
Super Tome

« For that game we all know and love »

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Chapter 1:

Introduction

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Chapter 2:

Races

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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 at will. They may only have one such light active at a time.
- +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: at-will – *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 worg 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 Kobold

- Small size
- 30ft movement.
- Darkvision 60ft
- -4 Strength, +2 Dexterity, -2 Constitution
- +2 racial bonus on Craft (Trapmaking), Profession (Miner), and Search checks.
- +1 Natural Armor bonus.
- Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.
- Automatic Language: Common and Draconic.
- Bonus Languages: Dwarven, Formian, Gnome, Goblin, Infernal, Orc, Terran, and Undercommon
- Favored Class: Sorcerer and Rogue.

2.14 Orc

"Waaarrrggghhhh!"

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.

2.15 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 Assassin

"I kill people. Individually, you are a person. Collectively, I think you count as people."

An assassin is a master of the art of killing, a vicious weapon honed by experience and inclination to learn the myriad ways to end a life. Unlike common warriors or rogues, an Assassin does not study various fighting arts or muddle his training with martial dirty tricks, he instead studies the anatomy of the various creatures of wildly different anatomies and forms of existence, and he uses this knowledge to place his blows in areas vital for biological or mystical reasons. Stealth and sudden violence are his hallmarks, and various exotic tools and killing methods become his tools.

While most societies consider assassination to be a vile art, or at best a dishonorable or unvalorous one, the reasons that drive these killers vary. Cold-hearted mercenaries share a skill set with dedicated demon-hunters, differing only in the application of their skills. Only the most naïve student of ethics believes that all killing is evil, or that nobility cannot be found in a mercifully quick death.

Alignment: An Assassin may be of any alignment.

Races: any

Starting Gold: 6d4x10 gp (150 gold)

Starting Age: As Rogue.

Hit Die: d6

Class Skills: The Assassin's skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skills/Level: 6 + Intelligence Bonus

BAB: Medium (3/4), **Saves:** Fort: Good; Reflex: Good; Will: Poor

Class Features

All of the following are class features of the Assassin

Weapon and Armor Proficiency: Assassins are proficient with all Simple Weapons, as well as any weapon that counts as a Light Weapon, repeating crossbows, and hand crossbows. At first level, an Assassin gains proficiency with one Exotic Weapon of her choice. Assassins are proficient with Light Armor but not with Shields.

Spellcasting: The Assassin is a Spontaneous Arcane Spellcaster (like a Bard or Sorcerer). An Assassin's spells known may be chosen from the Wizard list, and must be from the schools of Divination, Illusion, or Necromancy. To cast an Assassin spell, she must have an Intelligence at least equal to 10 + the Spell level. The DC of the Assassin's spells is Intelligence based and the bonus spells are Intelligence based. As with a Bard, the Assassin can cast spells in Light armor without any chance of Arcane Spell Failure.

Cantrips: In addition to her normal spell slots per day, an Assassin has a number of 0th level "cantrip" spells that can be cast an unlimited number of times per day.

Poison Use (Ex): An Assassin may prepare, apply, and use poison without any chance of poisoning herself.

Table 3.1: The Assassin

Level	BAB	Fort	Ref	Will	Special	Spells Per Day					
						1	2	3	4	5	6
1st	+0	+2	+2	+0	Death Attack, Poison Use, Personal Immunity	--	--	--	--	--	--
2nd	+1	+3	+3	+0	Uncanny Dodge	0	--	--	--	--	--
3rd	+2	+3	+3	+1	Hide in Plain Sight	1	--	--	--	--	--
4th	+3	+4	+4	+1	Cloak of Discretion	2	0	--	--	--	--
5th	+3	+4	+4	+1	Trapfinding, Trapmaking	3	1	--	--	--	--
6th	+4	+5	+5	+2	Palm Weapon	3	2	--	--	--	--
7th	+5	+5	+5	+2	Full Death Attack	3	2	0	--	--	--
8th	+6	+6	+6	+2	Nerve of the Assassin	3	3	1	--	--	--
9th	+6	+6	+6	+3	Improved Uncanny Dodge	3	3	2	--	--	--
10th	+7	+7	+7	+3	Skill Mastery	3	3	2	0	--	--
11th	+8	+7	+7	+3	Poisonmaster	3	3	3	1	--	--
12th	+9	+8	+8	+4	Personal Immunity	3	3	3	2	--	--
13th	+9	+8	+8	+4	Exotic Method	3	3	3	2	0	--
14th	+10	+9	+9	+4	Personal Immunity	3	3	3	3	1	--
15th	+11	+9	+9	+5	Killer's Proof	3	3	3	3	2	--
16th	+12	+10	+10	+5	Exotic Method	3	3	3	3	2	0
17th	+12	+10	+10	+5	Death by a Thousand Cuts	3	3	3	3	3	1
18th	+13	+11	+11	+6	Mind Blank	3	3	3	3	3	2
19th	+14	+11	+11	+6	Exotic Method	3	3	3	3	3	3
20th	+15	+12	+12	+6	Killing Strike	3	3	3	3	3	3

Death Attack (Ex): An Assassin may spend a full-round action to study an opponent who would be denied their Dexterity bonus if she instead attacked that target. If she does so, her next attack is a Death Attack if she makes it within 1 round. A Death Attack inflicts a number of extra dice of damage equal to her Assassin level plus two dice, but only if the target is denied its Dexterity Bonus to AC against that attack. Special attacks such as a coup de grace may be a Death Attack. Assassins are well trained in eliminating magical or distant opponents, and do not have to meet the stringent requirements of a sneak attack, though if a character has both sneak attack and death attack, they stack if the character meets the requirements of both. As long as the victim is denied their dexterity against attacks from the assassin during the study action and the attack itself, it counts as a death attack. An Assassin may load a crossbow simultaneously with his action to study his target if he has a Base Attack Bonus of +1 or more.

Personal Immunity (Ex): Choose four poisons, an Assassin is immune to all four of those poisons, even if they are made available in a stronger strength. At levels 5, 7, and 12 the Assassin may choose one more type of poison to become immune to. At level 14, an Assassin becomes immune to all poisons.

Uncanny Dodge (Ex): Starting at 2nd level, an Assassin can react to danger before his senses would normally allow him to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized. If an Assassin already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

Hide in Plain Sight (Ex): A 3rd level Assassin can hide in unusual locations, and may hide in areas without cover or concealment without penalty. An Assassin may even hide while being observed. This ability does not remove the -10 penalty for moving at full speed, or the -20 penalty for running or fighting.

Cloak of Discretion (Su): At 4th level, an Assassin is protected by a constant Nondetection effect, with a caster level equal to his character level.

Trapfinding (Ex): At 5th level, Assassins can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Assassins can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell

Table 3.2: Assassin Spells Known

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	--	--	--	--	--	--
2nd	5	2 ¹	--	--	--	--	--
3rd	6	3	--	--	--	--	--
4th	6	3	2 ¹	--	--	--	--
5th	6	4	3	--	--	--	--
6th	6	4	3	--	--	--	--
7th	6	4	4	2 ¹	--	--	--
8th	6	4	4	3	--	--	--
9th	6	4	4	3	--	--	--
10th	6	4	4	4	2 ¹	--	--
11th	6	4	4	4	3	--	--
12th	6	4	4	4	3	--	--
13th	6	4	4	4	4	2 ¹	--
14th	6	4	4	4	4	3	--
15th	6	4	4	4	4	3	--
16th	6	5	4	4	4	4	2 ¹
17th	6	5	5	4	4	4	3
18th	6	5	5	5	4	4	3
19th	6	5	5	5	5	4	4
20th	6	5	5	5	5	5	4

¹ Provided the Assassin has a high enough Intelligence score to have a bonus spell of this level.

used to create it. An Assassin who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trapmaking (Ex): At 5th level, the Assassin learns to build simple mechanical traps in out of common materials. As long as has access to ropes, flexible material like green wood, and weapon-grade materials like sharpened wooden sticks or steel weapons, he can build an improvised trap in 10 minutes. He can build any non-magical trap on the "CR 1" trap list that doesn't involve a pit. These traps have a Search DC equal to 20 + the Assassin's level, have a BAB equal to his own, and are always single-use traps. He may add poison to these traps, if he has access to it, but it will dry out in an hour.

Full Death Attack (Ex): At 7th level, if the Assassin studies an opponent to perform a Death Attack, she can make a full attack during the next round where every attack inflicts Death Attack damage as long as the target was denied their Dexterity bonus to AC against the first attack in the full attack action.

Skill Mastery (Ex): At 10th level, an Assassin becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. When making a skill check with Climb, Disable Device, Hide, Move Silently, Search, Spellcraft, Use Magic Device, Use Rope, or Swim, she may take 10 even if stress and distractions would normally prevent her from doing so.

Palm Weapon (Su): At 6th level, the Assassin learns to conceal weapons with supernatural skill. Any weapon successfully concealed with Sleight of Hand cannot be found with divination magic.

Nerve of the Killer (Ex): At 8th level, an Assassin gains a limited immunity to compulsion and charm effects. While studying a target for a Death Attack, and for one round afterward, he counts as if he were within a Protection From Evil effect. This does not confer a deflection bonus to AC.

Improved Uncanny Dodge (Ex): An Assassin of 9th level or higher can no longer be flanked. This defense denies another character the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels in a class that provides sneak attack than the target.

Poisonmaster (Ex): At 11th level, the Assassin learns alchemic secrets for creating short-term poisons. By expending an entire healer's kit worth of materials and an hour of time, he can synthesize one dose of any

poison in the DMG. This poison degrades to uselessness in one week.

Exotic Method: At 13th, 16th, and 19th level the Assassin learns an exotic form of killing from the list below. Once chosen, this ability does not change:

Carrier (Sp): Three times per day, the Assassin can cast Contagion as a swift action spell-like ability.

Poison of the Cockatrice (Sp): Twice per day, the Assassin can cast Flesh to Stone as a swift action spell-like ability.

Killer Faerie Arts (Sp): Twice per day, the Assassin can cast Polymorph Other as a swift action spell-like ability.

Proxy Assassin (Sp): Twice per day, the Assassin can cast summon monster VII as a spell-like ability. This effect lasts 10 minutes.

Death By Plane (Sp): Once per day, the Assassin can cast Plane Shift as a spell-like ability.

Dimensional Rip (Sp): Once per day, the Assassin can cast Implosion as a spell-like ability. The duration of this effect is three rounds.

New School (Ex): The Assassin may now choose spells known from a new school.

Killer's Proof (Su): At 15th level, the Assassin learns to steal the souls of those he kills. If he is holding an onyx worth at least 100 GP when he kills an enemy, he may place their soul within the gem as if he has cast Soul Bind on them at the moment of their death.

Death by a Thousand Cuts: At 17th level, the assassin has learned to kill even the hardest of foes by reducing their physical form to shambles. Every successful Death attack inflicts a cumulative -2 Dexterity penalty to the Assassin's victim. These penalties last one day.

Mind Blank (Su): At 18th level, the Assassin is protected by a constant Mind Blank effect.

Killing Strike (Su): At 20th level, the Assassin's Death Attacks bypass his victim's DR and hardness.

3.2 Barbarian

"My name is Sharptooth of the Wolf Tribe. Your women, lands, and riches are mine."

Playing a Barbarian: Playing a Barbarian is actually very easy. In general, you hit things, and they fall down. A Barbarian's action in almost any circumstance can plausibly be "I hit it with my great axe!" As such, a Barbarian character can be a good method to introduce a new player to the game or kill some orcs when you've had a few glasses of brew.

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

Races: Anybody can become a barbarian, and in areas with little in the way of civilization, a lot of people do.

Starting Gold: 4d6x10 gp (140 gold)

Starting Age: As Barbarian.

Hit Die: d12

Class Skills: The Barbarian's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skills/Level: 4 + Intelligence Bonus

Class Features

All of the following are class features of the Barbarian

Weapon and Armor Proficiency: Barbarians are proficient with simple weapons, martial weapons, light armor, medium armor and with shields.

Rage (Ex): When doing melee damage to a foe or being struck by a foe, a Barbarian may choose to enter a Rage as an immediate action. While Raging, a Barbarian gains a +2 morale bonus to hit and damage in melee combat and may apply any Rage Dice he has to his melee damage rolls. He also gains a +2 to saves,

Table 3.3: The Barbarian

Level	BAB	Fort	Reflex	Will	Special
1st	+1	+2	+0	+0	Rage, Fast Healing 1
2nd	+2	+3	+0	+0	Rage Dice +1d6, Combat Movement +5'
3rd	+3	+3	+1	+1	Battle Hardened
4th	+4	+4	+1	+1	Rage Dice +2d6, Combat Movement +10'
5th	+5	+4	+1	+1	Sidestep Hazards , Fast Healing 5
6th	+6	+5	+2	+2	Rage Dice +3d6, Combat Movement +15'
7th	+7	+5	+2	+2	Great Blows
8th	+8	+6	+2	+2	Rage Dice +4d6, Combat Movement +20'
9th	+9	+6	+3	+3	Great Life
10th	+10	+7	+3	+3	Rage Dice +5d6, Combat Movement +25', Fast Healing 10
11th	+11	+7	+3	+3	Call the Horde
12th	+12	+8	+4	+4	Rage Dice +6d6, Combat Movement +30'
13th	+13	+8	+4	+4	Watched by Totems
14th	+14	+9	+4	+4	Rage Dice +7d6, Combat Movement +35'
15th	+15	+9	+5	+5	Primal Assault, Fast Healing 15
16th	+16	+10	+5	+5	Rage Dice +8d6, Combat Movement +40'
17th	+17	+10	+5	+5	Savagery
18th	+18	+11	+6	+6	Rage Dice +9d6, Combat Movement +45'
19th	+19	+11	+6	+6	One With The Beast
20th	+20	+12	+6	+6	Rage Dice +10d6, Combat Movement +50', Fast Healing 20

a -2 to AC, and he gains DR X/- with "X" being equal to half his Barbarian level +2 (rounded down). For example, a 1st level Barbarian has DR 2/- while Raging and a 10th level Barbarian has DR 7/- while Raging.

While Raging, a Barbarian may not cast spells, activate magic items, use spell-like abilities, or drop his weapons or shield. Rage lasts until he has neither struck an enemy for three consecutive rounds nor suffered damage from an enemy for three consecutive rounds. He may voluntarily end a Rage as a full-round action.

Fast Healing (Ex): Barbarians shrug off wounds that would cripple a lesser man, and have learned to draw upon deep reserves of energy and stamina. At 1st level, they gain Fast Healing 1. At 5th level this becomes Fast Healing 5, Fast Healing 10 at 10th level, Fast Healing 15 at 15th level, and Fast Healing 20 at 20th level. This healing only applies while he is *not* raging.

If a Barbarian ever multi-classes, he permanently loses this ability. A multiclass character does not gain this ability. A character with 4 or more levels of Barbarian gains this ability even if multiclassed.

Rage Dice (Ex): While Raging, a Barbarian may add these dice of damage to each of his melee attacks. These dice are not multiplied by damage multipliers, and are not applied to any bonus attacks beyond those granted by Base Attack Bonus. These dice are not sneak attack dice, and do not count as sneak attack dice for the prerequisites of prestige classes or feats.

Combat Movement (Ex): While Raging, a Barbarian moves faster in combat, and may add his Combat Movement to his speed whenever he takes a move action to move. This only applies to move actions, and not to other actions that allow the barbarian to move, such as charges or withdraws.

Battle Hardened (Ex): At 3rd level, a Raging Barbarian's mind has been closed off from distractions by the depths of his bloodlust and battle fury. While Raging, he may use his Fortitude Save in place of his Will Save. If he is under the effects of a compulsion or fear effect, he may act normally while Raging as if he was inside a *protection from evil* effect.

Sidestep Hazards (Ex): At 5th level, a Raging Barbarian learns to sidestep hazards with an intuitive and primal danger sense. While Raging, he may use his Fortitude Save in place of his Reflex Save.

Great Blows (Ex): At 7th level, a Raging Barbarian's melee attacks are Great Blows. Any enemy struck by the Barbarian's melee or thrown weapon attacks must make a Fort Save or be stunned for one round. No enemy can be targeted by this ability more than once a round, and the save DC for this ability is 10 + half the Barbarian's HD + his Constitution modifier.

Great Life (Ex): While Raging, a 9th level Barbarian is immune to nonlethal damage, death effects, stunning, critical hits, negative levels, and ability damage (but not ability drain).

Call the Horde (Ex): An 11th level Barbarian becomes a hero of his people. He gains the Command feat as a bonus feat, but his followers must be Barbarians. In campaigns that do not use Leadership feats, he instead gains a +2 unnamed bonus to all saves.

Watched by Totems (Ex): At 13th level, a Barbarian may immediately reroll any failed save. He may do this no more than once per failed save.

Primal Assault (Ex): At 15th level, a Raging Barbarian's may choose to radiate an effect similar to an Antimagic Field when he enters a Rage, with a caster level equal to his HD. Unlike a normal Antimagic Field, this effect does not suppress magic effects on him or the effects of magic items he is wearing or holding.

Savagery (Ex): At 17th level, a Raging Barbarian may take a full round action to make a normal melee attack that has an additional effect similar to a Disjunction. Unlike a normal Disjunction, this effect only targets a single item or creature struck.

One With The Beast (Ex): At 19th level, a Barbarian may no longer needs to be in a Rage to use any Barbarian ability.

3.3 Bard

"Oh, really? I could write a song about that too..."

Alignment: Bards can be of any alignment. Some will argue that Bards can't be Lawful because it binds their free music spirit or whatever. However, while music is expressionistic, it is also mathematical. Already there are computers that can write music that is indistinguishable from the boring parts of Mozart in which he's just going up and down scales in order to mark time.

Races: Almost every race has its share of Bards, though there are slightly more found among the Elves than others.

Starting Gold: 3d6x10 gp (105 gold)

Starting Age: As Fighter.

Hit Die: d6

Class Skills: The bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skills/Level: 6 + Intelligence Bonus

Class Features

All of the following are class features of the Bard

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a

Table 3.4: The Bard

Level	BAB	Fort	Ref	Will	Special	Spells Per Day					
						1	2	3	4	5	6
1st	+0	+0	+2	+2	Bardic Music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1	--	--	--	--	--	--
2nd	+1	+0	+3	+3	--	0	--	--	--	--	--
3rd	+2	+1	+3	+3	Inspire Competence	1	--	--	--	--	--
4th	+3	+1	+4	+4	--	2	0	--	--	--	--
5th	+3	+1	+4	+4	--	3	1	--	--	--	--
6th	+4	+2	+5	+5	Suggestion	3	2	--	--	--	--
7th	+5	+2	+5	+5	--	3	2	0	--	--	--
8th	+6	+2	+6	+6	Inspire Courage +2	3	3	1	--	--	--
9th	+6	+3	+6	+6	Inspire Greatness	3	3	2	--	--	--
10th	+7	+3	+7	+7	--	3	3	2	0	--	--
11th	+8	+3	+7	+7	--	3	3	3	1	--	--
12th	+9	+4	+8	+8	Song of Freedom	3	3	3	2	--	--
13th	+9	+4	+8	+8	--	3	3	3	2	0	--
14th	+10	+4	+9	+9	Inspire Courage +3	3	3	3	3	1	--
15th	+11	+5	+9	+9	Inspire Heroics	4	3	3	3	2	--
16th	+12	+5	+10	+10	--	4	4	3	3	2	0
17th	+12	+5	+10	+10	--	4	4	4	3	3	1
18th	+13	+6	+11	+11	Mass Suggestion	4	4	4	4	3	2
19th	+14	+6	+11	+11	--	4	4	4	4	4	3
20th	+15	+6	+12	+12	Inspire Courage +4	4	4	4	4	4	4

given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.)

Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Cantrips: In addition to their normal spell slots, a bard knows a number of 0th level spells, known as "cantrips". These cantrips can be used an unlimited number of times per day. The bard knows a number of cantrips as shown on the chart.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical

Table 3.5: Bard Spells Known

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	--	--	--	--	--	--
2nd	5	2 ¹	--	--	--	--	--
3rd	6	3	--	--	--	--	--
4th	6	3	2 ¹	--	--	--	--
5th	6	4	3	--	--	--	--
6th	6	4	3	--	--	--	--
7th	6	4	4	2 ¹	--	--	--
8th	6	4	4	3	--	--	--
9th	6	4	4	3	--	--	--
10th	6	4	4	4	2 ¹	--	--
11th	6	4	4	4	3	--	--
12th	6	4	4	4	3	--	--
13th	6	4	4	4	4	2 ¹	--
14th	6	4	4	4	4	3	--
15th	6	4	4	4	4	3	--
16th	6	5	4	4	4	4	2 ¹
17th	6	5	5	4	4	4	3
18th	6	5	5	5	4	4	3
19th	6	5	5	5	5	4	4
20th	6	5	5	5	5	5	4

¹ Provided the bard has a high enough Charisma score to have a bonus spell of this level.

Table 3.6: Bardic Knowledge Checks

DC Type of Knowledge

- 10 Common, known by at least a substantial minority drinking; common legends of the local population.
- 20 Uncommon but available, known by only a few people legends.
- 25 Obscure, known by few, hard to come by.
- 30 Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of

the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become Fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). *Inspire courage* is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. *Inspire competence* is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a Suggestion (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect.

Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. *Inspire greatness* is a mind-affecting ability.

Song of Freedom (Sp): A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the Break Enchantment spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use *song of freedom* on himself.

Inspire Heroics (Su): A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Mass Suggestion (Sp): This ability functions like *suggestion*, above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above). *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

3.4 Cleric

"I will carry out great vengeance on them and punish them in my wrath. Then they will know that I am the Lord, when I take vengeance on them."

Alignment: A cleric's alignment must be within one step of his deity's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both). A cleric may not be neutral unless his deity's alignment is also neutral.

Races: Every race has their share of Clerics, though what they worship varies from culture to culture.

Starting Gold: 4d6x10 gp (140 gold)

Starting Age: As Cleric.

Hit Die: d8

Class Skills: The Cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Some domains grant the Cleric additional class skills.

Skills/Level: 4 + Intelligence Bonus

Class Features

All of the following are class features of the Cleric

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with Light, Medium, and Heavy armor, and with Shields.

Spells: A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below).

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell

Table 3.7: The Cleric

Level	BAB	Fort	Ref	Wil	Special	Spells Per Day								
						1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Aura, Turn or Rebuke Undead	1	--	--	--	--	--	--	--	--
2nd	+1	+3	+0	+3	--	2	--	--	--	--	--	--	--	--
3rd	+2	+3	+1	+3	--	2	1	--	--	--	--	--	--	--
4th	+3	+4	+1	+4	--	3	2	--	--	--	--	--	--	--
5th	+3	+4	+1	+4	--	3	2	1	--	--	--	--	--	--
6th	+4	+5	+2	+5	--	3	3	2	--	--	--	--	--	--
7th	+5	+5	+2	+5	--	4	3	2	1	--	--	--	--	--
8th	+6	+6	+2	+6	--	4	3	3	2	--	--	--	--	--
9th	+6	+6	+3	+6	--	4	4	3	2	1	--	--	--	--
10th	+7	+7	+3	+7	--	4	4	3	3	2	--	--	--	--
11th	+8	+7	+3	+7	--	5	4	3	3	2	1	--	--	--
12th	+9	+8	+4	+8	--	5	4	4	3	3	2	--	--	--
13th	+9	+8	+4	+8	--	5	5	4	4	3	2	1	--	--
14th	+10	+9	+4	+9	--	5	5	4	4	4	3	2	--	--
15th	+11	+9	+5	+9	--	5	5	4	4	4	3	2	1	--
16th	+12	+10	+5	+10	--	5	5	5	4	4	3	3	2	--
17th	+12	+10	+5	+10	--	5	5	5	5	4	4	3	2	1
18th	+13	+11	+6	+11	--	5	5	5	5	5	4	3	3	2
19th	+14	+11	+6	+11	--	5	5	5	5	5	4	4	3	3
20th	+15	+12	+6	+12	--	5	5	5	5	5	4	4	4	4

list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Orisons: In addition to their normal spells, a Cleric can prepare a number of 0th level spells, known as "orisons", each day. A Cleric can prepare three different orisons each day, and each orison can be used an unlimited number of times as long as it is prepared.

Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain. If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected. In addition to the stated number of spells per day for 1st through 9th level spells, a cleric gets a domain spell slot for each spell level, starting at 1st. With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

Spontaneous Casting: A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity), can't convert prepared spells to *cure* spells but can convert them to *inflict* spells (an *inflict* spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either *cure* spells or *inflict* spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below).

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to his own

or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the Detect Evil spell for details). Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Turn or Rebuke Undead (Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous *cure* or *inflict* spells (see above).

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Ex-Clerics: A cleric who grossly violates the code of conduct required by his god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a cleric of that god until he atones (see the Atonement spell description).

3.5 Dragonfire Adept

"I studied the ways of the dragons. Mostly I learned how to set punks like you on fire."

Dragonfire Adepts are heroes (and villains) who wander around the world doing draconic things. Mostly this entails breathing on things to set them on fire or whatever. They have studied the powers of dragons. Those fierce beasts that ~~fly around terrorizing the countryside~~ laze about like cats and collect shines like magpies, the magical creatures that ~~tower above cities~~ could actually sleep on your bed, generally.

Dragonfire Adepts are not born, they are taught. You don't just appear as a dragonfire adept because one of your ancestors needs to go to prison, they actually sit down and decide to learn how to be awesome, like a Wizard or Fighter or Monk. That said, many of them learn their ways on the job, and a large portion of the learning is always going to be via experience. They are almost compelled to "go out adventuring".

Playing a Dragonfire Adept: Constitution is awesome for your Hit Points, and more importantly for determining the Save DC of your Breath Weapon. However you can also find uses for Charisma - Spell-Like Abilities are keyed to it, and sometimes you want to talk at people. The other Ability Scores depend very much on what you want to do in particular. Dragonfire Adepts tend to take feats that either make their Breath Weapon more awesome, or that generally make them better at fighting such as Juggernaut and Elusive Target.

Starting Age: as Cleric

Starting Wealth: as Rogue

Alignment: Dragonfire Adepts can be of any alignment, and this often determines the kind of dragon they like best, because they're color-coded for your convenience.

Hit Die: d8

Skill Points per level: 4 + Int

Class Skills: Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Gather Information, Intimidate, Jump, Knowledge (Any), Listen, Ride, Search, Sense Motive, Spellcraft, Spot, Survival, and Use Magic Device.

Class Features

All of the following are class features of the Dragonfire Adept

Weapons and Armor Proficiency: The Dragonfire Adept is proficient with all Simple weapons, one Martial weapon, Light Armor, and Medium Armor. She is also proficient with any Intelligent weapon, as well

Table 3.8: The Dragonfire Adept

Level	BAB	Fort	Reflex	Will	Special	Breath Weapon
1st	+0	+2	+2	+2	Cone Breath, First Element, Draconic Mind	2d6
2nd	+1	+3	+3	+3	Second Element, Wyrmling Spell-likes	3d6
3rd	+2	+3	+3	+3	Line Breath, Draconic Body, First Legacy Secret	4d6
4th	+3	+4	+4	+4	Third Element, Spell Vision	5d6
5th	+3	+4	+4	+4	Blast Breath, Energy Resistance	6d6
6th	+4	+5	+5	+5	Fourth Element, Sphere	7d6
7th	+5	+5	+5	+5	Hardened Scales, Juvenile Spell-likes	8d6
8th	+6	+6	+6	+6	Sonic Breath, Greater Draconic Mind	10d6
9th	+6	+6	+6	+6	Energy Resistance (x2), Second Legacy Secret	11d6
10th	+7	+7	+7	+7	Elemental Enhancements	12d6
11th	+8	+7	+7	+7	Reflective Scales	13d6
12th	+9	+8	+8	+8	Force Breath, Sphere	15d6
13th	+9	+8	+8	+8	Energy Resistance (x3), Adult Spell-likes	16d6
14th	+10	+9	+9	+9	Shadow Breath, Master Draconic Mind	18d6
15th	+11	+9	+9	+9	Draconic Soul, Third Legacy Secret	20d6
16th	+12	+10	+10	+10	Gaseous Breath	23d6
17th	+12	+10	+10	+10	Draconic Immunity	26d6
18th	+13	+11	+11	+11	Space Rending Breath, Sphere	30d6
19th	+14	+11	+11	+11	Draconic Health, Ancient Spell-likes	35d6
20th	+15	+12	+12	+12	Ultimate Breath	40d6

as any weapon, armor, or shield made from dragon parts. Armor and Shields made from Dragon parts count as having an armor check penalty and armor stealth penalty of 4 less than normal when used by a Dragonfire Adept. The elemental resistance granted by such armor and shields stacks with the elemental resistance that the Dragonfire Adept gains at 5th level.

Breath Weapon (Su): The Dragonfire Adept has a breath weapon that can be used once per round as a standard action. The shape of the breath weapon, and the type of damage or other effect is variable (see below), but the save DC against the dragonfire adept's breath weapon is always $10 + 1/2$ her level + her Constitution modifier. If the breath is dealing damage the amount of damage is given on the table, and the save is for half damage. If the breath is inflicting some other effect then the save negates that effect. Prestige Classes that improve spellcasting ability or "other class features" improve the breath weapon's damage. Metabreath feats can be applied to the breath weapon, simply add a delay where there wouldn't normally be one.

Breath Shapes: At first level the Dragonfire Adept's breath weapon always takes the form of a Close range Cone. At 3rd level it can also be used as a Medium ranged Line. At 5th level it can be used as a Blast within Medium range with a radius of $10\text{ft} + 5\text{ft}$ per 4 levels (rounded up).

Breath Elements: At first level the Dragonfire Adept can breathe a single type of elemental energy. At 2nd, 4th, and 6th level she gains an additional energy type she can use. The type of energy determines what kind of save the target must make against the attack:

- Acid (fortitude)
- Cold (fortitude)
- Electric (reflex)
- Fire (reflex)

Draconic Mind (Ex): A 1st level Dragonfire Adept's mind is already adapted to viewing the world the way a Dragon does. She gains the (dragon) subtype, allowing her to count herself as a dragon in addition to her own type. Her senses improve greatly, giving her Darkvision 120ft and Low-light Vision. Lastly, her memory becomes incredibly keen like a dragon's, and she can recall almost any fact she's ever heard. This gives her a racial bonus to Appraise, Knowledge, and Spellcraft checks equal to one third her level.

Wyrmling Spell-likes (Sp): A 2nd level Dragonfire Adept can cast Endure Elements, Speak With Animals, Spider Climb, and Water Breathing as spell-like abilities. Each spell can be used once per day.

Draconic Body (Ex): A 3rd level Dragonfire Adept's body has been transformed through training to become more draconic in nature. She becomes completely immune to Sleep and Paralysis effects. She gains the perfect digestion of dragons, allowing her to eat basically anything at all that isn't explicitly poisonous or diseased, even inorganic stuff like, dirt, rocks, and metal if she really has to (though without a Bite attack, such as from the Mighty Attacks Legacy Secret, she can't actually chew on rocks and metal). Additionally, she ceases to age according to her old body's limitations, and instead becomes ageless like a dragon. Any effects of old age are retroactively removed, and she does not gain any further old age effects. Unlike a true dragon, the Dragonfire Adept doesn't actually grow to larger size categories or anything like that, no matter how long they live.

Legacy Secrets (Ex): At 3rd level, 9th level, and 15th level the Dragonfire Adept selects a Legacy Secret to learn. Each secret provides effects that improve at those levels, and a selected secret grants its full effects no matter the order you select them in. Pick from the following list:

Mighty Attacks: the Dragonfire Adept gains a Primary Bite (1d6+Str for a Medium character), a Primary Tail (1d8+Str*1.5 for a Medium character) and two Secondary Claws (1d4+Str*0.5 for a Medium character). These are all actually magic weapons with an Enhancement Bonus of +1 per 3 hit dice (round up). At level nine, the Dragonfire Adept gains an enhancement bonus to Strength equal to +1 per 3 hit dice (round up) and the damage dice of all her natural attacks improves by one stage (as if they had gained a size category). At level fifteen the Dragon Body attacks gain a 19-20 threat range, and her natural attack damage improves by another stage.

Mighty Wings: the Dragonfire Adept gains two Secondary Wing attacks (1d4+Str*0.5 for a Medium character) and a Flight speed of 60ft with (Poor) maneuverability. At level nine, the flight speed improves to 90ft and (Average) maneuverability. At level fifteen it improves to 120ft and (Good) maneuverability.

Master of Exhalations: the Dragonfire Adept can leave a number of 5ft square "gaps" in her breath area equal to her hit dice, to save allies from death. At level nine her breath is so intense that a creature must have a CR of 4 greater than her own to apply Evasion or Improved Evasion against it, and the breath's damage pierces an amount of Energy Resistance equal to the Dragonfire Adept's level. At level fifteen she can automatically deal maximum damage with her breath weapon three times per day.

Frightful Presence: You gain the Frightful Presence special ability, effective whenever you attack with a natural weapon, fly overhead, or use your breath weapon. All creatures within range with HD less than your own must make a Will save (DC 10+1/2 level+Charisma Mod) or be Shaken for 4d6 rounds. If their HD is more than 4 less than your own they are Panicked for 4d6 rounds instead. Creatures that make their save are immune to your Frightful Presence for 24 hours. Naturally, other creatures with a Frightful Presence ability are immune to this, and you are immune to their Frightful Presence. This is a [Mind-Affecting], [Fear] effect. At level three the range is 100ft, At level nine the range is 200ft, and at level fifteen the range becomes 300ft.

Disciple of Bahamut: the Dragonfire Adept has a permanent Magic Circle Against Evil effect, can Detect Evil at will, and once per day can make her breath weapon Smiting against Evil creatures: any evil creatures caught in the breath take -4 to their save and take an additional 50% damage (regardless of if they save or not). At level nine she can performing a smiting breath three times per day, and once per day she can add a Banishment effect to her breath weapon (any who fail their save against the primary breath effect are automatically affected by the Banishment, no separate save). At level fifteen she can smite five times per day, and cast Heal three times per day as a spell-like ability.

Servant of Tiamat: the Dragonfire Adept has a permanent Magic Circle Against Good effect, can Detect Good at will, and gains an Enhancement bonus to Intimidate equal to her level. At level nine she can use two different breath weapons at the same time three times per day (any overlapping area doesn't stack, a target in both areas is only affected by one of the breaths or the other, the Dragonfire Adept's choice). At level fifteen this upgrades to three breath weapons at once, and it can be used five times per day.

Visions of Lichdom: the Dragonfire Adept already knows she wants to be a Dracolich. She has a pseudo-

phylactery: some important item that is used as a focus, from which she can cast Magic Jar at will, but only on reptilian Animals with fewer hit dice than she has. At level nine, she becomes immune to Poison and Disease, and she can choose to release a rotting ichor breath weapon - instead of dealing damage, all in the area must pass a Fortitude Save or be Nauseated for 1 round per 5 dice of damage it deals (round up). At level fifteen, her type changes to Undead, gaining the [Dark Minded] Subtype. She can choose whether or not to also have the [Unliving] Subtype. Protip: Con scores are awesome.

Spell Vision (Su): A 4th level Dragonfire Adept has studied enough on the subject of magical items, magical treasures, and treasure hoards in general to begin seeing the auras of such things. She gains a permanent Arcane Sight effect. With a full-round action she can Identify an item as a spell-like ability.

Energy Resistance (Ex): A 5th level Dragonfire Adept gains Energy Resistance against Acid, Cold, Electric, and Fire damage equal to her level. At 9th level this improves to two times her level, and at 13th level this improves to three times her level.

Spheres: At 6th level the Dragonfire Adept gains access to an Elemental Sphere at the Basic. At 12th level she gains a second sphere at Basic, and the first sphere becomes Advanced. At 18th level she gains a third basic sphere, and her previous two spheres both improve by one stage (her 6th level sphere becomes Expert and her 12th level sphere becomes Advanced).

Hardened Scales (Ex): A 7th level Dragonfire Adept's special training allows them to harden their skin into protective scales that can block harm from physical attacks. She gains an Enhancement bonus to Natural Armor equal to 1/3rd her level (rounded up).

Juvenile Spell-likes (Sp): A 7th level Dragonfire Adept can cast Plant Growth, Stone Shape, and Wall of Ice each once per day as a spell-like ability.

Sonic Breath (Su): At 8th level the Dragonfire Adept has learned to deal Sonic damage with her breath weapon. The sonic damage can come in the form of a massive booming rumble (allowing a Fortitude save), or a high pitched screech (allowing a Will save).

Greater Draconic Mind (Ex): At 8th level, the Dragonfire Adept's thoughts become even more like those of a dragon, improving her senses further. She gains Darkvision out to 250ft, as well as Blindsense and Tremorsense of 120ft. At the same time, she becomes very greedy for material wealth. Any attempt to bribe her with coin or gems should generally be considered to be twice as effective as otherwise (Specifics are up to the player and GM).

Elemental Enhancements (Su): A 10th level Dragonfire Adept, having already learned all five energy types, learns to add a special effect to their breath weapon depending on the energy type used with each attack. If a target fails their save against an energy damage breath they suffer an additional effect, as follows:

- Fire: Creatures and objects catch on fire. Also make a Dispel attempt against all [Cold] effects in the area.
- Cold: Creatures are Slowed for one round, and water in the area is frozen as if by a Freezing Sphere effect. Also make a Dispel attempt against all [Fire] effects in the area.
- Electricity: Creatures are Entangled for 1 round. Any barriers made of metal, such as metal or adamantine doors or walls, do not block line of effect against this breath.
- Acid: Creatures are sickened for 1 minute. Unattended objects in the area automatically take an equal amount of damage one round later.
- Sonic: Creatures are deafened for 1 minute, and objects are affected as if by the area form of a Shatter effect.

Reflective Scales (Ex): At 11th level a Dragonfire Adept's scales are not just hardened against the physical, but they repel the magical as well. She gains a Resistance bonus to saves equal to 1/3rd her level (rounded up).

Force Breath (Su): A 12th level Dragonfire Adept learns to deal force damage with her breath weapon. This has a reflex save, and has the normal benefits of being force damage (ignores hardness when damaging objects, has no miss chance against Incorporeal creatures, and can affect Ethereal targets even while not on the Ethereal Plane).

Adult Spell-likes (Sp): A 13th level Dragonfire Adept can case Control Weather, Find The Path, and Wall of Stone, each once per day, as a spell-like ability.

Shadow Breath (Su): A 14th level Dragonfire Adept can breathe a wave of consuming shadow. Instead of dealing dice of damage, any target that fails a Fortitude save against the breath suffers one negative level per five damage dice that would have been dealt (round down). The negative levels go away on their own in an hour, with no chance of converting into permanent level loss.

Master Draconic Mind (Ex): A 14th level Dragonfire Adept's mind becomes even more dragon-like, improving their senses for the final time. They gain Darkvision out to 500ft, Blindsight out to 250ft, and Tremorsense out to 120ft. As with before, the Dragonfire Adept's desires to amass coin and gems grow to even greater heights. Even though the Dragonfire Adept probably no longer has any use for them, having moved to Wish Economy goods several levels ago, the Dragonfire Adept can probably still be bribed to do things (within reason) if offered coins and gems as payment. Any such bribes should be considered three times as persuasive as normal (again, the specifics of this are up to the GM and player).

Draconic Soul (Su): A 15th level Dragonfire Adept transforms her soul to have the nature of the dragon. This gives her Spell Resistance equal to 5 + her level.

Gaseous Breath (Su): A 16th level Dragonfire Adept's breath attack can take the form of a gaseous cloud that requires creatures to make a Will save to avoid one of the following effects:

- Fall Asleep for one round per five damage dice (round up)
- Be Paralyzed for one round per five damage dice (round up)
- Panic for one round per five damage dice (round up)

Draconic Immunity (Ex): A 17th level Dragonfire Adept training gives them immunity to either an Energy type, or something else about as common, such as [Compulsion] effects or [Death] effects or something like that.

Space Rending Breath (Su): An 18th level Dragonfire Adept's breath weapon is so powerful that it can tear open the fabric between worlds. By using her breath weapon, she can open a Gate to another plane. It lasts on its own for a number of rounds equal to the Dragonfire Adept's Constitution Modifier (minimum of 1), and only one such Gate can be active at once (opening a second one closes the first).

Draconic Health (Ex): A 19th level Dragonfire Adept converts all of her Dragonfire Adept hit dice from d8s into d12s. Reroll all hit dice, and only keep the new result if it gives a higher hit point total than before. All future levels in Dragonfire Adept continue to use d12s for hit dice.

Ancient Spell-likes (Sp): A 19th level Dragonfire Adept can use Discern Location, Foresight, and Reverse Gravity, each once per day, as a spell-like ability.

Ultimate Breath (Su): At 20th level, every time the Dragonfire Adept uses their breath weapon, they automatically win the game.

3.6 Druid

"Look deep into nature, and then you will understand everything better."

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Races: Any, though usually the races that live in the wilds, such as Elves and Orcs, will naturally have more druids.

Starting Gold: 4d6x10 gp (140 gold)

Starting Age: As Cleric.

Hit Die: d8

The druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skills/Level: 4 + Intelligence Bonus

Class Features

All of the following are class features of the Druid

Table 3.9: The Druid

Level	BAB	Fort	Ref	Wil	Special	Spells Per Day								
						1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Animal companion, Nature Sense, Wild Empathy	1	--	--	--	--	--	--	--	--
2nd	+1	+3	+0	+3	Woodland Stride	2	--	--	--	--	--	--	--	--
3rd	+2	+3	+1	+3	Trackless Step	2	1	--	--	--	--	--	--	--
4th	+3	+4	+1	+4	Resist Nature's Lure	3	2	--	--	--	--	--	--	--
5th	+3	+4	+1	+4	Wild Shape 1/day	3	2	1	--	--	--	--	--	--
6th	+4	+5	+2	+5	Wild Shape 2/day	3	3	2	--	--	--	--	--	--
7th	+5	+5	+2	+5	Wild Shape 3/day	4	3	2	1	--	--	--	--	--
8th	+6	+6	+2	+6	Wild Shape (Large)	4	3	3	2	--	--	--	--	--
9th	+6	+6	+3	+6	Venom Immunity	4	4	3	2	1	--	--	--	--
10th	+7	+7	+3	+7	Wild Shape 4/day	4	4	3	3	2	--	--	--	--
11th	+8	+7	+3	+7	Wild Shape (Tiny)	5	4	3	3	2	1	--	--	--
12th	+9	+8	+4	+8	Wild Shape (Plant)	5	4	4	3	3	2	--	--	--
13th	+9	+8	+4	+8	A Thousand Faces	5	5	4	4	3	2	1	--	--
14th	+10	+9	+4	+9	Wild Shape 5/day	5	5	4	4	4	3	2	--	--
15th	+11	+9	+5	+9	Timeless Body, Wild Shape (Huge)	5	5	4	4	4	3	2	1	--
16th	+12	+10	+5	+10	Wild Shape (Elemental 1/day)	5	5	5	4	4	3	3	2	--
17th	+12	+10	+5	+10	--	5	5	5	5	4	4	3	2	1
18th	+13	+11	+6	+11	Wild Shape 6/day (Elemental 2/day)	5	5	5	5	5	4	3	3	2
19th	+14	+11	+6	+11	--	5	5	5	5	5	4	4	3	3
20th	+15	+12	+6	+12	Wild Shape (Elemental 3/day, Huge Elemental)	5	5	5	5	5	4	4	4	4

Weapon and Armor Proficiency: Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the *Ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description.) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a *cure* spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Orisons: In addition to their normal allotment of spells, a Druid can prepare a number of 0th level spells per day, known as "orisons". A Druid can prepare three orisons each day, and they can use any orison that

they have prepared an unlimited number of times.

Spontaneous Casting: A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any Summon Nature's Ally spell of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Druidic Languages: A druid knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids. Druidic has its own alphabet.

Animal Companion (Ex): A druid gets an Animal as a Cohort starting at first level. The Druid gets +4 on Handle Animal checks with their Companion, and they can use the skill with their Companion as a Free Action. From levels 1 to 3 the animal has entirely typical stats. At levels 4 and above the animal maintains a CR of the Druid's level -2, just like a normal cohort. Advance the animal in whatever way seems appropriate to maintain its CR.

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the Polymorph spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

At 12th level, a druid becomes able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (A druid can't use this ability to take the form of a plant that isn't a creature.)

At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage.

In addition to the normal effects of wild shape, the druid gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

A Thousand Faces (Su): At 13th level, a druid gains the ability to change her appearance at will, as if using the Alter Self spell, but only while in her normal form.

Timeless Body (Ex): After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

Ex-Druids: A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including her animal companion, but not including weapon, armor, and shield proficiencies). She cannot thereafter gain levels as a druid until she atones (see the Atonement spell description).

3.7 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 3.10: 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	+5	+5	+5	Bonus Feat
7th	+7	+5	+5	+5	Forge Lore, Improved Delay
8th	+8	+6	+6	+6	Bonus Feat
9th	+9	+6	+6	+6	Foil Action
10th	+10	+7	+7	+7	Bonus Feat
11th	+11	+7	+7	+7	Lunging Attack
12th	+12	+8	+8	+8	Bonus Feat
13th	+13	+8	+8	+8	Array of Stunts
14th	+14	+9	+9	+9	Bonus Feat
15th	+15	+9	+9	+9	Greater Combat Focus
16th	+16	+10	+10	+10	Bonus Feat
17th	+17	+10	+10	+10	Improved Foil Action
18th	+18	+11	+11	+11	Bonus Feat
19th	+19	+11	+11	+11	Intense Focus, Supreme Combat Focus
20th	+20	+12	+12	+12	Bonus Feat

Class Features

All of the following are class features of the Fighter

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.

3.8 Fire Mage

"Yes, fire is cool."

A Fire Mage is someone who burns their own soul out to burn the bodies of others. Tactically, they shine against groups of enemies, because fires spread across the battlefield like a plague.

Alignment: Fire is a destructive force, and a lot of Fire Mages are Chaotic. But they don't have to be.

Races: Fire Mages appear in all races, though significant portions of many races live in areas where being a practicing Fire Mage is basically illegal.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Rogue.

Hit Die: d8

Class Skills: The Fire Mage's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

Class Features

All of the following are class features of the Fire Mage

Weapon and Armor Proficiency: Fire Mages are proficient with all simple weapons, as well as the whip, all martial axes, and all sizes and varieties of scimitar (including falchions). Fire Mages are proficient with light armor but not with shields of any kind.

Fire Resistance (Ex): A Fire Mage has a Resistance to Fire equal to twice his level.

Table 3.11: The Fire Mage

Level	BAB	Fort	Reflex	Will	Special
1st	+0	+2	+2	+2	Fire Resistance, Fire Burst, Fire Bolts, Impress Flames, Fire Magic
2nd	+1	+3	+3	+3	Ignite
3rd	+2	+3	+3	+3	Piercing Flames, Hand of Fire
4th	+3	+4	+4	+4	Fire Immunity, Smokeless Flame
5th	+3	+4	+4	+4	Fireballs
6th	+4	+5	+5	+5	Mindfire
7th	+5	+5	+5	+5	Visions of Flame
8th	+6	+6	+6	+6	Soul of Cinders
9th	+6	+6	+6	+6	Sculpt Flames
10th	+7	+7	+7	+7	Conflagration
11th	+8	+7	+7	+7	Beacon, Firewalk
12th	+9	+8	+8	+8	Bonds of Fire
13th	+9	+8	+8	+8	Fire Clouds
14th	+10	+9	+9	+9	Searing Light, Ray of Light
15th	+11	+9	+9	+9	Sending, Rain of Fire

Fire Burst (Sp): As a standard action, a Fire Mage can emit a burst of flame from his body, striking all creatures and objects within 10' of his position except himself. This burst of flames inflicts 1d6 of fire damage, with an allowed Reflex Save for half (DC 10 + half Level + Charisma Modifier).

Fire Bolts (Sp): A Fire Mage can throw bolts of fire as an attack action. A Fire Bolt travels out to short range, and inflicts 1d6 of Fire damage per level. A Fire Bolt strikes its target with a ranged touch attack.

Impress Flames (Ex): Every time a Fire Mage inflicts Fire damage on any target, whether with his class abilities or another source of fire, he inflicts an amount of extra Fire Damage equal to his class level or his Charisma modifier, whichever is less.

Fire Magic (Ex): A Fire Mage is considered to have every spell with the Fire Descriptor on his spell list for the purpose of activating magic items.

Ignite (Sp): As a standard action, a 2nd level Fire Mage can cause any creature or object to burst into flame. A creature on fire suffers 1d6 of Fire damage per round (the Mage's Impress Flames ability applies to each round of course), and the creature can attempt to put itself out with a DC 15 Reflex save. This ability can be used out to Medium range, and it always hits.

Piercing Flames (Ex): From 3rd level on, a Fire Mage's Fire cuts through Fire Resistance, hardness, and Immunity. No more than half of the damage inflicted by his fire damage can be negated by hardness or immunity or resistance to Fire. In addition, the Fire Mage ignores the first 5 points of Fire Resistance that a target has.

Hand of Fire (Su): A 3rd level Fire Mage can set fire to their own body, causing them to count as armed at all times, even with unarmed attacks. The Fire Mage also causes an extra 1d6 of Fire damage with all melee attacks.

Fire Immunity (Ex): A 4th level Fire Mage is immune to Fire.

Smokeless Flame (Sp): A 4th level Fire Mage can create fires that produce no heat and do not burn. These fires can be anything from the size of a torch to a bonfire, and produce light accordingly. Each lasts until the next time the sun rises. Smokeless Flame can be created anywhere within Medium range.

Fireballs (Sp): A 5th level Fire Mage can hurl explosive fire anywhere within Long Range as a Full Round Action. This Fire explodes into a 20' radius burst and inflicts 1d6 of Fire Damage per level. All creatures within the area are entitled to a Reflex save to halve damage (DC 10 + half Level + Charisma Modifier).

Mindfire (Sp): A 6th level Fire Mage can start a Fire in a creature's mind, duplicating the effects of rage or confusion for a number of minutes equal to his Level. The victim must be within Medium Range, and is entitled to a Will Save to negate this effect (DC 10 + half Level + Charisma Modifier). This is a Mind influencing Compulsion effect.

Visions of Flame (Sp): A 7th level Fire Mage can contact other plane to communicate with the denizens of the Elemental Plane of Fire. A Fire Mage is in no danger of becoming insane or damaged by this experience.

Soul of Cinders (Su): An 8th level Fire Mage has burnt his soul to ash, and is no longer susceptible to Energy Drain or Fear.

Sculpt Flames (Sp): A 9th level Fire Mage can create delicate shapes and walls made of fire. The Fire is fully shapeable, but cannot pass through more than 2 squares per level. Any creature passing through a square with fire in it suffers 1d6 of fire damage per level. A creature which is in a square that is being filled with fire is entitled to a Reflex Save (DC 10 + half Level + Charisma Modifier) to move to the nearest non-flaming square as an immediate action. These fires persist for 1 round per level. Alternately, the Fire Mage can replicate a wall of fire which persists for 1 minute per level.

Conflagration (Sp): At 10th level, a Fire Mage can surround himself with a nimbus of flames that extends for 10' in all directions from his person. All other targets in this area suffer a d10 of Fire Damage per level, but are entitled to a Reflex Save (DC 10 + half Level + Charisma Modifier). In addition, a Fire Mage can cast fireshield at will (Hot Shield only).

Beacon (Sp): An 11th level Fire Mage can create a magically permanent bonfire as a standard action. He always knows exactly where each Beacon he has created is and will know if it is put out by any means.

Firewalk (Sp): At 11th level a Fire Mage can walk into any fire large enough to fit his person and appear in any other fire that is likewise of sufficient size anywhere on any plane of existence. The Fire Mage must know where the target fire is. The Fire Mage can take any number of willing creatures or carried objects that are also able to fit in both flames.

Bonds of Fire (Sp): A 12th level Fire Mage can craft solid fire and entrap a victim in it. The bonds will immobilize a creature which fails a Reflex Save (DC 10 + half Level + Charisma Modifier), and will entangle the creature unless it succeeds in its save by more than 5. A creature can attempt to escape by taking a Full round action to make a Strength or Escape Artist test with a DC equal to the Use Rope Skill Result of the Fire Mage. The victim suffers 20 points of Fire Damage per round, and the bonds of fire last until the victim escapes or the Fire Mage dismisses them.

Fire Clouds (Sp): As a Full Round Action, a 13th level Fire Mage can create huge billowing clouds of Fire. The Fire Clouds must be created within Long range, and persist for 3 rounds whether they are still in range or not. The cloud is shapeable, and covers at most 3 10ft cubes per Level. Each round, everyone and everything inside the cloud suffers 1d6 of Fire damage per level, but is entitled to a Reflex save for half damage (DC 10 + half Level + Charisma Modifier).

Searing Light (Sp): A 14th level Fire Mage can call levels of illumination that are painful and destructive as the unmitigated baleful glare of the sun itself. All darkness within 5 miles is dispelled, and everything is illuminated. All undead suffer a 10 points of damage per round. All creatures specifically vulnerable to light suffer 10 damage per round (thus, vampires suffer 20 damage per round). All creatures are dazzled. Creatures must pass a Fortitude save (DC 10 + half Level + Charisma Modifier) every minute or become blind for the remainder of the effect. Creatures that are blinded when the effect ends are entitled to another Fort save to get their vision back, but if they fail this save the blinding is permanent. This effect lasts until the Fire Mage dismisses it or he is incapacitated.

Ray of Light (Sp): As an attack action, a 14th level Fire Mage can fire a ray of Light at any target within Short Range. It inflicts 1d6 of Light Damage per level if it hits with a Ranged Touch Attack. Undead take 10 extra damage. Creatures specifically vulnerable to Light suffer an additional 10 damage.

Sending (Sp): A 15th level Fire Mage can send a message, as the sending spell to any creature on any plane of existence with a standard action and receive a reply even if they are on different planes of existence.

Rain of Fire (Sp): At 15th level, the Fire Mage can open the skies and dump raw inferno upon all who would oppose him. The fires inflict 1d6 of Fire Damage per level, and victims are permitted a Reflex save (DC 10 + half level + Charisma Modifier). The Fire Mage chooses which squares are struck with fire, and any number of squares within Long range can be targeted at once.

3.9 Knight

"Do you hear me you big lizard? You unhand that young man this instant!"

Knights are more than a social position, in fact many knights don't have any social standing at all. These knight errants uphold the values of honor, and make a name for themselves adventuring.

Playing a Knight: A Knight has the potential to dish out tremendous damage to a single opponent, and it is tempting to think of them as monster killers. However, it is best to realize in advance that the Knight *does not* often realize their tremendous damage output. The threat of the Knight's Designate Opponent ability is just that – a threat. A Knight excels at *defensive* tasks, and attacking a Knight is often one of the least effective options an opponent might exercise.

So by making it be a logical combat action for your opponents to attack your party's defensive expert, you've really contributed a lot to the party. A Knight can take a lot of the heat off the rest of the party. So don't get frustrated if enemies constantly interrupt your Designate Opponent action – that's the whole point. A Knight's role is to protect others, and the best way you can do that is to provide a legitimate threat to your opponents.

Alignment: Many Knights are Lawful. But not all of them. You have to maintain your code of conduct, but plenty of Chaotic creatures can do that too.

Races: Knights require a fairly social background to receive their training. After all, a solitary creature generally has little use for honor. As such, while Knights often spend tremendous amounts of time far from civilization, they are almost exclusively recruited from the ranks of races that are highly urban in nature.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Fighter.

Hit Die: d12

Class Skills: The Knight's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (History, Nobility, and Geography) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skills/Level: 4 + Intelligence Bonus

Table 3.12: The Knight

Level	BAB	Fort	Reflex	Will	Special
1st	+1	+0	+0	+2	Designate Opponent, Mounted Combat, Code of Conduct
2nd	+2	+0	+0	+3	Damage Reduction
3rd	+3	+1	+1	+3	Energy Resistance, Speak to Animals
4th	+4	+1	+1	+4	Immunity to Fear, Nightly Spirit
5th	+5	+1	+1	+4	Command
6th	+6	+2	+2	+5	Defend Others, Quick Recovery
7th	+7	+2	+2	+5	Bastion of Defense, Draw Fire
8th	+8	+2	+2	+6	Mettle, Spell Shield
9th	+9	+3	+3	+6	Sacrifice
10th	+10	+3	+3	+7	Knightly Order

Class Features

All of the following are class features of the Knight

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

Designate Opponent (Ex): As a Swift Action, a Knight may mark an opponent as their primary foe. This foe must be within medium range and be able to hear the Knight's challenge. If the target creature inflicts any damage on the Knight before the Knight's next turn, the attempt fails. Otherwise, any attacks the Knight uses against the opponent *during* her next turn inflict an extra d6 of damage for each Knight level.

This effect ends at the end of her next turn, or when she has struck her opponent a number of times equal to the number of attacks normally allotted her by her Base Attack Bonus.

Example: Vayn is a 6th level Knight presently benefiting from a Haste spell, granting her an extra attack during a Full Attack action. On her turn she designates an Ettin as her primary opponent, and the Ettin declines to attack her during the ensuing turn. When her next turn comes up, she uses a Full Attack and attacks 3 times. The first two hits inflict an extra 6d6 of damage, and then she designates the Ettin as her opponent again. It won't soon ignore her!

Mounted Combat: A Knight gains Mounted Combat as a bonus feat at 1st level. If she already has Mounted Combat, she may gain any Combat feat she meets the prerequisites for instead.

Code of Conduct: A Knight must fight with honor even when her opponents do not. Indeed, a Knight subscribes to honor to a degree far more than that which is strictly considered necessary by other honorable characters. Actions which even hint at the appearance of impropriety are anathema to the Knight:

- A Knight must not accept undo assistance from allies even in combat. A Knight must refuse bonuses from Aid Another actions.
- A Knight must refrain from the use poisons of any kind, even normally acceptable poisons such as blade toxins.
- A Knight may not voluntarily change shape, whether she is impersonating a specific creature or not.
- A Knight may not sell Magic Items.

A Knight who fails to abide by her code of conduct loses the ability to use any of her Knightly abilities which require actions until she atones.

Damage Reduction (Ex): A Knight trains to suffer the unbearable with chivalry and grace. At 2nd level, she gains Damage Reduction of X/-, where X is half her Knight level, rounded down.

Energy Resistance (Ex): A Knight may protect herself from energy types that she expects. As a Swift Action, a 3rd level Knight may grant herself Energy Resistance against any energy type she chooses equal to her Knight Level plus her Shield Bonus. This energy resistance lasts until she spends a Swift Action to choose another Energy type or her Shield bonus is reduced.

Speak to Animals (Ex): A Knight can make herself understood by beasts. Her steed always seems to be able to catch the thrust of anything she says. A 3rd level Knight gains a bonus to any of her Ride and Handle Animal checks equal to half her Knight Level. In addition, there is no limit to how many tricks she can teach a creature, and her Handle Animal checks are not penalized for attempting to get a creature to perform a trick it does not know.

Immunity to Fear (Ex): At 4th level, a Knight becomes immune to [Fear] effects.

Knightly Spirit (Ex): As a Move Equivalent Action, a 4th level Knight may restore any amount of attribute damage or drain that she has suffered.

Command: A Knight gains Command as a bonus feat at level 5.

Defend Others (Ex): A 6th level Knight may use her own body to defend others. Any ally adjacent to the Knight gains Evasion, though she does not.

Quick Recovery (Ex): If a 6th level Knight is *stunned* or *dazed* during her turn, that condition automatically ends at the end of that turn, even if the duration would normally be longer.

Bastion of Defense (Ex): A 7th level Knight can defend others with great facility. All adjacent allies except the Knight gain a +2 Dodge bonus to their Armor Class and Reflex Saves.

Draw Fire (Ex): A 7th level Knight can exploit the weaknesses of unintelligent opponents. With a Swift Action, she may pique the interest of any mindless opponent within medium range. That creature must make a Willpower Save (DC 10 + $\frac{1}{2}$ Hit Dice + Constitution Modifier) or spend all of its actions moving towards or attacking the Knight. This effect ends after a number of rounds equal to the Knight's class level.

Mettle (Ex): An 8th level Knight who succeeds at a Fortitude Partial or Willpower Partial save is not affected at all (basically like Evasion, but for Fortitude and Willpower saves).

Spell Shield (Ex): An 8th level Knight gains Spell Resistance of 5 + her character level. This Spell Resistance is increased by her shield bonus to AC if she has one.

Sacrifice (Ex): As an immediate action, a 9th level Knight may make herself the target of an attack or targeted effect that targets any creature within her reach.

Knightly Order: What is a powerful Knight without a descriptive adjective? Upon reaching 10th level, a Knight *must* join or found a Knightly order. From this point on, she may ignore one of the prerequisites for joining a Knightly Order prestige class. In addition, becoming a member of an order has special meaning for a 10th level Knight, and she gains an ability related to the order she joins. Some sample orders are listed below:

- **Angelic Knight** The Angelic Knights are a transformational order that attempts to live by the precepts of the upper planes. An Angelic Knight gains wings that allow her to Fly 60ft with perfect maneuverability. Also an Angelic Knight benefits from Protection From Evil at all times.
- **Bane Knight** The Bane Knights stand for running around burning the countryside with extreme burning. Bane Knights are immune to fire and do not have to breathe. In addition, a Bane Knight may set any unattended object on fire with a Swift Action at up to Medium Range.
- **Chaos Knight** Chaos Knights stand for madness and Giant Frog. With the powers of Giant Frog, they can Giant Frog. Also their natural armor bonus increases by +5 and they are immune to *Sleep* effects.
- **Dragon Knight** Dedicated to the Platinum Dragon, the Dragon Knights serve love and justice in equal measure as dishes to those who need them. A Dragon Knight gains a +5 bonus to Sense Motive and any armor she wears has an enhancement bonus of 2 higher than normal (it also gains a platinum sheen in the process, and as a side effect a Dragon Knight is never dirty for more than a few seconds).
- **Elemental Knight** The Elemental Knights may be dedicated to a particular element, or somehow dedicated to all of them. An Elemental Knight can Planeshift at will to any Inner plane or the Prime Material plane. Also, she is immune to *stunning* and ignores the harmful planar effects of the Inner Planes.
- **Fey Knight** Using the powers of the Sprites, the Fey Knight has many fairy strengths. Firstly, she gains DR 10/Iron. Also, any of her attacks may do non-lethal damage at any time if this is desired. Also she never ages and does not need to drink.
- **Great Knight** Clad in opulent armor, the Great Knight cares only for her own power. The Great Knight gains a +4 bonus on Disarm or Sunder tests, and gains a +4 Profane bonus to her Strength.
- **Hell Knight** Forged in the sulphurous clouds of Hell, the Hell Knight is bathed in an evil radiance. In addition to being granted a ceremonial weapon made of green steel, a Hell Knight gains the coveted See In Darkness ability of the Devils. Also, she has an inherent ability to know what every creature within 60' of her finds most repugnant.
- **Imperial Knight** The great Empire needs champions able to unswervingly support its interests, and the Imperial Knight is one of the best. She may impose a Zone of Truth at will as a Supernatural ability, and all of her attacks are Lawfully aligned. Also, she continuously benefits from Magic Circle Against Chaos.

3.10 Monk

"I am a Grand Master of Flowers. You are not."

Fantasy literature's view of the "martial artist" has about as much to do with a real martial artist as its view of salamanders has to do with real salamanders. But let's face the facts: Monks are totally sweet. They flip out and kill people *with their hands*. A Monk does not practice any "real" martial art, we call those people "Fighters" – a Monk practices an entirely magical martial art that only works in areas where badgers can talk and winged horses can fly.

Every Monk follows a different martial path that involves jumping super high and having glowing things coming off of their hands when they perform their super moves. Some monks use weapons, but most just use their hands and feet to devastating effect. Some Monks shout the names of their techniques in battle to demoralize their opponents, others stay aloof and silent during even the toughest of challenges.

Alignment: Monks may be of any alignment. Really. If a bar brawl breaks out, some Monks will try to break it up, other Monks will join in. Whatever.

Races: Because the martial paths of a Monk embrace all manners of comportment, from Stoic Lawfulness to Boisterous Chaos, almost every sapient race has those who take up the monk's path. With its lack of emphasis on ranged weaponry, few of the slower races turn towards these magical combat styles, and halflings

and dwarves rarely become monks. The discipline emphasizes physical strength as much as it emphasizes perceptiveness and inner strength, so orcs are as likely to become monks as dwarves are.

Starting Gold: 2d4x10 gp (50 gold)

Starting Age: As Monk.

Hit Die: d8

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

Skills/Level: 4 + Intelligence Bonus

Table 3.13: The Monk

Level	BAB	Fort	Reflex	Will	Special
1st	+1	+2	+2	+2	Armored in Life, Fatal Strike, Willow Step, Fighting Style
2nd	+2	+3	+3	+3	Rain of Flowers, Abundant Leap
3rd	+3	+3	+3	+3	Fighting Style
4th	+4	+4	+4	+4	Diamond Soul
5th	+5	+4	+4	+4	Fighting Style
6th	+6	+5	+5	+5	Walk of a Thousand Steps
7th	+7	+5	+5	+5	Fighting Style
8th	+8	+6	+6	+6	Immaculate Diamond Soul
9th	+9	+6	+6	+6	Master Fighting Style
10th	+10	+7	+7	+7	Leap of the Clouds
11th	+11	+7	+7	+7	Master Fighting Style
12th	+12	+8	+8	+8	Master of the Four Winds
13th	+13	+8	+8	+8	Master Fighting Style
14th	+14	+9	+9	+9	Master of the Four Seasons
15th	+15	+9	+9	+9	Grand Master Fighting Style
16th	+16	+10	+10	+10	Master of Diamond Soul
17th	+17	+10	+10	+10	Grand Master Fighting Style
18th	+18	+11	+11	+11	Perfect Mastery
19th	+19	+11	+11	+11	Grand Master Fighting Style
20th	+20	+12	+12	+12	Grand Master of Flowers

Class Features

All of the following are class features of the Monk

Weapon and Armor Proficiency: Monks are proficient with all simple weapons, as well any weapon defined as a special monk weapon, such as the sai, the nunchuka, the kama, the shuriken, and the triple staff. Monks are not proficient with any armor or shields of any kind.

Armored in Life (Su): A Monk has a special Armor bonus whenever they are not using armor or shields that he is not proficient in. This Armor Bonus applies against Touch Attacks and Incorporeal Touch Attacks, and has a value of +4. Every even numbered class level, the Armored in Life bonus increases by 1. If the Monk wears armor which he is proficient in (for example: normal clothing) that has an enhancement bonus, that enhancement bonus applies to his Armored in Life Armor Bonus.

Willow Step (Su): A true monk does not seek to outrun the fist, but to anticipate it. If a Monk would be allowed to add his Dexterity modifier to a Reflex Save or Armor Class, he may add his Wisdom bonus (if positive) instead.

Fatal Strike (Su): A Monk has a natural weapon Slam in addition to whatever else he is capable of doing. As a natural slam attack, if he uses no other natural or manufactured weapons he adds his Strength and a half to damage and may make iterative attacks if he has sufficient BAB. If the slam is used with other

weaponry, it becomes a secondary natural attack, suffers a -5 penalty to-hit, and adds only half his Strength modifier to damage. A monk's slam attack does a base of 1d8 damage for a medium sized monk and does more or less damage as appropriate if the Monk is larger or smaller than medium size.

Fighting Style (Su): At levels 1, 3, 5, and 7, the Monk learns a Fighting Style. Each Fighting style requires a Swift Action to activate, lasts one round, and is usable at will. Each Fighting Style must have a name (see Naming Your Fighting Style, at the end), and provides two bonuses from the Basic Fighting Style Abilities list.

Basic Fighting Style Abilities:

- While Active, your Fighting Style provides a +4 Dodge Bonus to AC.
- While Active, your Fighting Style provides a +4 Dodge Bonus to Saving Throws.
- While Active, your Fighting Style forces any opponent struck by your slam attack to make a Fortitude Save (DC 10 + $\frac{1}{2}$ your character level + your Wisdom Modifier) or become *stunned* for one round.
- While Active, your Fighting Style allows you to make an attack of opportunity against any opponent who attacks you. This attack of opportunity must be a trip or disarm attempt.
- While Active, your Fighting Style provides you with concealment.
- While Active, your Fighting Style provides a +30' Insight Bonus to your movement rate.
- While Active, your Fighting Style allows your slam attacks to ignore hardness and DR.
- While Active, your Fighting Style provides any bonuses it gives to your slam attack to any attack you make with any weapon.
- While Active, your Fighting Style causes your slam attack to inflict piercing damage and to inflict 2 points of Constitution damage.
- While Active, your Fighting Style causes your slam attack to inflict slashing damage and to reduce your opponent's movement rate by 10' every time they suffer damage from it. This movement rate reduction can be healed like ability damage (treating 5' of movement as 1 point of ability damage).
- While Active, your Fighting Style allows you to move through occupied spaces as if they were unoccupied and you provoke no attacks of opportunity for your movement.

Rain of Flowers (Su): Any time a 2nd level Monk inflicts lethal damage, he may elect to inflict non-lethal damage instead. Any time a Monk inflicts non-lethal damage, he may elect to inflict lethal damage instead.

Abundant Leap (Su): At 2nd level, a Monk's ability to jump is unbounded by his height. In addition, the DC for any jump check is divided by two.

Diamond Soul (Su): At 4th level, the Monk gains Spell Resistance equal to 5 + his character level. At 8th level, his soul becomes immaculate and his Spell Resistance improves to 10 + character level, and at 16th level he masters his diamond soul and his spell resistance improves to 15 + character level.

Walk of a Thousand Steps: Once per day, a Monk of sixth level or higher may activate a Fighting Style and extend its duration to 1 round/level rather than 1 round. Activating this Fighting Style is still a Swift Action. Other Fighting Styles may be activated during this period, though their duration is normally going to be only 1 round.

Master Fighting Style (Su): At levels 9, 11, and 13, the Monk learns a Master Fighting Style. Each Master Fighting style requires a Swift Action to activate, lasts one round, and is usable at will. Each Master Fighting Style must have a name (see Naming Your Fighting Style below), and provides two bonuses from the Master Fighting Style Abilities. When a Monk gains a new Master Fighting Style, he may replace one of his Fighting Styles with a different Fighting Style.

Master Fighting Style Abilities:

- While Active, your Master Fighting Style allows you to teleport yourself and everything you are physically carrying 60 feet in any direction as a free action usable once per round.
- While Active, your Master Fighting Style provides total concealment.
- While Active, your Master Fighting Style transforms your slam attacks into Force effects that inflict Force damage.
- While Active, your Master Fighting Style affects any creature struck with your slam attack with a *banishment* effect that transports it back to its home plane unless it succeeds at a Will save (DC 10 +

$\frac{1}{2}$ character level + Wisdom Modifier). Outsiders suffer a -4 penalty to their saving throw. A creature so banished, may not return to the plane it was banished from for a year.

- While Active, your Master Fighting Style forces any creature struck by your slam attack to make a Reflex Save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or be *helpless* for one round.
- While Active, your Master Fighting Style provides you the effect of an *air walk* spell, and gives you a +20' Competence bonus to your speed.
- While Active, your Master Fighting Style affects any opponent you successfully trip or bullrush with the violent thrust version of *telekinesis*, with a caster level equal to your character level. There is no saving throw against this effect.
- While Active, your Master Fighting Style allows you to shoot fire out of your hands or mouth as a standard action. The fire can be shot out to medium range, requires a ranged touch attack, and inflicts 1d6 of fire damage per character level if it hits.
- While Active, your Master Fighting Style causes your slam attack to inflict vile damage.
- While Active, your Master Fighting Style forces every creature within 10 feet of you to make a Will save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or become *panicked* for one minute.
- While Active, your Master Fighting Style affects any target you strike with your slam attack with a targeted version *greater dispelling* with a caster level equal to your character level.
- While Active, your Master Fighting Style causes 5d6 of Sonic damage to everything within 30 feet of you when you inflict damage with your slam attack against any target. You are immune to Sonic damage while your Master Fighting Style is active.
- Instead of gaining a Master Fighting Style Ability, you may choose two regular Fighting Style Abilities.

Leap of the Clouds (Su): At 10th level, the DC for any jump check is divided by 5.

Master of the Four Winds (Su): The Monk's breath of life is carried on the winds of fate. At 12th level, if the monk is restored to life, he doesn't lose a level for doing so.

Master of the Four Seasons: Time passes relentlessly in the world, but for a monk of 14th level, the change of seasons is as no change at all. He no longer appears to age, never accumulates any additional penalties for growing older and will never die of old age.

Grand Master Fighting Style (Su): At levels 15, 17, and 19, the Monk learns a Grand Master Fighting Style. Each Grand Master Fighting style requires a Swift Action to activate, lasts one round, and is usable at will. Each Grand Master Fighting Style must have a name (see Naming Your Fighting Style below), and provides two bonuses from the Grand Master Fighting Style Abilities. When a Monk gains a new Grand Master Fighting Style, he may replace one of his Fighting Styles or Master Fighting Style with a different Style of the same type.

Grand Master Fighting Style Abilities:

- While Active, your Grand Master Fighting Style makes you and everything you are carrying *incorporeal*, your slam attacks are incorporeal touch attacks.
- While Active, your Grand Master Fighting Style slows down time to the point where you can act twice each round, you do not gain an extra Swift Action during your extra actions.
- While Active, your Grand Master Fighting Style allows you to punch a hole through space and time, allowing you to open a travel version of *gate* with a slam attack.
- While Active, your Grand Master Fighting Style prevents all [Teleport] effects from entering or exiting within 1 mile of your location.
- While Active, your Grand Master Fighting Style causes your slam attacks to reduce the spell resistance of enemies by an equal amount to the damage the slam attack inflicts.
- While Active, your Grand Master Fighting Style forces every creature struck with your slam attack to make a Fortitude save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or die.
- While Active, your Grand Master Fighting Style affects any target you strike with your slam attack with a *disintegrate* effect, with a caster level equal to your character level (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier).
- While Active, your Grand Master Fighting Style causes you to regenerate. You recover a number of points of nonlethal damage each round equal to your character level. Unarmed or Slam attacks inflict regular damage.

- While Active, your Grand Master Fighting Style forces any opponent you strike with your slam attack to make a Willpower save (DC 10 + ½ character level + Wisdom Modifier) or become *feeble minded*.
- While Active, your Grand Master Fighting Style affects every target you strike with a slam attack with the violent thrust version of *telekinesis*, with a caster level equal to your character level. There is no saving throw against this effect.
- Instead of gaining a Grand Master Fighting Style Ability, you may choose two Master Fighting Style Abilities.

Perfect Mastery: Once per day, a Monk of 18th level or higher may activate a Fighting Style, Master Fighting Style, or Grand Master Fighting Style and extend its duration to 1 round/level rather than 1 round. Activating this style is still a Swift Action. Other styles may be activated during this period, though their duration is normally going to be only 1 round

Grand Master of Flowers: At 20th level, the Monk becomes an Outsider, an immortal of legend. He gains the augmented subtype of his previous type, and has Damage Reduction of 20/Epic.

Naming your Fighting Style: You can select a name randomly by rolling a d10 for each column on the chart. Or you could just pick a name I guess. You can also use words not on the chart, or make up your own chart entirely.

Table 3.14: Random Monk Fighting Style

	Adjective	Animal	Noun
1	Running	Ox	Fist
2	Hungry	Tiger	Stance
3	Angry	Dragon	Spinning Kick
4	Naked	Crane	Attack
5	Drunken	Monkey	Technique
6	Fortunate	Turtle	Style
7	Lazy	Manticore	Dance
8	Swift	Serpent	Movement
9	Powerful	Hummingbird	Touch
10	Enlightened	Demon	Fu

3.11 Rogue

"Then we just stab it in the face... what? Fine, fine, we just stab it in both its faces."

Alignment: Any.

Races: Any

Starting Gold: 4d6x10gp (140gp)

Starting Age: As Rogue.

Hit Die: d6.

Class Skills

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skills/Level: 8 + Intelligence Bonus

Table 3.15: The Rogue

Level	BAB	Fort	Reflex	Will	Special
1st	+0	+0	+2	+0	Sneak Attack +1d6, Trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak Attack +2d6, Trap Sense +1
4th	+3	+1	+4	+1	Uncanny Dodge
5th	+3	+1	+4	+1	Sneak Attack +3d6
6th	+4	+2	+5	+2	Trap Sense +2
7th	+5	+2	+5	+2	Sneak Attack +4d6
8th	+6	+2	+6	+2	Improved Uncanny Dodge
9th	+6	+3	+6	+3	Sneak Attack +5d6, Trap Sense +3
10th	+7	+3	+7	+3	Special Ability
11th	+8	+3	+7	+3	Sneak Attack +6d6
12th	+9	+4	+8	+4	Trap Sense +4
13th	+9	+4	+8	+4	Sneak Attack +7d6, Special Ability
14th	+10	+4	+9	+4	--
15th	+11	+5	+9	+5	Sneak Attack +8d6, Trap Sense +5
16th	+12	+5	+10	+5	Special Ability
17th	+12	+5	+10	+5	Sneak Attack +9d6
18th	+13	+6	+11	+6	Trap Sense +6
19th	+14	+6	+11	+6	Sneak Attack +10d6, Special Ability
20th	+15	+6	+12	+6	--

Class Features

All of the following are class features of the Rogue

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies – undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a rogue gains a special ability of her choice from among the following options.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat: A rogue may gain a bonus feat in place of a special ability.

3.12 Samurai

"My ancestors had words for people who would do such a thing. They were not nice words."

The war torn countrysides of many a land are held together with tremendous amounts of dedicated work by masters of weaponry and honor. These martial specialists represent the structure of society by their very existence, and beat the living crap out of any who would dare to stand against it.

At least, that's the idea. In truth, there are those who take upon the mantle of the Samurai only to betray its ideals. Those who trample the fabric of the social network they are supposedly sworn to protect.

Alignment: The Samurai can be of any alignment. All of them must maintain the veneer of honor and civility, though there is no reason that they have to actually *be* Lawful.

Races: The Samurai is primarily found in societies where the law of the land is held in primacy over other things. So while a Samurai himself does not have to be Lawful, Lawful races bear the vast majority of Samurai.

Starting Gold: 4d6x10 gp (140 gold), plus one masterwork weapon

Starting Age: As Fighter.

Hit Die: d8

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

Skills/Level: 4 + Intelligence Bonus

Table 3.16: The Samurai

Level	BAB	Fort	Reflex	Will	Special
1st	+1	+0	+0	+2	Ancestral Weaponry, Pledge of Loyalty
2nd	+2	+0	+0	+3	Horde Breaker
3rd	+3	+1	+1	+3	Kiai!
4th	+4	+1	+1	+4	Whirlwind Attack
5th	+5	+1	+1	+4	Ancestral Guidance
6th	+6	+2	+2	+5	Blindfighting, Terrible Blows
7th	+7	+2	+2	+5	Iaijutsu
8th	+8	+2	+2	+6	Parry Magic
9th	+9	+3	+3	+6	Subtle Cut
10th	+10	+3	+3	+7	Blade of Devastation
11th	+11	+3	+3	+7	Iaijutsu Focus
12th	+12	+4	+4	+8	Cut Magic
13th	+13	+4	+4	+8	Deny Arcane Defenses
14th	+14	+4	+4	+9	Final Cut
15th	+15	+5	+5	+9	Iaijatsu Master
16th	+16	+5	+5	+10	Reflect Magic
17th	+17	+5	+5	+10	Blade of Souls
18th	+18	+6	+6	+11	Deny Armor
19th	+19	+6	+6	+11	Iaijutsu Grandmaster
20th	+20	+6	+6	+12	Scrolls of Wisdom

Class Features

All of the following are class features of the Samurai

Weapon and Armor Proficiency: Samurai are proficient with all simple and martial weapons, as well as a single Exotic weapon appropriate to the Samurai's tradition. Samurai are proficient with Light and Medium Armor, but not with shields of any kind.

Ancestral Weaponry (Ex): Every culture with a Samurai tradition has a signature weapon that Samurai from that culture use. Whether it is the Spiked Chain of the Hobgoblin Khanate of Khadun or the Katana of the Human Empire of Rokugan, the weapon serves as a symbol of the office and prowess of the Samurai.

A samurai can only have one weapon designated as his Ancestral Weapon at a time, and this weapon must be a masterwork weapon exalted by the Samurai's warrior culture. He must perform a 24 hour ritual to call his ancestral spirits into the weapon and designate it as his Ancestral Weapon. This ritual costs 100 gp in incense and offerings, and once performed grants the following abilities:

- Counts as his Ancestral Weapon for all Samurai abilities.
- Counts as a Magic weapon (+1/3rd the character's level, rounded up, as an enhancement bonus to attack and damage).
- Counts as Ghost Touch (no miss chance against incorporeal creatures).
- The Ancestral weapon has double HP and +10 Hardness. Apply this bonus first, then add in the additional bonus HP and hardness from having the enhancement bonus above.

Pledge of Loyalty (Ex): Samurai pledge their loyalty to a Lord, a figure of temporal power and head of a noble family or clan. To retain this Lord, they must follow this Lord's orders and uphold any Code of Conduct the Lord obeys. As long as a Samurai does these two things, he cannot be forced to act against his Lord or Lord's family by mind-affecting effects.

Samurai who have broken their vows to their lord are called ronin, while samurai who have never been pledged to a lord or are unwilling to do so are weaponmasters called kensai, sword saints, or simply "master swordsman" or other descriptive title. Regardless of their name, Samurai without a Lord receive a +4 bonus against mind-affecting effects.

Horde Breaker: A Samurai gains Horde Breaker as a bonus feat at 2nd level. If the Samurai already has this feat, he may choose a [Combat] Feat instead, but only if he meets the prerequisites of that feat.

Kiai! (Ex): At 3rd level, a Samurai may convert a successful strike into a confirmed critical hit. He may use this ability a number of times per day equal to his half his Samurai level +2. This ability is a free action that is declared after the strike is rolled and confirmed as a hit, but before damage is rolled. This ability cannot be used on Attacks of Opportunity.

Whirlwind Attack: A Samurai gains Whirlwind Attack as a bonus feat at 4th level.

Ancestral Guidance (Sp): At 5th level, a Samurai may seek guidance from his ancestors. This counts as a Commune effect that can be used once a day. A samurai can also seek guidance from other peoples' ancestors if they are available. This works like a Speak With Dead effect that may be used once per day.

Blindfighting: A Samurai gains Blindfighting as a bonus feat at 6th level. If the Samurai already has this feat, he may choose a [Combat] Feat instead, but only if he meets the prerequisites of that feat.

Terrible Blows (Su): At 6th level, a Samurai's Ancestral Weapon bypasses Damage Reduction and ignores Hardness.

Iaijutsu (Ex): When a 7th level Samurai has the Edge on an opponent, he may take an attack of opportunity against that opponent as an immediate action at any time.

Parry Magic (Su): At 8th level, a Samurai may use his Ancestral Weapon to parry magic targeted at him. When the Samurai is targeted by a spell or supernatural ability, he may take an Attacks of Opportunity against the targeted effect. If he can make an attack roll against an AC equal to the spell or effect's DC with this Attack of Opportunity, the effect does not affect him.

Subtle Cut A Samurai gains Subtle Cut as a bonus feat at 9th level. If the Samurai already has this feat, he may choose another [Combat] Feat instead, but only if he meets the prerequisites of that feat.

Blade of Devastation (Su): At 10th level, the Samurai may attack enemies within his reach through objects and walls, his Ancestral Weapon automatically destroying any unattended object or wall in the way with a Hardness less than 20. As a result, enemies do not gain cover bonuses against an attacking Samurai. This effect can also pierce Force effects.

As a standard action, he can also destroy unattended objects of any Hardness with a successful Ancestral weapon attack, or dispel up to a 10' by 10' section of a Force effect.

Iaijutsu Focus (Ex): At 11th level, a Samurai may make up to his per round limit of Attacks of Opportunity against any opponent(s) that he threatens as an immediate action.

Cut Magic (Su): At 12th level, a Samurai may attack ongoing spell effects by attacking the square they are in for Area of Effect effects or the object or person for targeted effects (which does damage as normal to the object or person). This attack is handled like the Samurai's Parry Magic ability, but it only dispels a 10' by 10' section of an Area of Effect spell or spell-like ability.

Deny Caster Defenses (Ex): At 13th level, a Samurai attacking with his Ancestral Weapon ignores any AC bonuses on his targets that come from spells or spell-like abilities.

Final Cut (Ex): At 14th level, a Samurai's Ancestral Weapon gains the Vorpal Special quality, even if it is not a slashing weapon.

Iaijutsu Master (Ex): At 15th level, any enemy struck by a Samurai's Attacks of Opportunity must make a Fortitude save against a DC equal to 10 + half the Samurai's HD + the Samurai's Wisdom bonus or be dazed for one round. A successful save against this effect makes the enemy immune to this effect for five rounds.

Reflect Magic (Su): At 16th level, an spell effect that would be dispelled by a successful use of the Samurai's Parry Magic ability can instead be reflected back on the caster, as per a Spell Turning effect.

Blade of Souls (Su): At 17th level, any enemy killed by a Samurai's Ancestral Weapon has his soul sucked into it, and this enemy cannot be raised, resurrected, or otherwise returned to life until the Ancestral Blade is broken. Each time the Ancestral Weapon takes a soul, the Samurai gains a single bonus use of his Kiai! ability that must be used before the next sunrise.

Deny Armor (Su): At 18th level, a Samurai attacking with his Ancestral Weapon ignores any AC bonuses on his targets that come from armor or natural armor.

Iaijutsu Grandmaster (Ex): At 19th level, any Attack of opportunity made by the Samurai is automatically a confirmed critical hit.

Scrolls of Wisdom (Ex): At 20th level, the Samurai has reached the pinnacle of his art, and he may compose a treatise of his collected wisdom. If he spends one month composing this treatise, he may distribute it and spread his wisdom. Anyone who reads this treatise gains a +2 competence bonus to attack characters with Samurai levels, but a -8 penalty to attack the writer of the treatise. In addition, a Samurai who writes his treatise no longer takes ability penalties for aging as long as one copy of the treatise exists.

3.13 Sorcerer

"Darkness beyond twilight, crimson beyond blood that flows, buried in the flow of time is where your power grows."

Sorcerers are characters that have found a way to fuse some sort of magical power into their own soul, and now they use that magical power to cast spells. Sometimes this comes from a strange ancestry, sometimes there's a magical transformation, a divine edict, a lurking otherworldly influence, a magical contract, just about any explanation that you can imagine. The thing to keep in mind is that, unlike with Clerics and Druids, once a Sorcerer has been infused with their power it can't just be pulled away. Many Sorcerers end up rebelling against those who once granted them power, and sometimes even surpassing them.

Sorcerers don't necessarily have any formal magical training, and the process of obtaining a sorcerous path isn't always the same from path to path, or from one Sorcerer to the next within the same path. The consistent element among all Sorcerers is that they have more spell energy to throw around each day than any other spellcaster of the same level. Usually this leads them to being a little more indiscriminate about it.

Playing a Sorcerer: A Sorcerer needs a high Charisma score. Other stats are nice, but everything the sorcerer does is powered by their Charisma score, so that's always top priority. You only gain a limited number of spells known besides your path spells, but you get more spell slots per day than any other class. So you'll be casting many of your spells more than once in a day; try to select spells that are very general. Sorcerers aren't very physically tough, so it's usually best to just "stay in the back" like a wizard does and launch spells from afar.

Alignment: Every alignment has its share of Sorcerers, though some individual Sorcerer paths are more prone to one alignment or another.

Races: Every single race has sorcerers of every path, though some races are more prone to one path or another. Magical races do not necessarily have to follow the path associated with their kind.

Starting Gold: 2d6x10 gp (70 gold)

Starting Age: As Rogue.

Hit Die: d6

Class Skills: The Sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (Arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skills/Level: 4 + Intelligence Bonus

Table 3.17: The Sorcerer

Level	BAB	Fort	Ref	Wil	Special	Spells Per Day								
						1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Sorcerous Path, Sorcerous Secret	3	--	--	--	--	--	--	--	--
2nd	+1	+0	+0	+3	--	4	--	--	--	--	--	--	--	--
3rd	+1	+1	+1	+3	Sorcerous Secret	5	--	--	--	--	--	--	--	--
4th	+2	+1	+1	+4	--	6	3	--	--	--	--	--	--	--
5th	+2	+1	+1	+4	Sorcerous Secret	6	4	--	--	--	--	--	--	--
6th	+3	+2	+2	+5	--	6	5	3	--	--	--	--	--	--
7th	+3	+2	+2	+5	Sorcerous Secret	6	6	4	--	--	--	--	--	--
8th	+4	+2	+2	+6	--	6	6	5	3	--	--	--	--	--
9th	+4	+3	+3	+6	Sorcerous Secret	6	6	6	4	--	--	--	--	--
10th	+5	+3	+3	+7	--	6	6	6	5	3	--	--	--	--
11th	+5	+3	+3	+7	Sorcerous Secret	6	6	6	6	4	--	--	--	--
12th	+6	+4	+4	+8	--	6	6	6	6	5	3	--	--	--
13th	+6	+4	+4	+8	Sorcerous Secret	6	6	6	6	6	4	--	--	--
14th	+7	+4	+4	+9	--	6	6	6	6	6	5	3	--	--
15th	+7	+5	+5	+9	Sorcerous Secret	6	6	6	6	6	6	4	--	--
16th	+8	+5	+5	+10	--	6	6	6	6	6	6	5	3	--
17th	+8	+5	+5	+10	Sorcerous Secret	6	6	6	6	6	6	6	4	--
18th	+9	+6	+6	+11	--	6	6	6	6	6	6	6	5	3
19th	+9	+6	+6	+11	Sorcerous Secret	6	6	6	6	6	6	6	6	4
20th	+10	+6	+6	+12	Ultimate Sorcery	6	6	6	6	6	6	6	6	6

Class Features

All of the following are class features of the Sorcerer

Weapon and Armor Proficiency: Sorcerers are proficient with all Simple weapons. They are not proficient with any form of Armor or Shield, and such things can interfere with their spellcasting as well (see [Arcane Spell Failure](#)).

Spells: A sorcerer casts Arcane spells from their path list, as well as spells from the Wizard spell list. Any spell that the sorcerer knows can be cast as long as they have a remaining slot available, Sorcerers do not need to prepare their spells ahead of time.

To cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, she receives bonus spells per day if she has a high Charisma score.

A sorcerer's selection of spells is extremely limited. They begin play knowing all the 0th and 1st level spells of their Path. At each level above first they can select an additional spell off of the Wizard Spell List of any spell level that they have available.

Unlike other arcane spellcasters, a Sorcerer does not need to provide materials components for any of her spells unless there is a costly material component price. The Sorcerer's path provides the additional energy to replace any minor material components.

Cantrips: In addition to their normal spells per day, each Sorcerer knows three cantrips according to their Sorcerous Path. These cantrips can be cast as often as the Sorcerer desires. At third level the Sorcerer can select one additional cantrip to know, from the Wizard Spell List.

Sorcerous Path (Ex): At 1st level a Sorcerer must select what Path their sorcery comes from. Each sorcerer path grants a special ability, some additional class skills, and a list of automatically known spells. Here are some Paths, though you could probably write others if you wanted:

Aberrant Power You get power from beyond the spheres, from another world, another time. Your magic is bizarre and strange, outside of what others of your race have experienced.

Scion of Madness (Ex): You may act normally while dazed or confused. This ability does not function if a dazed status was inflicted upon you by a spell that you cast yourself.

Path Skills: Decipher Script, Knowledge (Dungeoneering), Knowledge (The Planes), Swim

Cantrips Dancing Lights, Daze, Resistance

1st Disguise Self, Obscuring Mist, Sleep

2nd Blur, Rope Trick, Touch of Idiocy

3rd Confusion, Deep Slumber, Displacement

4th Dimension Door, Black Tentacles, Fear

5th Plane Shift, Nightmare, Teleport

6th Eyebite, Mass Suggestion, Shadow Walk

7th Insanity, Prismatic Spray, Teleport Object

8th Dimensional Lock, Maze, Prismatic Wall

9th Freedom, Gate, Prismatic Sphere

Abyssal Might You are tainted and inspired by demons, or perhaps a specific demon. Your power brings ruin and devastation to the world.

Path Skills: Disguise, Knowledge (The Planes), Knowledge (Religion), Survival

Electricity Immunity (Ex): You have immunity to electricity effects and damage.

Cantrips Guidance, Resistance, Touch of Fatigue

1st Align Weapon, Lightning Bolt, Darkness

2nd Alter Self, Shatter, Web

3rd Chain Lightning, Deeper Darkness, Stinking Cloud

4th Charm Monster, Polymorph, Summon 2d6 Dretches (treat as Summon Monster IV)

5th Feeblemind, Plane Shift, True Seeing

6th Blade Barrier, Insanity, Reverse Gravity

7th Fire Storm, Greater Teleport, Power Word: Stun

8th Dimensional Lock, Greater Planar Binding, Power Word: Kill

9th Energy Drain, Implosion, Wish

Arcane Blood You have natural magic.

Path Skills: Spot, Listen, Perform

Resistant Soul (Su): Add your Charisma modifier as a bonus on saving throws against Spells and Spell-like Abilities. If you already add your Charisma to saves from some other ability then this adds an additional +2 instead.

Cantrips Arcane Mark, Mage Hand, Message

1st Color Spray, Greater Dispelling, Greater Magic Weapon

2nd Arcane Lock, Hypnotic Pattern, Rope Trick

3rd Bestow Curse, Illusory Script, Shrink Item

4th Break Enchantment, Mordenkainen's Sword, Rainbow Pattern

5th Leomund's Secret Chest, Sending, Waves of Exhaustion

- 6th** Contingency, Disintegrate, Repulsion
- 7th** Forcecage, Phase Door, Prismatic Spray
- 8th** Discern Location, Maze, Symbol of Insanity
- 9th** Gate, Shades, Storm of Vengeance

Celestial Power You have the power of the sacred lands. Your magic may have been blessed by Archons or Eladrin, or it may have come to you by much sketchier means such as drinking Celestial Ambrosia or stealing heavenly fire.

Path Skills: Diplomacy, Knowledge (Religion), Knowledge (The Planes), Sense Motive

Know Evil (Su): You can see the alignment auras of creatures within 60' of you as if you had been concentrating on an appropriate detect alignment spell or benefited from a divine version of true seeing. This gives you no special ability to see through illusions of any kind however.

Cantrips Guidance, Light, Resistance

- 1st** Daylight, Magic Circle Against Evil, Sleep
- 2nd** Glitterdust, Lesser Restoration, Searing Light
- 3rd** Dismissal, Prayer, Remove Curse
- 4th** Restoration, Spell Resistance, Sunbeam
- 5th** Hallow, Plane Shift, Sunburst
- 6th** Banishment, Heal, Mass Suggestion
- 7th** Greater Restoration, Power Word Stun, Resurrection
- 8th** Earthquake, Mass Heal, Power Word Blind
- 9th** Gate, Implosion, Mass Hold Monster

Destined Magic Fate has conspired to give you magic. It probably has some kind of plan for what you are supposed to do with it as well. You can decide for yourself whether you have any choice in the matter.

Path Skills: Escape Artist, Sense Motive, Sleight of Hand

A Higher Purpose (Su): Once per day, you may reroll one of your Saving Throws. You must keep the second roll, even if it is lower.

Cantrips Bane, Guidance, Resistance

- 1st** Aid, Augury, True Sight
- 2nd** Bestow Curse, Heroism, Slow
- 3rd** Freedom of Movement, Lesser Geas, Prayer
- 4th** Banishment, Divination, Greater Heroism
- 5th** Geas, Heroes' Feast, Legend Lore
- 6th** Find the Path, Foresight, Heal
- 7th** Discern Location, Limited Wish, Resurrection
- 8th** Greater Scrying, Moment of Prescience, Protection from Spells
- 9th** Soul Bind, Time Stop, True Resurrection

Draconic Power You have gained the natural powers of the dragon, whether naturally or through theft. The blood of Tiamat now flows through your veins.

Path Skills: Climb, Jump, Handle Animal

Energy Immunity (Ex): Depending upon the type of dragon from whom you draw the most power, select one type of Energy (Fire, Acid, Electricity, or Cold). You are immune to that kind of energy damage.

Cantrips Endure Elements, Speak with Animals, Ventriloquism

- 1st** Obscuring Mist, Spider Climb, Water Breathing
- 2nd** Darkness, Locate Object, Wind Wall
- 3rd** Plant Growth, Suggestion, Stinking Cloud

- 4th** Control Winds, Hallucinatory Terrain, Wall of Ice
- 5th** Freezing Fog, Insect Plague, Mirage Arcana
- 6th** Command Plants, Find the Path, Move Earth
- 7th** Control Weather, Summon Djinn (as a Brass Dragon), Sunburst
- 8th** Discern Location, Foresight, Whirlwind
- 9th** Elemental Swarm, Refuge, Shapechange

Earth Power You have the elemental powers of Earth, whether from ancient hanky panky with the Dao or directly from the earth beneath your feet.

Path Skills: Balance, Climb, Diplomacy

Tremor Sense (Su): You have Tremor Sense out to 10'. At 7th level, this extends to 20', and every odd numbered level after that the radius increases by 5 feet.

Cantrips Detect Snares and Pits, Magic Stone, Mending

- 1st** Grease, Longstrider, Pass Without Trace
- 2nd** Heat Metal, Meld into Stone, Soften Earth and Stone
- 3rd** Blink, Shrink Item, Stone Shape
- 4th** Stone Tell, Transmute Rock to Mud, Transmute Mud to Rock
- 5th** Move Earth, Plane Shift, Wall of Stone
- 6th** Flesh to Stone, Stone to Flesh, Wall of Iron
- 7th** Greater Teleport, Limited Wish, Reverse Gravity
- 8th** Earthquake, Iron Body, Trap the Soul
- 9th** Elemental Swarm (Earth only), Gate, Wish

Fire Power You have the powers of Fire, possibly as a blessing from the Efreet.

Path Skills: Knowledge (Nobility), Knowledge (The Planes), Decipher Script, Sense Motive

Fire Immunity (Ex): You have immunity to fire.

Cantrips Burning Hands, Detect Magic, Light

- 1st** Enlarge Person, Fireball, Reduce Person
- 2nd** Daylight, Invisibility, Scorching Ray
- 3rd** Delayed Blast Fireball, Major Image, Wall of Fire
- 4th** Fireshield, Greater Invisibility, Minor Creation
- 5th** Ethereal Jaunt, Incendiary Cloud, Planeshift
- 6th** Greater Scrying, Permanent Image, Sunburst
- 7th** Fire Seeds, Greater Teleport, Limited Wish
- 8th** Binding, Meteor Swarm, Trap the Soul
- 9th** Gate, Storm of Vengeance, Wish

Fey Power You use the magic of the Fey. The real and the unreal blend together at your whim.

Path Skills: Disguise, Handle Animal, Ride

Fairy Trod (Su): You may move unimpeded by vegetation and other natural difficult terrain, and leave no tracks in a natural surrounding. You cannot be perceived or tracked by scent.

Cantrips Flare, Ghost Sound, Light

- 1st** Color Spray, Magic Aura, Silent Image
- 2nd** Invisibility, Glitterdust, Whispering Wind
- 3rd** Displacement, Major Image, Shrink Item
- 4th** Dimension Door, Greater Invisibility, Rainbow Pattern
- 5th** Feeblemind, Seeming, Teleport
- 6th** Flesh to Stone, Permanent Image, Sympathy
- 7th** Greater Teleport, Irresistible Dance, Project Image

8th Demand, Scintillating Pattern, Screen

9th Freedom, Teleportation Circle, Weird

Infernal Power The power of the Hells flows through your arteries and veins. A dark fire of treachery and deceit powers your every waking moment.

Path Skills: Diplomacy, Knowledge (Nobility), Knowledge (The Planes), Sense Motive

See in Darkness (Su): Like a Devil, you can see in the absence of light and even in magical darkness as if it was well illuminated with no particular range limitations.

Cantrips Flare, Guidance, Open/Close

1st Charm Person, Daze Monster, Tongues

2nd Blindness/Deafness, Detect Thoughts, Resist Energy

3rd Crushing Despair, Magic Circle against Good or Chaos, Suggestion

4th Charm Monster, Dream, Fire Shield

5th Mind Fog, Plane Shift, Seeming

6th Geas, Greater Arcane Sight, Sympathy

7th Antipathy, Greater Scrying, Greater Teleport

8th Demand, Mass Charm Monster, Screen

9th Dominate Monster, Gate, Imprisonment

Shadow Power You channel the power of the plane of shadow, creating strange effects that blur the line between reality and illusion.

Path Skills: Escape Artist, Sleight of Hand, Stealth

See in Darkness (Su): You see in shadowy illumination and even full darkness as easily as fully lit areas, even in magically created areas of darkness.

Cantrips Dancing Lights, Ghost Sound, Prestidigitation

1st Color Spray, Mage Armor, Silent Image

2nd Darkness, Minor Image, Summon Swarm

3rd Deeper Darkness, Major Image, Stinking Cloud

4th Black Tentacles, Hallucinatory Terrain, Shadow Conjunction

5th Cloud Kill, Persistent Image, Shadow Evocation

6th Acid Fog, Programmed Image, Shadow walk

7th Greater Shadow Conjunction, Phase Door, Simulacrum

8th Mind Blank, Scintillating Pattern, Greater Shadow Evocation

9th Disjunction, Shades, Weird

Undead Power You have the ever living power of the living dead. Like Mum-Ra.

Path Skills: Heal, Knowledge (History), Knowledge (Religion), Stealth

Rebuke Undead (Su): You can channel negative energy like a Cleric of an Evil god of your level.

Cantrips Disrupt Undead, Inflict Minor Wounds, Mending

1st Cause Fear, Inflict Moderate Wounds, Obscuring Mist

2nd Desecrate, False Life, Ghoul Touch

3rd Animate Dead, Gentle Repose, Vampiric Touch

4th Death Ward, Enervation, Phantasmal Killer

5th Create Undead, Finger of Death, Harm

6th Circle of Death, Legend Lore, Undeath to Death

7th Control Undead, Create Greater Undead, Resurrection

8th Mass Harm, Mind Blank, Symbol of Death

9th Energy Drain, True Resurrection, Wail of the Banshee

Time Power For every thing there is a purpose, a time, and a season. Your magic has found its time and its season. It is to you to find for it a purpose.

Path Skills: Handle Animal, Heal, Survival

Always in Time (Su): Once per day you may reroll an Initiative check. The second roll must be taken even if it is lower.

Cantrips Daze, Mending, Touch of Fatigue

1st Erase, Ray of Enfeeblement, True Strike

2nd Shatter, Slow, Touch of Idiocy

3rd Gentle Repose, Haste, Sepia Snake Sigil

4th Dimension Door, Hold Monster, Waves of Fatigue

5th Break Enchantment, Fabricate, Permanency

6th Circle of Death, Disintegrate, Move Earth

7th Delayed Blast Fireball, Sequester, Vision

8th Binding, Moment of Prescience, Temporal Stasis

9th Foresight, Refuge, Time Stop

Sorcerous Secret: At every odd class level (1st, 3rd, etc), the Sorcerer selects a Sorcerous Secret from among the following list:

Armored Casting (Ex): The Sorcerer can now cast her spells in Light Armor without Arcane Spell Failure, and she gains Light Armor Proficiency. This ability can be selected a second time, granting Medium Armor Casting (and Proficiency), and a third time to grant Heavy Armor Casting (and Proficiency).

Arcane Blast (Sp): As an attack action, the Sorcerer can make a Short Ranged Touch Attack that deals 1d6 damage per level. The damage is of a type determined by the Sorcerer's Path, either Acid, Cold, Electric, Fire, or Physical (this can be an electric bolt, flame blobs, flying rocks, astral warping, whatever flavor fits the path).

Arcane Piercing (Su): When dealing damage of any kind, the Sorcerer can choose to ignore an amount of Energy Resistance, DR, and/or Hardness equal to their character level. If she selects this a second time she can even pierce through an Immunity to a damage type, dealing half damage to targets that would normally be immune.

Chaotic Soul (Su): When the Sorcerer casts a spell of any spell level other than her highest, she may subtract 2 from its effective caster level and then add 1d6 to its effective caster level. If the die rolls a 1, a completely unexplained magical effect occurs instead of the spell, as though she had used a Rod of Wonder (the spell slot is still expended). The targeting for the effect is as close to the spell's original targeting as possible within the parameters of the wondrous effect.

Claws of the Ancestors (Ex): The sorcerer's heritage manifests as pointy bits made of the sorcerer's own body. She gains two primary claws and a secondary bite as natural weapons, which deal damage appropriate for the sorcerer's size (1d6 for medium Sorcerers). These are magic weapons (with a +1 enhancement bonus per three character levels, rounded up) and they use the Sorcerer's Charisma bonus instead of his Strength bonus for all purposes. Once per round, if the sorcerer hits with any of her natural weapons, she may apply one touch-range spell he knows with that weapon (expending the appropriate spell slot as normal).

Extra Spell (Ex): The sorcerer learns one additional spell from the Wizard spell list. This spell can be of any spell level except for the Sorcerer's highest spell level. Every time the Sorcerer gains a level they can re-select what spell this ability grants, including selecting a higher level spell if their maximum spell level just went up. This ability can be selected more than once.

Familiar (Ex): A sorcerer can turn a normal Animal into a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. The sorcerer chooses the kind of familiar she gets. She can select any Animal of a size smaller than her own as the base creature. The creature's type becomes Magical Beast, and it gains an Intelligence score of 6. The animal familiar can speak one language, selected from any of the Sorcerer's automatic languages according to their race. The familiar always has at least as many hit points and hit dice as the Sorcerer does, though if it would normally have more than

that it keeps the higher amount. Its class skills are Listen, Spot, Survival, and all of the Sorcerer's Path Skills. It can also use the Sorcerer's base saves in place of its own if that would give it a higher total save bonus.

The familiar is probably pretty useless at fighting, and doesn't count as a Cohort. The main benefit of the familiar is that it can put all its skill points into a skill you don't have and then use that skill for you. Also it can fly or climb or whatever based on its animal type, so it can also do some simple scouting. If the familiar dies, it can be returned to life in any of the normal ways, or the Sorcerer can obtain a new one by performing a new ritual. The sorcerer can also dismiss a familiar to get a new one if they need to, without having to kill the old one. It goes back to being just a normal animal.

Improved Familiar (Ex): (Requires Familiar) The Sorcerer's familiar improves greatly, becoming a full Cohort. Advance the familiar as necessary in whatever way you like to give it the proper CR. Unlike a normal familiar, an improved familiar always uses its own Hit Dice, Hit Points, and Saves according to whatever progression you're using for it. It can also be any animal of the Sorcerer's size or less (instead of having to be one size smaller). It's still a Magical Beast with an Intelligence of 6 that can speak at least one language though.

Since this option required another, your Improved Familiar also gains a Resistance Bonus to Saves and an Enhancement Bonus to Natural Armor (both equal to one third its level, rounded up). An Improved Familiar can also hold items in their paws and/or mouth (depending on animal) and use them just as well as if they had thumbs and crap, so they can fire little bows and use daggers and whatever, like they were in a Redwall book. It's totally adorable really, and it gives them +2 on Charisma Checks. The Sorcerer must be at least 6th level to gain an Improved Familiar.

Planar Cohort (Ex): The Sorcerer can gain some sort of extra-planar creature (an Outsider or Elemental) as their Cohort. It uses all the normal rules for Cohorts. The Sorcerer must be at least 6th level to select this option.

Shield Casting (Ex): The Sorcerer can now cast her spells while using a shield without chance of spell failure. She must still have one hand free to perform the Somatic component of the spell, if any, so she either needs to use a Buckler or not hold a weapon in hand to cast spells while using a shield.

Skill Mastery (Ex): The Sorcerer can Take 10 with her Path Skills, even if the situation would not normally allow her to do so.

Ultimate Sorcery (Ex): Whenever a 20th level Sorcerer cast a spell, she automatically wins the game.

3.14 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.

Necrocarum 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 Necrocarum 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 3.18: 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	+5	+2	+5	Endless Smiting	2
7th	+7	+5	+2	+5	Eternal Champion, Soul Arrow	3
8th	+8	+6	+2	+6	Blood of Soulfire	3
9th	+9	+6	+3	+6	Advanced Soulmelds	4
10th	+10	+7	+3	+7	Reborn Soul	4
11th	+11	+7	+3	+7	Parry Magic	4
12th	+12	+8	+4	+8	Stunning Reaction	5
13th	+13	+8	+4	+8	Astounding Soulmelds	5
14th	+14	+9	+4	+9	Castigation, Souleater	5
15th	+15	+9	+5	+9	Soul Cleave	6
16th	+16	+10	+5	+10	Stunning Critical	6
17th	+17	+10	+5	+10	Giant-size Soulmelds	7
18th	+18	+11	+6	+11	Name of the Rose	7
19th	+19	+11	+6	+11	Eternal Revolution	7
20th	+20	+12	+6	+12	Inevitable Victory	8

Class Features

All of the following are class features of the Soulborn

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

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

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

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

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

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

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

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

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

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

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

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

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

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

- **Crushing Despair:** The Soulborn exudes an aura of palpable ennui. All opponents within 30' suffer a Morale Penalty to Attack Rolls, Damage Rolls, and Saves equal to 1/3 the character's level (round up)

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

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

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

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

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

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

- **Blink:** The Soulborn benefits from blink, and his own attacks do not suffer the miss chance.
- **All Boogy-Boogy:** The Soulborn can create an aura of fear as a free action. All creatures within 10' of the Soulborn need to make a Will save against a Fear effect (DC 10 + 1/2 Level + Charisma Modifier) or become panicked for 4 rounds. Creatures who save cannot be affected by that Fear Aura for 24 hours.
- **Dimension Door:** The Soulborn can teleport up to 120 feet as a Standard Action as per dimension door.
- **Haste:** The character benefits from haste all the time.
- **Time Ripple:** Once per turn as a free action, the Soulborn can cast slow. DC 9 + 1/2 Level + Charisma Modifier.
- **Mental Static:** The area within 40' of the Soulborn is considered distracting, and spellcasters must make a Concentration check to avoid losing spells cast. The DC is 10 + Spell Level + Charisma Modifier. And if a spellcaster has to make a Concentration check for any other reason, the DC is increased by the Soulborn's Charisma Modifier.
- **Fireshield:** Any creature who strikes the Soulborn in melee while they are wreathed in soulfire takes d10 + Level in Force Damage unless they used a reach weapon to do it. The Soulborn is also immune to 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 Soulborn 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 Soulborn can select powers off the Giant-Size Soulmeld List when making Soulmelds:

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

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.

Table 3.19: 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

3.15 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 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.

Table 3.20: 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	+2	+2	+6	Speak With Souls	5
9th	+6	+3	+3	+6	Corpse Fashion, Reincarnate	5
10th	+7	+3	+3	+7	Astounding Soulmelds	5
11th	+8	+3	+3	+7		6
12th	+9	+4	+4	+8	Autolife	6
13th	+9	+4	+4	+8	Favor of the Totems	6
14th	+10	+4	+4	+9	Exciting Soulmelds	7
15th	+11	+5	+5	+9	Embody Totem	7
16th	+12	+5	+5	+10		8
17th	+12	+5	+5	+10	Giant-Size Soulmelds	8
18th	+13	+6	+6	+11	Limitless Favor of the Totems	8
19th	+14	+6	+6	+11		9
20th	+15	+6	+6	+12	Triumph Promised by The Ancestors	9

Class Features

All of the following are class features of the Totemist

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

Soulmelds (Su): A Totemist has the ability to call upon a number of special blue glowing intangible yet vaguely beast-related wardrobe accessories that cause them to glow blue and gain additional powers. Each Soulmeld is unique, and should have its own name (check the Soulmeld chart below in order to name it). Each Soulmeld has a Basic bonus and a Totemic Power. A Totemist can only show a fraction of the Soulmelds they have at a time. At first level, the Totemist "knows" 3 Soulmelds and learns two additional Soulmelds every time they gain a Totemist level. The number of Soulmelds that can actually be used at one time is the character's number of Chakras, which is 2 at first level, rising to 3 at 2nd, 4 at 5th, 5 at 8th, 6 at 11th, 7 at 14th, 8 at 16th, and finally 9 at 19th. It takes 1 minute of meditation to change which Soulmelds are available (up to the character's number of Chakras), but only a Swift Action to activate and display any or all of them. Soulmelds shed light as a torch. Actually calling upon the Totem's power is usually a Standard Action.

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

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

- Spell Resistance (8 + Level)
- Energy Resistance to one Energy type (3 points per level)

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

- **Ankheg:** Spit soul acid out to Short Range. Ranged Touch Attack. Inflicts d4 Acid damage/level and on the Totemist's next turn will inflict a similar amount unless the acid has been doused with vinegar or beer or something in the meantime.
- **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 the 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 yanks all freestanding and handheld metal objects in a Medium Cone and piles them at the Totemist's feet. Creatures can hold onto their weapons and whatnot by making a Reflex save. Creatures wearing metal armor are subjected to a strong gale.
- **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 Totemist 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 giant's 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 3.21: 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

3.16 Wizard

"And as you can see, when I wiggle my left pinky just like this... and now your whole house is on fire. Isn't that fantastic?"

Alignment: A wizard can be of any alignment. Though the science of magic follows many rules, wizards are just as likely to be fickle as not.

Races: Wizards tend to come from places with the civilization to support wizard colleges, so a large number of Wizards come from Human, Elf, or Dwarven lands. However, members of other races can often simply travel to a wizard college if they want to learn the arts. Particularly, many Gnomes often feel the call to become Illusionists.

Starting Gold: 2d6x10 gp (70 gold)

Starting Age: As Wizard.

Hit Die: d4

Class Skills: The wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (Any) (Int), Profession (Wis), and Spellcraft (Int)

Skills/Level: 4 + Intelligence Bonus

Table 3.22: The Wizard

Level	BAB	Fort	Ref	Wil	Special	Spells Per Day								
						1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Summon Familiar, Scribe Scroll	1	--	--	--	--	--	--	--	--
2nd	+1	+0	+0	+3	--	2	--	--	--	--	--	--	--	--
3rd	+1	+1	+1	+3	--	2	1	--	--	--	--	--	--	--
4th	+2	+1	+1	+4	--	3	2	--	--	--	--	--	--	--
5th	+2	+1	+1	+4	Bonus Feat	3	2	1	--	--	--	--	--	--
6th	+3	+2	+2	+5	--	3	3	2	--	--	--	--	--	--
7th	+3	+2	+2	+5	--	4	3	2	1	--	--	--	--	--
8th	+4	+2	+2	+6	--	4	3	3	2	--	--	--	--	--
9th	+4	+3	+3	+6	--	4	4	3	2	1	--	--	--	--
10th	+5	+3	+3	+7	Bonus Feat	4	4	3	3	2	--	--	--	--
11th	+5	+3	+3	+7	--	4	4	4	3	2	1	--	--	--
12th	+6	+4	+4	+8	--	4	4	4	3	3	2	--	--	--
13th	+6	+4	+4	+8	--	4	4	4	4	3	2	1	--	--
14th	+7	+4	+4	+9	--	4	4	4	4	3	3	2	--	--
15th	+7	+5	+5	+9	Bonus Feat	4	4	4	4	4	3	2	1	--
16th	+8	+5	+5	+10	--	4	4	4	4	4	3	3	2	--
17th	+8	+5	+5	+10	--	4	4	4	4	4	4	3	2	1
18th	+9	+6	+6	+11	--	4	4	4	4	4	4	3	3	2
19th	+9	+6	+6	+11	--	4	4	4	4	4	4	4	3	3
20th	+10	+6	+6	+12	Bonus Feat	4	4	4	4	4	4	4	4	4

Class Features

All of the following are class features of the Wizard

Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Spells: A wizard casts arcane spells which are drawn from the sorcerer/ wizard spell list. A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score.

Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

Cantrips: In addition to their normal allotment of spells per day, a Wizard can prepare a number of 0th level spells, known as "cantrips". A wizard can prepare four cantrips per day, and can cast any prepared cantrip an unlimited number of times.

Familiar (Ex): A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.

Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a bonus feat.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

Spellbooks: A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for Read Magic, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to her own.

School Specialization

A school is one of eight groupings of spells, each defined by a common theme. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from her chosen school, but she then never learns to cast spells from some other schools.

A specialist wizard can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus on Spellcraft checks to learn the spells of her chosen school.

The wizard must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools.

A wizard can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the wizard, and she can't even cast such spells from scrolls or fire them from wands. She may not change either her specialization or her prohibited schools later.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Spells that do not fall into any of these schools are called universal spells.

Abjuration: Spells that protect, block, or banish. An abjuration specialist is called an Abjurer.

Conjuration: Spells that bring creatures or materials to the caster. A conjuration specialist is called a Conjurer.

Divination: Spells that reveal information. A divination specialist is called a Diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an Enchanter.

Evocation: Spells that manipulate energy or create something from nothing. An evocation specialist is called an Evoker.

Illusion: Spells that alter perception or create false images. An illusion specialist is called an Illusionist.

Necromancy: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a Necromancer.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a Transmuter.

Universal: Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Familiars

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master (a sorcerer or wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Table 3.23: Familiar Benefits

Familiar Type	Master's Benefit
Bat	+3 to Listen checks.
Cat	+3 to Move Silently checks.
Hawk	+3 to Spot checks in bright light.
Lizard	+3 to Climb checks.
Owl	+3 to Spot checks in shadows.
Rat	+2 on Fortitude Saves.
Raven ¹	+3 on Appraise checks.
Snake ²	+3 on Bluff checks.
Toad	Gain +3 hit points.
Weasel	+2 on Reflex Saves.

¹ A raven familiar can speak one language of the master's choice as a Supernatural ability.

² Tiny Viper.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Table 3.24: Familiar Progression

Level	Nat Armor	Int	Special
1st-2nd	+1	6	Alertness, Improved Evasion, Share Spells, Empathic Link
3rd-4th	+2	7	Deliver Touch Spells
5th-6th	+3	8	Speak with Master
7th-8th	+4	9	Speak with animals of its kind.
9th-10th	+5	10	--
11th-12th	+6	11	Spell Resistance
13th-14th	+7	12	Scry on familiar
15th-16th	+8	13	--
17th-18th	+9	14	--
19th-20th	+10	15	--

Chapter 4:

Skills

qwop

Chapter 5:

Feats

flop

Chapter 6:

Background and Alignment

6.1 Character Fluff

*"It's time to start asking yourself the big questions: Who **are** you? And what do **you** want?"*

Even once you pick a character background, there's still a lot left to know. Not everyone wants to bother with this sort of stuff, so here's some incentives: For each of the following questions that you answer satisfactorily about your character you get a free skill point (maximum of 5 points). A satisfactory answer is any answer that the majority of the other players agree is good enough for the current game (each player other than you, including the GM, gets 1 vote).

- Who are the people that raised your character?
- Who are the people currently alive that your character knows?
- What are some major losses (including deaths of course) that your character has faced so far?
- What was your character's first life and death situation?
- What favorite foods and drinks does your character have? Also, what foods and drinks will your character avoid?
- What sort of music or artwork does your character care about?
- What kinds of facts and lore does your character like to know? (This doesn't have to be a knowledge skill category, any kinds of lore will do.)
- Name three things that your character will do even though it might inconvenience them and/or gives them no direct advantage or benefit (eg: helping old ladies across the street, always invoking the Wanderer's Prayer at every fork in the road, etc)
- Name three things that your character will avoid doing even though it means everyone else probably thinks they're stupid or an asshole or both (eg: never travel by horse, never sell to elves, etc).
- Describe your character's appearance. Also describe their preferred clothing styles, including both the kind of outfit that they'd fight in and the kind of outfit that they'd wear for non-combat scenes (fancy parties, town life, etc).

Chapter 7:

Equipment

"It is dangerous to go alone. Take this."

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 15,000 gp or less in a split second. It can also generate most other things you care to name worth less than 15,000 gp as well, including all the special materials talked about above. When you use many Wishes in a row you can even build things out of lots of small value items put together, like a life-sized statue of a dragon made of solid adamantine. Even with all this seemingly unlimited wealth, there are things that Wish *can't* generate out of thin air. Specifically, you can't Wish for any magical items with a market price of 15,001 gp or more. 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 the things you want. Except that to build things you need materials, and to build things you can't Wish for, you also need to use materials that you can't Wish for. It's a real pain like that. Items you can't Wish for are "Wish Economy items", and so naturally the materials that you can't wish for are called "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

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. Ah, well.

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 teleports – 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 that's just not the game we're playing. 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. No one 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 equivalences 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.

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 – no one 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 on him (in addition to the fact that no one outside the reach of King Daxall's pikemen will accept Daxall Dollars).

7.2 Armor

Armor and Shield Traits

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 and Armor Stealth Penalty that's 1 point better than normal (minimum of 0).

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 (see below). 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).

Non-proficiency

If you are not-proficient with the armor or shield 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 its 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.

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 Spell Failure

Most arcane spellcasting techniques are not well suited to armor use, this is known as Arcane Spell Failure, or sometimes as simply Spell Failure. For each point of armor check penalty that your armor or shield gives you there is a 5% chance that any arcane spell that you cast with Somatic component will fail. Some classes (such as the Bard) have special class features that allows them to ignore arcane spell failure when wearing specific categories of armor. Any spell that doesn't have a Somatic component is of course also unaffected by the armor you wear.

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	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x1	x1/2
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.				

Special Armor Materials

"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.

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 Armors

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

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

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

Medium Armors

Heavy Armors

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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13.1 Aristocrat

"Oh, well why would I go do that myself? That's what you're all for."

Hit Die: d8

Class Skills: The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis).

Skills/Level: 4 + Intelligence Bonus

Table 13.1: The Aristocrat

Level	BAB	Fort	Reflex	Will	Special
1st	+0	+0	+0	+2	--
2nd	+1	+0	+0	+3	--
3rd	+2	+1	+1	+3	--
4th	+3	+1	+1	+4	--
5th	+3	+1	+1	+4	--

Class Features

All of the following are class features of the Aristocrat

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

13.2 Commoner

"Help! Help! I'm being repressed!"

Hit Die: d4

Class Skills: The Commoner's class skills (and the key ability for each skill) are Craft (Int), Profession (Wis), and Survival (Wis).

Skills/Level: 2 + Intelligence Bonus

Table 13.2: The Commoner

Level	BAB	Fort	Reflex	Will	Special
1st	+0	+0	+0	+0	Completely Common
2nd	+1	+0	+0	+0	Sharp Sticks
3rd	+1	+1	+1	+1	Common Cause

Class Features

All of the following are class features of the Commoner

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shields.

Completely Common (Ex): A commoner's stats are all 10, modified by race. Commoners don't have feats. For each feat they would have had, give them +1 hit point instead.

Sharp Sticks (Ex): A 2nd level commoner becomes proficient in all polearms. They also gain weapon proficiency with any other implement that they use in their day to day life, such as farming tools or a craftsman hammer, that could potentially be used as a weapon. Any weapon "improvised" in this manner counts as a Club appropriate to the commoner's size. If the object has sharp segments it might do slashing or piercing damage instead of bludgeoning damage.

Common Cause (Ex): A 3rd level commoner can Take 10 on Aid Another checks, either in combat or out of combat. This applies to both skill use to provide an ally with a +2 to a skill check, and in combat to either give an ally +2 to AC or +2 to one attack roll.

13.3 Expert

"Sure I can sell you some armor, I could even make you a shield to go with it, for a price."

Hit Die: d6

Class Skills: The Expert can pick any 10 skills to be class skills.

Skills/Level: 6 + Intelligence Bonus

Table 13.3: The Expert

Level	BAB	Fort	Reflex	Will	Special
1st	+0	+0	+0	+2	Trained Expert
2nd	+1	+0	+0	+3	
3rd	+2	+1	+1	+3	
4th	+3	+1	+1	+4	
5th	+3	+1	+1	+4	

Class Features

All of the following are class features of the Expert

Weapon and Armor Proficiency: The expert is proficient with Simple Weapons and Light Armor.

Trained Expert (Ex): Figuring feats for an Expert is probably too much time to take. Instead, an Expert just gets +2 to all skills that they have ranks in for each feat that they would have had.

13.4 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 13.4: 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

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.

Chapter 14:

The Planes

shadow

Appendices

Appendix A:

Spells

yak

Appendix B:

Monsters

yuck

Appendix C:

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