
CLASSES OF KHEMTI

The adventuring classes available to Khemtian characters are as diverse as those found in the core rulebooks. Some may seem familiar, others dramatically changed, but everything has been designed in the interest of fitting the setting and its aesthetics. The new terminology applies to these particular class write-ups, and the terms in parentheses are there to provide reference and to address mechanical considerations not covered in this book. For example, hekai are treated as sorcerers with regard to the *PHB*.

• BAHATI (MONK) •

Scattered across Khemti are isolated temples devoted not to any god, but to the spark of divinity within each of the Divine Races. In these temples, the bahati, or “wise souls,” study, practice and train to perfect the body, mind and spirit. Admission into a bahati temple is granted to those of the Divine Races who seek it, but not everyone is prepared the challenges of such a life. Bahati train to use their bodies as weapons, cultivating the faculties of both mind and spirit. All bahati believe their work and dedication bring them closer to their divine nature. For good bahati, this is a noble pursuit in and of itself. Evil bahati arrogantly lord their power and achievements over others.

ADVENTURES

Bahati treat adventure as part of their training, though some consider it a distraction. In either case, they use their skills to

deal with each challenge as it comes. Bahati have little interest in wealth or material reward, but relish the opportunity to test themselves and their abilities.

CHARACTERISTICS

Bahati are trained to fight both unarmed and with various simple weapons, which serve as common tools. Though they do not cast spells, they possess a unique magic of their own: they channel the power of the parts of the soul to perform amazing feats. As they progress, bahati shed their mortal needs, sustained solely by the power of their souls.

ALIGNMENT

Bahati training requires considerable discipline. Only lawful characters can pursue the path of the wise soul.

TABLE 2-1: THE BAHATI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage	AC Bonus	Speed Bonus
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike	-2/-2	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, evasion	-1/-1	1d6	+0	+10 ft.
3rd	+2	+3	+3	+3	Mind of Ma'at (+2)	+0/+0	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	<i>Ka</i> strike (magic)	+1/+1	1d8	+1	+10 ft.
5th	+3	+4	+4	+4	Enduring spirit, purity of body	+2/+2	1d8	+1	+20 ft.
6th	+4	+5	+5	+5	Bonus feat, mind of Ma'at (+4)	+3/+3	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Wholeness of body	+4/+4	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Blessing of Serqet	+5/+5/+0	1d10	+1	+30 ft.
9th	+6/+1	+6	+6	+6	Improved evasion	+6/+6/+1	1d10	+2	+30 ft.
10th	+7/+2	+7	+7	+7	<i>Ka</i> strike (lawful)	+7/+7/+2	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Body of Ma'at, greater flurry	+8/+8/+8/+3	1d10	+2	+40 ft.
12th	+9/+4	+8	+8	+8	Supreme balance	+9/+9/+9/+4	2d6	+2	+40 ft.
13th	+9/+4	+8	+8	+8	Soul of Ma'at	+9/+9/+9/+4	2d6	+2	+40 ft.
14th	+10/+5	+9	+9	+9	—	+10/+10/+10/+5	2d6	+3	+50 ft.
15th	+11/+6/+1	+9	+9	+9	Cobra strike	+11/+11/+11/+6/+1	2d6	+3	+50 ft.
16th	+12/+7/+2	+10	+10	+10	<i>Ka</i> strike (adamantine)	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Tongue of Thoth	+12/+12/+12/+7/+2	2d8	+3	+60 ft.
18th	+13/+8/+3	+11	+11	+11	Timeless body	+13/+13/+13/+8/+3	2d8	+3	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Perfected body	+14/+14/+14/+9/+4	2d8	+4	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Arisen self	+15/+15/+15/+10/+5	2d10	+4	+70 ft.

RELIGION

The path of the Bahati is meditative and introspective, involving a sense of mystical connection. Many choose to honor the gods by emulating them, cultivating the spark of essence that marks a member of a Divine Race. As a result, there is little organized worship among bahati. Although they honor all the gods, many bahati feel a particular tie to Thoth, the god of knowledge, scholarship and learning.

BACKGROUND

Bahati live and train in cloistered temples. Although some do take up the path later in life, most enter their chosen temple as children; some bahati are even foundlings or orphans left in the care of the temple and raised there. Temple life is one of rigorous discipline, but also safety and security, as compared to the harsh existence in the wild lands of Khemti.

Many cities have bahati temples, which may also serve as scriptoriums, libraries, or even schools for the education of the children of wealthy or noble parents. The donations of patrons from outside the temple help support its vital work. Other temples are isolated from the outside world and its distractions, supported by small fields tended by the bahati themselves.

RACES

Bahati are most commonly humans, but members of all the Divine Races take up the path. The bahati hold only those who partake of the divine essence of the gods can follow their way, and it appears to be true. Of course, it is also true that the bahati refuse to teach their secrets to those who are not so directly divine.

OTHER CLASSES

Some see the bahati as aloof, but they understand the value of cooperation well. While they are most accustomed to civilized ways, bahati are at home in virtually any situation.

GAME RULE INFORMATION

Bahati have the following game statistics.

Abilities: Wisdom empowers a bahati's abilities, while Dexterity grants the typically A high will Strength enhance the accuracy and power of a bahati's unarmed attacks.

Alignment: Any lawful.

Hit Die: d8.

CLASS SKILLS

The bahati'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 (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

The following are all class features of the bahati.

WEAPON & ARMOR PROFICIENCY

Bahati are proficient with the club, dagger, light flail, handaxe, javelin, quarterstaff, shortspear and sling. Bahati are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a bahati loses her AC bonus, as well as her fast movement and flurry of blows abilities.

AC BONUS (Ex)

When unarmored and unencumbered, the bahati adds her Wisdom bonus (if any) to her AC. In addition, a bahati gains a +1 bonus to AC at 4th level. This bonus increases by 1 for every five bahati levels thereafter (+2 at 9th, +3 at 14th and +4 at 19th level). Bahati gain no benefit from the Nut's Wisdom feat (see page 64).

These bonuses to AC apply even against touch attacks or when the bahati is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

FLURRY OF BLOWS (Ex)

When unarmored, a bahati may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the bahati might make before her next action. When a bahati reaches 5th level, the penalty lessens to -1, and at 9th level, it disappears. A bahati must use a full attack action to strike with a flurry of blows. The attack bonuses for this ability are the same as a monk of the bahati's level.

When using flurry of blows, a bahati may attack only with unarmed strikes or with a quarterstaff. She may attack with unarmed strikes or a staff interchangeably as desired. Each end of the staff counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a bahati may still intersperse unarmed strikes with quarterstaff strikes, assuming she has enough attacks in her flurry of blows routine to do so.

When a bahati reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

UNARMED STRIKE

At 1st level, a bahati gains Improved Unarmed Strike as a bonus feat. A bahati's attacks may be with either fist interchangeably or even from elbows, knees and feet. This means a bahati can even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a bahati striking unarmed. A bahati may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a bahati's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A bahati's unarmed strike is treated as both a manufactured weapon and a natural weapon — whichever is the most favorable — for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A bahati also deals more damage with her unarmed strikes than a normal person would. Bahati unarmed strikes inflict the same damage as a monk of the same level.

BONUS FEAT

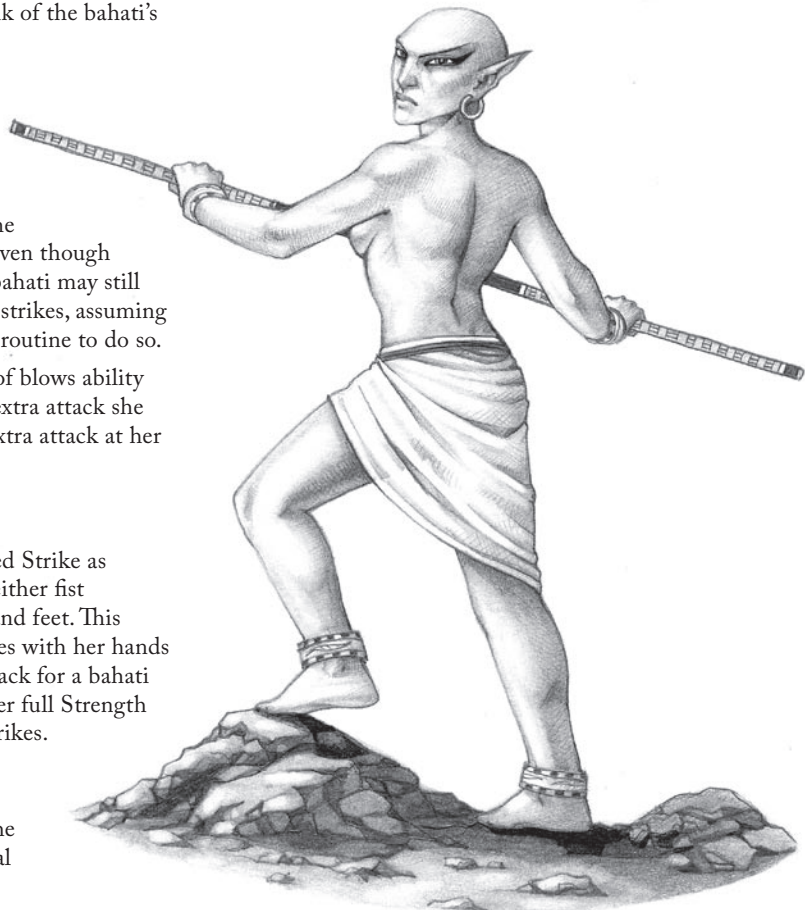
At 1st level, a bahati may select Improved Grapple or Stunning Fist as a bonus feat. At 2nd level, she may select Combat Reflexes or Deflect Arrows as a bonus feat. At 6th level, she may select Improved Disarm or Improved Trip as a bonus feat. A bahati need not have any of the prerequisites normally required for these feats to select them.

EVASION (Ex)

At 2nd level or higher, if a bahati makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she takes no damage. Evasion can be used only if a bahati is wearing light armor or no armor. A helpless bahati does not gain the benefit of evasion.

FAST MOVEMENT (Ex)

At 2nd level, a bahati gains an enhancement bonus to her speed, the same as a monk of the same level. A bahati in armor or carrying a medium or heavy load loses this extra speed.



MIND OF MA'AT (Ex)

A bahati of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment. This bonus increases to +4 at 6th level.

KA STRIKE (Su)

At 4th level, a bahati's unarmed attacks are empowered by her *ka*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ka* strike improves with the character's bahati level the same as a monk. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

ENDURING SPIRIT (Ex)

At 5th level, a bahati gains the benefits of the Endurance feat automatically. The bahati does not need to meet the prerequisites of the feat to gain these benefits.

PURITY OF BODY (Ex)

At 5th level, a bahati gains immunity to all diseases except for supernatural and magical diseases.

WHOLENESS OF BODY (Su)

At 7th level or higher, a bahati can heal her own wounds. She can heal a number of hit points of damage equal to twice her current bahati level each day, and she can spread this healing out among several uses.

BLESSING OF SERQET (Ex)

At 8th level, a bahati becomes immune to all poisons.

IMPROVED EVASION (Ex)

At 9th level, a bahati's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless bahati does not gain the benefit of improved evasion.

BODY OF MA'AT (Su)

At 11th level, a bahati has no need for food, water or rest. She draws sustenance from the very air itself. The bahati is immune to all *sleep* and fatigue effects and does not tire from normal exertion.

SUPREME BALANCE (Su)

By 12th level, a bahati is no longer flat-footed while using the Balance or Climb skills, and may use accelerated movement while balancing or climbing with no penalty to the skill check. The bahati has a +5 bonus to Climb checks to catch herself when falling. (See the Climb skill description for details.) The bahati may also attempt to balance on or climb up objects that would not normally support her weight. For example, a bahati using Supreme Balance could balance on or climb a delicate branch, a tall river reed or even a single silken thread. Finally, the bahati's long jumping distance is no longer limited by her speed, only the result of her Jump skill check.

SOUL OF MA'AT (Ex)

At 13th level, a bahati gains spell resistance equal to her bahati class level + 10. In order to affect the bahati with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the bahati's spell resistance.

COBRA STRIKE (Su)

Starting at 15th level, a bahati can instantly slay a creature she has struck. She can use this ability once a week, and she must announce her intent to use the cobra strike before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures and creatures immune to critical hits cannot be affected. Otherwise, if the bahati strikes successfully and the target takes damage from the blow, the cobra strike attack succeeds. Thereafter, the bahati can try to slay the victim at any time, so long as the attempt is made within a number of days equal to her bahati level. To make such an attempt, the bahati merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the bahati's level + the bahati's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular cobra strike attack, but a separate use of the ability may affect it at a later time.

TONGUE OF THOTH (Ex)

A bahati of 17th level or higher can speak with any living creature, including animals, plants and other creatures that do not normally speak or have a language.

TIMELESS BODY (Ex)

Upon attaining 18th level, a bahati no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties she has already taken, however, remain in place. Bonuses still accrue, and the bahati still dies of old age when her time is up.

Additionally, the bahati may choose to enter a deep meditative trance. While in this trance, the bahati is unaware of the passage of time and her aging is suspended. The bahati does not require food, water or air, and is immune to environmental conditions such as heat, cold or storms. The trance lasts as long as the bahati specifies when she enters it, after which she awakens automatically. The bahati is vulnerable to attacks while in the trance, but heals normally. If damaged, her Wholeness of Body ability also activates automatically (assuming the bahati is still alive), helping to heal any injuries she suffers while in the trance state. If the bahati continues to take damage beyond that which her abilities may heal automatically, she awakens instantly.

Elders tell stories of great bahati masters entombed in their timeless state, awakening periodically to aid and advise others of their order.

PERFECTED BODY (Su)

At 19th level, a bahati is beyond most mortal needs. She does not need air, and can go without breathing indefinitely. She automatically makes her saving throws against environmental conditions like heat and cold, although she still suffers damage from direct sources of energy.

ARISEN SELF

At 20th level, a bahati transcends and becomes an innately magical being. Her type is treated as outsider now rather than

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humanoid (or whatever the bahati's previous creature type happened to be) for the purpose of spells and magical effects. Additionally, the bahati gains damage reduction 10/magic, allowing her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack from a creature that doesn't have similar damage reduction. However, unlike true outsiders, bahati can still be brought back from the dead as if they were members of their previous creature type.

EX-BAHATI

A bahati who becomes nonlawful cannot gain new levels as a bahati but retains all bahati abilities.

Like a member of any other class, a bahati may be a multiclass character, but multiclass bahati face a special restriction. A bahati who gains a new class or (if already multiclassed) raises another class by a level may never again raise her bahati level, though she retains all her bahati abilities.