills: The Curator’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Listen (Wis), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Magic Device (Cha)

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Luminous Bolt, Benediction
2nd	+1	+3	+0	+3	Sphere
3rd	+2	+3	+1	+3	Benediction
4th	+3	+4	+1	+4	Heal Injuries
5th	+3	+4	+1	+4	Benediction
6th	+4	+5	+2	+5	Sphere
7th	+5	+5	+2	+5	Benediction
8th	+6/+1	+6	+2	+6	One and All, Greater Luminous Bolt
9th	+6/+1	+6	+3	+6	Greater Benediction
10th	+7/+2	+7	+3	+7	Sphere
11th	+8/+3	+7	+3	+7	Greater Benediction
12th	+8/+3	+8	+4	+8	Perfect Preservation
13th	+9/+4	+8	+4	+8	Greater Benediction
14th	+10/+5	+9	+4	+9	Sphere
15th	+11/+6/+6	+9	+5	+9	Supreme Benediction
16th	+12/+7/+7	+10	+5	+10	Supreme Luminous Bolt
17th	+12/+7/+7	+10	+5	+10	Supreme Benediction
18th	+13/+8/+8	+11	+6	+11	Sphere
19th	+14/+9/+9	+11	+6	+11	Supreme Benediction
20th	+15/+10/+10	+12	+6	+12	Eternity

All of the following are Class Features of the Curator class.

Weapon and Armor Proficiency: A Curator is proficient with simple weapons, with light and medium armor, and with shields (but not great shields).

Luminous Bolt (Su): As an attack action, a Curator may fire a bolt of light at her foes. This has a range of Close (25 feet +5 ft./2 levels), does 1d6 light damage per two levels of Curator (rounded up), and requires a

ranged touch attack to hit. Any creature damaged by this attack must make a Fortitude save (DC 10 + CHA + $\frac{1}{2}$ your level) or be dazzled for one round. Undead and creatures specifically vulnerable to light take double damage, and incorporeal undead targeted by this effect have no miss chance due to incorporeality.

Once a Curator reaches 8th level, any creature that fails the Fortitude save when struck by her Luminous Bolt also becomes blinded for one round. When she reaches 16th level, a creature failing the save also becomes stunned for one round.

Benedictions (Su): At levels 1, 3, 5, and 7, a Curator learns a Benediction. Each Benediction requires an immediate action to activate, may target any creature the Curator can see within Close range (including herself), and is usable at will. The effects of a Benediction end at the start of the Curator's next turn, and the affected creature is surrounded by a faint glow while its effects persist.

Each Benediction has two effects, chosen from the following list:

- The target of your Benediction receives an amount of temporary HP equal to your ranks in the Heal skill.
- The target of your Benediction is cured of one of the following status effects: dazzled, shaken, sickened, or magical fatigue (your choice at time of use).
- The target of your Benediction receives a +2 morale bonus to AC.
- The target of your Benediction receives a +2 morale bonus to all saves.
- The target of your Benediction receives spell resistance equal to 5 + your character level.
- The target of your Benediction gains a +3 insight bonus to resist enemy bullrush, disarm, grapple, and trip attempts.
- The target of your Benediction gains a +5 insight bonus to Balance, Escape Artist, and Tumble checks.
- The target of your Benediction gains a +5 insight bonus to Climb, Jump, and Swim checks.
- The target of your Benediction gains a +5 insight bonus to Listen and Spot checks, and to resist enemy feints.
- The target of your Benediction gains blindsense out to 15'.
- The target of your Benediction gains a +10' insight bonus to move speed.
- Anyone attacking the target of your Benediction in melee must make a Fortitude save (DC 10 + CHA + $\frac{1}{2}$ your level) or be sickened for one round. This occurs before the attack is resolved.
- Anyone attacking the target of your Benediction in melee must make a Will save (DC 10 + CHA + $\frac{1}{2}$ your level) or be shaken for one round. This occurs before the attack is resolved.

Spheres: At 2nd level, and every 4 levels thereafter, the Curator gains basic access to a Sphere, which must be one of: Exorcism, Mystery, Piety, Restraint, Revelation, Splendor, or Vigor (see below). If she selects a Sphere in which she already has basic access, she gains advanced access; if she already has advanced access, she gains expert access.

Heal Injuries (Sp): With a one minute ritual, a Curator of 4th level can heal a number of characters equal to her class level of a number of hit points of damage equal to her ranks in the Heal skill. This action may be taken a number of times per day equal to 3 + the Curators Charisma Modifier (if any), and all affected characters must be within close range of the Curator for the entire period.

One and All (Su): At 8th level, a Curator takes on wider responsibilities. Once per day, when she activates one of her Benedictions, she may apply its effects to herself and all allies within range, rather than just one target.

Greater Benedictions (Su): At levels 9, 11, and 13, a Curator learns a Greater Benediction. Each Greater Benediction requires an immediate action to activate, may target any creature the Curator can see within Close range (including herself), and is usable at will. The effects of a Greater Benediction end at the start of the Curator's next turn, and the affected creature is surrounded by a warm glow while its effects persist.

When a Curator gains a Greater Benediction, she may replace one of her Benedictions with a different Benediction.

Each Greater Benediction has two effects, chosen from the following list:

- The target of your Greater Benediction receives DR 8/-.
- The target of your Greater Benediction gains energy resistance 15 against one energy type you select at the time of use.
- The target of your Greater Benediction cannot be affected by poison, disease, fear or charm effects (this does not suppress or remove effects already present).
- The target of your Greater Benediction gains the benefits of a protection from alignment effect, using an alignment you choose at the time of use.
- The target of your Greater Benediction benefits from Evasion and Improved Uncanny Dodge.
- The target of your Greater Benediction benefits from blindsight out to 30'.
- The target of your Greater Benediction does not provoke the normal attacks of opportunity for movement, ranged attacks, spells, spell-like abilities, or using items.

- The target of your Greater Benediction benefits from a freedom of movement effect.
- Anyone attacking the target of your Greater Benediction in melee must make a Reflex save or be struck by a luminous pulse for 5d6 light damage (undead and light-vulnerable creatures take double damage). Each attacker is subjected to this effect only once per round.
- Anyone attacking the target of your Greater Benediction must make a Will save (DC 10 + CHA + $\frac{1}{2}$ your level) or fail, losing the action but not any resources (spell slots, components, XP, and the like) used to power it.
- Your Greater Benediction affects one additional target within range.
- Your Greater Benediction bestows any two effects from the Benediction Effects list.

Perfect Preservation(Ex): Once she reaches 12th level, a Curator is immortal. She may also care for a number of willing creatures equal to her charisma modifier, and prevent them from aging for as long as they receive care. Additionally, neither the Curator nor any creature under her care will lose a level if they die and are resurrected.

Supreme Benedictions (Su): At levels 15, 17, and 19, a Curator learns a Supreme Benediction. Each Supreme Benediction requires an immediate action to activate, may target any creature the Curator can see within Close range (including herself), and is usable at will. The effects of a Supreme Benediction end at the start of the Curator's next turn, and the affected creature is surrounded by a strong glow while its effects persist.

When a Curator gains a Supreme Benediction, she may replace one of her Benedictions or Greater Benedictions with a different Benediction of the same type.

Each Supreme Benediction has two effects, chosen from the following list:

- The target of your Supreme Benediction is immune to fire, cold, electricity, acid, sonic, negative energy, and death effects.
- The target of your Supreme Benediction is immune to fatigue, exhaustion, fear affects, mind-affecting effects, dazing, stunning, sickening, and nausea, and all such effects are immediately removed from him.
- The target of your Supreme Benediction has total concealment.
- The target of your Supreme Benediction benefits from true seeing and blindsight to 120', and his attacks never suffer a miss chance due to concealment.
- The target of your Supreme Benediction may choose to teleport himself and everything he is physically carrying up to 100' in any direction as a free action once per round.
- Any creature damaging the target of your Supreme Benediction also damages itself for half that amount (this includes ability damage).
- Any creature forcing the target of your Supreme Benediction to make a saving throw must itself make a Fortitude save (DC 10 + CHA + $\frac{1}{2}$ your level) or be knocked unconscious for two rounds.
- Any hostile creature that meets the gaze of the target of your Supreme Benediction must make a Reflex save (DC 10 + CHA + $\frac{1}{2}$ your level) or be cowered until it loses sight of him.
- Any creature coming within 60' of the target of your Supreme Benediction with hostile intent must make a Will save (DC 10 + CHA + $\frac{1}{2}$ your level) or become helpless for one round. Each creature is only subjected to this effect once per round.
- The effects of your Supreme Benediction persist for one extra round.
- Your Supreme Benediction bestows any two effects from the Greater Benediction Effects list.

Eternity(Ex): Upon reaching 20th level, a Curator selects one Benediction or Greater Benediction that she knows. Thereafter, she enjoys its effects unceasingly and at all times.

4.2 Marshall

"The Jarls of Niefelheim think to banish our summers to a land of darkness. If they succeed there will be no second chances, no future generations. We will stop them here. For if our children's children are to even exist, they must remember our bravery on this day!"

The Marshall is a leader of men. Whether a member of a squad of Halfling special forces or the head of a rampaging horde of Bugbears, the Marshall's true home is the battlefield.

Alignment: Leaders arise on every aspect of the wheel. From the hordes of the Orcs to the formations of the Dwarves, there is almost always a charismatic leader at the head of any serious army. Serious armies are often employed by the forces of Law, as the forces of Chaos are often wont to be embodied by individuals pillaging without reference one to another. But the forces of Chaos have their share of tyrants as well.

Races: Almost all Marshalls are humanoids. There are few races of Giants or Magical Beasts that form warbands sufficient to warrant military leadership.

Attributes: Charisma is of prime importance to a Marshall. Other than that, a Marshall spends a lot of time yelling in plain view of enemies, so Constitution is of perhaps greater importance for them than it is to many other classes.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Paladin.

Hit Die: d12

Class Skills: The Marshall's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge [Any] (Int), Listen (Wis), Move Silently (Dex), Profession (-), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Battle Shout, <i>Heal Injuries</i> , Inspire Bravery
2	+2	+3	+3	+3	Untiring, Magic Circle
3	+3	+3	+3	+3	Dispelling Glare, War Shout
4	+4	+4	+4	+4	Bolster Allies, Inspire Heroism
5	+5	+4	+4	+4	<i>Aura of Healing</i> , Project Voice
6	+6/+1	+5	+5	+5	Leadership, <i>Restoration</i>
7	+7/+2	+5	+5	+5	<i>Heal</i> , Terrible Shout
8	+8/+3	+6	+6	+6	Inspire Foolishness, Delaying Shout
9	+9/+4	+6	+6	+6	Inspire the Masses, <i>Revive the Dead</i>
10	+10/+5	+7	+7	+7	<i>Mass Heal</i> , Command Enemies
11	+11/+6/+6	+7	+7	+7	Massive Presence, Inspire Greater Heroism
12	+12/+7/+7	+8	+8	+8	Convert Opponents

All of the following are Class Features of the Marshall class.

Weapon and Armor Proficiency: Marshalls are proficient with all simple and Marshall weapons, as well as any Exotic Weapons appropriate to their race, religion, or culture. Marshalls are proficient with light, Medium, and Heavy armor as well as Shields and Great Shields.

Battle Shout (Ex): With a Swift Action, a Marshall may scream super loud and work up his allies for battle. All allies within short range gain a Morale Bonus to attack and damage rolls for 10 rounds. This bonus is half the Marshall's class level (rounded up) or the Marshall's Charisma modifier, whichever is less. Allies must be able to see and hear the Marshall for this bonus to take effect.

Heal Injuries (Sp): The blood of an army is the life of its men, and soldiers who cannot fight are less than worthless. With a one minute ritual, a Marshall can heal a number of characters equal to his class level of a number of hit points of damage equal to his ranks in the Heal skill. This action may be taken a number of times per day equal to 3 + the Marshall's Charisma Modifier (if any), and all affected characters must be within close range of the Marshall or the entire period.

Inspire Bravery (Ex): A Marshall's mere presence is a boon to the morale of his compatriots. All allies within short range of a Marshall may add the Marshall's Charisma modifier to their saves against [Fear] effects.

Untiring (Ex): A 2nd level Marshall need not ever sleep and is immune to any effects which cause *fatigue*, *exhaustion*, or *sleep*.

Magic Circle (Su): A 2nd level Marshall radiates a *magic circle* against an alignment of his choice at all times. He can end, resume, or change the alignment of his circle as a Swift action.

Dispelling Glare (Su): A 3rd level Marshall can attempt to destroy a magical effect by staring at it really hard. As a Swift Action, the Marshall may attempt to dispel a single magical effect or suppress a single magical item within medium range and line of sight. The dispelling effect and DC is as per *dispel magic*, and the Marshall's check is a d20 + Marshall Level.

War Shout (Ex): At 3rd level, a Marshall's Battle Shout effects all allies within Long Range. The allies must still be able to hear and see the Marshall as normal.

Bolster Allies (Ex): With a Swift action, a 4th level Marshall may assist all allies within short range of himself. These allies may each reroll one die roll made before the Marshall's next turn. They must be able to see and hear the Marshall when the reroll is called for.

Inspire Heroism (Ex): The allies of a 4th level Marshall are capable of heroic, even improbable feats so long as they can see and hear the Marshall. All allies within Short Range of the Marshall gain a +1 Luck bonus on attack rolls, skill and ability checks, and saves.

Aura of Healing (Su): A 5th level Marshall can activate an Aura of Healing as a Swift Action. This aura lasts for 10 rounds and may be activated a number of times per day equal to the Marshall's Charisma modifier. All allies within short range heal a number of hit points equal to the Marshall's ranks in Heal during the Marshall's turn while the aura is in effect.

Project Voice (Ex): The voice of a 5th level Marshall carries super far. In anything approaching normal conditions, the Marshall can project his voice out for a mile. The Marshall can automatically dispel a *silence* or similar effect as a Swift action.

Leadership: At 6th level, a Marshall gains a Leadership feat that he qualifies for as an additional feat.

Restoration (Sp): A 6th level Marshall can cast *restoration* as a spell-like ability at will.

Heal (Sp): A 7th level Marshall may use *heal* as a spell-like ability with a caster level equal to his Character Level. This may be used a number of times per day equal to his Charisma modifier.

Terrible Shout (Ex): A 7th level Marshall can spook all enemies within Medium range with a terrible war howl. Enemies who can see and hear the Marshall within range must make a Will save (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier) or become *frightened* for 10 rounds. This is a [Fear] effect and only affects creatures with an Intelligence score. Creatures who succeed in their save are unaffected for the next 24 hours.

Inspire Foolishness (Ex): People do dumb stuff for an 8th level Marshall. All allies within Short Range of a Marshall are immune to Fear so long as they can see and hear the Marshall.

Delaying Glare (Ex): An 8th level Marshall can trip up and delay enemies with a steady Glare and an intimidating stance. With a Swift Action, the Marshall may force all enemies within Medium Range to make a Will save (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier) or become *slowed* for 10 rounds. Enemies must be able to see the Marshall, but they need not hear him.

Inspire the Masses (Ex): The Inspiration abilities of a 9th level Marshall extend to Long range, provided that the allies can still see and hear the Marshall.

Revive the Dead (Sp): A 9th level Marshall can refill the ranks of his army by returning the fallen to life. With a 10 minute ritual, the Marshall can return a dead creature back to life so long as it has died within a number of days equal to the Marshall's ranks in the Heal skill. The newly alive awaken with a number of hit points as if they had had zero and then rested for 1 day (usually 2 hit points per hit die). The Marshall may do this a number of times per day equal to his Charisma modifier. This ability does not affect a character's level, nor does it restore removed body parts.

Mass Heal (Sp): A 10th level Marshall can cast *mass heal* as a spell-like ability a number of times per day equal to his Charisma modifier.

Command Enemies (Ex): With a standard action, a Marshall can issue commands to opponents as the spell *greater command*. Unless enemies make a Will Save (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier), these commands are obeyed. This is a [Mind Affecting] [Language Dependant] ability.

Massive Presence (Su): An 11th level Marshall can grow one size category and emit light as a bonfire at will. In addition to making the Marshall stronger and more powerful as normal, the Marshall is of course much easier to see. This effect may be begun or ended as a Swift Action.

Inspire Greater Heroism (Ex): At 11th level, the Luck bonus provided by Inspire Heroism increases to +2. It still affects all allies who can see and hear him within Long Range (because of the Inspire the Masses ability).

Convert Opponents (Ex): A 12th level Marshall can make an opponent within Medium Range Friendly to himself and his cause with a Standard Action unless the creature makes a Will Save (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier). This is a [Mind Affecting] [Compulsion] effect, but any changes in attitude caused by subsequent Diplomacy or actions are not. In all other respects, this functions as *charm monster*. This ability may be used at will.

4.3 Sohei

The Sohei is a bit like the Monk, but with a little more influence (in theory, at least) on being virtuous and enlightened. They also tend to use weapons and armour, but it's by no means necessary.

Note that this isn't just a description of the class written here, it's basically what the Sohei seems to be. To be honest, they're not as well known as, say, the ninja (although at least there's less argument as to what they actually do).

Alignment: Any Good. A Sohei is concerned with virtue and enlightenment, which anyone of a reasonably Good alignment can claim.

Races: Any

Starting Gold: 6d4x10 gp (150 gold)

Starting Age: As Monk.

Hit Die: d10

Class Skills: The Sohei's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (all skills individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Improved Unarmed Strike, Divine Flurry
2nd	+2	+3	+3	+3	Unforeseen Strike, Virtuous Writings
3rd	+3	+3	+3	+3	Power Slide, Speed: +10'
4th	+4	+4	+4	+4	Counter Attack
5th	+5	+4	+4	+4	Enlightenment: Perfect Understanding
6th	+6/+1	+5	+5	+5	Super Gauge, Divine Go Stone Placement of Perfection
7th	+7/+2	+5	+5	+5	Divine Frenzy
8th	+8/+3	+6	+6	+6	Speed: +15', C-C-C-COMBO BREAKER
9th	+9/+4	+6	+6	+6	Divine Perfection
10th	+10/+5	+7	+7	+7	Enlightenment: Eschew Worldly Possessions, Divine Dodge
11th	+11/+6/+6	+7	+7	+7	One Hand Clapping
12th	+12/+7/+7	+8	+8	+8	Shadow Run
13th	+13/+8/+8	+8	+8	+8	Weight of Thought, Speed: +20'
14th	+14/+9/+9	+9	+9	+9	Divine Meditation
15th	+15/+10/+10	+9	+9	+9	Enlightenment: We Are All Connected
16th	+16/+11/+11/+11	+10	+10	+10	Poetry in Motion
17th	+17/+12/+12/+12	+10	+10	+10	Zen Fist
18th	+18/+13/+13/+13	+11	+11	+11	Speed: +25', Formation of the Eight Tri-grams
19th	+19/+14/+14/+14	+11	+11	+11	Deadly Finishing Move
20th	+20/+15/+15/+15	+12	+12	+12	Enlightenment: Transcendence, Secret Scroll

Weapon and Armor Proficiency: Sohei are proficient with all polearms, as well as simple weapons. Sohei are proficient with Light, Medium, and Heavy Armor but not with shields.

Improved Unarmed Strike: The Sohei gains a natural Slam attack that deals 1d8 damage if Medium sized. This gains an enhancement bonus equal to one quarter of their level (round down), and can be used to make full attack actions if no other weapons are used.

Divine Flurry: When making a Full Attack action with any weapon or combination thereof, the Sohei may make one additional attack, and all attacks are made at their highest attack bonus, however all of them take a crippling -2 penalty to hit.

Unforeseen Strike: Those struck by the Attacks of Opportunity of a Sohei must make a Fortitude save (DC 10 + half the Sohei's HD + their Wisdom modifier) or be Stunned for 1 round.

Virtuous Writings: A Sohei may cast spells from Divine scrolls as though they had the spells on their class list. Yes, even if a jerk of a Warlock takes a spell that isn't Divine and makes a Divine scroll of it. Additionally, they may create scrolls of spells on the Cleric*, Good, Nobility, Oracle or Purification spell lists, as though a Cleric (with the listed domains) of a level equal to their Sohei level. Casting the spells are not required for this process.

*Does not include [Evil] spells.

Power Slide: As the Thief-Acrobat and Jester.

Speed: The Sohei gains an increasing enhancement bonus to Speed. This is reduced by 5 feet when wearing Medium Armour, or 10' when wearing Heavy Armour. Yeah, that sucks, I know, that's like an entire 6000' per hour lost.

Counter Attack: Enemies provoke attacks of opportunity from the Sohei whenever they make melee attacks against the Sohei's allies.

Enlightenment: Perfect Understanding: The Sohei reaches a plateau of enlightenment and understanding. At this stage, they can never be Confused, and always know when a person is lying. Additionally, they can choose to automagically disbelieve illusions and can see the invisible.

Super Gauge: Whenever the Sohei successfully strikes a foe or is struck by a foe, they gain a point of Tension against that foe. This lasts for a number of rounds equal to their Wisdom modifier, until they gain Tension against anyone else, until the foe they have Tension against is defeated or until used (whichever comes first).

5 Tension points may be spent to gain an additional melee attack as a Free Action or to Empower a spell being cast from a scroll. 10 points may be used to unleash a Super Move, a Full Attack where each hit deals an additional amount of damage equal to 5d6 plus the Sohei's BAB. It should be compulsory that the player shout out the name of the attack.

Divine Go Stone Placement of Perfection: Whenever combat begins, before Initiative is actually rolled, the Sohei may freeze time for one round. In this time, the Sohei and their allies may each make a Move Action to get into superior positions. Initiative is then rolled, and combat resumes. They may also use this ability once per minute during combat as an Immediate Action.

Divine Frenzy: Whenever someone deals damage to the Sohei, they may enter a Divine Frenzy. This lasts for as long as they have Tension, and during the effect they may act completely normally and use items normally - they can even cast spells if they have spellcasting ability from another class. The Divine Flurry gains another bonus attack, with every strike gaining +2d6 damage of any Energy Type, and the Sohei's Attacks of Opportunity may, at the Sohei's option, knock the targets away 5' per 5 damage dealt, in a straight line in the direction of their choice. This movement provokes Attacks of Opportunity, but not from the Sohei.

C-C-C-COMBO BREAKER: Each foe is unable to successfully make more than one attack against each of the Sohei's allies during their turn, as long as the Sohei is not flat-footed. This includes spells and similar effects, as long as they are not Harmless, but does not include attacks of opportunity, as they do not take place during the foe's turn (unless they do, in which case they do count). For multiple-target or area effects, only the targets they already attacked are immune.

Linked effects such as Improved Grab, the Trip ability of wolves and Poison will take effect as normal. Even taking continuing damage from an ongoing effect is fine. The enemies are free to take turns beating on the same guy, and one enemy splitting attacks up amongst the team is still fine, but one foe focusing their attacks on one target triggers this ability.

So a Disintegrate followed by a Quickened Fireball will mean one guy gets hit for Disintegration, and everyone else takes the fire damage.

The ally in question must be in a square the Sohei threatens, otherwise they are exempt from this effect.

Divine Perfection: The Sohei becomes immune to Death Effects, Disease and Poison, and gains Spell Resistance equal to their Hit Dice + 5.

Enlightenment: Eschew Worldly Possessions: At this stage, the Sohei can create items worth up to 15,000 GP as per a Wish, at will, requiring only a minute of meditation. They also need not eat or drink. To use this ability, the Sohei must not own any currency or precious metals. Personal equipment is exempted from the restriction. This is a flavor thing, so use common sense.

Divine Dodge: Once per minute, as an Immediate Action, the Sohei may suddenly move 10' away without provoking Attacks of Opportunity. If this brings the Sohei out of range for an attack that was about to be resolved, the attack automatically misses, likewise if it brings the Sohei out of the area of effect for a spell that was about to go off.

It may be used again before the minute is up, at the cost of 10 Tension. However, this must be against an attack performed by the one who earned the Tension.

One Hand Clapping: The Sohei cannot be Dazed, Deafened or Stunned. Additionally, their unarmed strikes deal +2d6 Sonic damage when they strike, and by spending 10 Tension as a Swift action, they may cause each blow to unleash a Sonic Pulse: all enemies within 10' take 1d6+BAB Sonic damage (no save), and the foes actually struck must pass a Fortitude save at the end of the Sohei's turn or be knocked Prone, Deaf and Paralyzed for 1d4 rounds.

Furthermore, if an ally provokes an Attack of Opportunity, and is in a square the Sohei threatens, they may educate the ally in the wisdom of not provoking, by smacking them upside the head. This uses a single Attack of Opportunity but has no effect on the ally. However, no enemy may take an Attack of Opportunity against the ally for that action.

Shadow Run: The Sohei can step onto the Ethereal Plane, and thus may walk on water or, for that matter, thin air as long as they end their turn standing on something solid. It can be a flimsy tree branch or a bamboo pole, mind you, as long as it is a solid object. Furthermore, they may step through Walls of Force, treating them merely as 10' movement per wall, and can add their Intelligence modifier to their Initiative.

Weight of Thought: The Sohei may subtract their Wisdom modifier from armour penalties. If this reduces the penalty to zero, then they may move as if unarmoured, including being able to run at full speed in Heavy armour and tumble and everything.

Divine Meditation: If the Sohei spends one minute meditating, they gain insight into future events, and may add a +10 Insight bonus on the next d20 roll they make. Additionally, doing so lets them regain Hit Points equal to the sum of all of their ranks in Knowledge skills.

Enlightenment: We Are All Connected: The Sohei gains an even greater understanding of life, and how hatred is a weapon we forge for others that only hurts ourselves, that the air they exhale is inhaled by their enemies, and that everything is linked together.

Any beneficial spell or effect granted to the Sohei or any of their allies they can see is instead, at the Sohei's option, granted to the Sohei *and* any number of their allies they can see. Additionally, any foe who subjects the Sohei (or any ally the Sohei can reach) to an ongoing condition such as Poison, Disease, Fear, Blindness or Nausea must make a Will save (DC 10 + half the Sohei's Hit Dice + their Wisdom modifier) or also receive the same affliction, for the same duration.

Poetry in Motion: The Sohei may make a Move Action in addition to any other actions they perform in a turn. This movement may be broken up so as to walk around while making a Full Attack. Additionally, the Sohei counts as being in every square they move through until their turn is over, allowing them to flank with themselves and knock enemies past herself to provoke attacks of opportunity.

Zen Fist: The actions of the Sohei cannot be interrupted by Immediate Actions, readied actions or attacks of opportunity. Instead, the Sohei declares their intent (such as "to make three attacks against the Hobgoblin Warlord and three against its Dragon mount"), the dice are rolled, and no attacks are actually made. However, at the end of the Sohei's turn, the targets have been attacked, actions performed and so on, just without there being a moment in time in which the actions were made. If you are confused by this, you're not Zen enough.

Additionally, they may elect to move as by teleporting - the journey has been made without a single footstep having fallen. Doing this, however, does not allow for Poetry in Motion.

Formation of the Eight Trigrams: Whenever the Sohei uses the Divine Go Stone Placement of Perfection ability, they form a strong barrier of defence with their allies. Draw an imaginary line between every pair of allies, including the Sohei. These form Walls of Force for one round, and are filled with Acid Fog that does not affect the Sohei or their allies.

Additionally, the Sohei and their allies gain the benefits (but not the drawbacks) of a Stoneskin effect for one round. Any foe who attacks the Sohei or any of her allies during this time but fails to deal any damage automatically becomes Exhausted for one minute.

Allies in this case are only those within 50' of the Sohei, not those back home in Kansas.

Deadly Finishing Move: By spending 20 Tension as a Standard Action, the Sohei may unleash a killer Destroyer move. This attack deals an additional 2d6 damage per Hit Die of the Sohei, and bypasses all Damage Reduction (including /-) and Regeneration.

It also deals Strength Damage equal to the Sohei's Wisdom modifier, and the target must make either a Fortitude save or a Will save (Sohei's choice) or be slain instantly and completely destroyed. Not even ashes remain, and the soul is transported to the centre of the planet, on another plane (probably Hell).

It should be mandated that the player name this move and either shout it out before unleashing it, or quietly state the name after the effects take place.

Enlightenment: Transcendence: The Sohei is no longer a normal mortal creature. They become Ageless, and can only die by being killed. However, they are so hardcore they wouldn't die even if you killed them:

they rise again 24 hours later unless the body is hacked apart and burned, the ashes then scattered into an Unhallowed land.

Secret Scroll: The Sohei writes out the secret scrolls to enlightenment and, as they no longer have any goals of their own, having reached transcendence, must now strive to lead others to the door of knowledge. Anyone who reads the scrolls gains a permanent +5 Inherent bonus to Wisdom (the Sohei gains this when writing the scrolls), however from this point on they take a -5 penalty to hit the Sohei, due to having been influenced enough that the Sohei can predict their every move.

4.4 The Soul Born

Do you know what it means when a man has a sword made of blue soulfire? It means he can kill you with a sword made of blue soulfire.

A Soulborn is a character whose soul is on completely arbitrary blue fire. This allows them to wreathe themselves in magical energies that give them jedi powers as if they had a number of magic items that enhanced their abilities. They can also create a lightsaber made out of soulfire that they use to chop things up.

Necrocarnum Option: Some characters will want to be powered by Necrocarnum instead of Incarnum. That's fine. Such a character's soulfire is dim and *spooky* looking. Any references to shedding light like a torch are ignored for Necrocarnum Soulborn.

Playing a Soulborn: The Soulborn is a warrior whose weapon is as heavy as their soul. As such they can make a passable Strength Warrior *or* a passable Dexterity warrior. In addition they have a bunch of powers that work off of Charisma, so it is to be expected that Charisma would be their first or second best attribute. In most cases, a Soulborn's tactics are going to be to run up and smack things.

Starting Age: As Paladin

Starting Equipment: 5d6x10gp

Alignment: Soulborn can be any alignment, but they tend to be total douchebags about it regardless. Soulborn feel compelled to be "extreme" in their moral and ethical tirades and favor action and dickery rather than passively letting shit go. Even Neutral Soulborn get all tweaked up about "balance" and shit. They detect their alignment as if they were outsiders or clerics.

Hit Die: d10

Base Attack Bonus: Full

Good Saving Throws: Fortitude and Will

Skill Points: 4+Int

Class Skills: Balance, Bluff, Climb, Diplomacy, Hide, Intimidate, Jump, Knowledge (Any), Listen, Move Silently, Ride, Search, Sleight of Hand, Spot, Swim, Use Magic Device.

Level:	Abilities:	Chakras
1:	Soulblade, Soulmelds	1
2:	Resilient Soul, Soul Smite	1
3:	Arcane Sight, Pressing Assault	2
4:	Soulfire Burst	2
5:	Better Soulmelds	2
6:	Endless Smiting	3
7:	Eternal Champion, Soul Arrow	3
8:	Blood of Soulfire	3
9:	Advanced Soulmelds	4
10:	Reborn Soul	4
11:	Parry Magic	4
12:	Stunning Reaction	5
13:	Astounding Soulmelds	5
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Class Features

Weapon and Armor Proficiency: Soulborn are proficient with all Simple and Martial Weapons, as well as with Light, Medium, and Heavy Armor. Also with Shields (but not Tower Shields).

Soulblade (Su): With a Swift Action, a Soulborn can call into existence a weapon of blue soul fire. The soulblade generally looks like a culturally appropriate bastard sword, but it may appear otherwise in the hands of Soulborn characters from other cultures or with different combat styles. The Soulblade is a light weapon that does a d10 damage and has a threat range of 18-20. It has an enhancement bonus equal to one third of the character's level (round up). While out, the soulblade sheds light like a torch, and it vanishes the moment that it leaves the Soulborn's hand (though it can be recalled at a later time with a Swift Action). This weapon does Force damage and therefore ignores Hardness and is Super Effective against Incorporeal opponents.

Soulmelds (Su): A Soulborn has the ability to call upon a number of special blue glowing intangible wardrobe accessories that cause them to glow blue and gain additional powers. Each Soulmeld is unique, and should have its own name (check the Soulmeld chart below in order to name it). Each Soulmeld has a Basic bonus and a Special bonus. A Soulborn can only use a fraction of the Soulmelds they have at a time. At first level, the Soulborn "knows" 2 Soulmelds and learns an additional Soulmeld every time they gain a Soulborn level. Whenever they gain a level, they may trade one of the Soulmelds they know for a different Soulmeld. The number of Soulmelds that can actually be used at one time is the character's number of Chakras, which is 1 at first level, rising to 2 at 3rd, 3 at 6th, 4 at 9th, 5 at 12th, 6 at 15th, 7 at 17th, and finally 8 at 20th. It takes 1 minute of meditation to change which Soulmelds are available (up to the character's number of Chakras), but only a Swift Action to activate any or all of them. This activation can be combined with the action to activate a Soulblade if desired. Soulmelds shed light as a torch.

If a Soulmeld provides the ability to use an effect a limited number of times per day, the amount is reset only by having the sun rise or set, not by simply rearranging one's soulmelds. If a Soulmeld allows the casting of a spell, this spell is used as a Supernatural Ability and the caster level is the Soulborn's Level.

Basic Bonuses: Every Soulmeld (even Advanced or Giant-Size Soulmelds) has exactly one Basic Bonus, which is defined when the Soulmeld is learned:

- Deflection bonus to AC (1/3 level, rounded up)
- Resistance Bonus to Saving Throws (1/3 level, rounded up)
- Enhancement Bonus to an attribute (1/3 level, rounded up)
- Enhancement Bonus to a Skill other than Use Magic Device (Level + 2)
- Enhancement Bonus to Natural Armor Bonus (1/3 Level, rounded up)
- Spell Resistance (8 + Level)
- Energy Resistance to one Energy type (3 points per level)

Special Bonuses: Each Soulmeld has a Special Bonus. At higher levels, a Soulborn can select their Special Bonuses from the Better list, the Advanced List, or even the Giant-Size list. But at first, they have to make do with this list:

- **Nimbus of Light:** Sheds light as a Sunrod, once per day per 4 levels (rounded up), the Soulborn can use *flashburst* (SpC) targeted on themselves. They are immune to the blinding effects.
- **Displacement:** The character has a 20% Concealment Miss Chance.
- **Levitation:** The character can hover in the air as per the effects of the spell *levitate*.
- **Counterspelling:** The Soulborn can, as an immediate action attempt to counter a spell they can see by making a Dispel check using their level as the caster level.
- **Wall Walking:** The Soulborn can be attracted to any surface as if to the ground, allowing them to walk or run on walls and ceilings.
- **Enlargement:** The Soulborn grows as if having been struck with *enlarge person*.
- **Shrinking:** The Soulborn shrinks as if affected with *reduce person*.
- **Darkvision:** The Soulborn gains Darkvision 120'.
- **Animal Summoning:** Once per day per Charisma modifier, the Soulborn can summon an animal with a CR half their own or less as a Standard Action. The summoned creature lasts 10 rounds.
- **Bolt of Agony:** As a standard action, the Soulborn can shoot bolts of soulfire at things within 60'. It's a ranged touch attack that inflicts a d10 of Force damage and forces the target to make a Fortitude Save (DC 8 + 1/2 level + Charisma Modifier) or be *dazed* for 1 round.
- **Silence:** The Soulborn can cast *silence* on themselves at will. Each *silence* effect lasts until they dismiss it or the Soulmeld is swapped out, but they may only have one *silence* effect active at one time.

Resilient Soul: A Soulborn of 2nd Level or higher adds their Charisma modifier to all their Saves. If they are for whatever reason already doing that, they get +1 to all saves instead.

Soul Smite (Su): A Soulborn of 2nd Level or higher can declare themselves to be Soul Smiting as a Swift Action. For the rest of the turn, the Soulborn adds their Charisma modifier to their attack rolls and their Soulborn level to their damage rolls on all attacks. When a Soul Smit is declared, it can't be declared again for 10 rounds.

Arcane Sight (Su): At 3rd level, a Soulborn benefits at all times from *Arcane Sight*.

Pressing Assault (Ex): From 3rd level on, when opponents use a 5' step within the threatened area of the Soulborn this provokes an Attack of Opportunity from them.

Soulfire Burst (Su): At 4th level, as a standard action the Soulborn can emit a burst of soulfire in all directions. This strikes all other creatures (not objects) within 15 feet with a d6 of Force damage per level. Targets are entitled to a Reflex save for half damage, with a DC of 10 + 1/2 Level + Charisma modifier. This cannot be used again for 10 rounds.

Better Soulmelds: From 5th level on, the Soulborn can select powers off the Better Soulmeld List when making Soulmelds:

- **Crushing Despair:** The Soulborn exudes an aura of palpable ennui. All opponents within 30' suffer a Morale Penalty to Attack Rolls, Damage Rolls, and Saves equal to 1/3 the character's level (round up)
- **Soul Lash:** The Soulborn's Soulblade provides Reach, and can still threaten adjacent opponents.
- **Winged Flight:** The Soulborn is held aloft on energy wings or something, and gains a Flight speed equal to twice their land speed with Average Maneuverability.
- **Invisibility:** The Soulborn can become invisible as per the spell *invisibility* as a Swift Action at will.
- **Startling Power:** Once per turn, the Soulborn can force a target they have just struck for damage with a melee weapon to make a Fortitude Save (DC 9 + 1/2 level + Charisma Modifier) or become *dazed* for one turn.
- **X-Ray Vision:** The Soulborn can see through things like they had a Ring of X-Ray Vision.
- **Blind Sight:** The character has Blindsight out to 60'
- **Super Speed:** The character's Land Speed is increased by 5' per level.
- **Force Armor:** The character gains an armor bonus of 7 + 1/3 level (round up).
- **Mental Bastion:** The character is immune to [Compulsions].

Endless Smiting: At 6th level, a Soulborn does not have to wait 10 rounds between using Soul Smites.

Eternal Champion: At 7th level, a Soulborn doesn't age and suffers no level loss when returned from the dead.

Soul Arrow (Su): At 7th level, a Soulborn can fire bits of soulfire out of bows or crossbows instead of arrows or bolts. This soul arrows have an enhancement bonus of the character's level divided by 3 (round up) and do Force damage. If they hit, they also cause the target to shed light like a torch for one round, negating the effects of things like *displacement* or *blur* as if they had been outlined by *fairie fire*.

Blood of Soulfire (Su): An 8th level Soulborn is immune to poison and when they suffer damage from physical attacks they cause 1 point of Force Damage to all creatures within 5' of them as Soulfire splashes out.

Advanced Soulmelds: From 9th level on, the Sulborn can select powers off the Advanced Soulmeld List when making Soulmelds:

- **Blink:** The Soulborn benefits from *blink*, and his own attacks do not suffer the miss chance.
- **All Boogy-Boogy:** The Soulborn can create an aura of fear as a free action. All creatures within 10' of the Soulborn need to make a Will save against a Fear effect (DC 10 + 1/2 Level + Charisma Modifier) or become *panicked* for 4 rounds. Creatures who save cannot be affected by that Fear Aura for 24 hours.
- **Dimension Door:** The Soulborn can teleport up to 120 feet as a Standard Action as per *dimension door*.
- **Haste:** The character benefits from *haste* all the time.
- **Time Ripple:** Once per turn as a free action, the Soulborn can cast *slow*. DC 9 + 1/2 Level + Charisma Modifier.
- **Mental Static:** The area within 40' of the Soulborn is considered distracting, and spellcasters must make a Concentration check to avoid losing spells cast. The DC is 10 + Spell Level + Charisma Modifier. And if a spellcaster has to make a Concentration check for any other reason, the DC is increased by the Soulborn's Charisma Modifier.
- **Fireshield:** Any creature who strikes the Soulborn in melee while they are wreathed in soulfire takes d10 + Level in Force Damage unless they used a reach weapon to do it. The Soulborn is also immune to Force Damage while this is up.
- **Aura of Luck:** Every ally within 30' of the Soulborn gets a Luck Bonus on Attack Rolls, Skill Checks, and Saving Throws equal to 1/3 the Soulborn's level (round up).
- **Telekinesis:** The Soulborn can use *telekinesis* at will, with only the sustained force option available (no thrust).
- **Demon Summoning:** The Soulborn can summon an Outsider once a day. The Outsider must have a CR two less than their level and sticks around for an hour as if having been *summoned*. The Outsider is of an alignment appropriate to the Soulborn.

Reborn Soul (Su): When a 10th level Soulborn has been dead for an entire day their body returns to life, with all parts replaced as if benefiting from *resurrection*.

Parry Magic (Su): If an 11th level Soulborn is aware of magic being cast that draws line of effect through their threatened area (including such spells that target them) and they have their Soulblade out, they can attempt to sever the strands of magic power as an Attack of Opportunity. They make a Dispel Check using their Level for the caster level on their Dispel Check.

Stunning Reaction (Su): If a 12th level Soulborn damages an opponent with an Attack of Opportunity, that opponent must make a Fortitude Save (DC 10 + 1/2 Level + Charisma Modifier) or be *stunned* for 1 turn.

Astounding Soulmelds: From 13th level on, the Sulborn can select powers off the Astounding Soulmeld List when making Soulmelds:

- **Incorporeality:** The Soulborn is *incorporeal*.
- **Force Cage:** Once per day, the Soulborn can trap an enemy in a *forcecage*.
- **Prism Strike:** Whenever the Soulborn strikes an enemy with Soulfire, they also have to roll as if struck with a *prismatic spray*.
- **Banishment:** The Soulborn can use *banishment* at will as a standard action. The DC is 10 + 1/2 Level + Charisma Modifier.
- **Teleport:** The Soulborn can, as a Standard Action, use *greater teleport* (self plus 50 pounds of crap only).
- **Tentacles of Darkness:** Once per day per Charisma Modifier, the Soulborn can use *Evard's Black Tentacles*.
- **Mind Blank:** The Character benefits from *mindblank* all the time.
- **Antimagic Cone:** The Soulborn emits a 60' long antimagic cone in front of themselves like a Beholder.
- **Missed Step:** The Soulborn can, once per turn, teleport up to 60 feet as a free action.
- **Open Gateway:** Once per day per Charisma Modifier, the Soulborn can open a *gate* (travel version only).

Castigate (Su): As an Immediate Action, a 14th level Soulborn can declare that their next attack within the following round hits. The die roll is merely a formality to see if it also critical hits.

Souleater (Su): A 14th level Soulborn can see souls hovering around dead bodies for about a week (or until that soul gets corrupted into a vengeful spirit or raised from the dead or bound into an object or whatever). They can choose to eat those souls, preventing them from being used for other tasks. Souls are *delicious*.

Soul Cleave (Su): As a Swift Action, the 15th level Soulborn can declare their next attack within the round to be a Soul Cleave, targeting the victim's soul directly. This attack is a touch attack, and also forces the victim to make a Fortitude Save (DC 10 + 1/2 Level + Charisma Modifier) or die. A soul cleave is only a special attack against a target that actually has a soul.

Stunning Critical (Ex): At 16th level, any time the Soulborn inflicts a critical hit, the victim is *stunned* for 1 round.

Giant-Size Soulmelds: From 17th level on, the Soulborn can select powers off the Giant-Size Soulmeld List when making Soulmelds:

- Word of Doom: Every creature within 60' has to make a Fortitude Save or die (DC 10 + 1/2 level + Charisma Modifier). This is a full round action.
- No U: Whenever the character is targeted by a [Death] effect or Gaze attack and passes their Saving Throw, they may target the originator of that effect with the same effect.
- Eternal Winter: The character gains the [Cold] Subtype and an area within 3 miles of them in all directions is reduced in temperature 3 categories. The Soulborn can cast *frostburn* at will.
- Personal Sun: The character gains the [Fire] Subtype and an area within 3 miles of them in all directions is raised in temperature by 3 categories. The Soulborn can cast *dessicate* at will.
- The Silence: A Silence Field emanates for 120' in all directions. The Soulborn can also cast *silence* at will.
- Giant Size: The Character's size is Colossal, like they were the recipient of *giant size*.
- Really Small: The character's size is Diminutive, like they were the recipient of *miniature size*.
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Name of the Rose: At 18th level, the character is the Rose Champion and can select an area on the Great Wheel that becomes divinely morphic according to their whim.

Eternal Revolution: A 19th level Soulborn has a literal army of petitioners to call upon, and gains the Army of Demons [Leadership] feat as a bonus feat.

Inevitable Victory: At 20th level, the Soulborn wins D&D.

Soulmelds Table

Roll (or Choose)	Color	Adjective	Thingy
1:	Azure	Crushing	Claws
2:	Aqueous	Rising	Mantle
3:	Beryl	Fierce	Cloak
4:	Blue	Dimming	Wings
5:	Cerulean	Clutching	Armor
6:	Cobalt	Grasping	Mask
7:	Electric	Gnawing	Gloves
8:	Indigo	Devastating	Sleeves
9:	Midnight	Expansive	Robe
10:	Navy	Protective	Helm
11:	Ocean	Secret	Hat
12:	Sapphire	Monstrous	Horns
13:	Teal	Horrendous	Gauntlets
14:	Turquoise	Wicked	Cape
15:	Ultramarine	Awesome	Belt
16:	Sky	Vengeful	Boots
17:	Steel	Depressive	Trail
18:	Cyan	Repetitive	Eyes
19:	Black	Gorgeous	Braids
20:	Red	Futile	Amulet

4.5 The Totemist

My soul burns with the strength of the behir of my ancestors.

Totemists are people whose souls are filled with an arbitrarily blue flame that causes them to channel the beast souls of the natural world. This being the natural world of *Dungeons & Dragons*, those beast souls are crazy crap like displacer beasts and give the Totemist real magical powers.

A Totemist has powers that are comparable in strength to spells that are usable an unlimited number of times in a day. However, each power has a cool-down period that makes it unlikely to be used twice in the same battle. These powers are Charisma based, so it is to be expected that a Totemist will put Charisma as their primary attribute.

Starting Age: As Druid

Starting Equipment: 6d4x10gp

Alignment: Totemists can be of any alignment, but like Magical Beasts that alignment is largely to be taken with a grain of salt. They behave a lot like animals, so even if they are totally all chaotic evil and torture fools it's more like how cats spend an hour killing a mouse if they aren't hungry than any depraved sadism. Totemists hardly detect a non-neutral alignment at all even if they have one.

Hit Die: d8

Base Attack Bonus: 3/4

Good Saving Throws: Will

Skill Points: 4+Int

Class Skills: Balance, Bluff, Climb, Craft, Diplomacy, Handle Animal, Hide, Intimidate, Jump, Knowledge (Any), Listen, Move Silently, Ride, Search, Sleight of Hand, Spot, Survival, Swim, Use Magic Device.

Level:	Abilities:	Chakras
1:	Basic Totems, Call Totems, Soulmelds, Wild Empathy	2
2:	Respect for the Dead, Woodland Stride	3
3:	Arcane Sight	3
4:	Better Soulmelds	3
5:	Blood of Soulfire	4
6:	Beast Companion	4
7:	Advanced Soulmelds	4
8:	Speak With Souls	5
9:	Corpse Fashion, Reincarnate	5
10:	Astounding Soulmelds	5
11:		6
12:	Autolife	6
13:	Favor of the Totems	6
14:	Exciting Soulmelds	7
15:	Embody Totem	7
16:		8
17:	Giant-Size Soulmelds	8
18:	Limitless Favor of the Totems	8
19:		9
20:	Triumph Promised by Ancestors	9

Class Feature

Weapon and Armor Proficiency: Totemists are proficient with Simple Weapons, as well as the Trident, the Kukri, the shortsword, the gladius, the light and heavy pick, the shortbow, the longbow, the pincerstaff, the net, and the guisarme. Totemists are proficient with light and medium armor.

Soulmelds (Su): A Totemist has the ability to call upon a number of special blue glowing intangible yet vaguely beast-related wardrobe accessories that cause them to glow blue and gain additional powers. Each Soulmeld is unique, and should have its own name (check the Soulmeld chart below in order to name it).

Each Soulmeld has a Basic bonus and a Totemic Power. A Totemist can only show a fraction of the Soulmelds they have at a time. At first level, the Totemist "knows" 3 Soulmelds and learns two additional Soulmelds every time they gain a Totemist level. The number of Soulmelds that can actually be used at one time is the character's number of Chakras, which is 2 at first level, rising to 3 at 2nd, 4 at 5th, 5 at 8th, 6 at 11th, 7 at 14th, 8 at 16th, and finally 9 at 19th. It takes 1 minute of meditation to change which Soulmelds are available (up to the character's number of Chakras), but only a Swift Action to activate and display any or all of them. Soulmelds shed light as a torch. Actually calling upon the Totem's power is usually a Standard Action.

Basic Bonuses: Every Soulmeld (even Advanced or Giant-Size Soulmelds) has exactly one Basic Bonus, which is defined when the Soulmeld is learned:

- Deflection bonus to AC (1/3 level, rounded up)
- Resistance Bonus to Saving Throws (1/3 level, rounded up)
- Enhancement Bonus to an attribute (1/3 level, rounded up)
- Enhancement Bonus to a Skill other than Use Magic Device (Level + 2)
- Enhancement Bonus to Natural Armor Bonus (1/3 Level, rounded up)
- Spell Resistance (8 + Level)
- Energy Resistance to one Energy type (3 points per level)

Basic Totems: At first, each Soulmeld is attached to a Basic Totem, and the power delivered when called upon is as such:

- Ankheg: Spit soul acid out to Short Range. Ranged Touch Attack. Inflicts d4 Acid damage/level and on the Totemist's next turn will inflict a similar amount unless the acid has been doused with vinegar or beer or something in the meantime.
- Corollax: Rainbow colors shoot off into a Short Ranged Cone. Creatures in the cone must make a Will save or be *stunned* for 1d2 rounds. This is a [Mind Affecting] [Pattern].
- Carrion Crawler: Touch forces target to make a Fortitude save or be *paralyzed* for a minute.
- Ash Rat: Heavy Smoke extends around the Totemist like *obscuring mist*. The mists last for 4 rounds, and creatures other than the Totemist suffer 1 point of Fire damage per round that they are in the ashy haze.
- Flame Snake: Touch forces target to take d4 Fire Damage/level and to make a Fortitude Save against Poison or lose 1d6 Strength, Dexterity, and Constitution.
- Blood Hawks: The Totemist makes a ranged touch attack against up to one enemy within Medium Range per level. Each target struck suffers 1d3 of Force damage and 2 points of Constitution Damage from blood loss.
- Howler: Scream causes Wisdom Damage. Burst out to Short Range. Will Save or suffer d6 Wisdom damage. Totemist is immune, this is a [Mind Affecting] [Sonic] effect.
- Dark Mantle: As *darkness*, but all light is blocked and it provides complete concealment. Or 3e *darkness* if you prefer.
- Krenshar: Screech causes target within Short Range to be *panicked* for a d4 rounds if they fail a Will save. This is a [Sonic] [Mind Affecting] [Fear] Effect.
- Blood Ape: The character increases in size by 1 size category, and their attributes are adjusted as normal. This change lasts for 4 rounds.
- Mephitis: Breath Weapon of something weird and noxious. Extends to a cone out to Short Range. All creatures in the area must pass a Fortitude Save or be *nauseated* for 1d2 rounds.
- Owlbear: Melee Touch Attack Pins target for 1 round.
- Rust Monster: As *rusting grasp*.
- Shocker Lizard: Melee touch attack inflicts d8/level Subdual Electricity damage.
- Stirge: Melee Touch Attack causes d4 damage/level and heals the Totemist an equal amount as to the damage inflicted on a living creature.
- Harpoon Spider: A soul harpoon is sent after an enemy within Short Range. Ranged Touch Attack. On a hit, the target suffers d8 Force damage and must make a Fortitude save or be drawn as many squares towards the Totemist as the totemist feels like dragging them (as if bullrushed).
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Call Totems (Su): A Totemist can use the Totem Powers of any active Soulmelds any number of times in a day. However, upon calling upon such a Totem, they may not call on the same Totem for the next three rounds. So at first level a Totemist has only 2 Chakras bound, so they could call upon two different powers in the first two rounds of combat, but then they would be unable to use either one again in the next two rounds of combat,

forcing them to fall back on weaponry or hiding. The Save DC of any save a Totem's power offers is 10 + 1/2 Level + Charisma Modifier. And every power is used at the Totemist's Character Level.

Wild Empathy (Ex): Totemists can use Handle Animal as if it was frickin Diplomacy and they were speaking the Queen's Bloody English with any Animal or Magical Beast, whether that creature has a language or not.

Respect for the Dead (Ex): At 2nd level, Totemists treat any armor made out of animal parts as if it was a lot easier to use, and reduce the Armor Check Penalty and Armor Stealth Penalty of such armors by 4, making it a lot more likely that they can move at full speed while wearing someone's mother as a breastplate.

Woodland Stride (Ex): Totemists of 2nd level and up are totally at home in natural environments, even really jacked up ones. They ignore naturally occurring difficult terrain and don't take damage from crap like thorns.

Arcane Sight (Su): At 3rd level, a Soulborn benefits at all times from *Arcane Sight*.

Better Soulmelds: At fourth level, each Soulmeld can be attached to a Better Totem, and the power delivered when called upon is as such:

- **Aranea:** Can throw a soul Web. Creatures within or moving within a 15' burst within short range must make a Reflex Save or be *entangled* and anchored in place. An *entangled* creature may make an Escape Artist or Strength check (DC 20) as a full-round action to wriggle or break free, but if they move out of their square into another square with soul web in it they'll have to make another Reflex save or be caught again. The web dissipates in 1 minute/level or when dismissed, and does not burn.
- **Behir:** A line of electricity extends out to short range from the Totemist's mouth. It does 1d6 Electricity Damage/level and allows a Reflex Save for half damage.
- **Chimera:** A cone of fire is breathed out to short range. It does 1d6 Fire Damage/level and allows a Reflex Save for half damage.
- **Cloaker:** Creates images equivalent to *major image* within Short Range. The Totemist need not concentrate on the images, but they vanish in 4 rounds.
- **Cockatrice:** Touch forces target to make a Fortitude Save or be *petrified*.
- **Digester:** A cone of Acid is spat out to short range. Targets in the area suffer a d4 Acid Damage/level (Reflex Half), and then the following turn suffer the same amount of damage unless they have cleaned themselves off.
- **Ahuizotl:** Melee Touch Attack causes the target to be *blind*.
- **Briarvex:** With a melee touch attack, the target suffers 2d6 Force Damage. There are then thorns of force crawling in their skin like a Linkin Park Song, and they take 2d6 of Force Damage each round on the Totemist's turn for 1 round/level. This ongoing damage can be halted by taking a Standard Action to make a DC 15 Heal check to gauge out the force thorns. Each attempt inflicts 1 hit point of damage whether it succeeds or fails.
- **Joystaler:** Target within Medium Range must make a Will Save or suffer a d6 of Charisma Damage and be afflicted as per *crushing despair*.
- **Manticore:** The Totemist launches a number of spikes of soul energy as their Level distributed between one or more targets within Medium Range. Each spike inflicts 1d6 damage.
- **Pegasus:** Totemist gains a 90' Flight Speed with Good Maneuverability for the next 4 rounds. Activating this is a Swift Action.
- **Cloaked Ape:** The Totemist gains Fast Healing equal to their level for 4 rounds. This ability can be invoked as a Swift action.
- **Phase Wasp:** The Totemist gains the benefits of *true seeing* for 4 rounds.
- **Shadow Mastiff:** All other creatures within Short Range must make a Will Save or become Panicked for 1d6 rounds. This is a [Sonic] [Mind Affecting] [Fear] effect.
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- **Unicorn:** Heal a touched target by 1d6/level and remove any poisons they are afflicted with.
- **Winter Wolf:** The Totemist breathes a cone of Cold out to Short Range. It inflicts d6/level Cold Damage, with Reflex save for half damage.

Blood of Soulfire (Su): A 5th level Totemist is immune to poison and when they suffer damage from physical attacks they cause 1 point of Force Damage to all creatures within 5' of them as Soulfire splashes out.

Beast Companion: At 6th level, a Totemist is entitled to a companion. Their companion is a Magical Beast with a CR 2 less than their character level. When the Totemist gains a level, their companion either gets more powerful for no reason or their companion wanders off and they get a new companion. Either way.

Advanced Soulmelds: At seventh level, each Soulmeld can be attached to an Advanced Totem, and the power delivered when called upon is as such:

- Basilisk: Target within medium range must make a Fortitude save or be *petrified*.
- Bulette: The ground trembles as earth and stone excavate themselves at the Totemist's urging. The character can tunnel out up to a 10'x10'x40' area. Every end must be within short range, and yes you can create holes under enemies and drop them in.
- Blink Dog: As *dimension door*.
- Displacer Beast: The Totemist gains full displacement and a 50
- Ethereal Marauder: The Totemist and everything they carry is shifted to the Ethereal Plane or back to the Material from the Ethereal.
- Girallon: Spectral arms rip the target to pieces. The Totemist makes 4 melee touch attacks, and each is a claw that inflicts 1d6 Damage / 2 levels.
- Lamia: As *Charm Monster*. This is a [Mind Affecting] [Compulsion] and allows a Will Save.
- Nymph: Short Ranged Burst. All creatures in area that can see the Totemist must make a Fortitude Save or be *blind*.
- Phoenix: For the next 4 rounds, the Totemist is immune to Fire, and heals when they would suffer fire damage. Also there is a 5' burst of flame centered on the Totemist that inflicts d6/level Fire Damage (Reflex Half), and that heals the Totemist because it is Fire Damage.
- Remorhaz: The Totemist catches on fire, and anything she touches or that even hits her in melee suffers 1d6/level of fire damage from the experience. This effect lasts 4 rounds.
- Frost Salamander: The Totemist exudes an aura of cold. All creatures that begin their turns within 15' of the Totemist suffer d6/2 levels of Cold Damage. This effect lasts 4 rounds.
- Mudmaw: Two soul tendrils lash out and grab enemies. The Totemist can make two melee touch attacks against one or two creatures within 10'. Any creature touched is *pinned* for 1 round.
- Brood Keeper: A spectral swarm races out to engulf your enemies, as *summon swarm*. The swarm summoned uses your save DC (10 + 1/2 level + Cha modifier) for its abilities, inflicts force damage rather than normal damage, is incorporeal, and persists for four rounds.
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- Umber Hulk: One target within Short Range must make a Will Save or be *confused* as per the spell *confusion*. This can be invoked as a Swift Action.
- Wyvern: Melee Touch Attack causes target to suffer 3d6 Constitution Damage from Poison. Fortitude Save for Half.
- Yrthak: Target within Medium Range suffers d6/level Sonic damage, Fortitude half.

Speak with Souls (Su): A Totemist of 8th level can see the souls of the living and the dead. They are apparently little blue flamy things like in *Soul Eater*. The Totemist can speak with the souls of the dead as if the dead were still alive. The souls depart in about a week unless they get transformed, consumed, or returned to life before that point.

Corpse Fashion (Su): Three times a day, a 9th level Totemist can *fabricate* things out of animal parts. This can make things as respectable as hide armor or as creepy as human bone swords.

Reincarnate (Su): Three times a week, a 9th level Totemist can bring someone back from the dead in a new body. Like *reincarnation*.

Astounding Soulmelds: At tenth level, each Soulmeld can be attached to an Astounding Totem, and the power delivered when called upon is as such:

- Avalancher: As *Transmute Rock to Mud*.
-
-
- Nightmare: Can *plane shift* into a different realm of existence.
- Inferno Spider: Can throw a *flaming* soul Web. Creatures within or moving within a 15' burst within short range must make a Reflex Save or be *entangled* and anchored in place. An *entangled* creature may make an Escape Artist or Strength check (DC 20) as a full-round action to wriggle or break free, but if they move out of their square into another square with soul web in it they'll have to make another Reflex save or be caught again. The web dissipates in 1 minute/level or when dismissed, and is on fire. All creatures suffer 1d8 + Level Fire Damage every round they begin in the area of the web.
- Pixie: All creatures in a 15' burst within Medium range must make a Will Save or fall *asleep* for 10 minutes/level. This is a [Mind Affecting] effect.
- Frost Worm: A strange trill forces everyone to stand still. Emanation extends to Medium range and affects every creature except the Totemist. Creatures that fail a Will Save are *stunned* for a d4 rounds. This is a [Sonic] effect.

- **Lodestone Marauder:** Magnetic pulse yanks all freestanding and handheld metal objects in a Medium Cone and piles them at the Totemist's feet. Creatures can hold onto their weapons and whatnot by making a Reflex save. Creatures wearing metal armor are subjected to a strong gale.
- **Rapture Locust:** All creatures within Short Range must make a Will save or be *dazed* for a d6 rounds. Dazed creatures have locusts made of blue soulfire chewing on them for 2d6 Force damage per round until they snap out of it.
- **Naga:** Target within short range must make a Fortitude Save against Poison or Die. Successful save still results in d8 Poison damage to Constitution.
- **Nightmare Beast:** A creature that is asleep within 5 miles that the Totemist is aware of makes a Fortitude save or dies. This is a [Death] effect.
- **Purple Worm:** Touch Attack shrinks the target to the size of a walnut and swallows them whole. Target suffers 4d8 Acid damage a round and cannot free themselves. If they are transported out of the Totemist or the Totemist dies, they return to normal size.
- **Roper:** The Totemist can fire 6 soul strands at one or more targets within Short Range. Each Strand is a Ranged Touch Attack that inflicts 1d8 Strength Damage.
- **Sphinx:** The Totemist lets out a mighty roar, and all creatures within Long Range must make a Willpower Save or become *Panicked* for 2d6 rounds. Even creatures that succeed in their save are *shaken*. This is a [Mind Affecting] [Sonic] [Fear] effect.
- **Cloud Ray:** As *telekinesis*.
- **Peryton:** Touch attack inflicts 10 points of damage per level.
-

Auto-Life (Su): If a 12th level Totemist has been dead for a whole day, they reincarnate into a new body unless something has happened to their soul in the meantime. This does not cost them a level, it's just slightly disconcerting.

Favor of the Totems: From 13th level on, a Totemist need only forgo calling on a Totem's powers for 2 rounds after the last time they called upon the Totem's Powers.

Exciting Soulmelds: At fourteenth level, each Soulmeld can be attached to an Exciting Totem, and the power delivered when called upon is as such:

- **Cranium Rat:** All targets within a Medium Cone must make a Will save or be *stunned* for 2d4 rounds. This is a [Mind Affecting] [Psionic] effect.
- **Catoblepas:** Target within Medium Range must make a Fortitude Save or die. This is a [Death] effect. Even if the target succeeds, they still take 1d8 damage/2 levels.
-
- **Gorgon:** The Totemist breathes a cone out to Short Range. All creatures in the cone must make a Fortitude Save or be *petrified*.
- **Gravorg:** As *Reverse Gravity*, targets are allowed a Reflex Save as normal.
- **Greenvice:** As *acid fog*. The fog lasts for 4 rounds.
-
-
- **Lammasu:** As *heal*.
-
- **Quanlos:** As *Dominate Monster*. Target is entitled to a Will Save. This is a [Mind Affecting] [Compulsion].
- **Razor Boar:** Touch attack decapitates target. This is a [Death] effect.
- **Spirit of the Air:** The Totemist decides what the weather is.
- **Titanic Toad:** The Totemist stamps on the ground and flattens everything around them. All other creatures and standing objects in a 40' radius are subjected to a d8/level in Force Damage and are knocked prone. A successful Reflex save halves the damage and negates the prone effect.
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Embody Totem (Su): With a standard action, a 15th level Totemist can transform into one of the creatures that is one of their displayed totems. You can argue with the DM as to how Wildshape works, but you get all the Extraordinary, Supernatural, and Spell-like abilities whether they are Attacks or Qualities or whatever.

Giant-size Soulmelds: At Seventeenth level, each Soulmeld can be attached to a Giant-size Totem, and the power delivered when called upon is as such:

- Beholder: The Totemis can create a conical emanation of anti-magic field that extends from their body in any direction and can be rotated each turn. It persists for 4 rounds, and goes out to short range.
-
- Chaos Roc: All creatures in a Medium Range Cone are struck with 2 colors from a *prismatic spray*.
- Chronotyrin: The Totemist takes a second round of action after her normal one. This Totem is invoked as a Swift Action.
- Fiendwurm: The Totemist vomits forth a creature compatible with *summon monster VIII*.
-
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-
- Leviathan: The Totemist is Colossal as per the spell *giant size* for four rounds. This Totem is invoked as a Swift Action.
- Lucent Worm: Every creature that is in the Totemist's Threatened Area before the start of their next turn must make a Fortitude save or be *paralyzed* for 4 rounds.
-
-
- Megapede: wave of force precedes the Totemist as they stampede enemies. Any creatures and freestanding objects within 20 feet are pushed out of the area, suffering a d20 of force damage per 5' moved. The force lasts until the beginning of next turn, and enemies are pushed out of their area (for another d20 of damage per 5' square pushed) as the Totemist moves. Creatures are entitled to a Reflex save for half damage and to move out of the way in a direction of their choice to avoid getting Tekken juggled.
- Sky Bleeder: Acid rains from the sky for a mile in every direction, causing 3d4 Acid damage a round for the next 4 rounds.
- Tarrasque: The Totemist is restored to full health and all baleful conditions end.
- Thunder Worm: The Totemist becomes Incorporeal for the next 4 rounds, and in departing from physicality lets off a huge thunderclap that breaks things in all directions. Everything around the Totemist in a Medium Ranged Burst is subjected to a d8/level Sonic damage (Reflex Half).
-

Limitless Favor of the Totems: At 18th level, the Totemist can call on any of her displayed Totems that she did not call last turn.

Triumph Promised by Ancestors (Su): At 20th level, the Totemist wins D&D.

Soulmelds Table

To name a Soulmeld, combine the Totem with an adjective, a color, and a thingy. This can go in any order you want. So for example, you might have Dimming Electric Corollax Wings or Corollax Crushing Cyan Gauntlets. Whatever. You can fudge it a bit so it sounds less ridiculous or not, at your option. Also, you can really have your soulmelds be any color you want, as long as they are blue.

Roll (or Choose)	Adjective	Color	Thingy
1:	Crushing	Azure	Claws
2:	Rising	Beryl	Mantle
3:	Fierce	Aqueous	Cloak
4:	Dimming	Blue	Wings
5:	Clutching	Cerulean	Armor
6:	Gnawing	Cobalt	Mask
7:	Grasping	Electric	Gloves
8:	Devastating	Midnight	Sleeves
9:	Expansive	Indigo	Robe
10:	Secret	Navy	Helm
11:	Protective	Ocean	Hat
12:	Monstrous	Sapphire	Horns
13:	Horrendous	Teal	Gauntlets
14:	Awesome	Turquoise	Cape
15:	Wicked	Ultramarine	Belt
16:	Depressive	Sky	Boots
17:	Repetitive	Steel	Trail
18:	Vengeful	Cyan	Eyes
19:	Gorgeous	Pale	Braids
20:	Futile	Red	Amulet

I really do like the vest!

PRESTIGE CLASSES

5.1 Holy Crusader

“Through great action, we may make a difference. It is only through inaction under the guise of pacifism that we lose to the great evils.”

Requirements:**BAB:** +5**Skills:** Knowledge (the planes) 8 ranks, Knowledge (religion) 8 ranks**Feats:** Blitz**Alignment:** Any Good**Spellcasting:** Must be able to form a Protection From or Magic Circle Against Evil at least once per day, as a spell or otherwise.**Special:** Must have [i]started[/i] a fight with an Evil Outsider. Angelic Knights need only meet one of the two skill requirements (but still must be Good and have the Blitz feat).**Hit Die:** 1d10**Class Skills:** .**Skill Points at Each Level:** 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Aura of Daylight, Celestial Plate, Take The Burden
2nd	+2	+3	+0	+3	Aura of Menace, Divine Mount, Incite Vigilance
3rd	+3	+3	+1	+3	Fiend Slayer, Commanding Voice, Angel Wings
4th	+4	+4	+1	+4	Holy Word, Smite Evil, Empower the Helpless
5th	+5	+4	+1	+4	Resurrection, Decry the Wicked, Angel Wings

Aura of Daylight The Holy Crusader constantly emits Daylight, dealing damage to Undead within 30' equal to 1d6+Cha every round. They may suppress this ability at will if they want to sneak about or, you know, sleep.

Celestial Plate The Angels are so impressed by the Crusader that they give her a set of Adamantine Full Plate with an Enhancement bonus equal to her level divided by 4 (round down). Additionally, it grants DR 10/Good (making it useful when fighting Evil), and adds its Enhancement Bonus to armour to any damage rolls against creatures with the [Evil] subtype. Additionally, if the character has flight, they may still fly when wearing this, despite the weight.

Take the Burden With a Standard Action, the Holy Crusader may make a touch attack against an ally and ease their suffering. They may Cure 1d6 damage per hit die, receiving half the damage themselves, or may transfer one affliction (such as Nausea, a Poison or Disease, negative levels or Stunning) from the target to themselves. If they are immune to the affliction, they luck out and the affliction is just cured.

Aura of Menace The Holy Crusader gains an Aura of Menace, as per the Archon.

Divine Mount The Holy Crusader is blessed with a special mount to ride. It is completely loyal, and if slain, another replaces it after 24 hours. The mount may be any [Good] Magical Beast (including Celestial Animals/Vermin), or a Half-Celestial Animal or Vermin, with a CR at least 3 less than the Crusader's hit dice.

Incite Vigilance As a Supernatural Ability once per hour, the Holy Crusader may drive allies to their limits, creating a Mass Haste effect. This is a verbal ability that requires a Move-Equivalent Action. The benefits also apply to the Crusader herself.

Fiend Slayer The Holy Crusader is especially trained to kill fiends, somewhere between an occupation, hobby and driving goal. When the Crusader strikes an [Evil, Extraplanar] Outsider, they lose access to one Spell-like or Supernatural ability of the Crusader's choice for one round per class level. Multiple strikes remove multiple abilities. If the fiend is left with no abilities and is struck again, they must make a Fortitude save (DC 10 + half the Crusader's HD + their Charisma modifier) or be Destroyed (as per "Destruction").

Commanding Voice The Holy Crusader may cast Greater Command as a Spell-like Ability at will to anyone who failed to save against their Aura of Menace. The Save DC is equal to 10 + half the Crusader's Hit Dice + their Charisma modifier.

Angel Wings At levels 3 and 5, the Holy Crusader receives a bonus [Celestial] feat. This must be a feat that grants wings.

Holy Word Three times per day, the Holy Crusader may cast Holy Word as a Supernatural Ability. Caster level equals hit dice and cannot be augmented beyond this.

Smite Evil: Once per hour, the Holy Crusader may Smite Evil. This is a non-action that alters an attack that is about to be made, adding their Charisma modifier to the attack roll and hit dice to the damage roll. These benefits only apply to Evil enemies. Furthermore, Divine flames consume the target, treating them as on fire, except the damage is Holy.

Empower the Helpless Once per day as a Supernatural Ability, a Holy Crusader may grant great power to up to 2 NPCs per class level. The NPCs must have a CR of no more than 1 each. Once blessed, they become a frenzied mob of righteousness for 1 hour per class level. Treat them as a single Human Barbarian that happens to take up more space than usual and has the [Swarm] subtype, with a number of levels equal to the combined hit dice of all of the NPCs. They gain Strength and Constitution scores equal to 10 plus the class level of the Crusader, Dexterity 12, and the average Intelligence, Wisdom and Charisma of the mob.

Resurrection Once per day as a Supernatural Ability, the Holy Crusader may create a True Resurrection effect.

Decry the Wicked As a Standard Action at will, the Holy Crusader can shout out the sins of an Evil aligned foe. This is a verbal Supernatural Ability that extends out to 100 feet. The target must make a Will save or suffer from Heavy Encumbrance and become Fatigued for 1 minute. Every round, they suffer nonlethal damage equal to 2d6 plus the Crusader's hit dice.

5.2 Enlightened Disciple of Wel Hung Temple, Long Wang Province

"I am Enlightened. You are not."

You came from Wel Hung Temple, in the province that was named after its residents' most significant feature. Because of this, you're special. Plus you're enlightened.

Prerequisites:

Skills: Knowledge (Religion) or Knowledge (the Planes) 8 ranks

Feats: Insightful Strike or Zen Archery

Special: Must have one Enlightenment ability

Hit Die: d8

Class Skills: Whatever you want, since Koumei doesn't believe in cross-class skills.

Skills/Level: 8 + Intelligence Bonus

All of the following are Class Features of the Enlightened Disciple of Wel Hung Temple, Long Wang Province prestige class.

Weapon and Armor Proficiency: The Enlightened Disciple gains no proficiency with armor or weapons.

Wings of Flight: The Enlightened Disciple gains a pair of ethereal wings that grant Good Flight at a speed of 40' per round. For every additional set of wings gained, add +20' of speed.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Wings of Flight, Hair of Vines
2	+2	+3	+3	+3	Daylight, Halo of Flames
3	+3	+3	+3	+3	Enlightenment: Eschew Worldly Possessions, Dig a Hole
4	+4	+4	+4	+4	Wings of Deflection, Koan of the One-Eyed Monk
5	+5	+4	+4	+4	Koan of the Inquisitive Student, Quantum Stance
6	+6	+5	+5	+5	Enlightenment: We Are All Connected, Fill it Up
7	+7	+5	+5	+5	Tibetan Butterfly Technique, Wings of Searing Light
8	+8	+6	+6	+6	Beating of Enlightenment, Quantum Cat Mantra
9	+9	+6	+6	+6	Enlightenment: Transcendence, Zen Fist
10	+10	+7	+7	+7	The Barrier That Wasn't, Kill Buddha

Hair of Vines: the hair of the Enlightened Disciple becomes vines and flowers. Animals and Plants will never attack her.

Daylight: the Disciple constantly emits Daylight as per the spell, as a Supernatural Ability. She may choose to suppress this ability at will.

Halo of Flames: a halo of fire forms over the head of the Enlightened Disciple. Anyone who grapples with her or strikes her with a melee weapon takes fire damage equal to 1d6 plus her character level, plus her Wisdom modifier.

Enlightenment: Eschew Worldly Possessions: at this stage, the Disciple can create items worth up to 15,000 GP as per a Wish, at will, requiring only a minute of meditation. They also need not eat or drink. To use this ability, the Disciple must not own any currency or precious metals. Personal equipment is exempted from the restriction. This is a flavour thing, so use common sense.

Dig a Hole: By touching an unattended object, the Disciple may cause a Disintegrate effect as a Supernatural ability at will. This only affects objects and terrain, not creatures. Doing this removes all mental ability damage and ability drain, as the act of digging a hole for no purpose other than to dig a hole helps them reach a state of peace.

Wings of Deflection: The Enlightened Disciple grows a second pair of ethereal wings. She gains a +4 Deflection bonus to Armour Class, +2 for having another pair of wings already, and this improves by another +2 for every other pair of wings she gains.

Koan of the One-Eyed Monk: By threatening people with violence, the Disciple is able to cause others to reach their own Enlightenment. If she can beat the foe's modified level check with an Intimidate check, then even if the foe is immune to Fear or Intimidation, she still bestows a Suggestion upon them, however they are entitled to a save.

Any time she is able to make a Demoralise check (such as demoralising foes who see her slaughter an enemy, if she has the relevant feat), she may use this ability, rolling once and applying the result to the check of every foe who could be affected.

Koan of the Inquisitive Student: Upon successfully striking a foe in melee combat, the Disciple may merely rap them on the head. This causes zero damage, but causes them to lose their Dexterity bonus to AC for one round. Within the same encounter, the Disciple may, upon successfully hitting that foe a second time, automatically turn the hit into a confirmed critical hit. They must perform the harmless rap on the head again in order to automatically critical again.

Quantum Stance: Observe the Enlightened Disciple. She is not really there, merely more likely to be there than not there. Nothing is truly where we perceive it to be. The Disciple takes this to the logical conclusion: any attack against the Disciple suffers a 50% miss chance. True Seeing and such abilities to not get around this; the only way to prevent it is to have a higher Wisdom score than the Disciple.

Enlightenment: We Are All Connected: The Disciple gains an even greater understanding of life, and how hatred is a weapon we forge for others that only hurts ourselves, that the air they exhale is inhaled by their enemies, and that everything is linked together.

Any beneficial spell or effect granted to the Disciple or any of her allies she can see is instead, at the Disciple's option, granted to the Disciple and any number of her allies she can see. Additionally, any foe who subjects the Disciple (or any ally in a square the Disciple threatens) to an ongoing condition such as Poison, Disease, Fear, Blindness or Nausea must make a Will save (DC 10 + half the Disciple's Hit Dice + her Wisdom modifier) or also receive the same affliction, for the same duration. If the original target is immune to the effect, then the attacker takes the effect but the target does not. The target may then, as a Free Action, tell the attacker to fellate them.

Fill It Up: As a Supernatural Ability at will, the Disciple may conjure earth and minerals to fill holes, repair damaged buildings or alter the terrain. This functions as a Creation that only makes wood, earth, mud, sand, clay, non-precious stone and non-precious metal, and Fabricate that applies only to the above materials. Once per day, if the Disciple uses this ability to fill a hole created by “Dig a Hole”, she gains the benefits of a Moment of Prescience.

Tibetan Butterfly Technique: Once per 5 minutes of meditation (or digging holes and filling them up), the Disciple may create a Wings of Flurry (Dragon Cock? I Walk) effect in the shape of a hurricane. This may either function as normal, or be placed anywhere within 250 feet, as though the Disciple were standing at that point. The save DC is $10 + \frac{1}{2} \text{ HD} + \text{her Wisdom modifier}$.

Wings of Searing Light: The Disciple grows a third pair of wings. As a Supernatural Ability at will, she may use a Standard Action to fire one ray of light per wing possessed, out to 250' each, as ranged touch attacks. Upon hitting, they each deal Fire damage equal to $1d6 + \text{her class level} + \text{her Wisdom modifier}$. Undead take double damage.

Beating of Enlightenment: Upon automatically scoring a critical hit with Koan of the Inquisitive Student, the Disciple can teach the foe a valuable lesson. They must make a Will save ($\text{DC } 10 + \frac{1}{2} \text{ HD} + \text{her Wis mod}$) or be Stunned with realisation for 1 round, and then Cowering until someone makes an attack against them or the combat ends.

If the combat ends before they are attacked, the Disciple may elect to set the target on the path of Enlightenment, forcing another Will save (same DC) against a Suggestion to leave immediately, searching for Enlightenment. They will undertake this vague task for 1 hour per class level.

Quantum Cat Mantra: No one can really be sure if the Disciple is dead or alive. It's not that she necessarily looks unhealthy, or is in a box, it's just that no-one can actually know for certain. The Disciple may treat herself as dead or alive or undead or any combination thereof when being subject to abilities. So she is immune to Physical Ability Damage/Drain, Energy Drain/Negative Levels, Fatigue, Poison, Disease, Death Effects and Critical Hits and so on, and is healed by Inflict spells, yet is also healed by Cure spells, and cannot be Turned/Rebuked.

Enlightenment: Transcendence: The Disciple is no longer a normal mortal creature. She becomes Ageless, and can only die by being killed. However, she is so hardcore she wouldn't die even if you killed her: she rises again 24 hours later unless the body is hacked apart and burned, the ashes then scattered into an Unhallowed land.

Zen Fist: The actions of the Disciple cannot be interrupted by Immediate Actions, readied actions or attacks of opportunity. Instead, the Disciple declares her intent (such as “to make three attacks against the Hobgoblin Warlord and three against its Dragon mount”), the dice are rolled, and no attacks are actually made. However, at the end of the Disciple's turn, the targets have been attacked, actions performed and so on, just without there being a moment in time in which the actions were made. If you are confused by this, you're not Zen enough.

Additionally, she may elect to move as by teleporting – the journey has been made without a single footstep having fallen. Doing this, however, does not allow for Poetry in Motion (if she gains that class feature from another source).

The Barrier That Wasn't: The Disciple may ignore all Entanglement, Difficult Ground, Walls of Force and physical barriers. Indeed, she cannot be impeded by the terrain (yet is able to stand on solid ground, and swim in water) or Wall spells (although they can still deal damage). She can still be grappled, but gains a +8 bonus to escape the grapple.

Kill Buddha: It is said that if you should see Buddha, you must kill him. People do not become Enlightened by repeating what was done before them, they only attain Enlightenment in their own manner. The Disciple at this point becomes the Enlightened Master of Wel Hung Temple, Long Wang Province (replace all references of “Disciple” to “Master”), and gains the Half Celestial template without the Level Adjustment. The wings from the template are added to those already possessed, increasing the bonuses.

5.3 Gentle Monk

“He hit me five times, one hand after another stabbing at my shoulders, my stomach, my chest. It hurt, but not...physically. And then, I felt the tingle of magic in my body, but, rather than the warm strength it normally is, it was an angry fizz or buzz. He looked at me with his pale eyes, and said that my magic would return with rest, that I should stay out of the rest of the battle, and then ran off to go help his ally in the heavy armor.”

The Gentle Monks are a feared order. The irony of their name freezes the spines of martial artists and spellcasters who know of them. You see, Gentle Monks do not fight by breaking bones or bruising muscle, but by attacking the key points of the body itself. Their Gentle Strike style involves injecting their body's energy with each precise strike, disrupting the life force of their opponent. This technique is very flexible, letting them choose whether to slay or not. Furthermore, creatures with spellcasting or natural magic are susceptible to this technique, as it can be adapted to shut off their access to the magic forces – temporarily.

Prerequisites:

BAB: +6

Skills: Concentration 9 ranks, Heal 9 ranks

Feats: Two-Weapon Fighting, Insightful Strike

Special: Fatal Strike, Armored in Life, Must have a Fighting Style which inflicts Constitution Damage.

Hit Die: d8

Class Skills: The Gentle Monk's class skills (and the key ability for each skill) are Bluff (Cha), Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str)

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Monk Training, The White Eye, Gentle Strike
2	+2	+3	+3	+3	Chakra Disruption
3	+3	+3	+3	+3	Heavenly Sphere
4	+4	+4	+4	+4	Chakra Shock
5	+5	+4	+4	+4	Closing The Soul

All of the following are Class Features of the Gentle Monk class.

Weapon and Armor Proficiency: A Gentle Monk gains proficiency with no new weapons or armor.

Monk Training: The Gentle Monk continues honing his skills at evading attacks. Levels of Gentle Monk stack with levels of Monk (DnD Class) for determining the AC value of Armored in Life.

The White Eye (Ex): After much meditation and concentration, the Gentle Monk has earned the ability to see the very flows of energy that surround him – literally. When this is activated (a standard action, as is deactivating), he gains the following benefits: he benefits of this are manifold:

- He gains Lifesight with a range of 30 feet per character level.
- He gains 360-degree vision when the White Eye is activated, preventing him from being flanked.
- He gets Detect Magic within the range of Lifesight.

Gentle Strike (Su): The Gentle Monk does not crudely beat his opponents to death – his attacks target the inner workings of their bodies.

First, when using his Constitution-reducing Fighting Style, his Slam or unarmed attacks may, at his option, reduce Strength or Dexterity instead.

Second, he may forego damage to inflict a 10% magic failure chance per successful hit. This affects both arcane and divine spellcasting, and also interferes with the activation of spell-like and supernatural abilities.

Gentle Strike may only be used when White Eye is active, and does not affect creatures with no Constitution score.

Chakra Disruption (Su): At 2nd level, the Gentle Monk learns how to create discord in the ki of his opponent's body. As a standard action, he may make a touch attack which nauseates or exhausts his opponent (his choice) if they fail a Fortitude save (DC 10 + $\frac{1}{2}$ character level + Wis bonus). If the target passes the Fortitude save, they are instead sickened or fatigued (as appropriate). The condition lasts for a number of rounds equal to the Gentle Monk's Wisdom modifier. Chakra Disruption may only be used while the White Eye is active.

Heavenly Sphere (Su): By emitting his ki from all over his body and spinning rapidly, the Gentle Monk may create a 10-foot radius sphere, centered on him, as a swift or immediate action.

Anyone (apart from the Gentle Monk) within the radius takes Xd8 Force damage (X equal to Wisdom modifier), and is pushed out to the edge of the sphere. This is useful when surrounded, but the more important function is that the force of the spinning ki disrupts magical effects which come in contact with it.

It stops any targeted or area-of-effect spell from affecting the Gentle Monk, and blocks Line effects. He may do this a number of times a day equal to his Wisdom Modifier. Because of the strain involved in doing it, it only lasts for an instant – long enough to negate one spell or attack.

Chakra Shock (Su): At 4th level, the Gentle Monk can prepare for a hit with a readied action. Any creature which strikes him in melee is affected as if they had been hit by the Gentle Strike or the Chakra Disruption effect.

Closing the Soul (Su): If the Gentle Monk performs a full attack with the Gentle Strike style and successfully hits at least four times, the target must make three Fortitude Saves (usual DC), to avoid losing spellcasting, spell-like abilities, and supernatural abilities, respectively. A day's rest will restore these abilities.

5.4 Maelstrom of Fiery Ki

"It was a mistake to make me unhappy.... SHI SHI HOUKUDAN!"

You get very tense. It helps you fight better. Sometimes, you get so tense you explode and everyone dies.

Prerequisites:

BAB: +7

Special: Must possess a Super Gauge.

Hit Die: d10

Class Skills: Whatever you want, since Koumei doesn't believe in cross-class skills.

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Trouble Brewing, Rageblade
2	+2	+3	+3	+3	Ki Burst, Taste Your Own Blood
3	+3	+3	+3	+3	Tempest in a Tea Cup, Shadowrun
4	+4	+4	+4	+4	Flow of Violence, Overflowing Cup of Ki
5	+5	+4	+4	+4	Deadly Finishing Move, Ki Eruption

All of the following are Class Features of the Maelstrom of Fiery Ki prestige class.

Weapon and Armor Proficiency: The Maelstrom of Fiery Ki gains no proficiency with armor or weapons.

Trouble Brewing: The Maelstrom of Fiery Ki builds up a lot of Tension, the kind that can only be eased off by applying violence to other people. In the face. Whenever struck, or striking an enemy, they gain 2 Tension instead of 1.

Rageblade: When striking the subject of their Tension, the Maelstrom adds their current Tension to melee damage rolls. This is multiplied by critical hits, Leap Attack and so on.

Ki Burst: As a Standard Action, the Maelstrom may unleash a wave of burning Ki energy at her foes. This has a radius of 5' per 2 points of Tension spent, and everyone in the area takes 1d6 Fire damage per Tension spent, up to a maximum of the Maelstrom's hit dice. Only half of this may be resisted/negated. Everyone in the area is subject to a Ref save for half damage (DC 10 + 1/2 the Maelstrom's HD + her Wis mod). Spending an additional 10 Tension transforms this into a Swift action.

Taste Your Own Blood: The Maelstrom practically enjoys getting smacked around now. When suffering a critical hit, a sneak attack, any [Pain] effect, or any hit that reduces her to 25% or less (including multiple little hits when already in the danger zone), she gains another 5 Tension.

Tempest in a Tea Cup: The Maelstrom of Fiery Ki may now ignore attacks from others, focusing exclusively on the one building her Super Gauge. By doing so, she gains no Tension against anyone other than the designated foe, but as a result does not lose her Tension just because someone else slaps her up. If she turns and attacks them, the Tension is lost as normal. She can opt not to use this ability at any time.

One side effect of this ability is she no longer loses her Tension after attacking a different target - the Tension is lost when the decision is made, thus preventing her from possibly being able to charge up against one person and release against another.

Shadowrun: The Maelstrom can step onto the Ethereal Plane, and thus may walk on water or, for that matter, thin air as long as she ends her turn standing on something solid. It can be a flimsy tree branch or

a bamboo pole, mind you, as long as it is a solid object. Furthermore, she may step through Walls of Force, treating them merely as 10' movement per wall, and can add her Intelligence modifier to her Initiative.

If she already possesses this ability or later on gets it from continuing their life as a Sohei, she instead gains Poetry in Motion. If she manages to get that as well, then she gets a round of applause.

Flow of Violence: Pain is a great teacher: it teaches us not to get hurt, usually. With a Swift Action, the Maelstrom may spend 10 Tension to gain the benefits of a single [Combat] feat for a number of rounds equal to her Wisdom modifier. Only one feat may be gained at a time in this manner.

Overflowing Cup of Ki: The Maelstrom is such a tornado of fury that she gains twice as much Tension from all sources (10 from critical hits, sneak attacks, [Pain] effects and dangerously low health, 4 from hitting or getting hit).

Deadly Finishing Move: By spending 20 Tension as a Standard Action, the Maelstrom may unleash a killer Destroyer move. This attack deals an additional 2d6 damage per Hit Die of the Maelstrom, and bypasses all Damage Reduction (including /-) and Regeneration.

It also deals Strength Damage equal to the Maelstrom's Wisdom modifier, and the target must make either a Fortitude save or a Will save (Maelstrom's choice) or be slain instantly and completely destroyed. Not even ashes remain, and the soul is transported to the centre of the planet, on another plane (probably Hell).

It should be mandated that the player name this move and either shout it out before unleashing it, or quietly state the name after the effects take place. And adopts a cool pose, with the name written in Kanji on pieces of paper and held up next to their head by another player.

The target, if slain, does gain enough time to compose and recite a poem, however they cannot use this time for anything else. It's a poem and death, or death without sauce.

Ki Eruption: At the cost of 20 additional Tension, Ki Burst may be used as an Immediate Action, interrupting enemy actions. If an interrupted enemy takes damage from this, their action automatically fails.

FEATS/SPILLS/SPHERES

6.1 Feats

Weapon of Righteous Destruction [Combat]

Your hands make whatever is being held by them holy and on fire. For some reason this doesn't make them melt or burn up.

- +0:** Whatever weapon you are wielding is considered Magical (+1/3 bonus/level) in addition to any other properties that it has. Your unarmed attacks, even if not proficient, count for this effect.
- +1:** The above, Flaming weapon.
- +6:** The above, Holy instead of Flaming.
- +11:** The above, Sun weapon, Fort save. (BoG)
- +16:** The above, Vorpall weapon (BoG).

The following feats from the Tome of Fiends are now also [Celestial] feats, and you don't pick up fiendish traits for taking them as a [Celestial] feat:

Breath Weapon
Elemental Aura
Extra Arms
Extra Summons
Greater Teleport
Harmless Form
Large Size
Huge Size
Heighten Spell Like Ability

Product of Celestial Dalliance

One of your recent ancestors was an celestial Outsider or from a good-aligned plane. Maybe your parents play it off as a virgin birth, maybe your dad became a Saint. You may take any [Celestial] feat, and gain Resistance 5 to Acid, Cold, Electricity. You also gain one of the Angel, Archon, Eladrin, or Guardinal subtypes, and a Smite Evil attack usable at will that does bonus damage equal to 1/2 of your strength modifier.

Wings of Good [Celestial]

You gain wings and a fly speed equal to double your

base land speed with good maneuverability that requires special armor to stay aloft. These must be feathery or energy-based.

Lord of Death [Necromantic] [Skill] [Leadership]

A whole bunch of skeletons and crap show up to fight under your tattered banner.

Benefit You have a Command Rating equal to your ranks in Knowledge Religion divided by five (round up). You are a Necromantic leader (see Heroes of Battle).

Knowledge (Religion) Ranks:

- 4:** You can muster a group of followers. Your leadership score is your ranks in Knowledge Religion plus your Wisdom modifier. Your followers are all mindless Undead. You don't make them or anything, they just show up.
- 9:** You are able to delegate command to a loyal cohort. Your cohort is an intelligent and loyal Undead creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.
- 14:** Your followers swell in number to that of an army.
- 19:** Your allies gain energy resistance to Positive Energy equal to your level while they are within line of sight of you.

Tyrant [Skill] [Leadership]

You push people around and get larger and larger groups trapped in the iron gauntlet of your brutal rule.

Benefit You inspire such terror that creatures you intimidate continue to act intimidated after you leave, too afraid to raise their voice in defiance even after you have apparently left them far behind.

Intimidate Ranks:

- 4:** You can muster a group of followers. Your leadership score is your ranks in Intimidate plus your Strength modifier.
- 9:** Your followers swell in number to that of an army.

- 14:** Your mere presence inspires fear and can break a battle. Enemies with more than 5 hit dice less than you do must make a Will save (DC 10 + Level + Strength Modifier) of flee in *panic*. This is a [Fear] effect.
- 19:** Your presence causes despair in even brave opponents. All enemies within 30' of your suffer a -2 Morale penalty to Willpower saves.

Monster Rancher [Skill] [Leadership]

You can breed and train a large number of crazy beasts.

Benefit You can use Handle Animal as if it were Diplomacy when dealing with Magical Beasts and Dragons. You can do similarly with Aberrations and Plants with an Intelligence Score that is less than 9.

Handle Animal Ranks:

- 4:** You can muster a group of followers. Your leadership score is your ranks in Handle Animal plus any synergy bonuses you get to that skill. Your followers can, and must be monsters.
- 9:** You have a loyal cohort that is a monster of some kind. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.
- 14:** You know what any monster is unless it is disguised by illusion, and you can look up its stat line in the appropriate monster book when devising your strategies.
- 19:** Once per day, you can reroll a saving throw allowed by a Supernatural Ability.

Army of Demons [Skill] [Fiend] [Celestial] [Leadership]

You have an army of planar crazy crap.

Benefit You have a Command Rating equal to your Knowledge: Planes ranks divided by five (round up).

Knowledge (Planes) Ranks:

- 4:** You can muster a group of followers. Your leadership score is your ranks in Knowledge: Planes plus your Charisma mod. These followers can and must be outsiders.
- 9:** Your followers swell in number to that of an army.
- 14:** You own a planar stronghold.
- 19:** Your allies gain a +2 morale bonus to all saving throws if they can see you and you are within medium range.

Bureaucrat [Skill] [Leadership]

You have a functioning guild that makes stuff for you and gives you money.

Benefit You draw an income for working as an administrator, getting 1 GP/week per rank in Appraise.

Appraise Ranks:

- 4:** You can muster a group of followers. Your leadership score is your ranks in Appraise plus your Intelligence modifier. These followers all have profession and craft skills.
- 9:** You get your own Stronghold.
- 14:** You get a +2 bonus to profit checks.
- 19:** Your guild goes planar, your number of followers swell to the size of an army and their ranks start filling up with producers and managers from other planes of existence.

6.2 Spells

Mass Righteous Might**Transmutation****Level:** Courage 9**Range:** Close**Targets:** One or more allies, no two of which can be more than 30ft apart**Duration:** 1 minute/level

This spell functions identically to righteous might, except as noted above.

Mnemonic Enhancer**Transmutation****Level:** Wiz 4**Components:** V, S, M, F**Casting Time:** 10 minutes**Range:** Personal**Target:** You**Duration:** Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

- **Prepare**

You prepare up to three additional levels of spells, as a wizard. A cantrip counts as level for this purpose.

You cast these spells using the same caster level and attributes as the mnemonic enhancer. Later castings of the prepare effect completely supercede earlier ones.

- **Retain**

You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the mnemonic enhancer. This restores the previously cast spell to your mind.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Material Component: A piece of string, and ink consisting of squid secretion with black dragons blood.

Focus: An ivory plaque of at least 50 gp value.

6.3 Celestial Spheres

“In brightest day, in darkest night, no evil shall escape my sight.”

Celestial Spheres function like Fiendish Spheres, except that they are associated with not-Evil rather than not-Good. Any Fiendish Spheres which are not associated with Evil also qualify as Celestial Spheres.

Aegis

Special:You radiate an aura of protection out to 10 feet. All allies in this aura receive a resistance bonus to saves OR a deflection bonus to AC equal to character level / 3, rounding up.

Special Bonus:If you upgrade this Sphere to Advanced access, your aura of protection grants a resistance bonus to saves AND a deflection bonus to AC.

Special Bonus:If you upgrade this Sphere to Expert access, your aura of protection goes out to Short range instead of 10 feet.

Aegis may be taken as a Fiendish Sphere.

- 1: *Mage Armor*
- 3: *Resist Energy*
- 5: *Protection From Energy*
- 7: *Stoneskin*
- 9: *Extended Globe of Invulnerability, Lesser*
- 11: *Energy Immunity (As Resist Energy, but grants Immunity instead of resistance)*
- 13: *Spell Turning*
- 15: *Protection from Spells*
- 17: *Foresight*
- 19: *19 Double Extended (lasts for 3 times as long as normal) Mind Blank*

Courage

Special:You are immune to fear.

- 1: *Bless (can be used as a swift action)*
- 3: *Heroism*
- 5: *Remove Fear*
- 7: *Heroes' Feast*
- 9: *Righteous Might*
- 11: *Greater Heroism*
- 13: *Break Enchantment (can be used as a swift action)*
- 15: *Freedom*
- 17: *Mass Righteous Might**
- 19: *Greater Heroism (can be used as an immediate action)*

Exorcism

Special:You gain the ability to turn undead three times per day as a good-aligned cleric of the same level as the class that granted you this sphere. You cannot use these turning attempts to power divine feats.

- 1: *Protection from Evil*
- 3: *Consecrate*
- 5: *Magic Circle against Evil*
- 7: *Dispel Evil*

9: *Disrupting Weapon*

11: *Banishment*

13: *Holy Word*

15: *Sunburst*

17: *Undeath's Eternal Foe (SpC)*

19: *Freedom*

Healing

Special:Any spells of the Healing subschool that you cast (including SLAs) have a range of 30ft, unless it would normally be longer.

Healing may be taken as a Fiendish Sphere under the Playing With Fire treatment of positive/negative energy.

1: *Cure Moderate Wounds*

3: *Lesser Restoration*

5: *Cure Critical Wounds*

7: *Mass Cure Critical Wounds*

9: *Heal*

11: *Restoration*

13: *Ressurrection*

15: *Mass Heal*

17: *Heal (can be used as an immediate action)*

19: *Greater Restoration (can be used as an immediate action)*

Judgement

Special:You gain Intimidate as a class skill, and may demoralise an opponent as a swift action.

1: *Doom*

3: *Mark of the Outcast [SC]*

5: *Awaken Sin [SC]*

7: *Castigate [SC]*

9: *Sicken Evil [BoED]*

11: *Wages of Sin [BoED]*

13: *Tomb of Light [BoED]*

15: *Last Judgement [BoED]*

17: *Rain of Black Tulips [BoED]*

19: *Sanctify the Wicked [BoED]*

Light

Special:You shed light like a torch, and can suppress or resume this ability at-will. This ability is considered extraordinary.

Light may be taken as a Fiendish Sphere.

1: *Faerie Fire*

3: *Searing Light*

5: *Daylight*

7: *Sunbeam*

9: *Sunburst*

11: *True Seeing*

13: *Power Word Blind*

- 15: *Prismatic Wall*
- 17: *Prismatic Sphere*
- 19: *Sunburst* (can be used as an immediate action)

Magic

Special: You gain the Scribe Scroll feat. You can treat scrolls as spellbooks.

Magic may be taken as a Fiendish Sphere.

- 1: *Magic Missile*
- 3: *Arcane Sight*
- 5: *Anyspell*
- 7: *Mnemonic Enhancer*
- 9: *Lesser Spell Matrix*
- 11: *Greater Anyspell*
- 13: *Limited Wish*
- 15: *Spell Engine*
- 17: *Antimagic Field*
- 19: *Wish*

Majesty

Special: You gain Diplomacy as a class skill. Additionally, you may use your Charisma modifier on any skills dependant on Wisdom or Intelligence instead.

- 1: *Lantern Light [BoED]*
- 3: *Glorious Raiment [BoED]*
- 5: *Crown of Flame [BoED]*
- 7: *Luminous Armor [BoED]*
- 9: *Sicken Evil [BoED]*
- 11: *Crown of Brilliance [BoED]*
- 13: *Heaven's Trumpet [BoED]*
- 15: *Crown of Glory [SC]*
- 17: *Blinding Glory [BoED]*
- 19: *Greater Aspect of the Deity [BoED]*

The Martyr

Special: You never lose experience, levels, or attribute points from death or resurrection.

- 1: *Divine Sacrifice [SC]*
- 3: *Shield Other*
- 5: *Consecrated Masochism [BoVD, Consecrate Spell from BoED]*
- 7: *Blood of the Martyr* (immediate action) [BoED]
- 9: *Renewal Pact [SC]*
- 11: *Karmic Retribution [CM]*
- 13: *Tomb of Light [BoED]*
- 15: *Phoenix Fire [BoED]*
- 17: *Transcend Mortality [CM]*
- 19: *Exalted Fury [BoED]*

Mystery

Special: You benefit from a constant undetectable alignment effect.

Mystery may be taken as a Fiendish Sphere.

- 1: *Disguise Self*
- 3: *Silence*
- 5: *Blacklight*

- 7: *Greater Invisibility*

- 9: *Mirage Arcana*

- 11: *Forbiddance*

- 13: *Screen*

- 15: *Mind Blank*

- 17: *Etherealness*

- 19: *Time Stop*

Prayer

Special: You gain Perform (oratory) as a class skill. Additionally, any spell or SLA with the [Sonic] descriptor that you use has its area of effect doubled.

Prayer may be taken as a Fiendish Sphere.

- 1: *Prayer*

- 3: *Shout*

- 5: *Dismissal*

- 7: *Greater Shout*

- 9: *Commune*

- 11: *Word of Recall*

- 13: *Power Word Stun*

- 15: *Blasphemy/Holy Word/Dictum/Word of Chaos* (choose one when you gain this level, and you cannot choose one of opposite alignment to your own)

- 17: *Wail of the Banshee*

- 19: *Power Word Kill* (can be used as a swift action)

Piety

Special: If you succeed on a Sense Motive check (opposed by Bluff), you know the target's alignment. If you fail, you cannot make another attempt until you gain another rank of Sense Motive.

- 1: *Bless*

- 3: *Aid*

- 5: *Prayer*

- 7: *Lesser Globe of Invulnerability*

- 9: *Hallow*

- 11: *Heroes' Feast*

- 13: *Refuge*

- 15: *Holy Aura*

- 17: *Gate* (Calling version only)

- 19: *Miracle*

Restraint

Special: You gain a +3 bonus on saves against mind-affecting effects.

Restraint may be taken as a Fiendish Sphere.

- 1: *Entangle*

- 3: *Web*

- 5: *Stinking Cloud*

- 7: *Black Tentacles*

- 9: *Wall of Stone*

- 11: *Repulsion*

- 13: *Forcecage*

- 15: *Prismatic Wall*

- 17: *Temporal Stasis*

- 19: *Imprisonment*

Revelation

Special:You receive a +2 bonus on all Knowledge checks, and never count as untrained in any Knowledge skill.

- 1: *Detect Evil*
- 3: *Detect Thoughts*
- 5: *Clairaudience / Clairvoyance*
- 7: *Divination*
- 9: *True Seeing*
- 11: *Find the Path*
- 13: *Legend Lore*
- 15: *Discern Location*
- 17: *Foresight*
- 19: *Astral Projection*

Splendor

Special:You gain a +2 bonus to Diplomacy, Intimidate, and Sense Motive

- 1: *Charm Person*
- 3: *Eagle's Splendor*
- 5: *Flame Strike*
- 7: *Glorious Form (as Monstrous Form in the Dungeonomicon, except the new form appears glorious instead of monstrous)*

9: *Sympathy*

11: *Greater Heroism*

13: *Planar Ally*

15: *Sunburst*

17: *Weird*

19: *Implosion*

Vigor Sphere

Special:Whenever you heal someone with a spell-like ability, they recover additional HP equal to your ranks in the Heal skill.

Vigor may be taken as a Fiendish Sphere under the Playing With Fire treatment of positive/negative energy.

1: *Cure Light Wounds*

3: *Shield Other*

5: *Cure Serious Wounds*

7: *Death Ward*

9: *Raise Dead*

11: *Heal*

13: *Greater Restoration*

15: *Greater Spell Immunity*

17: *Mass Heal*

19: *True Resurrection*

6.4 It's a Miracle!

Much like *wish*, *miracle* is a problematic spell that makes us sad. Not because it's open-ended in a way that encourages player creativity, we're all for that. It's because it is more accurately titled "invoke DM fiat". You are very specifically spending a 9th level spell slot and 5,000 experience points to *trick the DM into breaking the game for you*. And that needs fixing just as much as something which explicitly lets you break the game does.

Our solution is to very explicitly say what a *miracle* is capable of – and not capable of. The amount of flexibility is still well within what we want from a *miracle*, there are a lot of 7th level or lower spells that do all kinds of things, so the players – and the DM – have plenty of room for creativity without it devolving into a mandated Rule 0 fiasco. There's still some room for interpretation, but that's a matter of what's thematic rather than a matter of effect legitimacy.

Intercession Points

Usually, when you do someone a favor, they are expected to give you a personal favor or some sort of physical (or physical-like) reward. Or they try to kill you, or you try to kill them. But if they're a powerful supernatural being, they can also give you Intercession Points with the reasonable expectation that you won't stab them for not paying up. This is a magically binding contract that, at some point in the future, you can use a portion of their power. These Points are treatable as Wish Economy currency (equal in value to a CR 17 soul), and can be used to create magic items or empower the secondary effects of miracle.

If you're using Intercession Points to make magic items, you can also use the abilities of the creature who gave them to you as though they were there assisting you in the item creation.

Powerful as they are, Intercession Points are costly to generate - a creature which wishes to grant one must sacrifice Wish Economy currency/magic items worth an amount equal to that of a CR 17 soul. A creature needs to be at least CR 17 itself to grant an Intercession Point, and it cannot grant one to itself. Usually, these are only paid to people you expect to continue working for you.

Miracle**Evocation****Level:** Clr 9**Components:** V, S; see text**Casting Time:** 1 Standard Action**Range:** See text**Target, Effect, or Area:** See text**Duration:** See text**Saving Throw:** See text**Spell Resistance:** As emulated spell or effect*"I tap all my White and Red mana, and everything takes infinity damage.**...Everything?**Everything."*

The caster requests a favor from their deity, or philosophy, or some other supernatural superbeing. This lets them do some pretty amazing stuff.

When cast, a miracle can accomplish one of the following:

- Duplicate any cleric spell of up to 8th level, or spells to which the caster personally has access (i.e., from Domains, Attune Sphere, or something like that). This includes spells which might otherwise be disallowed due to alignment constraints.
- Duplicate any other spell of up to 7th level.
- Undo the harmful effects of any spell of up to 8th level. This only applies to direct effects of the spell.
- Any effect which is in line with an 8th level spell.

In addition, by spending an Intercession Point owed by a particular creature or philosophy, the caster may cause a large-scale effect which is associated in some way with that creature or philosophy. IP from a Balor, for example, might drive everyone within the area of effect insane, and IP from the concept of Death might hit everyone in the area with several negative levels (as per enervation).

Upon choosing to spend IP on this effect, the caster chooses a spell of 7th level or lower to emulate which is thematically linked to the creature which granted the IP. This spell's effect is then extended to an area centered on the caster, out to a 10-mile radius (which can be reduced if desired).

If the spell has an Area field, the Area becomes a sphere centered on the caster within the chosen radius (the caster may exclude his own space if desired). If it has a Target(s) field, this encompasses all valid targets (with specific exceptions if desired) in that area. If it has an Effect which fills a particular area, the Effect is expanded to fill the new area. Spells without any of these qualities are not affected in any way.

For example: if the creature in question were a Balor, the area could be a raging inferno (like a *fireball* which was a 10-mile sphere), or drive everyone within the radius insane (as an *insanity* targeted at each creature in the area), or something else that has to do with Balors.

CELESTIAL SUPERBEINGS

7.1 Angels

7.2 Exemplar: The Lawful, the Chaotic, and the Furry

GODS AND DIVINITY

REVISED DIPLOMACY RULES

CELESTIAL AND PRECELESTIAL ECONOMICS

10.1 Hope

HIGH ADVENTURE ON THE UPPER PLANES