Super Tome

« For that game we all know and love »

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2.1 Aasimar

"My ancestors were more beautiful than you can imagine."

Aasimar get a short stick from just about everyone. They get screwed as PCs by the Level Adjustment rules, and they get no respect from players. Frankly, Celestials just don't have a lot of dramatic tension most of the time. Sure you can have the occasional "Legacy" scenario where you couldn't possibly live up to your awesome ancestors, but generally when it's important that someone has powerful family members it's so that you can introduce evil family members, not additional heroes.

So here's the deal: Aasimar are the great grandchildren of beautiful outsiders. They aren't just for being dudes with Devas as ancestors, the same game stats represent characters who come from Erinyes or Marilith stalk.

- Medium Size
- 30ft movement.
- Outsider Type (Native and Human subtype)
- Darkvision 60ft
- +2 Charisma, +2 Wisdom
- Aasimar with a Charisma of at least 10 may cast *light* as a spell-like ability with a caster level equal to their character level once per day.
- +2 racial bonus to Spot, and Listen checks.
- Favored Classes: Paladin and Sorcerer
- Automatic Languages: Common
- Bonus Languages: Abyssal, Aquan, Auran, Celestial, Formian, Giant Frog, Ignan, Infernal, Sylvan, Terran.

2.2 Drow

"Time to die for the Spider Queen."

The Drow are perhaps the most overused bunch of villains ever. Their entire ability set is one that is supposed to neutralize the advantages of player characters so that characters can have mirror matches against NPC parties without doubling their treasure. With magic items that *turn off* once they are brought out of Drow controlled regions, spell-resistance, and spell-like abilities designed to specifically negate common player-character tactical advantages, they can easily compete with Player Characters with massively more permanent magical equipment. And that means that they can be fought and killed several times without supercharging party treasure.

But if you want to *play* a Drow character, you don't want any of that crap. In fact, if you want a Drow character, probably the maxim you are looking for is "WWDD?" and the answer is probably "Fight with two scimitars." But more than that, there are a number of abilities that Drow characters in stories exhibit that people want. And then there are the game mechanical abilities in the rulebook

that the characters in stories obviously don't have (like *Touch of Fatigue*, what's up with that?) So here it is, the LA +0 Drow that people actually want to play:

- Medium Size
- 30' movement.
- Humanoid Type (Elf subtype)
- Darkvision 120'
- +2 Dexterity, -2 Constitution
- Daylight Sensitivity: While in brightly lit surroundings (such as a *daylight* spell), a Drow suffers a -2 penalty to attack rolls and precision-based skill checks.
- Drow with a Charisma of at least 10 may cast *deeper darkness* (duration 4 hours), and *fairie fire* as spell-like abilities with a caster level equal to their character level once per day each.
- +2 bonus to saving throws against spells and spell-like abilities.
- +2 bonus to Spot, and Listen checks.
- Drow never sleep and are immune to *sleep* effects. Drow must still perform their 4 hour daily trance to stay coherent and rested.
- Drow live an exceedingly interesting life and every Drow has proficiency with the rapier and an exotic ranged weapon of their choice.
- Favored Classes: Cleric and Wizard
- Automatic Languages: Elvish
- Bonus Languages: Abyssal, Beholder, Common, Draconic, Drow Sign Language, Dwarvish, Gnome, Kuo-Toa, Terran, Undercommon.

2.3   Dwarf

- +2 Constitution, -2 Charisma.
- Medium size.
- Dwarf base land speed is 20 feet. However, dwarves do not have their movement speed reduced even if the armor check penalty of their armor or load exceeds their BAB. They suffer the other possible effects of excessive armor and load normally (reduced running rate, inability to run, and staggering).
- Darkvision 60ft
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type.

- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven.
- Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter and Knight

2.4 Elf

- +2 Dexterity, -2 Constitution.
- Medium sized.
- 30ft movement
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision
- Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Automatic Languages: Common and Elven.
- Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard and Ranger

2.5 Feytouched

"All my life, I have never fit in. Not in town, not in the forest. In some integral fashion I am unlike those around me, and I believe it is my fate to live and die alone."

Now if you're one of the people who wonders why a product of fairies and humans, who both conspicuously lack an immunity to mind affecting magic, would have an immunity to mind affecting magic – you aren't alone. That question comes up about as often as any other with regards to the fey touched. Of course, not all of those born to fey and human stock are immune to mind affecting magic, as you might expect from a group so diverse that some have bug parts and others are simply beautiful humans, while still others look like crazy rock men with teeth sticking out all kinds of places, the powers that a fey-touched is born with are extremely random. The powers of the fairies are more than a little bit chaotic in nature, and no two babes born to these couplings are the same. Unfortunately, these mulish offspring are also interesting both in the general sense and, much more to their detriment, to other fairies in particular. The unmitigated interest of the fey is hard on a small child, so fey touched who are not immune to compulsion effects are going to find themselves at the bottom of a pond or jumping out of a tall tree long before they reach adulthood. Indeed, feytouched immune to compulsion effects are the only ones that ever reach maturity – the well meaning but deadly interest of the fairy family members simply weeds out any other possible results.

- Fey Type
- 30ft movement
- Low-Light Vision
- +2 Dexterity, +2 Charisma, -2 Constitution. Feytouched are graceful and those which are not beautiful are terrifying, but they are fragile like flowers.
- Immunity to [Compulsion] Effects

- Magic Affinity: Every Feytouched is different, and marked by the signature magics of the fey in a different manner. Every Feytouched has one spell that can be used once per day as a spell-like ability. This spell is chosen at 1st level and cannot be changed. Any 1st level Illusion or Enchantment spell from the Sorcerer/Wizard list is fair game, and the save DC is Charisma-based.
- Favored Class: Bard and Rogue
- Automatic Languages: Common and Sylvan.
- Bonus Languages: Aquan, Auran, Elvish, Draconic, Dwarvish, Druidic, Goblin, Gnoll, Gnome, Halfling.

2.6 Gnome

- +2 Constitution, -2 Strength.
- Small sized.
- 20ft movement.
- Low-Light Vision
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against Illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.
- Automatic Languages: Common and Gnome.
- Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the *speak with animals* spell description.
- Spell-Like Abilities: 1/day– *speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day – *dancing lights, ghost sound, prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- Favored Class: Bard. A multiclass gnome's bard class does not count when determining whether he takes an experience point penalty.

2.7 Goblin

"You weren't hired to think. You were hired because you have opposable thumbs."

Goblins are the weakest and smallest of the Goblinoid races, and that means that in society in general they get a really crap deal. But that's not really important for a Player Character, because player characters get access to classes like Rogue, Knight, and Wizard for whom being small is not a huge problem. Indeed, Goblins have a number of saving graces that in the wild barely keep them alive that when used by a player character can make them very effective. Naturally adept at stealth, Goblins are virtually made to be a Rogue or Wizard, and indeed most Goblins who have class levels are one or the other.

But the Goblins are also extremely gifted mounted combatants. And why is that? Because they are the smallest and weakest of the Goblinoids, the Worgs long ago enslaved the Goblin people. That's right, the Worgs came in and imposed their dominion upon Goblins, not the other way around.

But time does funny things... Worgs are pretty stupid, and they don't have thumbs. So while they are individually powerful, eventually they were forced to have the Goblins do all the important stuff – like keep records and make decisions.

So now, the Worgs have gone many generations doing pretty much whatever it is that their "servants" tell them to do. Which means that really the Goblins are totally in control. And because of this, Goblin children are practically born into the saddle. Those rich enough to afford a wolf to ride (like well, player characters) can be devastatingly effective lancers.

- Small Size
- 30ft Movement (despite small size).
- Humanoid Type (Goblinoid subtype)
- Darkvision 60ft.
- +2 Dexterity, -2 Strength, -2 Charisma
- +4 bonus to Move Silently and Ride checks.
- Bonus Feat: Mounted Combat.
- Goblins benefit from an ancient pact with the Worgs, and every Goblin receives a +2 bonus to any Bluff, Diplomacy, Handle Animal, Sense Motive, or Survival check made with respect to a Worg.
- Favored Classes: Rogue and Wizard.
- Automatic Languages: Common, Goblin.
- Bonus Languages: Draconic, Elvish, Dwarvish, Giant, Gnoll, Infernal, Orcish, Undercommon, and Worg.

2.8   Half-Elf

- Medium sized.
- 30ft movement.
- Low-Light Vision
- Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- +1 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Diplomacy and Gather Information checks.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven.
- Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any.

2.9   Halfling

- +2 Dexterity, -2 Strength.
- Small sized.
- 20ft movement.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against Fear
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- Automatic Languages: Common and Halfling.
- Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.

- Favored Class: Rogue and Knight.

2.10 Half-Orc

- +2 Strength
- Medium sized
- 30ft movement.
- Darkvision 60ft
- +2 to Intimidate, Gather Information, and Survival.
- Favored Class: Assassin and Barbarian
- Automatic Languages: Common and Orc.
- Bonus Languages: Any.

2.11 Hobgoblin

"That's some tough talk from a man who wears a basket on his head."

Hobgoblins are totally awesome at everything they do. They don't have any telling weaknesses, and their strengths are general enough that they excel at *everything* they put their mind to. And like Humans, this can seem like they are overpowered. But the thing is, each character is made separately. While many of the armies of the world are created of a single race, each player character can be something unique and crazy. So for the Hobgoblin *people* there is a substantial advantage to being good at any class. But a player character probably never sees that. A Hobgoblin [anything] is a viable character, but if you want your mouth to taste like velveeta you'd make your Rogue a Deep Halfling, you'd make your Wizard a Gray Elf, and you'd make your Fighter a Dwarf.

But there's more to being a Hobgoblin than being able to ably fill any party role without overpowering the world. You get to have orange or gray skin, sharp teeth, and depending upon which version of Hobgoblin you're using – either radically more or radically less body hair than a human. So what does that mean? It means that an influential Hobgoblin character in your campaign is going to be played by Robin Williams. But while that means that Hobgoblins *can* be portrayed in a humorous light, chances are that the humor is going to be more like that in *The Big White* or *Death to Smoochy*. These guys have an incredibly baroque system of laws and an interlocking system of fealties that are actually a parody of Feudal Japan.

- Medium Size
- 30ft movement.
- Humanoid Type (Goblinoid subtype)
- Darkvision 60ft
- +2 Dexterity, +2 Constitution
- +4 racial bonus to Move Silently checks.
- Favored Classes: Fighter and Samurai
- Automatic Languages: Common, Goblin
- Bonus Languages: Draconic, Elvish, Dwarvish, Giant, Gnoll, Ignan, Infernal, Orcish.

2.12 Human

- Medium Size
- 30ft movement.
- 1 extra feat at 1st level.

- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common.
- Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any.

2.13 Orc

"Waaarrrgggghhhh!"

Orcs get the short end of the stick. They can eat pretty much anything and they have to because their race has lost every major war since... well *forever*. Orcs are extremely specialized, and rarely see play as anything except a Barbarian. However, some players will want to diversify the concept into say... a Rogue, Assassin, or Fighter build. That works okay, but remember that an Orc always brings "hitting things really hard" to the party. The Orcs other limitations are pretty severe, so taking a class combination that doesn't accentuate the narrow scope of Orc advantages is probably a mistake in the long run.

- Medium Size
- 30ft movement.
- Humanoid Type (Orc subtype)
- Darkvision 60ft
- +4 Strength, -2 Intelligence, -2 Charisma, -2 Wisdom
- Daylight Sensitivity: While in brightly lit surroundings (such as a *daylight* spell), an Orc suffers the *dazzled* condition and is thus at a -1 penalty to attack rolls and precision-based skill checks.
- +2 racial bonus to saving throws vs. Poison and Disease.
- Immunity to ingested poisons.
- +2 to Jump and Survival checks.
- Favored Classes: Barbarian and Cleric
- Automatic Languages: Orc, Common
- Bonus Languages: Dwarvish, Elvish, Giant, Gnoll, Goblin, Sylvan, Undercommon.

2.14 Tiefling

Tieflings are the most popular of the bad touched races, and for good reason. They are *awesome*. Not mechanically, they're kind of unimpressive. But they have pizzazz as characters. They have fiendish ancestry, and that makes them great villains and great tortured heroes. What it doesn't make them is particularly *powerful*. Tieflings aren't actually that great. *Darkness* appears on some class lists as a cantrip, and that's not an accident. Fundamentally, *darkness* just isn't a good effect.

Tieflings are honestly somewhat less powerful than Aasimar are (having as they do, some reasonably annoying penalties), but they are descended from hideous monsters from all over the planes, and they are generally speaking more fun to play.

- Medium Size
- 30ft movement.
- Outsider Type (Native and Human subtype)
- Darkvision 60ft
- +2 Dexterity, +2 Intelligence, -2 Charisma
- Tieflings with a Charisma of at least 10 may cast *darkness* as a spell-like ability with a caster level equal to their character level once per day.
- +2 bonus to Bluff, Hide, and Move Silently checks.

- Favored Classes: Rogue and True Fiend
- Automatic Languages: Common
- Bonus Languages: Abyssal, Aquan, Auran, Celestial, Formian, Ignan, Infernal, Slaad, Sylvan, Terran.

Chapter 3:

Classes

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3.1 Fighter

"I've seen this kind of fire-breathing chicken-demon before. We're going to need more rope. Also a bigger cart."

The Fighter is a versatile combatant who is able to actively disrupt the activities of his enemies. Fighters represent plucky heroes and grizzled veterans, but they always appear to surmount impossible odds. Which means in retrospect that the odds weren't all that impossible. At least, not for someone with a Fighter's talents.

Playing a Fighter: Fighters are often handed to beginning players in order to help them learn the ropes. This is a cruel practice that dates back to when the Fighter was explicitly a weak class that players were forced to play to the (quit proximate) death if for whatever reason they didn't roll well enough on their stats to play a real character. The Fighter described here is not the hazing ritual of old, but it *is* a more complicated character than many others, being the non-magical equivalent to the Wizard. Beginning characters should probably be given a Barbarian, Conduit, or Rogue character to introduce them to the game mechanics of DnD.

A Fighter has an answer for virtually any circumstance and a great deal of adaptability and flexibility, and benefits greatly from being played by a player who actually knows how far a Roper's strands or a Balor's whip can reach. The Fighter character is archetypically a character who uses her opponent's limitations against them, and it really slows down play if the player needs to have those limitations explained during combat. As such, a full classed Fighter is recommended for *experienced* players of the game.

That being said, a level or two of Fighter can give some breadth and resilience to almost any martial build, and makes a good multiclassing dip even (sometimes especially) for inexperienced players.

Alignment: Every alignment has its share of Fighters, however more Fighters are of Lawful alignment than of Chaotic Alignment.

Races: Every humanoid race has warriors, but actual *Fighters* are rarer in societies that don't value logistics and planning. So while there are many Fighters among the Hobgoblins, Dwarves, and Fire Giants, a Fighter is rarely seen among the ranks of the Orcs, Gnomes, or Ogres.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Fighter.

Hit Die: d10

Class Skills: The Fighter's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skills/Level: 6 + Intelligence Bonus

Table 3.1: The Fighter

Level	BAB	Fort	Reflex	Will	Special
1st	+1	+2	+2	+2	Weapons Training, Combat Focus
2nd	+2	+3	+3	+3	Bonus Feat
3rd	+3	+3	+3	+3	Problem Solver, Pack Mule
4th	+4	+4	+4	+4	Bonus Feat
5th	+5	+4	+4	+4	Logistics Mastery, Active Assault
6th	+6/+1	+5	+5	+5	Bonus Feat
7th	+7/+2	+5	+5	+5	Forge Lore, Improved Delay
8th	+8/+3	+6	+6	+6	Bonus Feat
9th	+9/+4	+6	+6	+6	Foil Action
10th	+10/+5	+7	+7	+7	Bonus Feat
11th	+11/+6/+6	+7	+7	+7	Lunging Attack
12th	+12/+7/+7	+8	+8	+8	Bonus Feat
13th	+13/+8/+8	+8	+8	+8	Array of Stunts
14th	+14/+9/+9	+9	+9	+9	Bonus Feat
15th	+15/+10/+10	+9	+9	+9	Greater Combat Focus
16th	+16/+11/+11/+11	+10	+10	+10	Bonus Feat
17th	+17/+12/+12/+12	+10	+10	+10	Improved Foil Action
18th	+18/+13/+13/+13	+11	+11	+11	Bonus Feat
19th	+19/+14/+14/+14	+11	+11	+11	Intense Focus, Supreme Combat Focus
20th	+20/+15/+15/+15	+12	+12	+12	Bonus Feat

Class Features

All of the following are Class Features of the Fighter class:

Weapon and Armor Proficiency: Fighters are proficient with all simple and Martial Weapons. Fighters are proficient with Light, Medium, and Heavy Armor and with Shields and Great Shields.

Weapons Training (Ex): Fighters train obsessively with armor and weapons of all kinds, and using a new weapon is easy and fun. By practicing with a weapon he is not proficient with for a day, a Fighter may permanently gain proficiency with that weapon by succeeding at an Intelligence check DC 10 (you may not take 10 on this check).

Combat Focus (Ex): A Fighter is at his best when the chips are down and everything is going to Baator in a handbasket. When the world is on fire, a Fighter keeps his head better than anyone. If the Fighter is in a situation that is stressful and/or dangerous enough that he would normally be unable to "take 10" on skill checks, he may spend a Swift Action to gain Combat Focus. A Fighter may end his Combat Focus at any time to reroll any die roll he makes, and if not used it ends on its own after a number of rounds equal to his Base Attack Bonus.

Problem Solver (Ex): A Fighter of 3rd level can draw upon his intense and diverse training to respond to almost any situation. As a Swift action, he may choose any [Combat] feat he meets the prerequisites for and use it for a number of rounds equal to his base attack bonus. This ability may be used once per hour.

Pack Mule (Ex): Fighters are used to long journeys with a heavy pack and the use of a wide variety of weaponry and equipment. A 3rd level Fighter suffers no penalties for carrying a medium load, and may retrieve stored items from his person without provoking an attack of opportunity.

Logistics Mastery (Ex): Fighters are excellent and efficient logisticians. When a Fighter reaches 5th level, he gains a bonus to his Command Rating equal to one third his Fighter Level.

Active Assault (Ex): A 5th level Fighter can flawlessly place himself where he is most needed in combat. He may take a 5 foot step as an immediate action. his is in addition to any other movement he takes during his turn, even another 5 foot step.

Forge Lore: A 7th level Fighter can produce magical weapons and equipment as if he had a Caster Level equal to his ranks in Craft.

Improved Delay (Ex): A Fighter of 7th level may delay his action in one round without compromising his Initiative in the next round. In addition, a Fighter may interrupt another action with his delayed action like it was a readied action (though he does not have to announce his intentions before hand).

Foil Action (Ex): A 9th level Fighter may attempt to monkeywrench any action an opponent is taking. The Fighter may throw sand into a beholder's eye, bat aside a key spell component, or strike a weapon hand with a thrown object, but the result is the same: the opponent's action is wasted, and any spell slots, limited ability uses, or the like used to power it are expended. A Fighter must be within 30 feet of his opponent to use this ability, and must hit with a touch attack or ranged touch attack. Using Foil Action is an Immediate action. A Fighter may not wait until an action is partially completed before deciding to attempt to foil the action, but must instead attempt to foil an action as it is declared. Note that this means that a Fighter may not foil a Full Attack (because it is not declared until after it has already begun), nor may he foil a move or charge action that began out of range.

At 17th level, Foil Action may be used at up to 60 feet.

Lunging Attacks (Ex): The battlefield is an extremely dangerous place, and 11th level Fighters are expected to hold off Elder Elementals, Hezrous, and Hamatulas. Fighters of this level may add 5 feet to the reach of any of their weapons.

Array of Stunts (Ex): A 13th level Fighter may take one extra Immediate Action between his turns without sacrificing a Swift action during his next turn.

Greater Combat Focus (Ex): At 15th level, a Fighter may voluntarily expend his Combat Focus as a non-action to suppress any status effect or ongoing spell effect on himself for his Base Attack Bonus in rounds.

Intense Focus (Ex): A 19th level Fighter may take an extra Swift Action each round (in addition to the extra Immediate Action he can take from Array of Stunts).

Supreme Combat Focus (Ex): A 19th level Fighter may expend his Combat Focus as a non-action to take 20 on any die roll. He must elect to use Supreme Combat Focus before rolling the die.

3.2   Soulborn

"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 black soul fire instead of blue soul fire. 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

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, and Use Magic Device.

Table 3.2: The Soulborn

Level	BAB	Fort	Reflex	Will	Special	Chakras
1st	+1	+2	+0	+2	Soulblade, Soulmelds	1
2nd	+2	+3	+0	+3	Resilient Soul, Soul Smite	1
3rd	+3	+3	+1	+3	Arcane Sight, Pressing Assault	2
4th	+4	+4	+1	+4	Soulfire Burst	2
5th	+5	+4	+1	+4	Better Soulmelds	2
6th	+6/+1	+5	+2	+5	Endless Smiting	2
7th	+7/+2	+5	+2	+5	Eternal Champion, Soul Arrow	3
8th	+8/+3	+6	+2	+6	Blood of Soulfire	3
9th	+9/+4	+6	+3	+6	Advanced Soulmelds	4
10th	+10/+5	+7	+3	+7	Reborn Soul	4
11th	+11/+6/+6	+7	+3	+7	Parry Magic	4
12th	+12/+7/+7	+8	+4	+8	Stunning Reaction	5
13th	+13/+8/+8	+8	+4	+8	Astounding Soulmelds	5
14th	+14/+9/+9	+9	+4	+9	Castigation, Souleater	5
15th	+15/+10/+10	+9	+5	+9	Soul Cleave	6
16th	+16/+11/+11/+11	+10	+5	+10	Stunning Critical	6
17th	+17/+12/+12/+12	+10	+5	+10	Giant-size Soulmelds	7
18th	+18/+13/+13/+13	+11	+6	+11	Name of the Rose	7
19th	+19/+14/+14/+14	+11	+6	+11	Eternal Revolution	7
20th	+20/+15/+15/+15	+12	+6	+12	Inevitable Victory	8

Class Features

All of the following are Class Features of the Soulborn class:

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, th 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 Sulborn 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 Forc 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).

Casigate (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 Sulborn 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 rised 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.

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 the game.

3.3   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 myth, those beast souls are crazy crap like blink dogs, and they 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 be putting Charisma as their primary attribute.

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 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

Table 3.3: Soulborn Soulmeld Names

	Color	Adjective	Noun
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

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

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, and Use Magic Device.

Class Features

All of the following are Class Features of the Totemist class:

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.

Table 3.4: The Totemist

Level	BAB	Fort	Reflex	Will	Special	Chakras
1st	+0	+0	+0	+2	Soulmelds, Basic Totems, Call Totems, Wild Empathy	2
2nd	+1	+0	+0	+3	Respect for the Dead, Woodland Stride	3
3rd	+2	+1	+1	+3	Arcane Sight	3
4th	+3	+1	+1	+4	Better Soulmelds	3
5th	+3	+1	+1	+4	Blood of Soulfire	4
6th	+4	+2	+2	+5	Beast Companion	4
7th	+5	+2	+2	+5	Advanced Soulmelds	4
8th	+6/+1	+2	+2	+6	Speak With Souls	5
9th	+6/+1	+3	+3	+6	Corpse Fashion, Reincarnate	5
10th	+7/+2	+3	+3	+7	Astounding Soulmelds	5
11th	+8/+3	+3	+3	+7		6
12th	+9/+4	+4	+4	+8	Autolife	6
13th	+9/+4	+4	+4	+8	Favor of the Totems	6
14th	+10/+5	+4	+4	+9	Exciting Soulmelds	7
15th	+11/+6/+6	+5	+5	+9	Embody Totem	7
16th	+12/+7/+7	+5	+5	+10		8
17th	+12/+7/+7	+5	+5	+10	Giant-Size Soulmelds	8
18th	+13/+8/+8	+6	+6	+11	Limitless Favor of the Totems	8
19th	+14/+9/+9	+6	+6	+11		9
20th	+15/+10/+10	+6	+6	+12	Triumph Promised by The Ancestors	9

Basic Bonuses: Every Soulmeld (even Advanced or Giant-Size Soulmelds) has exactly one Basic Bonus, which is defined when the Soulmld 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.
- 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.
- Blood Ape: The character increases in size by 1 size category, and their attributes are adjusted as normal. This change lasts for 4 rounds.
- 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.
- Dark Mantle: As darkness, but all light is blocked and it provides complete concealment. Or 3e darkness if you prefer.

- **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.
- **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).
- **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.
- **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.
- **Light Hawk:** 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].
- **Mephit:** 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.
- **Stun Worm:** Touch forces target to make a Fortitude save or be paralyzed for a minute.

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:

- **Ahuizotl:** Melee Touch Attack causes he target to be blind.
- **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.
- Cloaked Ape: The Totemist gains Fast Healing equal to their level for 4 rounds. This ability can be invoked as a Swift action.
- 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.
- Joystealer: 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.
- 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.
- Thorn Maw: 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.
- 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.
- Blink Dog: As dimension door.
- 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.
- 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.
- Chaos Beetle: 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.
- Displacer: The Totemist gains full displacement and a 50% miss chance for 4 rounds. This is a Swift Action to activate.

- Ethereal Marauder: The Totemist and everything they carry is shifted to the Ethereal Plane or back to the Material from the Ethereal.
- 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.
- 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.
- Mud Maw: 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.
- 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.
- 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.
- Cloud Ray: As telekinesis.
- 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.
- 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.
- Lodestone Marauder: Magnetic pulse yoinks 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.
- 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.
- Nightmare: Can plane shift into a different realm of existence.
- Peryton: Touch attack inflicts 10 points of damage per level.
- 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.
- 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.
- 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.
- 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.

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:

- Acid Snake: As acid fog. The fog lasts for 4 rounds.
- Brain 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.
- Gravity Coon: As Reverse Gravity, targets are allowed a Reflex Save as normal.
- Lammasu: As heal.
- Psi Hornet: 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.

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:

- Chaos Roc: All creatures in a Medium Range Cone are struck with 2 colors from a prismatic spray.
- Eye Fiend: 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.
- Leviathan: The Totemist is Colossal as per the spell giany 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).
- Time Hawk: The Totemist takes a second round of action after her normal one. This Totem is invoked as a Swift Action.
- Underdrake: The Totemist vomits forth a creature compatible with summon monster VIII.

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 the game.

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.

Table 3.5: Totemist Soulmeld Names

	Adjective	Color	Noun
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

Chapter 4:

Skills

qwop

Chapter 5:
Feats

flop

Chapter 6:

Background and Alignment

aardvark

Chapter 7:
Equipment

There's lots of kinds of sorts of equipment. Armor, Weapons, Tools and Gear, Mounts and Vehicles, and of course Magic Items.

So let's talk about that stuff.

7.1   The Three Economies

"100 pounds of gold for a house? How does anyone make rent without a wheelbarrow?"

The Turnip Economy

turnipz

The Gold Economy

bitcoinz

Trade Goods

Gems

Darkwood

Mithral

Adamantine

The Wish Economy

Powerful people have access to a spell called Wish, and it can generate a magical item worth 15,000gp or less in a split second. It can also generate most other things you care to name worth less than 15,000gp as well, including all the special materials talked about above. The point is that there are things that it can *not* generate out of thin air. These are the things that powerful people care about. Everything else is just chump change to them.

Now, in addition to Wishing for the things you want, you could go out and build them too. Except that to build things you need materials, and to build things you can't wish for, you also need materials that you can't wish for. It's a real pain like that. These special materials are known as "wish economy materials". Some examples are given here, but it's easy enough to invent your own.

Souls

The souls of powerful creatures can be trapped in gems, and the soul trade is brisk on the outer planes. Once a soul is in a gem, the gem itself is of little to no value, but the soul goes for 100 gp times the square of the CR of the creature whose soul is trapped.

Concentration

Ideas take form on the outer planes, and really pernicious or stellar ideas can be so powerful that they take a while to form. In the before-time, they can be found as an amber-like substance that is extremely valued on Mechanus, and by extension every single other outer plane as well. Concentration is actually made out of ideas, and while it looks like a solid object it is actually a liquid that flows so slowly that you could watch it for a year and only a construct could tell you how far the flow had taken it. A pound of concentration goes for 50,000 gp to an interested party.

Hope

Hope is funny stuff, it has lots of inertia, but those who carry it are not weighed down in the least. It has mass, but not weight. Even the smallest piece of Hope sheds light like a Daylight spell (effective spell level 7). Hope is measured in kilograms rather than pounds, and a kilo of Hope goes for 100,000 gp to those who want it.

Raw Chaos

The plane of Limbo is filled with possibility and change. Usually this manifests as a continuous creation and destruction that is awe inspiring and terrifying at the same time. Sometimes, for whatever reason, this possibility doesn't become anything, and just stays as Raw Chaos. Raw Chaos can have any dimensions and any amount of mass, but from a practical standpoint you either have it or you don't. If you have Raw Chaos and someone else doesn't you can give it to them, and it is generally considered good form for them to give you magical items or planar currency worth 200,000 gp in exchange.

Getting Paid In Favors

foovers

Since time immemorial, past editions have used the "gold piece" as the primary currency. It is apparently a chunk of reasonably pure gold of vaguely standardized weight that people use fairly interchangeably in different cities populated by different species. In the bad old days, each gold coin was a tenth of a pound, which was hilarious and inane. In the current edition, each gold piece is a fiftieth of a pound. That's 3.43 gp to the Troy Ounce, which means that in the modern economy, each gp is about $171 worth of gold. Obviously, gold is significantly more common in the game than it is on Earth, gold is also undervalued because its status as a currency standard drives it out of industrial uses and causes inflation. Further, populations are orders of magnitude smaller than they are in the real world, so the gold per person is higher even with the same amount of gold. So the gold piece is massively less valuable in these economies than it would be in Earth's economies.

Nonetheless, things are really expensive, and the high price in gold means that there's a distinct limitation of how much wealth can be transported by any means available. The economies of currency transaction are actually so unfavorable that currency as we understand the term does not exist. Things don't have prices or costs – all transactions are conducted in barter and a common medium of exchange is heavy lumps of precious metal.

Wartime Economies Make for Shortages

Many people wonder why a masterwork dagger goes for more than its weight in gold. That's a pretty valid question to ask; certainly I'm not going to attempt to justify the 600 gp price tag on a masterwork walking stick – that's just an example of simplistic game mechanics run amok. But to an *extent* the crazy prices can be justified by the fact that every settlement on every plane is on a

war footing *all the time*. The idea that Peace is somehow a natural state is a fairly recent one, and based on the frequency of wars all over the world – it's obviously just wishful thinking anyway. War is the default position of every major economy in the world, and that means that weapons have an immediate, and desperate, clientele. Iron is still relatively cheap, because you can't kill people with it *right now*, but actual weapons and armor are crazy expensive.

That doesn't explain the fact that the game charges you over a quarter Oz. of gold just to get a backpack, and it doesn't explain the fact that the markup on masterworking a buckler is the same as the markup on masterworking a breastplate – that's just a game simplification that makes no real-world sense. But it's a start.

Coins are Big and Heavy

How many boards could the Mongols hoard if the Mongol hordes got bored?"

From the standpoint of the adventurer, the primary difficulty of the gold currency system is that the lack of a coherent banking and paper currency system means that there are profound limits to what you could possibly purchase even with platinum. But the currency system hurts on the other end as well. Untrained labor gets a silverpiece a *week*. That's 500 copper coins a year, which means that no matter how cheap things are they can only make one purchase a day most of the time. That's pretty stifling to the economy, in that however much gets produced, no one can *buy* it. Demand, from the economics standpoint, is strangled to the point where large production outputs don't even matter (remember that in economics *Demand* doesn't mean "what people want", it means "what people are willing *and able* to pay for", so if the average person only has 500 discreet pieces of currency per year, that puts an absolute cap on economic demand, even though the people are of course both needy and greedy enough to want anything you happen to produce).

What's worse, those coins are *heavy*. For our next demonstration, reach into your change drawer and fish out nine pennies. That's a decent lump in your pocket, neh? That's about **one** copper piece. Gold pieces are smaller (less than half the size, actually), but weigh the same. Metal currency, therefore, is more like a Monopoly playing piece than it is like a modern or ancient coin. There's no reason to even believe these things are *round*, people are seriously marching around gold hats and silver dogs as the basic medium of exchange.

Now, you may ask yourself why these coins are so titanic compared to real coins. The answer is because having piles of coins is awesome. Dragons are supposed to *sleep* on that stuff, and that requires big piles of coins. Consider my own mattress, which is a "twin-size" (pretty reasonable for a single medium-size creature) and nearly .2 cubic meters. If it was made out of gold, it would be about 3.9 tonnes. That's about eighty-six hundred pounds, and even with the ginormous coins this game has, that's four hundred and thirty **thousand** gold pieces. In previous editions, that sort of thing was simply accepted and very powerful dragons really did have the millions of gold pieces – which was actually fine. Since third edition, they've been trying to make gold actually equal character power, and the result has been that dragon hoards are. . . really small. None of this "We need to get a wagon team to haul it all away", no. In 3rd edition, hoard sizes have become manageable, even ridiculously tiny. When a 6th level party defeats a powerful and wealthy monster, they can expect to find. . . nearly a liter of gold. That is, the treasure "hoard" of that evil dragon you defeated will actually fit into an Evian bottle.

There are two ways to handle this:

1. Live with the fact that treasures are small and unexciting.

2. Live with the fact that characters who grab a realistic dragon's hoard become filthy stinking rich and this fundamentally changes the way they interact with society.

But once you accept that the realities of the *wish* based economy, you actually **don't** have to live with characters unbalancing the game once they find a real mattress filled with gold. That's not even a problem once characters are no longer excited by a +2 Enhancement bonus to a stat or a +3

enhancement bonus to Armor. Which means somewhere between 9th and 13th level it's perfectly fine for players to find actual money without unbalancing the *game*. Really, you can stop worrying about it.

Bad Money Drives Out Good: The Penalties of Paper

People from the modern world are generally pretty perplexed by this idea of handing back and forth actual metal as a medium of exchange. It is an undeniable truth in our lives that the idea of currency is just that: an *idea*. As long as whatever I'm trading for goods and services can be traded for goods and services, it doesn't actually matter if the exchange commodity has any ascribed intrinsic worth. Paper descriptions of value or even ephemeral electronic representations are not only adequate, they're *convenient*. But more than that, using valuable commodities as a medium of exchange inhibits the growth of the economy. As long as a certain portion of the wealth is locked up in currency, the economy is strangled coming and going: not only is there a completely arbitrary limit on how many goods and services can be exchanged (the gold supply), but there is also a limit on the kinds of industry and artistic expression that can occur (in that if you use gold for anything *but* currency you're actually shrinking the money supply and producing negative GDP).

So... you're going to solve that by instituting a paper-based exchange system where initially the paper is exchangeable for gold and that eventually gets phased out when the Plebes realize that handing actual gold back and forth is inconvenient and dumb, right? Wrong. Remember that this is the Iron Age, and people haven't invented Nationalism yet. The cornerstone of the Greenback currency is a belief in the nation that prints it – and nations simply don't exist. You've got empires, and you've got kingdoms, and you've got tribes, and you've got unincorporated villages... and that's it as far as civilization goes. When you look at a map and a colored region has a name on it, that's the name of the *region*. Possibly it's even the name of some guy *in* the region. The point is, that it's not a country in the modern sense of the word, so if some new guy walks in who's bad enough the next cartographer will put *his* name on the region instead.

And that means that "The Full Faith and Credit of the Kingdom of Daxall" is worth precisely *nothing*. And while King Daxall can, through force of arms, take all the gold away from all the peasants and get them to trade pieces of paper for goods and services in its place – noone will actually *believe* that the paper is currency. They're literally trading promises by King Daxall that he'll let them have their money back if they leave town. And since the serfs can't even leave town, even that promise is meaningless to them. A serf accepts paper for goods and services only because he'll be beheaded if he doesn't. The black market value of these pieces of paper is pretty close to zero. Worse, nearby governments will see this as a blatant attempt to sequester all the gold in King Daxall's pants and will probably declare war (in addition to the fact that noone outside the reach of King Daxall's pikemen will accept Daxall Dollars).

Powerful Creatures Have a Powerful Economy

The amount of gold it takes to get anywhere as a land lord is *very large*. The question that arises then, is why awesome architecture exists *at all*. It's a valid question, the listed costs to put things like pit traps and thrones made of bone into your dungeon are stupendously large and actual magical swag can be made available for much less than that. The answer is that:

1. People don't actually pay all that gold to have their homes remodeled (see the peonomicon below).

2. Powerful artificers and adventurers don't even *want* your gold. If something has a value of 100,000 gold pieces, it can't be purchased with gold pieces at all – because that's an actual ton of gold that you'd have to plop over the counter and the merchant you're dealing with won't take your money even if you have it.

Here we're going to be focusing in on

- Gems
- Souls
- Concentration
- Hope
- Raw Chaos

Gems: Truth or Dare

Gems are, to the vast majority of participants in the economy, pretty much worthless. A 500 gp diamond is pretty much the same as a gold piece to someone who intends to purchase things with a value of 1 gp or less. And of course, there are a lot more individuals out there who will stab a peasant in the face for a diamond than a gold piece. So why does anyone care?

Well, two reasons: the first is the obvious one that gold is extremely *limited* in what it can possibly purchase. A +2 sword is worth your weight in gold. Not *its* weight in gold, *your* weight in gold. It seriously costs over 166 pounds of gold, and that's just not reasonable for most people to put into their pockets. So people interacting with even the shallow end of the magic trade *need* there to be some crazily expensive items that have no purpose save to look pretty and be exchangeable for other stuff. But unlike our world gems actually have real value as well: as the fuel for powerful magics.

On Earth, the only reason that a diamond is expensive is because there's an international organization called DeBeers that seriously has actual assassins that will shoot you in the face if you try to sell diamonds for less than the price they've determined that they're supposed to be sold for. This game doesn't have that kind of armed monopoly to maintain gem prices, but it does have the fact that people continuously use up gems for spells like *raise dead* and item creation and the like. So the fact that you can use ruby dust to make *continual flames* that you can turn around and sell as Everburning Torches means that ruby dust will continue to have value as long as people value light.

The rules actually only go into the spell component uses of a handful of gems, but rest assured that all the rest are similarly useful when we get into the ephemerals of item creation. A lot of those "components" that cost piles of thousands of gold pieces are actually just piles of gems. Onyx keeps its value based on the needs of necromancers, but amethyst is just as needed to bind illusion magic into a cloak. The exchange rate between gems and magic items is in no danger of going *anywhere*. Minor magic items and gems are traded avidly by shopkeepers, adventurers, and even powerful outsiders and wizards.

But even so, gems can be simply acquired by the very powerful. The realities of the *wish* based economy ensure that gems can simply be obtained in large numbers by anyone who *really* cares enough to dedicate a conjured earth elemental to collecting them. Magical items that cannot be created with the application of spells (that is, magic items valued at more than 15,000 gp) cannot be purchased on the open market with mundane currency, not even gems. That isn't to say that you can't cheat a goblin out of a staff of power with some shiny rocks, you totally can (heck, you could also *stab the goblin in the face* and take that staff of power), but doing so is not considered a "fair trade" and requires a bluff check on your part.

In addition, many game worlds posit the existence of *magic gems*, which can be used to make magic items, increase personal power, make a snazzy grill with the bottom row made of gold, and all kinds of stuff. In addition to getting hot women to ask you to smile, these magical gems are *magical* and are actually considered fair exchange in the near-epic economy. You can't wish for Eberron Dragonshards or Planescape Planar Pearls, so those things have real value to Efreet and other creatures participating in the Big Pond. Rules for using magic gems appear in the Tome of Tiamat.

Bringing the World out of the Dark Ages

It is historical fact that you can take a ridiculous and crumbling imperium with serfs and horse-drawn carts managed by a tyrannical and squabbling aristocracy and boot strap it into being a technologically sophisticated global power that can win the space race and such in a single generation even while being invaded by an evil and genocidal empire. The people at the top don't even need to be nice *or sane*, they just have to understand that economics is an entirely voodoo science, and the limits of production can be broken by thousands of percentage points by getting everyone to buy on credit, work on projects that people looking at the big picture tell them to work on, continuously invest in productive capital, and believe in the future.

Right. That's called Communism, and it ends the dark ages immediately even if it isn't run well. Presumably if it was being run by Paladins who actually *radiate goodness* and Wizards who are inhumanly intelligent and can cast powerful divinations to determine projected needs and goods could be distributed to the masses with teleportals – it would work substantially better. That sort of thing is not outside the capabilities of your characters. It's not outside the capabilities of the people in the village your characters are saving from gnollish invasion. It's not even technically complicated. But it isn't done.

Partly it isn't done because we're playing Dungeons & Dragons, not Logistics & Dragons. While it is true that you *can* fix the world's ills in a much more tangible fashion by industrializing the production of grain and arranging a non-gold based distribution system such that staple food stuffs are available to all, thereby freeing up potential productive labor for use in blah blah blah... the fact is that to a very real degree we play this game because telling stories about slaying evil necromancers and swinging on chandeliers is *awesome*. But the other reason is that the society really isn't ready for a modern or futuristic social setup. Noone is going to understand how they are supposed to interact with Socialism, Capitalism, or Fascism, things are Feudal and people *understand* that. Wealth is exchanged for goods and services on the grounds that people on both sides of the exchange aren't sure that they would win the resulting combat if they tried to take the goods or wealth by force of arms.

Rome had steam engines. Actual difference engines that propelled a metal device with the power of a combustion reaction through the medium of the expansion of heated water. Really. They never built rail roads because slaves were *cheaper than donkeys* and the concept of investing in labor saving devices was preposterous. The idea of having an economy based around trust in the government and labor/wealth equivalencies is similarly preposterous. It's not that the idea wouldn't work, it's that every man, woman, and child in society would simply laugh you out of the room if you tried to explain it to them.

7.2   Armor

Armor Traits

Each type of armor has an Armor Category, Armor Bonus, Maximum Dex, Armor Check Penalty, Armor Stealth Penalty, and Weight.

Armor Category Armors are split into four proficiency groups. Non-armor, Light armor, Medium armor, and Heavy armor.

Armor Bonus This is how much wearing the armor improves your Armor Class by. Naturally, armor provides an Armor bonus to AC, so an armor bonus from another source (such as the Mage Armor spell) won't stack.

Maximum Dex Your dexterity bonus to your armor class is restricted to no more than this value. For example, Full Plate has a Maximum Dex of +1, so a character with a Dexterity bonus of +2 or

more would only get 1 of that towards their AC while wearing Full Plate (total of 19, assuming no other bonuses). Maximum Dex does not affect any other use of the Dexterity Bonus, such as Initiative, Reflex Saves, or skill checks.

Armor Check Penalty (ACP) This penalty applies to all Balance, Climb, Escape Artist, Jump, Sleight of Hand, and Tumble checks that you make. This penalty applies double to all Swim checks that you make.

Armor Stealth Penalty (ASP) This applies to all Hide and Move Silently checks that you make.

Weight This is just how much the armor weighs.

Masterwork armor has an Armor Check Penalty that's 1 point better than normal (minimum of 0).

Non-proficiency

If you are not-proficient with the armor that you're wearing then its Armor Check Penalty counts as being 4 points worse than normal.

Just because you're proficient in heavy armor doesn't mean that you're familiar with every piece of heavy armor you encounter. Mechanus Armor is very protective, but chances are slim that a character has actually encountered this equipment before.

In general, when a character runs into some new armor (as they will from time to time), they will continue to be non-proficient with it for about a day as they "break it in". So to make full use of your new Chitin Carapace, you'll need two things: Medium Armor Proficiency, and a day to practice with your new bug exoskeleton.

Effects of High BAB

Highly trained warriors learn about armor as well as weapons, and they can wear it better than others can. For every 2 full points that your BAB exceeds your Armor Check Penalty, reduce your armor's effective Armor Stealth Penalty by 1 and increase it's effective Maximum Dex by 1. When making this comparison, just compare the absolute values (since ACP is almost always negative and BAB is almost always positive).

Example: Fiona is a 10th level Fighter, so her BAB is +10. She's wearing Full Plate, which has an Armor Check Penalty of -6. Since her BAB is 4 points higher than her Armor Check Penalty, she counts her Maximum Dex as 2 points better than normal (total of +3) and her Armor Stealth Penalty as 2 points better than normal (total of -4) when wearing that armor.

Shield Traits

Shields are exactly like armor except with the following differences:

Shield Category Shields only come in two proficiency categories. Normal shields are just "Shields", and over-sized shields are known as "Great Shields".

Shield Bonus Instead of an Armor bonus, shields provide a Shield type bonus to armor class.

Maximum Dex Shields don't limit the amount of dexterity that you can apply to your armor class.

Shields use the same rules for Armor Check Penalty and Armor Stealth Penalty as Armor. If you're wearing armor and also using a shield then combine the ACP and ASP of the two items before comparing it to your BAB. If you're not proficient with both your armor and your shield then you take the non-proficiency penalty for each item (your ACP is a total of 8 points worse than normal).

Armor Check Penalty and Movement

When wearing armor, using a shield, or carrying a Medium or Heavy load, your movement is often affected.

- If your total Armor Check Penalty is equal to or less than your BAB then you can move at your full movement rate. When running, you can move at 4 times your normal speed.
- If it's greater than your BAB, your movement is reduced to 2/3rds normal (rounded to the nearest 5ft). A 30ft movement speed becomes 20ft, a 20ft movement speed becomes 15ft, and so on. Also, you can only move at 3 times your normal speed when running.
- If it's greater than your BAB + 4, then you can't charge or run at all.
- If it's greater than your BAB + 10, then you can only stagger around (only a single move action or standard action each round).

Arcane Spells and Armor

Most arcane spellcasting techniques are not well suited to armor use, this is known as Arcane Spell Failure, or sometimes as simply Spell Failure. By default, for each point of armor check penalty that you have there is a 5% chance that any arcane spell that you cast with Somatic component will fail. Some classes have special class features that allow them to cast arcane spells while wearing their favored category (usually just Light armor).

Doning and Removing Armor

In general, it takes 1 minute per point of armor check penalty to properly don a suit of armor and adjust everything to fit your particular body as closely as possible. This takes a minimum of 1 minute for any multi-part outfits or full-body suits, even if they have an ACP of 0. If it's a single piece of clothing, such as a robe or cloak, then it's just a move action. If the armor check penalty exceeds your BAB then it takes twice as long if you don't have someone assisting you. If it exceeds your BAB+10 then you it takes five times as long without an assistant.

Removing armor is much quicker. It takes 1 round per point of armor check penalty, and you don't need assistants regardless of your ACP compared to BAB. Even if you don't know how to wear it properly, you can just undo straps and wiggle out of it all on your own. Removing your armor provokes an attack of opportunity (each round, similar to a spell with a long casting time). As with equipping an outfit, it takes a minimum of 1 round remove a full-body suit or multi-part outfit, even if the outfit's ACP is 0. Removing a single piece of clothing such as a cloak or robe is a move action that doesn't provoke an attack.

If you're in such an extreme hurry to get the armor off that every round counts (such as suddenly being underwater) then you can usually cut at straps, break ties, or similar, to get the armor off twice as fast. Doing so damages the armor, increasing its armor check penalty by 1, reducing its AC bonus by 1, and negating the armor's special ability, until the armor is repaired. The damage can be repaired with a Craft check, the DC is the same as to construct the armor, and it requires 1% of the armor's base market value in new materials.

It takes only a single Move action to strap a shield to your arm, or remove it. As with drawing a weapon, if your BAB is +1 or more and you're proficient with the shield then you can combine movement and equipping or removing a shield into a single action. If your BAB is +6 or more then you can equip or remove a shield as a Swift action. Equipping or removing a shield doesn't provoke an attack of opportunity.

Non-Standard Armors

The armor and shield costs listed are for Medium Humanoids. Armor for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given. Refer to the appropriate line on the table and apply the multipliers to cost and weight for the armor type in question. These cost modifiers do not apply to any magical effects added to the armor or shield, just the base item. Additionally, even if the cost multiplier pushes the price above the normal 15,000gp limit, the armor doesn't become a Wish Economy item. It may take 16 times as much steel or adamantine as normal to cover a dragon in full plate, but it's still just normal steel.

While shields come in different sizes, they don't have humanoid and nonhumanoid categories. Your body basically either has a limb that supports proper shield use or you don't, but there's no special designs for quadrupeds or winged creatures or anything like that like there are for armors.

Table 7.1: Non-standard Armor Prices

	Humanoid		Non-Humanoid	
Size	**gp**	**lb**	**gp**	**lb**
Tiny or smaller[1]	x½	x1/10	x1	x1/10
Small	x1	x½	x1	x½
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12
[1]Divide armor bonus by 2.				

Fantastic Armors

"I know it's stupid looking, but I get the best possible protection from having this duck sit on my head, so I'm going to let it do that."

People in Fantasy settings wear all kinds of crazy crap and call it protective gear. That's fine; we even encourage that sort of thing. What we don't encourage is people mixing and matching their metaphors. And yet, by having people keep track of separate materials and armor types – that's exactly what happens. We've all seen Lord of the Rings, we know what Mithral Armor is supposed to be like, and what it is not supposed to be like. And making your plate mail out of Mithral isn't what things are supposed to look like – you're supposed to get Mithral Chain.

The fact is that materials naturally lend themselves to certain kinds of armor. Just as braided twigs are always going to make Wicker Armor and cured cow skin is always going to make Leather Armor, there's just a certain way that armoring yourself with Dragon Scales or Cloyster Shells is going to work. For the vast majority of materials, there is a known "right way" to wear it for protection and the only real choice is wearing more of it or less.

Armor Descriptions

Non-Armors

Anything you wear is technically a form of armor, but anything sufficiently light as to not count even as Light Armor can be worn by characters who lack armor proficiency without suffering penalties. Each clothing type listed here has a wide range of possibilities for what you might actually wear while counting as wearing that type of clothing, and there's all sorts of regional and cultural variations, as

you might imagine. Most non-adventurers just wear something that counts as functional clothing during their day to day lives.

Table 7.2: Non-Armors

Name	AC	Max Dex	ACP	ASP	Price	Weight
Camouflage Clothes	+0	+8	-0	-0	1 gp	1 lb
Fancy Clothes	+0	+6	-1	-2	30 gp	2 lb
Functional Clothes	+0	--	-0	-0	3 sp	1 lb
Magic Clothes	+2	+9	-0	-0	8,000 gp	1 lb

Camouflage Clothes: These are made with a color scheme intended to blend into a specific kind of area, such as forests, tundra, or deserts, etc. While you're in the appropriate terrain for your particular outfit, you can attempt to hide from any creature that's more than 30ft away from you even while being observed (no Bluff check required).

Fancy Clothes: This can be any kind of military dress uniform, religious garb, noble finery, or other clothing that looks expensive and official. While wearing fancy clothes, you get a +2 to Diplomacy and Bluff, and you get a +4 to Intimidate checks with peasants. If your fancy clothes get dirty or wet or otherwise ruined then they provide no bonus until they have been properly cleaned.

Functional Clothes: Cheap, basic, and practical, these clothes tend to have at least one useful pocket, pouch, or strap that you can slip an item into, probably more than one. You can retrieve items stored in said pockets as a free action. Unlike other armors, functional clothing has no maximum dexterity bonus at all.

Magic Clothes: Usually a robe, or a vest, or sometimes magic shorts that never rip even when you shapeshift into a huge monster. These clothes have been magically treated so that the cloth provides a simple protection while remaining light enough to be used by those who are unskilled in the arts of armor. They are very rarely found or sold without a magic item property already added (though it is possible). Similar to fancy clothing, magic clothing provides a certain air of authority to the wearer, giving them a +1 on all Charisma checks. As with fancy clothing, if you get your magic clothes messy then you don't get the bonus on skill checks.

Light Armor

Table 7.3: Light Armors

Name	AC	Max Dex	ACP	ASP	Price	Weight
Brigandine	+5	+3	-4	-3	125 gp	30lb
Chain Shirt	+4	+5	-2	-4	100 gp	25lb
Cord Armor	+2	+4	-1	+0	20 gp	15 lb
Darkleaf Armor	+4	+6	-1	+0	600 gp	15 lb
Gray Armor	+3	+8	+0	+0	1,000 gp	15 lb
Leather Armor	+2	+7	+0	+0	10 gp	15 lb
Mithral Shirt	+5	+6	+0	+0	1,100 gp	15 lb
Padded Armor	+1	+8	+0	+0	5 gp	10 lb
Spiderweb Clothing	+4	+6	-1	-1	300 gp	10 lb
Still Suit	+2	+5	-3	-2	350 gp	15 lb
Studded Leather Armor	+3	+6	-1	-1	25 gp	20 lb
Wicker Armor	+3	+7	-1	-6	15 gp	15 lb
Winter Clothes	+2	+4	-4	-4	30 gp	10 lb

Medium Armor

Table 7.4: Medium Armors

Name	AC	Max Dex	ACP	ASP	Price	Weight
Adamantine Breastplate	+7	+3	-6	-2	5,000 gp	30 lb
Animal Spirit Armor	+4	+3	-3	-3	750 gp	25 lb
Astral Silk Armor	+5	+4	-1	-5	900 gp	20 lb
Bone Armor	+3	+4	-3	-5	450 gp	30 lb
Breastplate	+5	+4	-4	-2	200 gp	30 lb
Chainmail	+5	+3	-3	-5	150 gp	40 lb
Chitin Carapace	+5	+4	-3	-1	500 gp	30 lb
Dragonscale Shirt	+6	+5	-4	-2	1,400 gp	25 lb
Elaborate Gown	+1	+3	-5	-8	300 gp	15 lb
Hide Armor	+3	+4	-3	-4	15 gp	25 lb
Lamellar Armor	+4	+4	-4	-4	190 gp	30 lb
Lobster Mail	+5	+2	-5	-3	350 gp	25 lb
Mithril Suit	+6	+5	-2	-1	5,000 gp	20 lb
Rime Hauberk	+5	+3	-5	-3	150 gp	25 lb
Scale Mail	+4	+3	-4	-2	50 gp	30 lb

Heavy Armor

Table 7.5: Heavy Armors

Name	AC	Max Dex	ACP	ASP	Price	Weight
Adamant Carapace	+11	+2	-9	-4	9,000 gp	50 lb
Coral Armor	+5	+2	-3	-6	1,300 gp	45 lb
Demon Armor	+9	+5	-10	-3	10,000 gp	40 lb
Deep Clay Armor	+6	+3	-4	-5	4,000 gp	50 lb
Dragonscale Plate	+9	+4	-5	-2	3,000 gp	45 lb
Full Plate	+8	+1	-6	-6	1,500 gp	50 lb
Great Armor	+7	+2	-7	-5	1,400 gp	50 lb
Half-plate	+7	+2	-5	-7	600 gp	50 lb
Hoplite Armor	+6	+1	-9	-5	500 gp	50 lb
Mechanus Armor	+12	+0	-8	-8	10,000 gp	60 lb
Silk Steel Armor	+7	+3	-4	-1	4,500 gp	45 lb
Stone Plate	+10	+0	-9	-11	1,750 gp	60 lb
Sun Plate	+9	+6	-10	-8	6,000 gp	40 lb

Shield Descriptions

Shields

Great Shields

Table 7.6: Shields

Name	AC	ACP	ASP	Price	Weight
Adamantine Shield	+3	-1	+0	2,000gp	6 lb
Buckler	+1	-1	+0	15 gp	5 lb
Dragonscale Shield	+3	-1	-6	350 gp	5 lb
Force Shield	+3	+0	+0	1,800 gp	1 lb
Mithral Shield	+2	-1	+0	1,020 gp	3 lb
Steel Shield	+2	-1	+0	20 gp	6 lb
Vine Shield	+1	-1	+0	45 gp	4 lb
Wooden Shield	+1	-1	+0	7 gp	5 lb

Table 7.7: Great Shields

Name	AC	ACP	ASP	Price	Weight
Bone Wall	+3	-6	-2	150 gp	10 lb
Crystal Aegis	+3	-3	-1	2,000 gp	15 lb
Ice Aegis	+5	-5	-3	1,600 gp	15 lb
Kappa Shell	+3	-8	-5	500 gp	25 lb
Kite Shield	+4	-5	-2	120 gp	15 lb
Tower Shield	+4	-6	-2	30 gp	45 lb

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Chapter 13:
NPC Classes

13.1   Warrior

"Guards! Get them!"

The worlds have a multitude of powerful champions who slay dragons with their swords and break necromancers over their knees. But while these characters are often the primary focus of the game, the fact remains that the way of the sword is traveled quite frequently by orcs and elves alike, and the vast majority of those who do so are not actually capable of performing such awesome displays of martial prowess. These are the Warriors – the people who wield weapons in a manner that is entirely unlikely to get their names told in lasting song and story.

Warriors in the Game: Warriors aren't playable as PCs. They lack the depth and tactical versatility to be an interesting character and they are not powerful enough to pull their weight in any real adventuring setup. They have a CR equal to half their Warrior level and don't get multiclassed with real classes at all. In order to keep this from being potentially unbalanced, we strongly suggest that warriors show up in groups. So while a 4th level Warrior is nominally a CR 2 opponent, he's not really a good challenge for a 2nd level party. But 2 of them are an appropriate challenge for a 4th level party. And that's really what the Warrior is for – showing up in groups and getting smacked around anyway.

Hit Die: d8

Class Skills: The Warrior's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

Table 13.1: The Warrior

Level	BAB	Fort	Reflex	Will	Special
1st	+1	+0	+0	+2	Replaceable
2nd	+2	+0	+0	+3	Signature Weaponry
3rd	+3	+1	+1	+3	Loyal to Death
4th	+4	+1	+1	+4	Rank
5th	+5	+1	+1	+4	Unshakable Morale

Class Features

All of the following are Class Features of the Warrior class:

Weapon and Armor Proficiency: A Warrior is proficient with all simple and martial weapons, as well as Light and Medium Armor and Shields. In addition, a Warrior is proficient with either Heavy Armor or an Exotic Weapon.

Replaceable: Warriors represent the faceless hordes of grunts, guards, and mooks. They are intended to be easy to use, and very easy to replace. Instead of worrying about the feats that a Warrior has, simply give Warriors +1 to-hit for each feat they would be eligible for.

Signature Weaponry: 2nd level warriors are proficient with all racial and cultural weapons and armor of their people. For example, 2nd level Dwarven Warriors are proficient with the Dwarven Waraxe and Stone Plate armor, while 2nd level Elven Warriors are proficient with Elven Thinblades and Darkleaf Armor.

Loyal to Death: 3rd level Warriors will fight to the death and remain conscious when below 0 hit points (they are still staggered as normal).

Rank: 4th level Warriors are qualified to lead troops, and have a Command Rating equivalent to being a Sergeant.

Unshakable Morale: 5th level Warriors never have to make Morale checks and receive a +2 bonus on saves vs. Fear.

Trading Out Warrior Levels: Warrior levels aren't capable of doing anything good. If for some reason a Warrior became an actual important character, they should become a member of a real character class. That is, simply trade levels of Warrior for levels in a real class that has a full BAB progression.

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