
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, and Undercommon.

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 Crusader

"All of my organs yearn to see this task done."

The Crusader is a martial adept who is dedicated to and driven by some sort of cause. It may be good or evil, law or chaos, racial purity, religious conviction, or something else entirely. The Crusader trains hard and learns many forms of combat, but while in the heat of battle they are driven by inspiration. Some say they are guided by the divine, others that they simply train with too many forms to have a reliable battle order when blades are drawn.

Many Crusaders are members of specific schools of martial adeptness. These schools stress martial virtues, train with specific weaponry, and have identifiable styles. A character familiar with martial adepts can easily identify a Crusader's school simply by watching them fight. Your campaign world may have special schools of martial thought in it, discuss it with your Dungeon Master. The assumed schools of martial combat are White Raven (which uses the spiked chain, three section staff, and full blade), Devoted Dragon (which uses the shard sword, the skip rock, and the thin blade), Earth Spirit (which uses the war axe, the dire pick, and the ribbon dagger), Storm Guardian (which uses the pincer staff, the harpoon, and the net), and Amethyst Mind (which uses the maul, the mancatcher, and the shotput).

Playing A Crusader: Many of a Crusader's abilities are triggered off of Charisma, and until the Crusader gains a few levels they will not have much in the way of abilities that function outside of melee range. Crusaders therefore are usually made with Charisma and Strength as primary attributes. In combat, a Crusader is fairly resilient and should usually find themselves pushed to the front line. Out of combat, Crusaders generally contribute to the party with social and leadership abilities.

Alignment: Crusaders can and do fight for any cause, more often for ideology than for pure mercenary interest. A Crusader can be of any alignment, though the class implies a certain amount of fanaticism. The Crusader detects their alignment as if they were an Undead creature (ex.: with a moderate aura at level 3).

Races: Any

Starting Gold: 8d4x10 gp (200 gold)

Starting Age: As Fighter.

Hit Die: d10

Class Skills: The Crusader's class skills are [Balance](#), [Climb](#), [Craft](#), [Diplomacy](#), [Disguise](#), [Gather Information](#), [Handle Animal](#), [Hide](#), [Intimidate](#), [Jump](#), [Knowledge](#) (Any), [Listen](#), [Move Silently](#), [Perform](#), [Profession](#), [Ride](#), [Search](#), Sleight of Hand, Spot, Survival, Swim.

Skills/Level: 4 + Intelligence Bonus

Table 3.8: The Crusader

Level	BAB	Fort	Reflex	Will	Special	Maneuvers Readied
1st	+1	+2	+2	+2	Stance, Crusader Maneuvers, Furious Counterstrike	6 (2)
2nd	+2	+3	+3	+3	Steely Resolve, Banner of Conviction	6 (2)
3rd	+3	+3	+3	+3	Indomitable Soul	6 (2)
4th	+4	+4	+4	+4	Stance, Mettle	6 (2)
5th	+5	+4	+4	+4	Zealous Surge	6 (2)
6th	+6	+5	+5	+5	Smite, Interrupting Fury	6 (2)
7th	+7	+5	+5	+5	Stance	8 (3)
8th	+8	+6	+6	+6	Never Give Up	8 (3)
9th	+9	+6	+6	+6	Very Persuasive	8 (3)
10th	+10	+7	+7	+7	Stance, Never Surrender	8 (3)
11th	+11	+7	+7	+7	So Much Smiting	8 (3)
12th	+12	+8	+8	+8	Landlord	10 (4)
13th	+13	+8	+8	+8	Stance, So Much Zealotry	10 (4)
14th	+14	+9	+9	+9	Improved Mettle	10 (4)
15th	+15	+9	+9	+9	Keep Fighting	10 (4)
16th	+16	+10	+10	+10	Stance, Leadership	10 (4)
17th	+17	+10	+10	+10	--	12 (5)
18th	+18	+11	+11	+11	Weapon Focus	12 (5)
19th	+19	+11	+11	+11	Stance	12 (5)
20th	+20	+12	+12	+12	World Conquest	12 (5)

Class Features

All of the following are class features of the Crusader

Weapon and Armor Proficiency: A Crusader is proficient with all simple and martial weapons. Crusaders are also proficient with light, medium, and heavy armor as well as with shields and great shields. If the Crusader is a member of a church or school, the character gains proficiency with their favored weapons, even if those weapons are exotic.

Crusader Maneuvers (Ex): Crusaders can use special combat techniques called "maneuvers". Maneuvers come as Strikes (which are standard actions), Counters (which are Immediate Actions), and Boosts (which are Swift Actions that normally have 1 round durations). A Crusader can use each available maneuver once before it becomes expended, however they get new available maneuvers every round (which may include maneuvers expended the previous round). Initiating a maneuver is an extraordinary ability. At first level, a Crusader knows 6 maneuvers, and learns two additional maneuvers every time they gain a level. A Crusader may also learn new maneuvers by undergoing a one day "training montage" with a teacher who knows the maneuver in question or an exhaustive written description of how the maneuver is performed. In order to learn a new maneuver, the character must meet the level requirement of it.

If a Crusader's maneuvers or stances call on an opponent to make a saving throw, the DC is 10 + half level + Charisma modifier. If the Crusader is not in a battle and has not rolled initiative, they can be expected to be able to use any of their maneuvers given some time to psyche themselves up. Figure about one full round action to choose a specific maneuver if for some reason it is important enough to count time in rounds but not stressful enough that the character would roll initiative or otherwise be under threat.

Maneuvers Readied and Available: Though a Crusader can use their abilities an unlimited number of times per day, they have a limited number of Maneuvers that are "ready" at any given time. Further, the Crusader relies upon the flash of divine or fanatical inspiration in battle and does not have full control over what maneuvers can be used at any given moment. The Crusader can change what maneuvers they have readied with five minutes of prayer and planning, but each round the Crusader randomly determines which maneuvers are "available" from among their readied maneuvers. The maneuvers are determined randomly at the beginning of the Crusader's turn, and continue to be available until the beginning of the character's next

turn.

At first level, a Crusader can ready 6 maneuvers and two are available each round. The character may not ready more or less maneuvers than their maximum, and all readied maneuvers must be different. At 7th level, the number of maneuvers the Crusader readies increases to 8 and the number that are available each round increases to 3. These increase to 10 and 4 at twelfth level, and 12 and 5 at seventeenth.

Determining Available Maneuvers. Probably the easiest way to generate your available maneuvers each round is to take six cards out of a regular poker deck (more for higher level Crusaders) and write the card symbols next to the maneuvers you want to ready. Then each turn shuffle the cards you had last turn into the cards you didn't have and deal yourself 2 new cards (more for higher level Crusaders). More enterprising players might want to write the actual names of their maneuvers onto cards and then prepare a new "deck" when they ready different maneuvers. A player could also use dice: write down a number next to each readied maneuver and then roll 2d6 (or 3d8, 4d10, or 5d12 for higher level Crusaders), with repeated numbers being rerolled until all dice are unique. The method you use isn't terribly important, so long as each maneuver has an equal chance of appearing each round.

Stances: A Stance is like a Boost that the Crusader can always use regardless of what maneuvers are ready or available. Each round they may expend a Swift Action to enact one of their known stances for one round. A Crusader knows one Stance at first level and learns a new one every three levels after that (levels 4, 7, 10, 13, 16, and 19). However, whenever a Crusader gains a level of any class, they may forget one of the Stances they know and learn a new Stance that they qualify for.

Furious Counterstrike (Ex): A Crusader has one Immediate Action and one Swift Action each turn instead of one or the other.

Steely Resolve (Ex): At 2nd level, a Crusader gains fast healing equal to half their character level when they are at less than half hit points.

Banner of Conviction (Ex): Allies within line of sight of a 2nd level Crusader gain a +2 Morale Bonus on saves versus Fear and to Morale tests.

Indomitable Soul (Ex): At 3rd level, a Crusader adds their Charisma modifier (if positive) to all Saving Throws.

Mettle (Ex): If a 4th level Crusader succeeds at a saving throw against an effect that is Fortitude or Will partial, the effect is negated as if the line read "Fortitude Negates" or "Will Negates".

Zealous Surge (Ex): A 5th level Crusader can reroll one Saving Throw per day. This does not require an action.

Smite (Ex): A 6th level Crusader can declare a "Smite" and gain an extra Swift Action (perhaps to use a Boost and a Stance, or two Stances in a turn or whatever). The Smite can only be declared once each until the next time the character readies maneuvers (though they need not actually change which maneuvers they are readying).

Interrupting Fury (Ex): A 6th level Crusader adds a bonus equal to their Charisma modifier to attack rolls made on other character's turns. The bonus is gained whether the attack is made because of an attack of opportunity, the effects of a Counter, a readied action, or any other effect that causes the Crusader to get an attack during another character's turn.

Never Give Up (Ex): An 8th level Crusader is not rendered unconscious by having more Subdual Damage than they have remaining hit points. Among other things, this means that they remain conscious while below zero hit points.

Very Persuasive (Ex): A 9th level Crusader gains a bonus to Intimidate checks equal to their ranks in the Intimidate skill. They also gain a +3 bonus to their Leadership score (if any).

Never Surrender (Ex): A 10th level Crusader is immune to [Compulsion] and [Fear] effects.

So Much Smiting (Ex): An 11th level Crusader may use their Smite every round, essentially giving them 2 Swift Actions per turn all the time.

Landlord: At 12th level, a crusader gains Landlord as a bonus feat.

So Much Zealotry (Ex): A 13th level Crusader regains the use of their Zealous Surge every time they ready maneuvers.

Improved Mettle (Ex): If a 14th level Crusader fails a Fortitude Partial or Will Partial save, they are affected with the partial effect as if a character without Mettle had succeeded at the save.

Keep Fighting (Ex): A 15th level Crusader can extend the duration of their stances or boosts from one round to two rounds. They may trigger this ability a number of times equal to their Charisma modifier each time they ready maneuvers. Extending a Boost or Stance is not an action.

Leadership: At 16th level, a Crusader gains a [Leadership] feat as a bonus feat.

Weapon Focus: At 18th level, the Crusader gains Weapon Focus and Weapon Specialization as bonus feats.

World Conquest (Ex): At 20th level, a Crusader wins the game.

Names of Crusader Techniques

Techniques of Crusaders, whether they are stances or maneuvers, have individual names. These are generally procedurally generated as described below and contain a "unique bit". The unique bit for a technique could be anything, but established schools of Crusading have terms that they use over and over again. Below are pieces of text commonly used by several schools as well as some "generic" pieces of text you might put into your technique names regardless of what school you belong to (if any).

Table 3.9: Crusader Technique Names

White Raven	Devoted Dragon	Stone Spirit	Storm Guardian	Amethyst Mind	Generic
War	Righteous	Rock	Rain	Diamond	Eastern/East
Wings	Golden Wyvern	Cavern	Hurricane	Ruby	Western/West
Victory	Guardian	Hope	Wind	Sapphire	Northern/North
Covering	Dragon	Piercer	Tumult	Glass	Southern/South
Gambit	Flame	Mantle	Mountain	Obsidian	(Character's Name)
Leader	Fiery	Trapper	Dark cloud	Blue	Elothar
Tactics	Faith	Lurker	bingo	Emerald	Perfect
White Raven	Metal	Loyalty	Wave	Topaz	Justice
White	Burning	Hammer	Depression	Singular	Rage
Raven	Drake	Column	Cyclone	Quandary	Wings
Eponymous	Scales	Chasm	Gust	Shatter	Progress
Self Referent	White	Spectral	Tornado	Safety	Strength
Inspirational	Red	Gloom	Water	Inspired	Power
Wolf	Green	Despair	Fan Dance	Cool	Tiger
Skull	Blue	Soul	Storm	Purple	Rhino
Strategem	Black	Darkness	Wash	Cutter	Mouse

Crusader Maneuvers

A Crusader's maneuvers can follow several naming conventions, which broadly fall into the category of "[Unique Bit] [Table Entry]" and "[Table Entry] [Unique Bit]". However, they can be tied together with possessives or prepositions in any way that makes them seem to flow better. Common choices for connectors are things like "of the". So by choosing the table entry "Nightmare Blade" and the unique bit "Dragon", you could plausibly have "The Dragon Nightmare Blade", "Dragon's Nightmare Blade", "Nightmare Blade Dragon", "Nightmare Blade of Dragon", or "Nightmare Blade of the Dragon". You can also experiment with converting nouns to adjectival forms to make things like "Draconic Nightmare Blade". Really: go nuts. Each maneuver can have its own unique bit or not. Use "Gatotsu" for everything or use a different color for each one, both can be cool.

Bone Crusher [Level 1 Strike] The Crusader makes a melee attack. This attack ignores any hardness, Energy Resistance, or Damage Reduction the target may have.

Brutal Strike [Level 1 Strike] The Crusader hits someone super hard with a melee attack. The attack does an extra d6 of damage. This bonus increases to 2d6 at 3rd level, 3d6 at 4th level, 4d6 at 6th level, 5d6 at 7th level, 7d6 at 8th level, 9d6 at 9th level, 11d6 at 10th level, 14d6 at 11th level, 16d6 at 12th level,

20d6 at 13th level, 100 points at 14th level, 110 points at 15th level, 125 points at 16th level, 150 points at 17th level, 175 points at 18th level, 200 points at 19th level, and 250 points of damage at 20th level.

Charging Minotaur [Level 1 Strike] The Crusader moves their speed (minimum 10 feet) into an opponent's square and initiates a Bull Rush (with the usual +2 for charging). If this succeeds, the character gains an immediate free attack with a +4 circumstance bonus on the to-hit roll.

Entrapment of Blades [Level 1 Counter] Can be used when a threatened opponent moves (including to take a 5' step). The Crusader may make a melee attack against that target.

Leading the Attack [Level 1 Strike] The Crusader makes a melee attack. If it inflicts damage on the target, the target provokes an attack of opportunity from every other creature.

Perfect Moment [Level 1 Counter] The Crusader may make a skill check instead of a Saving Throw. The character may choose the skill used.

Nightmare Blade [Level 1 Strike] The Crusader may make a normal melee attack. The target is treated as flat footed. The limit to how much attack bonus can be sacrificed into Power Attack while making a Nightmare Blade Strike is increased by 10.

Second Wind [Level 1 Strike] The Crusader makes a melee attack. If it damages the target, and the Crusader is at less than half hit points, they are healed enough to bring them to half hit points.

Stone Bones [Level 1 Boost] The Crusader gains DR X/Stone, where X is 3 + Level.

Taunting Blow [Level 1 Strike] The Crusader makes a melee attack. If it damages the target, and the Crusader has less temporary hit points than their Charisma modifier, they now have as many temporary hit points as their Charisma modifier. These temporary hit points expire the next time the character readies maneuvers.

Boulder Roll [Level 2 Strike] The Crusader may move their full speed and then make a melee attack. If the attack does any damage, the target is pushed back 5' and falls prone.

Blinding Blow [Level 2 Strike] The Crusader makes a melee attack. If the target takes any damage, they must make a Fortitude save or be blinded.

Revengeance [Level 2 Counter] Use when the Crusader is damaged by an opponent. The Crusader immediately responds by making a melee attack against that opponent.

Vision of Victory [Level 2 Boost] The Crusader gains a +10 Insight bonus to their first attack while this Boost is active, and that attack ignores concealment.

Executioner [Level 3 Strike] The Crusader makes a melee attack. If it inflicts any damage, the target must make a Fortitude Save or die.

Oldest Ploy [Level 3 Strike] All threatened enemies must make a Reflex Save or be blinded for one round. If at least one enemy is unable to see, the Crusader may make a melee attack against one of them.

Scary Face [Level 3 Boost] The Crusader may take one action with the Intimidate skill that would normally require a standard action (such as demoralize opponent) as part of initiating this Boost.

Toppling Tower Touch [Level 3 Counter] Use when a threatened opponent moves (including 5' steps). The Crusader makes a melee attack against that target. If it inflicts damage, the Crusader may also make a free Trip attempt.

Whirlwind [Level 3 Strike] The Crusader makes a melee attack against each target they threaten.

Foehammer [Level 4 Strike] The Crusader makes a melee attack. This attack does an extra 3d6 of damage and ignores any hardness, damage reduction, or energy resistance of the target. If the target takes any damage, they are staggered for one round.

Lingering Strike [Level 4 Strike] The Crusader hits the target with a cruel and lingering wound that disrupts their concentration. The Crusader makes a standard attack (melee or ranged). The attack does

double damage, and is considered to be ongoing damage for purposes of Concentration checks made in the following round.

Listen Carefully [Level 4 Boost] The Crusader "sees" invisible and incorporeal things and ignores all concealment. The Crusader gains a +4 Insight bonus to attacks and Armor Class. This Boost does not function if the Crusader is deaf.

Wraith Strike [Level 4 Strike] The Crusader makes a melee attack. This attack is resolved as a melee touch attack.

Hydra Strike [Level 5 Strike] The Crusader makes a number of basic melee attacks at their highest attack bonus equal to their Charisma modifier. No more than 2 of these attacks can be directed to a single target.

Demoralizing Strike [Level 5 Strike] The Crusader hits a target so ugly that it freaks out all of their allies. The Crusader makes a melee attack. If the target takes any damage they are sickened for the next minute. All enemies within line of sight must make a Will save or become shaken for one round.

Subtlest Defense [Level 5 Counter] Use when the Crusader is targeted by an attack or magical effect. The Crusader may immediately take a five foot step. If the attack is no longer capable of hitting the Crusader, it fails.

Psychup [Level 5 Boost] The character adds a d12 to all their damage rolls.

Bonesplitting Strike [Level 6 Strike] The Crusader makes a melee attack. If the target suffers any damage, the target also takes 2d6 of Constitution damage.

Heart Seeker [Level 6 Strike] The Crusader makes an attack (melee or ranged), and if that attack does any damage, the target must make a Fortitude save or die.

Serpent and Mongoose [Level 6 Strike] The Crusader and every ally within short range may make an attack (melee or ranged).

Wizard Ender [Level 6 Counter] When a target the Crusader can see attempts to cast a spell or use a spell-like ability, the Crusader can make an attack (melee or ranged) against that target. If the attack inflicts damage, the target must make a concentration check or lose their spell as normal.

Covering Fire [Level 7 Counter] Use when an ally moves. The Crusader may make a full attack (melee or ranged), and the ally provokes no attacks of opportunity for moving through the threatened areas of any opponents the Crusader attacks with this action.

Critical Strike [Level 7 Strike] The Crusader makes an attack (melee or ranged), and if it hits it is a critical as if it had rolled a natural 20 and then confirmed. This attack ignores Cover less than Total Cover and bypasses all Damage Reduction.

Invisible Path Following [Level 7 Counter] Use after another character uses a teleport effect that either begins or ends within long range of the Crusader. The Crusader immediately teleports to a point adjacent to where the originally teleporting character ends up (regardless of plane or distance) and then may make a normal melee attack.

Overwhelming Mountain [Level 7 Strike] The Crusader makes a melee attack. If the target takes any damage, they are stunned for one round.

Backstroke [Level 8 Counter] This maneuver can be used to interrupt any action. The Crusader makes an attack (melee or ranged), which may force a concentration check if it interrupts a spell or spell-like ability.

Demon Ender [Level 8 Strike] The Crusader makes an attack (melee or ranged). If the target takes any damage, they are returned to their plane of origin and are dimensionally anchored for one day.

Forrest of Blades [Level 8 Strike] The Crusader may move their speed and make one melee attack against each opponent they threaten at any portion of their move. If any opponent takes an attack of opportunity against the Crusader, the Crusader may make a second attack against that opponent.

Pressing Attack [Level 8 Boost] The Crusader adds 40 to his second damage roll this turn.

Beast Killer [Level 9 Strike] The Crusader makes two attacks (melee or ranged) at the same or different targets. Each attack inflicts an extra 3 points of Intelligence and Wisdom damage.

Man Slayer [Level 9 Strike] The Crusader makes an attack (melee or ranged). If this attack strikes an opponent who is neither larger than the Crusader nor has more hit dice than the Crusader, that target takes enough damage to kill them instantly. Otherwise, the target takes normal damage.

Shield Counter [Level 9 Counter] This may be used to interrupt any action. The Crusader makes a melee attack with their shield. If this attack does any damage, the target's interrupted action (if any) is canceled and their turn ends. The Crusader must actually have a shield to use this, but they do not lose their shield bonus to armor class for making a shield bash attack.

Soulcrusher [Level 9 Strike] The Crusader makes an attack (melee or ranged). This attack does double damage. If the target is dead after being damaged by this attack (whether or not it was dead before hand), it cannot be brought back from the dead (as living or undead) by anything short of true resurrection.

Earthshaker [Level 10 Strike] The Crusader makes a melee attack that does double damage. All creatures within short range (other than the Crusader) that are touching the ground must make a Fortitude Save or fall prone.

Iron Bones [Level 10 Boost] The Crusader gains DR of X/Iron, where X is 5+Level.

Pain [Level 10 Strike] The Crusader makes an attack (melee or ranged). If the target suffers any damage, they suffer a penalty on saving throws and skill checks equal to the amount of damage inflicted for one minute.

Revival Strike [Level 10 Strike] The Crusader makes an attack (melee or ranged). If the target suffers any damage, then an ally within 5' of the target is healed enough to bring them to half hit points. This is a Supernatural Ability.

Golem Ender [Level 11 Strike] The Crusader makes an attack (melee or ranged). If the target is hit, it takes double damage. If the target is damaged and it is a Construct, it is destroyed.

Immortal Fortitude [Level 11 Boost] If the Crusader would die (whether from hit point damage or some other effect) before the end of their next turn, they will not die until the end of their next turn. If they heal enough to not die, or gain immunity to whatever effect would render them dead in the interim, they do not in fact die at that point.

Manticore Parry [Level 11 Counter] Use when the Crusader is targeted by an attack. That attack misses the Crusader, the Crusader then may choose a new target that is within range of that attack and the attack is resolved normally as if the new target was the original target.

Tide of Battle [Level 11 Boost] Next turn, instead of randomly determining all of your available maneuvers, you may choose 2 of them and randomly determine the rest.

Rallying Strike [Level 12 Strike] The Crusader makes an attack (melee or ranged), and if it successfully does damage, the Crusader may end any number of ongoing [Mind Affecting] or [Fear] effects.

Elder Mountain [Level 12 Counter] Use when an opponent attacks or uses a spell or spell-like ability. The Crusader interrupts that action with an attack (melee or ranged). This attack bypasses any DR, Hardness, or Energy Resistance of the target. The attack also gains a +3d6 bonus to the damage roll.

Giant Size [Level 12 Boost] The Crusader and their equipment is counted as one size larger than they are for purposes of reach, special combat maneuvers, and weapon damage. They aren't actually a different size and are not penalized for squeezing or attack rolls.

Zebra Tone [Level 12 Boost] The Crusader gains a +8 Luck bonus to AC, attack, and damage rolls.

Aura of Tyranny [Level 13 Boost] Creatures within line of sight of the Crusader that have less hit dice than the Crusader are shaken until the Aura expires.

Beryl Defense [Level 13 Counter] Use just before making a Saving Throw. The Crusader may add their Base Attack Bonus to that Saving Throw.

Righteous Vitality [Level 13 Strike] The Crusader makes an attack (melee or ranged). If that attack does any damage, the Crusader is affected by heal (caster level equals the Crusader's level). This is a Supernatural ability.

Crushing Vice [Level 13 Strike] The Crusader makes a melee attack that does double damage. If the target suffers any damage, they are also pinned until next turn.

Dazing Strike [Level 14 Strike] The Crusader makes an attack (melee or ranged). The attack does triple damage. If any damage is inflicted on the target, the target is dazed for d3 turns.

Puff of Smoke [Level 14 Counter] Use in response to any action. The Crusader interrupts the action and moves their speed without provoking an attack of opportunity. If the action being interrupted is no longer legal, it fails. If the action being interrupted would now provoke an attack of opportunity from the Crusader, the Crusader is entitled to that attack of opportunity.

Breath of Fire [Level 14 Strike] The Crusader breathes a gout of flame. All targets in a short range cone suffer a d8 of fire damage per level. Reflex Saves halve the damage. This is a supernatural ability.

Shadows and Moonbeams [Level 14 Boost] The character can fly at double their normal ground speed with perfect maneuverability. This is a supernatural ability. This Boost lasts until the next time the character initiates a Boost or Stance.

Castigations [Level 15 Strike] The Crusader pounds their hands together and a great explosion erupts. All creatures (other than the Crusader) within short range of the Crusader must deal with Hurricane Force Winds and take a d6 per level of Sonic damage (Fortitude Partial for half damage and no wind check).

Dispersal [Level 15 Strike] All summoned creatures and objects within medium range of the Crusader vanish and do not return.

Manifest Destiny [Level 15 Counter] Use when a d20 is rolled, after seeing the result. Roll another d20 and choose which die result is used. The Crusader may use this to interfere in the rolls of other characters, whether friend or foe.

Quicksilver Motion [Level 15 Boost] The Crusader takes an extra move action this turn.

Avalanche of Blades [Level 16 Strike] The Crusader makes a number of attacks (melee or ranged) equal to their level.

Restoration Strike [Level 16 Strike] The Crusader makes an attack (melee or ranged). If the target suffers any damage, an ally within 5' of the target is healed of ability damage and drain and negative energy levels and such as per greater restoration. This is a supernatural ability.

Steel Bones [Level 16 Boost] The Crusader has DR of X/Adamantine, where X is 10 + Level. The Crusader also as SR of 10 + Level.

Vanishing Defense [Level 16 Counter] The Crusader disappears, and is invisible until the end of their next turn.

Banishing Strike [Level 17 Strike] The Crusader smashes the target out of existence. The Crusader makes a standard attack (melee or ranged), and if the target suffers any damage it is sent to another plane of the Crusader's choice, where it is then dimensionally anchored for a day. The Crusader may travel with the target if they choose.

Hatred and Malice [Level 17 Boost] The Crusader gains a +50 bonus on damage rolls.

Incorporeal Self [Level 17 Boost] The Crusader is incorporeal. Their attacks also damage incorporeal and ethereal things.

Murder Vision [Level 17 Strike] The Crusader makes a melee attack against a target that does not have to be within their reach. The melee attack reaches out to line of sight if necessary and does quadruple damage.

Denial [Level 18 Counter] Use when an action is declared within long range of the Crusader. That action is canceled.

Five Shadow Creeping Enervation of Icy Darkness and Seering Light Strike [Level 18 Strike] The Crusader makes a melee or ranged attack. If the target is struck (whether they are damaged or not), the Crusader may choose three conditions and inflict them on the target. Yes, that includes petrified and dead if desired.

Singularity [Level 18 Boost] The Crusader's speed is increased by 200'. During the turn, the character can walk on water, paper, or air without leaving a trail or being in danger of falling. The Crusader may take their Standard Action at any point during their movement and continue moving afterward.

Ultima Bladerush [Level 18 Strike] The Crusader moves their speed and makes a melee attack against any opponent that comes into their threatened range at any point during this movement. This movement does not provoke attacks of opportunity. Each attack inflicts double damage and bypasses Damage Reduction, Hardness, Energy Resistance, and Regeneration.

Unstoppable Blow [Level 19 Strike] The Crusader inflicts damage as if they inflicted a critical hit with whatever weapon they are using. No to-hit rolls, miss chances, or saving throws are checked.

Golem Soul [Level 19 Boost] The Crusader gains Spell Immunity. It's just like they had Spell Resistance, but it cannot be overcome.

Time Stopper [Level 19 Counter] The Crusader interrupts whatever is happening and takes a complete turn (though they do not draw new maneuvers), then the turn order goes back to proceeding as normal.

World Ender [Level 19 Strike] The Crusader makes an attack (melee or ranged). If it does any damage to the target, that target is destroyed.

Crusader Stances

All stances are essentially Boosts in that they take a Swift Action to enact and last until the beginning of the Crusader's next turn. Each Crusader should name their stances, with the nomenclature of "[Unique Bit] [Ability Entry] Stance". So, for example, a Crusader might choose as their unique bit "Burning" and the ability entry "Clarity" and have "Burning Clarity Stance". Each stance can have its own unique bit or not.

Clarity [Level 1] Choose a target. The Crusader gains +2 to AC and Reflex Saves against attacks and abilities from that target.

Imposing [Level 1] The Crusader may make one extra Attack of Opportunity each turn.

Punishment [Level 1] The Crusader inflicts +1d6 of damage, but has -2 AC.

Earthroot [Level 1] The character gains +20 to resist trips, bullrushes, and overruns. And +2 to Fortitude saves.

Mind Prism [Level 1] The character gains a +20 to resist disarms and feints. And a +2 to Will saves.

Spinning [Level 2] The character cannot be flanked and gains a +2 bonus to Reflex saves.

Dragon Slaying [Level 2] The character gains +2 to attack and damage rolls against enemies that have more hit dice than they do.

Ghost Fighting [Level 3] The character can touch and strike ethereal and incorporeal creatures with their melee attacks without suffering a miss chance for doing so.

Light Stepping [Level 3] The character does not exert noticeable pressure on the ground and does not leave tracks. They can also stand on and move across water without falling in. This stance lasts until the character activates a different stance.

Aggressive [Level 4] The character gains a bonus to damage rolls equal to their BAB.

Magicguarding [Level 4] The character has Spell Resistance of 5 + Level.

Fortification [Level 5] The character is immune to critical hits.

Giant Slaying [Level 5] The character gains a +4 bonus to AC and attack rolls against enemies that are larger than they are.

Mountain Roots [Level 6] The character gains a +10 bonus to resist Trip, Bullrush, Grapple, and Overrun. The character gains a +4 bonus to initiating any of these actions themselves.

Fast [Level 6] The character's movement rate is increased by 30 feet.

Hungry [Level 7] The character's attacks ignore concealment.

Shattered Soul [Level 7] The character is considered to have a different alignment than their actual alignment for purposes of spells and effects. The alternate alignment is chosen when the stance is activated.

Anchored [Level 8] The character cannot be teleported, summoned, or shifted into another plane. If they pass through a portal while in this stance, they simply move to the other side on the same plane of existence. This stance lasts until the character activates a new stance.

Eager [Level 8] The character adds +4 to initiative checks. This stance can be declared before making an Initiative check on the first round, but it still uses up a Swift Action on the first round of combat.

Air Walking [Level 9] The character does not fall, meaning that they are able to stand and move normally in the middle of the air at whatever height they have already achieved. They can also perform a series of high jumps to get to higher elevations. When the stance expires, the character loses 5 feet of elevation before they can reinitiate it.

Very Fast [Level 9] The character's movement rate is increased by 60 feet.

Wolf Pack [Level 10] The character can take an extra 5' step every time one of their attacks inflicts damage. This extra 5' step may be taken even if the character used normal movement and would not normally be allowed to take a 5' step that turn.

Troll Slaying [Level 10] The character's attacks do normal damage and ignore reductions or transformations from Damage Reduction, Regeneration, Hardness, or Energy Resistance.

Alacritous [Level 11] The character can take one extra Immediate Action this coming turn.

Cautious [Level 11] Whenever the character rolls a saving throw, they may roll two d20s and select the result they like better.

Swarming [Level 12] All allies gain a +5 morale bonus on attack rolls against enemies you threaten.

Tumultuous [Level 12] Whenever the character rolls an attack roll, they may roll two d20s and select the result they like better.

Lucky [Level 13] While in this stance, enemies within short range have a -2 Luck penalty on their Saves, Attack Rolls, and Checks.

Stunning [Level 13] Any time the character inflicts damage on a target, that target must make a Fortitude Save or be stunned for one round.

Murderous [Level 14] The first damage roll the Crusader makes each turn gains a bonus equal to twice the Crusader's BAB.

Chocolaty [Level 14] The character is immune to ability damage and ability drain.

Selfless [Level 15] The character is immune to [Mind Affecting] effects and does not appear in divinations. Actions taken while in this stance are considered to not happen for the purposes of the answers divinations give. This stance lasts until the character activates a new stance.

Prophetic [Level 15] The character is not flat footed and acts normally this round. This stance can be activated before the character's first turn in a battle, but it still uses up a Swift Action in the first turn of that battle.

Earth Tapping [Level 16] The character's speed is reduced by 10. So long as they are touching the ground, they have Regeneration 5/Electricity or Epic.

Careful [Level 16] The character can take 10 on any d20 roll, even rolls that are not checks.

Pointless [Level 17] The character does not look abnormal or out of place anywhere they go, even places where literally no one is normally allowed to be. Unless the Crusader actually engages in combat actions, their presence prompts not a second glance.

Soulless [Level 17] If the character dies while in this stance, they return to life the next day unless their head has been removed from their body in the meantime.

Insulting [Level 18] Enemies within short range of the Crusader are incapable of attacking or targeting any of the Crusader's allies unless the same action also targets or attacks the Crusader. A character can attempt to overcome this restriction for one round by spending a Swift Action to make a Willpower Save.

Invulnerable [Level 18] Spell effects of 4th level or less do not function within short range of the character. As per globe of invulnerability except as described.

Dreadful [Level 19] All enemies within line of sight of less than 8 hit dice are panicked. This is a [Mind Affecting] [Fear] effect.

Victorious [Level 19] Whenever the character rolls a d20, they may roll two d20s and choose which one they like better.

3.6 Curator

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

Alignment: Any

Races: Any

Starting Gold: 3d6x10 gp (100 gold)

Starting Age: As Cleric.

Hit Die: d8

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

Skills/Level: 4 + Intelligence Bonus

Class Features

All of the following are class features of the Curator

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

Luminous Bolt (Su): As an attack action, a Curator may fire a bolt of light at her foes. This has a range of Close (25 feet +5 ft./2 levels), does 1d6 light damage per two levels of Curator (rounded up), and requires a ranged touch attack to hit. Any creature damaged by this attack must make a Fortitude save (DC 10 + CHA + 1/2 your level) or be dazzled for one round. Undead and creatures specifically vulnerable to light take double damage, and incorporeal undead targeted by this effect have no miss chance due to incorporeality.

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

Benedictions (Su): At levels 1, 3, 5, and 7, a Curator learns a Benediction. Each Benediction requires an immediate action to activate, may target any creature the Curator can see within Close range (including

Table 3.10: The Curator

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

herself), and is usable at will. The effects of a Benediction end at the start of the Curator's next turn, and the affected creature is surrounded by a faint glow while its effects persist.

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

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

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

Heal Injuries (Sp): With a one minute ritual, a Curator of 4th level can heal a number of characters equal to her class level of a number of hit points of damage equal to her ranks in the Heal skill. This action

may be taken a number of times per day equal to 3 + the Curator's Charisma Modifier (if any), and all affected characters must be within close range of the Curator for the entire period.

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

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

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

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

- The target of your Greater Benediction receives DR 8/-.
- The target of your Greater Benediction gains energy resistance 15 against one energy type you select at the time of use.
- The target of your Greater Benediction cannot be affected by poison, disease, fear or charm effects (this does not suppress or remove effects already present).
- The target of your Greater Benediction gains the benefits of a protection from alignment effect, using an alignment you choose at the time of use.
- The target of your Greater Benediction benefits from Evasion and Improved Uncanny Dodge.
- The target of your Greater Benediction benefits from blindsight out to 30'.
- The target of your Greater Benediction does not provoke the normal attacks of opportunity for movement, ranged attacks, spells, spell-like abilities, or using items.
- The target of your Greater Benediction benefits from a freedom of movement effect.
- Anyone attacking the target of your Greater Benediction in melee must make a Reflex save or be struck by a luminous pulse for 5d6 light damage (undead and light-vulnerable creatures take double damage). Each attacker is subjected to this effect only once per round.
- Anyone attacking the target of your Greater Benediction must make a Will save (DC 10 + CHA + 1/2 your level) or fail, losing the action but not any resources (spell slots, components, XP, and the like) used to power it.
- Your Greater Benediction affects one additional target within range.
- Your Greater Benediction bestows any two effects from the Benediction Effects list.

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

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

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

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

- The target of your Supreme Benediction is immune to fire, cold, electricity, acid, sonic, negative energy, and death effects.
- The target of your Supreme Benediction is immune to fatigue, exhaustion, fear affects, mind-affecting effects, dazing, stunning, sickening, and nausea, and all such effects are immediately removed from him.
- The target of your Supreme Benediction has total concealment.

- The target of your Supreme Benediction benefits from true seeing and blindsight to 120', and his attacks never suffer a miss chance due to concealment.
- The target of your Supreme Benediction may choose to teleport himself and everything he is physically carrying up to 100' in any direction as a free action once per round.
- Any creature damaging the target of your Supreme Benediction also damages itself for half that amount (this includes ability damage).
- Any creature forcing the target of your Supreme Benediction to make a saving throw must itself make a Fortitude save (DC 10 + CHA + 1/2 your level) or be knocked unconscious for two rounds.
- Any hostile creature that meets the gaze of the target of your Supreme Benediction must make a Reflex save (DC 10 + CHA + 1/2 your level) or be cowered until it loses sight of him.
- Any creature coming within 60' of the target of your Supreme Benediction with hostile intent must make a Will save (DC 10 + CHA + 1/2 your level) or become helpless for one round. Each creature is only subjected to this effect once per round.
- The effects of your Supreme Benediction persist for one extra round.
- Your Supreme Benediction bestows any two effects from the Greater Benediction Effects list.

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

Naming Your Benediction

Naturally, all your benedictions should have a good name to shout as you're throwing them all over the place. Use the following chart for ideas

Table 3.11: Random Benediction Names

d12	Adjective	Noun	Subject
1	Holy	Benediction	of War
2	Pure	Barrier	of the Gods
3	Prismatic	Fog	of the Stars
4	Divine	Grace	of the Nymph(s)
5	Majestic	Favor	of the Flame
6	Fearsome	Light	of Fervor
7	Swirling	Kiss	of Vitality
8	Bright	Hand	of Crystal
9	Careful	Spirit	of the Blind
10	Beautiful	Knowledge	of the Fallen
11	Unearthly	Wings	of Ascension
12	Guiding	Guidance	of the Guides

Curator Spheres

The Spheres available to the Curator do not follow the thematic restrictions given in the Tome of Fiends, and therefore are not available to Fiendish Sphere users, such as the True Fiend, Conduit of the Lower Planes, and Warlock. Additionally, these Spheres do not impart fiendish traits as the Fiendish Spheres do. However, they follow all other mechanics for Fiendish Spheres.

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

- 1 Protection from Evil
- 3 Consecrate

- 5 Magic Circle against Evil
- 7 Dispel Evil
- 9 Disrupting Weapon
- 11 Banishment
- 13 Holy Word
- 15 Antimagic Field
- 17 Freedom
- 19 Soul Bind

Mystery You benefit from a constant Undetectable Alignment effect.

- 1 Disguise Self
- 3 Silence
- 5 Blacklight
- 7 Greater Invisibility
- 9 Mirage Arcana
- 11 Forbiddance
- 13 Screen
- 15 Mind Blank
- 17 Etherealness
- 19 Time Stop

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

- 1 Bless
- 3 Aid
- 5 Prayer
- 7 Lesser Globe of Invulnerability
- 9 Hallow
- 11 Heroes' Feast
- 13 Refuge
- 15 Holy Aura
- 17 Gate (Calling version only)
- 19 Miracle

Restraint You gain a +3 bonus on saves against Mind-affecting effects.

- 1 Entangle
- 3 Web
- 5 Stinking Cloud
- 7 Black Tentacles
- 9 Wall of Stone
- 11 Repulsion
- 13 Forcecage
- 15 Prismatic Wall
- 17 Temporal Stasis
- 19 Imprisonment

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

- 1 Detect Evil
- 3 Detect Thoughts

- 5 Clairaudience/Clairvoyance
- 7 Divination
- 9 True Seeing
- 11 Find the Path
- 13 Legend Lore
- 15 Discern Location
- 17 Foresight
- 19 Astral Projection

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

- 1 Charm Person
- 3 Eagle's Splendor
- 5 Flame Strike
- 7 Glorious Form (as Monstrous Form, except the new form appears glorious instead of monstrous)
- 9 Sympathy
- 11 Greater Heroism
- 13 Planar Ally
- 15 Sunburst
- 17 Weird
- 19 Implosion

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

- 1 Cure Light Wounds
- 3 Shield Other
- 5 Cure Serious Wounds
- 7 Death Ward
- 9 Raise Dead
- 11 Heal
- 13 Greater Restoration
- 15 Greater Spell Immunity
- 17 Mass Heal
- 19 True Resurrection

3.7 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.

Table 3.12: 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, Dragoncraft	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

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 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 10ft + 5ft 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 pseudophylactery: 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. If the Dragonfire Adept is wearing draconic equipment that grants Energy Resistance as well, that stacks with this energy resistance.

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).

Dragoncraft (Ex): At 6th level the Dragonfire Adept can take old dragon parts and craft them into weapons and armor like a pro. They count as having the Craft Magical Arms and Armor feat, but only when crafting weapons from dragon parts (though you can make just about any weapon from dragon parts), or when crafting a Dragonscale Suit, Dragonscale Plate, or Dragonscale Shield.

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 Blindsight 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 cast 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, Blindsense and Tremorsense out to 250ft, and Blindsight 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.

3.8 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 wils, 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

Table 3.13: 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

Class Features

- All of the following are class features of the Druid
- 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).

3.9 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 3.14: 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. This 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.

3.10 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

Table 3.15: 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

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.

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 (Su): 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 Mae 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.

3.11 Jester

*"Well no, but if I was doing it to anyone **else**, you'd think it was funny."*

To be a Jester is to see the joke in every tragedy. For them, life's a party, and most poor bastards are not invited. They live hard, play hard, and laugh hard knowing that at any moment their life might be cut short by an uncaring world. Jesters may play at being buffoons, but each is a student of life and of people, and they understand not only what makes people laugh, but what makes them cry. As adventurers, they often appreciate baubles and magical trinkets as much as anyone else, but their main goal is *to have fun*. When fighting enemies, their sense of humor takes a macabre and dark turn, becoming cruel and vicious to better demoralize their foe. As followers of the Laughing God Who Has No Temples, they are generally disrespectful atheists who wander the world looking for excitement and amusement, righting wrongs or committing crimes as the mood takes them.

Alignment: A Jester may be of any non-Lawful alignment.

Races: Jesters appear in all cultures and all races have need of buffoons.

Starting Gold: 6d4x10 gp (150 gold)

Starting Age: As Rogue.

Hit Die: d6

Class Skills: The Jester'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), [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

Class Features

All of the following are class features of the Jester

Weapon and Armor Proficiency: Jesters are proficient with light armor but not with shields of any kind. A Jester is proficient with no weapons, but suffers no attack penalty for using a weapon with which they are not proficient or which is made for a character of a different size than themselves. Even, perhaps especially, improvised weapons may be used without the usual -4 penalty.

Spellcasting: The Jester is a Spontaneous Arcane Spellcaster. A Jester casts spells from the Jester Spell List (below). A Jester automatically knows every spell on his spell list. He can cast any spell he knows without preparing them ahead of time, provided that spell slots of an appropriate level are still available. To cast a Jester spell, he must have a Charisma at least equal to 10 + the Spell level. The DC of the Jester's spells is Charisma based and the bonus spells are Charisma based.

Table 3.16: The Jester

Level	BAB	Fort	Ref	Will	Special	Spells Per Day					
						1	2	3	4	5	6
1st	+0	+0	+2	+0	Harlequin's Mask, Poison Use	--	--	--	--	--	--
2nd	+1	+0	+3	+0	Laugh It Off	0	--	--	--	--	--
3rd	+2	+1	+3	+1	+1d6 Sneak Attack, Power Slide	1	--	--	--	--	--
4th	+3	+1	+4	+1	Jester's Fient	2	0	--	--	--	--
5th	+3	+1	+4	+1	Cruel Comment	3	1	--	--	--	--
6th	+4	+2	+5	+2	+2d6 sneak Attack	3	2	--	--	--	--
7th	+5	+2	+5	+2	Sight Gag	3	2	0	--	--	--
8th	+6	+2	+6	+2	Low Comedy, Slapstick	3	3	1	--	--	--
9th	+6	+3	+6	+3	+3d6 sneak Attack	3	3	2	--	--	--
10th	+7	+3	+7	+3	Jack-in-the-Box King	3	3	2	0	--	--
11th	+8	+3	+7	+3	+4d6 sneak Attack	3	3	3	1	--	--
12th	+9	+4	+8	+4	Killer Clown	3	3	3	2	--	--
13th	+9	+4	+8	+4	+5d6 sneak Attack	3	3	3	2	0	--
14th	+10	+4	+9	+4	Annoy the Gods	3	3	3	3	1	--
15th	+11	+5	+9	+5	+6d6 sneak Attack	4	3	3	3	2	--
16th	+12	+5	+10	+5	Prat Fall	4	4	3	3	2	0
17th	+12	+5	+10	+5	+7d6 sneak Attack	4	4	4	3	3	1
18th	+13	+6	+11	+6	Last Trick	4	4	4	4	3	2
19th	+14	+6	+11	+6	+8d6 sneak Attack	4	4	4	4	4	3
20th	+15	+6	+12	+6	Eternal Trickster	4	4	4	4	4	4

Cantrips: A Jester's 0th level spells, known as "cantrips", can be used an unlimited number of times. As with other jester spells, a jester knows all cantrips on the jester spell list.

Ignore Components: A Jester may cast spells from the Jester list without using material components, regardless of whether they are costly or not. This has no effect on any spells that a Jester casts from any other spell-list.

Poison Use (Ex): A Jester may prepare, apply, and use poison without any chance of poisoning himself.

Harlequin's Mask (Ex): As long as a Jester's face is painted, masked, or adorned in the manner of a harlequin or other comedic figure, he is immune to compulsion effects.

Laugh It Off (Ex): Fate protects fools and little children, and Jesters certainly adopt the role of fools. At 2nd level, a Jester may add his Charisma modifier as a morale bonus to his saves.

Power Slide (Ex): If a 3rd level Jester takes damage from an attack, he may allow herself to be flung backwards, thereby lessening the impact. He may make a Balance check with a DC equal to the damage inflicted and if she succeeds, he suffers only half damage. This is a skill check, not a Saving Throw, so abilities such as Evasion do not apply. He is moved away from the source of damage by 5' for every 5 points of damage (or part thereof) negated in this way. If there is not enough space for him to move, he suffers a d6 of damage for each square not moved. If he passes through an occupied square, the Jester would have to make a tumble check to avoid attacks of opportunity.

If this ability is gained from another class, then the Jester may choose to increase or decrease the total distance moved by 50% (so a Power Slide that negated 12 points of damage can cause him to move 5', 10', or 15' at her choice).

Sneak Attack (Ex): At 3rd level, a Jester gains the ability to make sneak attacks as a rogue would. At 3rd level, his sneak attacks inflict 1 extra d6 of damage, and this increases by 1d6 at levels 6, 9, 11, 13, 15, 17, and 19.

Jester's Feint (Ex): At 4th level, a Jester learns to shock and unnerve his enemies by throwing unexpected objects at them. At a swift action, he may toss a brightly colored object in the square of an enemy with a Sleight of Hand Check opposed by the enemy's Spot check. If it succeeds, the enemy is denied his Dex bonus for the Jester's next attack.

Some Jesters use objects with magical or alchemic effects that act in an enemy's square to use with this ability, while others use colored balls, fruit, pieces of cloth or scarves, or other cast-off materials that fit the requirement of being brightly colored. Wealthy, desperate, or foolish Jesters sometime used coins or gems.

Cruel Comment (Ex): At 5th level, the Jester has learned to say extremely funny but hurtful things about others. As a swift action, the Jester can make a Bluff check opposed by the target's level plus Charisma check. If the target fails this check, he suffers a -4 to attack rolls, saves, and all other checks. This effect lasts 3 rounds. This is a language-dependant ability.

Sight Gag (Ex): At 7th level, the Jester may apply the Silent Spell and Still Spell metamagics spontaneously to his spells, but only if he casts them as full-round actions. This ability only works with spells on the Jester list, and it does not increase the spell's level or slot used.

Low Comedy (Ex): By using this ability, a Jester of 8th level or higher can double the armor check penalty of an opponent within 50 feet that he hits with a ranged touch attack. Using this ability is an attack action and counts as a thrown weapon. The penalty can be restored to its normal value with 10 minutes and a bar of soap.

Slapstick (Ex): At 8th level, any successful sneak attack also inflict a -2 Dex penalty to an enemy for one round.

Jack-in-the-Box King (Sp): Twice per day, a 10th level Jester may use Fabricate or Major Creation as a spell-like ability, but only if he is constructing weapons or traps.

Killer Clown (Ex): At 12th level, so long as he meets the requirements of his Harlequin's face ability, the Jester can make a special Intimidate check as a move action. If successful, this check causes the enemy to suffer the panicked condition for a round per Jester level. This is a mind-affecting fear effect.

Annoy the Gods (Su): As world-class pranksters, Jesters must learn to avoid the curses and transformations of enemies with a sense of humor. Any time a 14th level Jester has spent at least one round as the victim of an effect that could be removed by a break enchantment effect, the effect is removed.

Prat Fall (Ex): At 16th level, any time a Jester strikes an enemy with a sneak attack, the Jester can make a free Trip attack that does not provoke an Attack of Opportunity. This ability cannot be used on any one enemy more than once a round. The Jester may not be tripped if this fails, and it may be used with ranged sneak attacks. The Jester may substitute his Dexterity modifier for his Strength modifier for the opposed test to trip his foe.

Last Trick (Su): At 18th level, the Jester can turn even his death into a joke. Any time the Jester is killed or knocked unconscious, one of his spells known is cast as if it were spell in a Contingency effect.

Eternal Trickster (Ex): At 20th level, the Jester can become a personification of the Laughing God Who has No Temples. While meeting the requirements of his Harlequin's Mask ability, he does not age and is under the effects of a Mind Blank effect.

Jester Spells:

0th Level: Alarm, Detect Magic, Detect Poison, Grease, Unseen Servant, Ventriloquism.

1st Level: Fire Trap, Glitterdust, Magic Mouth, Misdirection, Pyrotechnics, Reduce Person, Sleet Storm, Hideous Laughter, Teleport Trap, Touch of Idiocy.

2nd Level: Baleful Transposition, Explosive Runes, Glyph of Warding, Rage, Rope Trick, Secret Page, Snake Sigil.

3rd Level: Feeblemind, Minor Globe of Invulnerability, Modify Memory, Faithful Hound, Nightmare, Servant Horde, Shrink Item.

4th Level: Globe of Invulnerability, Greater Glyph of Warding, Insect Plague, Persistent Image, Symbol of Weakness, Tree Shape.

5th Level: Interposing Hand, Energy Immunity, Eyebite, Repulsion, Screen, Symbol of Insanity, Telekinesis.

6th Level: Creeping Doom, Insanity, Refuge, Symbol of Sleep, Symbol of Stunning, Temporal Stasis.

3.12 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 3.17: 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, Knightly 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 ay 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.

3.13 Marshall

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

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

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

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

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Paladin.

Hit Die: d12

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

Skills/Level: 4 + Intelligence Bonus

Table 3.18: The Marshall

Level	BAB	Fort	Reflex	Will	Special
1st	+1	+2	+2	+2	Battle Shout, Heal Injuries, Inspire Bravery
2nd	+2	+3	+3	+3	Untiring, Magic Circle
3rd	+3	+3	+3	+3	Dispelling Glare, War Shout
4th	+4	+4	+4	+4	Bolster Allies, Inspire Heroism
5th	+5	+4	+4	+4	Aura of Healing, Project Voice
6th	+6	+5	+5	+5	Leadership, Restoration
7th	+7	+5	+5	+5	Heal, Terrible Shout
8th	+8	+6	+6	+6	Inspire Foolishness, Delaying Shout
9th	+9	+6	+6	+6	Inspire the Masses, Revive the Dead
10th	+10	+7	+7	+7	Mass Heal, Command Enemies
11th	+11	+7	+7	+7	Massive Presence, Inspire Greater Heroism
12th	+12	+8	+8	+8	Convert Opponents, Break Enchantment

Class Features

All of the following are class features of the Marshall

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

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

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

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

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

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

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

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

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

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

Aura of Healing (Su): A 5th level Marshall can activate an Aura of Healing as a Swift Action. This aura lasts for 10 rounds and may be activated a number of times per day equal to the Marshall's Charisma

modifier. All allies within short range heal a number of hit points equal to the Marshall's ranks in Heal during the Marshall's turn while the aura is in effect.

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

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

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

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

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

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

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

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

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

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

Command Enemies (Ex): With a standard action, a 10th level Marshall can issue commands to opponents as the spell Greater Command. Unless enemies make a Will Save (DC 10 + half Level + Charisma Modifier), these commands are obeyed. This is a [Mind Affecting] [Language Dependant] ability.

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

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

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

Break Enchantment (Sp): A 12th level Marshall can cast Break Enchantment a number of times per day equal to his Charisma Modifier.

3.14 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 3.19: 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.

Wilow 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 + $\frac{1}{2}$ 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 3.20: 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

3.15 Rogue

"Then we just stab it in the face. What's that? 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 3.21: 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	Sneak Attack Victory

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.

Sneak Attack Victory (Ex): Every time a 20th level Rogue makes a Sneak Attack, they win the game. Also, reroll all sneak attack damage dice that don't have a result of 6 (reroll more than once if you have to).

3.16 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

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).

Table 3.22: 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	Iaijutsu 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

- 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.

3.17 Soldier

"I got so much style, my styles got style."

The worlds have dozens or even hundreds of sapient races, all of whom have distinctive methods of combat and warfare. And yet, it is demonstrably true that an individual warrior of one species is pretty much interchangeable for one of any other. The true tactical uniqueness comes from the exemplar soldiers of these empires, and those are the dudes who have the actual Soldier class. However, even that only usually applies to low level Soldiers. Those who've fought in many battles get a grasp on the special tactics of the other races and start using them in battle. It is to be noted that some races (such as Osyluth) don't really engage in battle, and instead direct minions to do battle on their behalf. The secrets of battle for these races are then the tricks they drum into soldiers working for them, rather than into their own warriors.

Playing A Soldier: The Soldier has Maneuvers, Stances, and an initiator level and stuff like that. However, while they have these things, they also have a very simple system for using their abilities: they can use any of them they know whenever they want. A Soldier gets a lot of Stances (one per level) and relatively less Maneuvers (one every other level). Deal with it. A Soldier has multiple attribute dependency of Intelligence and Constitution, also they have only a moderate BAB progression. Nonetheless they are serviceable combatants even though Strength and Dexterity are probably like their 3rd or 4th best attributes.

Alignment: Soldiers can and do fight for any cause, sometimes for ideology and other times for pure mercenary interest. A Soldier can be of any alignment, and the class is no marker for level's of fanaticism. The player can choose how strongly they detect their alignment.

Races: Any

Starting Gold: 8d4x10gp (200 gold)

Starting Age: As Fighter.

Hit Die: d8

Class Skills: The Soldier's class skills (and the key ability for each skill) are [Balance](#), [Climb](#), [Craft](#), [Diplomacy](#), [Disguise](#), [Gather Information](#), [Handle Animal](#), [Hide](#), [Intimidate](#), [Jump](#), [Knowledge](#) (Any), [Linguistics](#), [Listen](#), [Move Silently](#), [Perform](#), [Profession](#), [Ride](#), [Search](#), [Sleight of Hand](#), [Spot](#), [Survival](#), [Swim](#).

Skills/Level: 4 + Intelligence Bonus

Table 3.23: The Soldier

Level	BAB	Fort	Reflex	Will	Special	Maneuvers
1st	+0	+2	+0	+0	Stances, Soldier Maneuvers, Secrets of Battle	1
2nd	+1	+3	+0	+0	Hardened Survivor	1
3rd	+2	+3	+1	+1	Wearing Shoes, Lucky	2
4th	+3	+4	+1	+1	Mighty Stances	2
5th	+3	+4	+1	+1	Veteran's Experience	3
6th	+4	+5	+2	+2	Leader of Men	3
7th	+5	+5	+2	+2	Boots Keep Walking	4
8th	+6	+6	+2	+2	Fantastic Stances	4
9th	+6	+6	+3	+3	Boots Keep Walking	5
10th	+7	+7	+3	+3	Meet Interesting People	5
11th	+8	+7	+3	+3	Boots Keep Walking	6
12th	+9	+8	+4	+4	Giant Stances	6
13th	+9	+8	+4	+4	Boots Keep Walking	7
14th	+10	+9	+4	+4	Logistics Master	7
15th	+11	+9	+5	+5	Going Places	8
16th	+12	+10	+5	+5	Epic Stances	8
17th	+12	+10	+5	+5	--	9
18th	+13	+11	+6	+6	Mass Desertion	9
19th	+14	+11	+6	+6	--	10
20th	+15	+12	+6	+6	World Conquest	10

Class Features

All of the following are class features of the Soldier

Weapon and Armor Proficiency: A Soldier is proficient with all simple and martial weapons, as well as the racial weapons of any race mentioned in one of their Combat Styles. A Soldier is proficient with Light, Medium, and Heavy Armor in addition to Shields and Great Shields.

Soldier Maneuvers (Ex): As a Soldier gains class levels they learn how to perform amazing maneuvers of daring-do and general badassery which are collectively called "Maneuvers." A Maneuver takes a Standard Action and is an Extraordinary Ability. Many of the Soldier's Stances specifically impact the Soldier's special Soldier Maneuvers, and that refers to these and not just any attack action or full attack they happen to make.

A Soldier has an Initiator level equal to their class level. A Soldier learns one maneuver each odd-numbered Soldier level, but they can also abandon any number of maneuvers they already learned whenever they gain a level of any class and learn new maneuvers that they qualify for. Most Soldier Maneuvers allow the character to make a standard attack modified in some fashion. If they are using a double weapon with which they are proficient or two finesseable weapons, they may instead make one standard attack with each weapon (adding only half their Strength bonus to the off-hand weapon), but any special maneuver effects that trigger on damage only trigger once if either or both attacks hit.

Secrets of Battle (Ex): A Soldier adds their Intelligence Modifier (if positive) to their attack rolls, up to a maximum bonus equal to their Soldier Level.

Stances (Ex): While the Soldier is not flatfooted, they may engage a Stance at the cost of one Swift Action per round. Each Stance is usually based on the unique fighting techniques of one of the world's armies that the Soldier has trained in, fought with, or researched. Each Stance is procedurally generated, allowing the character to gain the benefit of their Intelligence bonus to something they don't normally get to do and get a special additional bonus based on the racial combat styles they are emulating. Each Stance also needs a name, which can be generated on the chart at the end of this section.

Basic Bonuses:

- Add Intelligence Modifier to weapon damage.
- Add Intelligence Modifier to Armor Class.
- Add Intelligence Modifier to Saving Throws.
- Add Intelligence Modifier to Strength and Dexterity based Skill Checks.
- Gain Spell Resistance of 5 + Level + Intelligence Modifier.

Basic Race List:

Aasimar: The Soldier ignores Concealment (but not Full Concealment) unless that Concealment comes from poor lighting. Full Concealment is treated as regular Concealment unless it comes from total darkness.

Drow: If the Soldier inflicts damage on a target, they may convert all the damage to Subdual and cause 2 points of Strength Damage.

Dwarf: The Soldier resists things with great facility. If presented with a Fortitude or Willpower save for Partial, the character receives the Partial effect on a failed save and no effect at all on a successful save.

Elf: The Soldier can take their Standard Action in the middle of their Move Action, continuing their movement after the Standard Action is resolved.

Gnome: When the Soldier inflicts damage onto a creature, that creature cannot see the Soldier until the beginning of the Soldier's next turn. It's like they were invisible, or crawling around underneath them or something.

Goblin: The Soldier can redirect any attacks against their mount to themselves, and may choose to have their mount discounted from an area of effect if they are still within it.

Halfling: The Soldier can throw any weapon they are proficient with to full effect as if they had made a melee attack with it – even for Maneuvers that require a melee attack to function. A light weapon has a range increment of 30', a one-handed weapon has a range of 20', and a two handed weapon has a range increment of 10' (multiplied by the creature's base reach). A weapon thrown in this way gains a +2 to-hit for the what-the-crap factor.

Hobgoblin: The Soldier does not generate the -10 penalty to Move Silently for moving quickly, nor do they suffer the -20 penalty to Move Silently for engaging in combat.

Human: The Soldier can use any weapon or armor no matter how obscure without problem. The character is considered proficient with any weapons or armors even if exotic or improvised. The character also ignores armor check penalties and armor stealth penalties.

Kobold: When the soldier inflicts damage on a target they may as a free action place something that they have as a stored item in the target's square. Common choices include smoke sticks, thunderstones, caltrops, and feather tokens.

Orc: The character is considered to be one size category larger for purposes where that would be good such as carrying capacity, using weapons one handed, and tripping.

Tiefling: The Soldier has Full Concealment if poor lighting would give them Concealment.

Hardened Survivor (Ex): A 2nd level Soldier has resigned themselves to living in crappy conditions on both sides of a siege, and resigned themselves to eating things that a less martially oriented person would refuse out of hand. They may add their Constitution modifier to their Survival checks instead of their Wisdom Modifier. They also increase their Death Margin by their ranks in Survival.

Wearing Shoes (Ex): A 3rd level Soldier really understands how Charlie thinks. Also how K'zrtlk thinks. And they can totally emulate those dudes. The Soldier gains a bonus to Disguise equal to their ranks in Disguise, and suffers no penalty for disguising themselves as a different race.

Lucky (Ex): It's amazing how a lucky veteran keeps coming back from amazingly dangerous situations. A 3rd level Soldier gains a Luck bonus to their Saving Throws equal to their Constitution Modifier, to a maximum of their Class Level. They also never have to make saves against massive damage.

Mighty Stances: From 4th level on, a Soldier can select their racial bonuses for their stances from the Mighty Races list.

Mighty Races:

Bugbear: If the Soldier hits a target with a Maneuver and that opponent is denied their Dexterity bonus to AC or flanked, the Soldier inflicts an extra d6 of sneak attack damage per 2 class levels.

Dark Creeper: The Soldier sees in any darkness, even magical darkness, like a frickin Devil.

Deep One: Whenever the Soldier is attacked in melee with a weapon, they may make a free melee attack roll. If they score higher on their roll than the attacker did, the attacker drops their weapon. The original attack still hits or misses normally.

Gnoll: Enemies who are flanked by the Soldier are considered to be in difficult terrain and cannot take a 5' step.

Lizardfolk: When attacking from Concealment or Cover, the target is denied their Dexterity bonus as if the Soldier was attacking from Full Concealment.

Mushroomfolk: If the Soldier inflicts damage on a target, they may convert all the damage to Subdual and force the target to make a Will Save (DC 10 + half Level + Int Modifier) or be confused for 1 round / level.

Sahuagin: The Soldier can breathe water or air as whichever one would be preferable, and has a Land and Swim Speed equal to their highest of either.

Skulk: The Soldier has Concealment, and people have to deal with a 20% miss chance. This provides a +4 bonus to Hide checks.

Thri-Kreen: The Soldier can leap for stupidly ridiculous distances. Each round, the Soldier can make an additional jump with a bonus equal to their level as a free action. This jump is not limited by height and any movement is completed that round, does not provoke attacks of opportunities, and does not count against the character's normal movement.

Troglodyte: Opponents who are nauseated in your threatened range do not get a Move Action and all attacks against them receive a +2 bonus to-hit and damage.

Veteran's Experience (Ex): A 5th level Soldier has seen crazy crap and come out craftier for it. They gain an Enhancement bonus to their Intelligence equal to one third of their character level (round up).

Leader of Men: At 6th level, a Soldier gains Command as a bonus feat. If they already have Command, they can take another [Leadership] Feat that they qualify for instead.

Boots Keep Walking (Ex): At level 7 and again at levels 9, 11, and 13 a Soldier's experience fighting on the battlefields of the Heavy Metalish terrain that dots the landscape grants them special abilities related to that terrain experience. Every time the Soldier gains one of these Terrain-based abilities they also gain a cumulative +2 bonus to all Survival tests as they are able to generalize their specific experiences into relevancies in other circumstances.

Terrain Powers

Cave Crawler: The Soldier suffers no penalty for squeezing. The Soldier's movement speed is not reduced during poor visibility.

Cliff Jumper: The Soldier gains a Climb Speed equal to half their land speed. The Soldier ignores difficult terrain caused by uneven stone.

Ice Skater: The Soldier gains Energy Resistance to Cold equal to their Character Level. They ignore the effects of any decreased temperatures.

Inferno Commando: The Soldier gains Energy Resistance to Fire equal to their Character Level. They ignore the effects of any increased temperatures.

Jungle Fighter: The Soldier can move through difficult terrain caused by vegetation as if it wasn't there, counts cover from vegetation as if it was one stage better in both directions (so 50% cover would provide them a +6 AC bonus but only a +2 AC bonus to enemies), and does not take damage or get entangled from enchanted vegetation such as entangle or briar web.

Planar Champion: The Soldier ignores Planar Traits that would suck for them such as "Lawfully Aligned" or "Prison Plane" - not the Gravity or Time traits.

Swamp Beast: The Soldier is able to ignore difficult terrain that is caused by an area being water logged. Also they are immune to the nauseated condition.

Waste Warrior: The Soldier takes twice as long to dehydrate and takes half damage from dessication effects. Also they take no damage from and their visibility is not impaired by dust storms, smoke clouds, ash rains, and any similar stuff.

Fantastic Stances: From 8th level on, a Soldier can select their racial bonuses for their stances from the Fantastic Races list.

Fantastic Races

Beefolk: All enemies within the Soldier's threatened area suffer a penalty to their Will saves equal to the Soldier's Intelligence Modifier.

Doppelganger: If the Soldier inflicts damage on a target, they may convert all the damage to Subdual and force the target to make a Will Save (DC 10 + half Level + Int Modifier) or give up their surface thoughts detect thoughts style. Also the character can change shape into the target as per whatever version of alter self you're using.

Kyton: The Soldier's threatened area extends for an extra 20' in all directions.

Nerra: Any time the Soldier successfully negates a spell, or supernatural or spell-like ability targeted against them with a successful Saving Throw or Spell Resistance, the spell is reflected against the caster of the spell as per spell turning.

Ogre: If the Soldier inflicts damage with an attack of opportunity, the action that provoked the attack of opportunity is not completed.

Pixie: If the Soldier inflicts damage on a target, they may convert all the damage to Subdual and force the target to make a Will Save (DC 10 + half Level + Int Modifier) or fall asleep for 1 minute / level.

Snakefolk: All of the Soldier's maneuvers come with a poison rider if they inflict damage at all. Victim's suffer 2d4 of Constitution damage from poison, with a Fortitude Save (DC 10 + half Level + Con Modifier) for half damage.

Starfolk: If any creature uses a [Teleport] or plane shift effect within the Soldier's line of sight, they may elect to immediately teleport to a point that is adjacent to the creature's new location. Creatures cannot use Psionic abilities defensively within the Soldier's threatened area.

Succubus: If the Soldier inflicts damage on a target, they may convert all the damage to Subdual and force the target to make a Will Save (DC 10 + half Level + Int Modifier), or accept a suggestion.

Yakfolk: All spells are considered to be on the Soldier's list for purposes of activating Spell Trigger items.

Meet Interesting People (Ex): At 10th level, the Soldier can add their Intelligence Modifier to Charisma checks.

Giant Stances: From 12th level on, a Soldier can select their racial bonuses for their stances from the Giant Races list.

Giant Races

Ettin: The Soldier can attack with two weapons when using a Maneuver, and they don't even have to be light or finesseable weapons. If both attacks hit, any special effects that trigger on damage may occur twice. Both weapons use the Soldier's full Strength bonus.

Fire Giant: The Soldier can cause a burst of fire damage every time they inflict damage with a Maneuver. This is a 15' burst that inflicts half as much damage as the attack inflicted and is centered on the target. It's all fire damage, and a Reflex Save halves that damage.

Giant Frog: The Soldier can giant frog at will.

Justicator: The Soldier can redirect the target of a single target effect or attack to themselves if the original target is within the Soldier's Reach.

Osyluth: The Soldier sees through illusions and shape changing as per true seeing.

Star Spawn: The Soldier can coup de grace a target who is stunned as a standard action that does not provoke an attack of opportunity.

Stone Giant: The Soldier may catch or deflect a number of ranged weapons equal to their Intelligence modifier each turn.

Troll: The Soldier has Regeneration of 1 hit point per round per level. Acid, Fire, starvation, and suffocation do normal damage.

Vrock: When the Soldier performs a maneuver, all other creatures within 40' suffer 3d20 of ultima damage, Fortitude Save for half (DC 10 + half Level + Int Modifier).

Logistics Master (Ex): A 14th level Soldier is a master of War and can manage supply lines intuitively. The Soldier can use their Survival skill to manage Logistics on any scale from the personal to the Imperial.

Going Places (Sp): A 15th level Soldier can follow anything to anywhere. By touching something from another plane, they may Planeshift to the plane of the creature or object's origin. Since it is easy to touch yourself, a Soldier can always return to their own plane of origin. This can also be used to banish things to their home plane of existence, if they fail a willpower save.

Epic Stances: From 16th level on, a Soldier can select their racial bonuses for their stances from the Epic Races list.

Epic Races

Anathema: The Soldier can generate an antipathy effect as a free action, once per round.

Archon: The damage inflicted by the Soldier's maneuvers may be converted entirely to Light damage.

Chrono Golem: The Soldier can take actions normally during time disturbances, and continues to get turns during time stop (if cast within Long Range of the Soldier). They may interact with things that are frozen in time (so they could, for example, perform a coup de grace on a target that was in temporal stasis).

Deva: The Soldier may choose to cancel immunities to stun, sleep, or fear on targets within 30' of themselves.

Ethergaunt: Any time the Soldier strikes a target with a Maneuver, they may create an antimagic field that fills the 5' square they struck for one round.

Gelugon: Any target damaged by the Soldier's Maneuvers is slowed for 1 round. Any time the Soldier strikes a target who is shaken or worse, the attack is a critical hit.

Hook Devil: If the Soldier inflicts damage with a maneuver, they may use their attack or damage result as their Grapple result to immediately start a grapple against the same target.

Marilith: The Soldier makes a number of additional standard attacks equal to their Intelligence modifier when they perform a maneuver. Any special effect that takes place if the maneuver inflicts damage takes place if at least one of the attacks inflicts damage.

Rakshasa: The Soldier is unaffected by spells, supernatural abilities, and spell-like abilities of 6th level or less, as if they were carrying a greater orb of invulnerability around.

Storm Giant: The Soldier is unaffected by Weather effects. Also, whenever the Soldier inflicts damage with a Maneuver, they may strike any other targets (of their choice) within 60' with a lightning bolt that does half that much damage (Reflex Save for Half again).

Mass Desertion (Ex): An 18th level Soldier is a dreaded thing. When he takes to the field, enemies know their cause is hopeless. Enemies of CR 8 or less who see the Soldier in the fray simply give up. They retreat or surrender as appropriate. This is not a fear effect, and extends to line of sight.

World Conquest (Ex): At 20th level, the Soldier wins the game.

Soldier Maneuvers

In order to take a specific Strike you must have an Initiator Level sufficient to use it. If there is a Save offered by a Soldier Strike, the DC is 10 + half Character Level + Constitution Modifier.

Brutal Strike [Level 1] The Soldier hits someone super hard with a melee attack. The attack does an extra d6 of damage. This bonus increases to 2d6 at 3rd level, 3d6 at 4th level, 4d6 at 6th level, 5d6 at 7th level, 7d6 at 8th level, 9d6 at 9th level, 11d6 at 10th level, 14d6 at 11th level, 16d6 at 12th level, 20d6 at 13th level, 100 points at 14th level, 110 points at 15th level, 125 points at 16th level, 150 points at 17th level, 175 points at 18th level, 200 points at 19th level, and 250 points of damage at 20th level.

Turtle World [Level 1] The Soldier attacks normally but hides themselves from harm. The Soldier makes a standard attack and has energy resistance to all energy types and DR/- equal to their Constitution Modifier plus their Character level until the beginning of their next turn if the attack inflicts damage.

Looting Strike [Level 1] The Soldier stabs a fool and pockets their things. The Soldier makes a standard melee attack and if it inflicts damage they can force the target to drop a weapon or other carried item. The Soldier can grab and store that item if they wish.

Blinding Blow [Level 3] The Soldier strikes a foe in their eyes or whatever they see with. They make a standard attack and if they inflict damage the target must make a Fortitude Save or be blinded.

Runaround [Level 3] The Soldier runs around and stabs someone from an unconventional direction. The Soldier moves their speed and then makes a standard melee attack at +2 to-hit. The Soldier gains a +2 bonus to AC until the beginning of their next turn.

Knockdown [Level 3] The Soldier strikes someone in a manner that knocks them right down. The Soldier makes a standard attack and if it inflicts damage, the target becomes prone.

Whirlwind [Level 5] The Soldier flips out and stabs everyone. The soldier makes a standard melee attack against every opponent they can reach. They may gain no more bonus cleave attacks than they have Intelligence Modifier.

Executioner [Level 5] The Soldier chops a dude's head right off and spits down the hole in the stump. The Soldier makes a standard melee attack and if he does any damage the target makes a Fortitude Save or they die.

Delaying Tactics [Level 5] The Soldier feints and draws things out, unraveling time. The Soldier makes a standard attack. Every creature adjacent to the Soldier is slowed for Level/Rounds.

Mind Thwack [Level 7] The Soldier beats someone in the brain so hard that it creates a psychic resonance the incapacitates others. The Soldier makes a standard attack against a living, non-mindless creature and if he does any damage, all creatures except the Soldier within 10' of the target must make a Will save or be stunned for a d4 rounds.

Lingering Strike [Level 7] The Soldier hits the target with a cruel and lingering wound that disrupts their concentration. The Soldier makes a standard attack. The attack does double damage, and is considered to be ongoing damage for purposes of Concentration checks made in the following round.

Hurl Away [Level 7] The Soldier strikes an opponent and hurls them away from themselves. The Soldier makes a standard melee attack, and if it does any damage the target is also pushed away 5' for every point of Constitution bonus the Soldier has. This works like a successful Bullrush except that the Soldier doesn't need to move to keep the victim moving.

Dimensional Strike [Level 9] The Soldier reaches into the ether and tears the target a new one. The Soldier sees the invisible and then makes a standard attack that ignore Incorporeality and can strike Ethereal creatures. If the attack does any damage, the target is moved to the plane of existence that the Soldier is on and is no longer incorporeal for the next 2d4 rounds.

Meteor Smash [Level 9] The Soldier strikes the ground so hard that everything just fucking explodes. All other creatures within 30' suffer d8/level of physical bludgeoning damage, Reflex Save for half.

Demoralizing Strike [Level 9] The Soldier hits a target so ugly that it freaks out all of their allies. If the target takes any damage they are sickened for the next minute. All enemies within line of sight must make a Will save or become shaken for one round.

Critical Strike [Level 11] The Soldier strikes an opponent perfectly. The Soldier makes a standard attack, and if it hits it is a critical as if it had rolled a natural 20 and then confirmed.

Hydra Strike [Level 11] The Soldier makes a flurry of attacks. The character makes a number of standard attacks equal to their Intelligence Modifier. These don't even have to be against the same target. Every time they get a critical hit, they get an additional attack.

Blade Rush [Level 11] The Soldier runs around his opponents and jacks them up. The Soldier moves their full move without provoking attacks of opportunity and makes a standard melee attack against every opponent who is within their threatened area at any point during their move. Each attack inflicts bonus damage equal to the maximum damage inflicted by the weapon's damage die (for example: 8 damage for a longsword or falchion). The character cannot gain bonus attacks from Cleave during this maneuver.

Doom Tunnel [Level 13] The Soldier hacks a corridor through whatever happens to be in front of him, whether that be air, rock or other people. He may move out to his full charge range and attack everyone who is in his path. If he fails to kill a target, they are shoved aside so he can keep moving. Any nonliving thing in the path is Disintegrated, as per the spell.

Heaven Piercer [Level 13] The Soldier stabs the sky hard enough to split it open and cause death to rain down upon everyone around. This requires line of sight to the sky, and causes all within 50 feet to take 1d8 Electricity damage per level (Reflex half). Additionally, the general other-dimensional doom raining down pushes creatures over, negates ranged attacks, and impedes flight within 50' of the Soldier until his next turn as per a Hurricane-Force Wind. In some planes of existence, a wounded sky may leak damage types other than lightning, such as fire or acid.

Earth Shaker [Level 13] The Soldier strikes the ground and the ground strikes everyone else. All other creatures touching the ground within 60' of the soldier take 1d8 of Bludgeoning damage per level (Fortitude Half). Those creatures that fail their saves are also partially buried in dirt. They are prone and entangled until they can make an Escape Artist or Size Modified Strength test with a DC of 15 + the Soldier's Constitution modifier as a Full Round Action (or burrow or teleport out).

Banishing Strike [Level 15] The Soldier smashes the target out of existence. The Soldier makes a standard attack, and if the target suffers any damage it is sent to its home plane, where it is then dimensional anchored for a day. The soldier may travel with the target if they choose.

Harrying Strike [Level 15] The Soldier may take a 5' step that teleports to a space adjacent to a creature that was within short range of the Soldier last turn. The Soldier need not know where the target has gone since then, and can follow any distance to any plane of existence without fail. The Soldier then makes a standard attack.

Hamster Strike [Level 15] The Soldier strikes the target in such a manner that they become a small rodent. The soldier makes a standard attack, and if any damage is inflicted, the target is now a harmless hamster, as per baleful polymorph. Some Soldiers learn similar attacks that transform the target into other things.

Perfect Killer [Level 17] The Soldier strikes an enemy and they die. The Soldier makes a standard attack against a target, if the target suffers any damage it dies. This is a [Death] effect.

Extra Strike [Level 17] The Soldier makes a standard attack as a free action. This may be used once per round, and may be used on other creatures' initiative counts.

World Slaying Strike [Level 17] The Soldier attacks every creature they can see. The Soldier makes a standard attack, and this attack is resolved against every target they choose to designate out to line of sight. Make one attack roll and compare to each target's AC, but if miss chances apply, roll for each separately.

Naming Your Stances

When you name your styles, be sure to have the representative species name in there somewhere, and also generate an adjective and a noun to name the stance. The racial word can go in the first, second, or third

position depending on what sounds better. So when making a Drow style, you could have the "Underhanded Grandeur of the Drow" or the "Drow Invincible Method" or the "Informal Drow Approach".

Table 3.24: Random Soldier Stance Names

Roll or Choose	Adjective	Noun
1	Rising	Stance
2	Sweltering	Dance
3	Sneaky	Technique
4	Underhanded	Style
5	Virtuous	Grandeur
6	Wonderful	Defense
7	Glorious	Manner
8	Fantastic	Attack
9	Dark	Idiosyncrasy
10	Wicked	Tactic
11	Awesome	Maneuver
12	Splendid	Pattern
13	Informal	Mode
14	Shadow	Method
15	Sexy	Mean
16	Impenetrable	System
17	Invincible	Way
18	Inflammable	Approach
19	Sordid	Attitude
20	Wrathful	Craft

3.18 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 3.25: 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 material 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 (Ex): 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 (Su): 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.

Immortality (Ex): The Sorcerer's path makes her immortal for whatever reason (mastery of time, heart of a dragon, angelic blessing, etc). She might or might not visibly age, but it does not affect her ability scores either way (and any existing age modifiers are removed). If she does age there's probably some

ritual that can be done to restore her appearance to a younger state. The Sorcerer doesn't suffer any negative effects from being brought back from the dead. If the Sorcerer is at least 12th level and dies, she is automatically affected by Reincarnate after one day, except that she always retains her old race.

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.

3.19 Soulborn

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

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

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

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

Starting Age: As Paladin

Starting Equipment: 5d6x10gp

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

Hit Die: d10

Skill Points: 4+Int

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

Table 3.26: 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 Soulborn 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 3.27: 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

3.20 Spirit Shaman

"The fat one hates us... He knows too much. You'll have to do something about that..."

The Spirit Shaman is the team player of the natural world. They work with spirits great and small, the incorporeal spark of life within all things. From pacts and oaths, the shaman gains the camaraderie and power of these beings, allowing them to etch their will within the worlds of the living and the dead. As such, they are divine casters of a different bent than clerics and druids. While the cleric's powers come through faith and the druid's comes through communion, the shaman is more pragmatic, gaining their powers from whatever is nearby.

A Spirit Shaman is meant for two things: charming spirits and punching people in the face with said spirits. For this, the most important aspects are Wisdom and Charisma: Wisdom to understand what the spirits are going on about and Charisma to convince those spirits to crush things for you.

Alignment: Any

Races: Any

Starting Gold: 3d6x10 gp (100 gold)

Starting Age: As Rogue.

Hit Die: d6

Class Skills: The Spirit Shaman's class skills (and the key ability for each skill) are Climb, Concentration, Craft, Diplomacy, Handle Animal, Heal, Jump, Listen, Knowledge (Any), Profession, Ride, Spot, Survival, and Swim.

Skills/Level: 4 + Intelligence Bonus

Table 3.28: The Spirit Shaman

Level	BAB	Fort	Ref	Wil	Special	Spells Per Day								
						1	2	3	4	5	6	7	8	9
1st	+0	+0	+2	+2	Spirit Guide, Detect Spirits, Resist Nature's Lure	2	-	-	-	-	-	-	-	-
2nd	+1	+0	+3	+3	Strength of Spirit, Woodland Stride	3	-	-	-	-	-	-	-	-
3rd	+1	+1	+3	+3	See the Unseen, Animism (Speak in Tongues)	4	2	-	-	-	-	-	-	-
4th	+2	+1	+4	+4	Remove Curse	5	3	-	-	-	-	-	-	-
5th	+2	+1	+4	+4	Animism (Speak with Monsters)	6	4	2	-	-	-	-	-	-
6th	+3	+2	+5	+5	Break Enchantment	6	5	3	-	-	-	-	-	-
7th	+3	+2	+5	+5	Animism (Speak with Plants)	6	6	4	2	-	-	-	-	-
8th	+4	+2	+6	+6	Ether Gate	6	6	5	3	-	-	-	-	-
9th	+4	+3	+6	+6	Animism (Speak with Magic), See Pockets	6	6	6	4	2	-	-	-	-
10th	+5	+3	+7	+7	Answering Spirits, Material Shift	6	6	6	5	3	-	-	-	-
11th	+5	+3	+7	+7	Animism (Speak with Stones)	6	6	6	6	4	2	-	-	-
12th	+6	+4	+8	+8	Empty Pockets	6	6	6	6	5	3	-	-	-
13th	+6	+4	+8	+8	Animism (Speak with Air), See Deeper Pockets	6	6	6	6	6	4	2	-	-
14th	+7	+4	+9	+9	End Magic	6	6	6	6	6	5	3	-	-
15th	+7	+5	+9	+9	Live Forever	6	6	6	6	6	6	4	2	-
16th	+8	+5	+10	+10	Dual Nature	6	6	6	6	6	6	5	3	-
17th	+8	+5	+10	+10	Sculpt the Spirit Realm	6	6	6	6	6	6	6	4	2
18th	+9	+6	+11	+11	Banishment	6	6	6	6	6	6	6	5	3
19th	+9	+6	+11	+11	All Sight	6	6	6	6	6	6	6	6	4
20th	+10	+6	+12	+12	Victory	6	6	6	6	6	6	6	6	5

Class Features

All of the following are class features of the Spirit Shaman

Weapon and Armor Proficiency: Spirit Shamans are proficient with Simple weapons, along with Light and Medium armor.

Spellcasting: The spirit shaman casts divine spells. Once between times that the sun sets, a spirit shaman may commune with the spirit world for an hour. During this communion, the Spirit Shaman regains their spell slots and may select 4 spells from the Spirit Shaman list of each level she can cast spells from. These spells may be cast spontaneously by the Spirit Shaman. Applying metamagic never takes any extra time. The Spirit Shaman's save DCs are Charisma based, and their bonus spells are Wisdom based.

Orisons: In addition to their normal spell allotment, a Spirit Shaman can prepare three 0th level spells per day, known as Orisons. An orison can be used an unlimited number of times as long as it is prepared.

Spirit Guide: The Spirit Shaman has a spirit guide, some kind of freaky critter that guides them from the Ethereal plane. The spirit guide has the form of a monster with a CR equal to the spirit shaman's level,

but always has an Intelligence equal to the spirit shaman's Wisdom and has the same alignment as they do. The spirit guide exists only on the ethereal plane, but the spirit shaman can see and hear it as if it were on the same plane as they are. The spirit guide takes a new form every time the spirit shaman changes level, chosen by the GM.

Detect Spirits (Su): A Spirit Shaman knows when there are incorporeal creatures, astral creatures, ethereal creatures, or fey within 60 feet of themselves. One of these creatures that has remained within 60' of the spirit shaman for a second round has their five foot square known by the spirit shaman. A spirit shaman knows roughly how many hit dice such a creature has if they stay within 60 feet for a third consecutive round.

Resist Nature's Lure (Ex): A spirit shaman gains a +4 bonus on saves against the spell like abilities of Fey.

Strength of Spirit (Su): At 2nd level, a spirit shaman hulks out whenever they are on the ethereal plane. Add their Charisma bonus (if any) to their Strength, their Wisdom bonus (if any) to their Constitution, and their Intelligence bonus (if any) to their Dexterity. The spirit shaman also has a Deflection bonus to AC equal to their Wisdom modifier while they are on the Ethereal Plane.

Woodland Stride (Su): At 2nd level, a spirit shaman can move through natural surroundings unimpeded. The spirit shaman treats difficult terrain caused by vegetation as if it was not difficult terrain.

See the Unseen (Su): A spirit shaman of 3rd level sees invisible, astral, and ethereal things within 60 feet of themselves.

Animism (Ex): A spirit shaman can listen and speak directly to the spirit in all living things. Also they have a really expansive idea of what constitutes a living thing. At 3rd level, a spirit shaman can speak with any living creature that has a language. At 5th level, they can speak with any living creature as if they had a language and a language in common with the spirit shaman at that. At 7th level, they can speak with plants. At 9th level, they can speak with magic items and constructs. At 11th level, they can speak with earth and stone. At 13th level they can speak with the air itself, which coincidentally allows them to mimic message or whispering winds whenever they want. Note that as described in speak with plants and stone tell, that inanimate objects can be kind of uninteresting conversationalists.

Remove Curse (Sp): At 4th level, a spirit shaman may cast remove curse as a spell like ability a number of times per day equal to their Wisdom modifier. Caster level is their character level.

Break Enchantment (Sp): At 6th level, a spirit shaman may cast break enchantment as a spell like ability a number of times per day equal to their Wisdom modifier. Caster level is their character level.

Ether Gate (Su): An 8th level Spirit Shaman may open up a gateway between the ethereal plane and the physical world. The gate stays open as long as the spirit shaman concentrates. For every five feet wide the shaman makes the portal, they suffer 2 points of damage for every round they hold it open.

See Pockets (Su): A spirit shaman of 9th level or more can see what's inside any pocket dimensions whose egress is within 60 feet of themselves. The place the pocket dimension connects with the rest of reality is obvious (to the spirit shaman). At 13th level, the range extends to 120 feet.

Answering Spirits (Su): At 10th level, a spirit shaman can ask questions of the spirit world that will actually be answered. This is like contact other plane, but there is no chance of going insane. The shaman may ask a number of questions per day equal to their Wisdom modifier.

Material Shift (Su): At 10th level, the spirit shaman can draw things into the material world from coterminus planes.

Empty Pockets (Su): A spirit shaman of 12th level or more can have any number of things they are aware of pushed into the material plane from extradimensional spaces as a standard action.

End Magic (Su): With a standard action, a 14th level spirit shaman can automatically dispel an effect or suppress an item within medium range.

Live Forever (Ex): A 15th level spirit shaman lives forever and never suffers any penalties for old age, nor loses any XP for being reincarnated. Also, their type changes to Fey.

Dual Nature (Ex): At 16th level, the spirit shaman can be in the ethereal plane and whatever other plane at the same time. They count as being on the ethereal plane or their coterminus plane both. Which means that they do get the benefits of strength of spirits while picking up physical objects. Woo-hoo.

Sculpt the Spirit Realm (Su): At 17th level, a spirit shaman can fill up the ethereal realm with stuff just by thinking about it. Five minutes meditating mimics a true creation.

Banishment (Su): An 18th level spirit shaman can send any target within medium range to any plane of existence they choose with a standard action. The victim may make a Will save against a DC of 10 + \hat{A} j Level + Charisma Modifier to avoid being transported. If the victim is transported, the spirit shaman may additionally dimensional anchor them to their destination plane for 24 hours.

All Sight (Ex): At 19th level, a spirit shaman can perceive everything within medium range of themselves, even if that thing might be invisible or on a coterminous plane, or in an extradimensional space. Just because something can be perceived does not mean it is noticed, and stealth and perception checks still apply (although distance and visibility modifiers do not).

Victory: At 20th level, the Spirit Shaman wins the game.

Orisons: Alarm, Cure Minor Wounds, Detect Magic, Dancing Lights, Fleeting Flame, Prestidigitation, Light, Darkness, Detect Poison

1st Level Spells: Animate Fire, Charm Person, Cure Light Wounds, Disguise Self, Endue Elements, Entangle, Pass Without Trace, Protection from Chaos, Protection from Law, Sleep

2nd Level Spells: Blink, Control Plants, Detect Thoughts, Ethereal Jaunt, Glitterdust, Hideous Laughter, Invisibility, See Invisibility, Stone Tell, Treestride, Warp Wood, Wood Shape

3rd Level Spells: Animate Objects, Animate Plants, Clairvoyance, Consecrate, Deep Slumber, Desecrate, Etherealness, Improved Invisibility, Magic Circle Against Chaos, Magic Circle Against Law, Plant Growth, Remove Disease, Transport via Plants

4th Level Spells: Baleful Polymorph, Charm Monster, Command Plants, Dimension Door, Dimensional Anchor, Feeblemind, Neutralize Poison, Reincarnation, Scry, Stone Shape, True Sight

5th Level Spells: Break Enchantment, Circle of Death, Find the Path, Magic Jar, Move Earth, Plane Shift, Regenerate, Repel Wood, Wall of Thorns

6th Level Spells: Hallow, Heal, Insanity, Irresistible Dance, Nightmare, Unhallow

7th Level Spells: Dimensional Lock, Finger of Death, Foresight

8th Level Spells: Mass Charm, Maze, Mind Blank

9th Level Spells: Mass Heal, Soul Bind, Trap the Soul, Weird

3.21 Thief Acrobat

*"They put their safe on the **ceiling**, it's like they wanted me to take these scrolls."*

While the common rogue is a thief, con-man, and scout extraordinaire, the thief acrobat is a highly trained specialist in the art of housebreaking and feats of dexterity and acrobatics. As an adventurer, they are masters of negotiating difficult terrain and situations with flair and panache. Masters of athletics and gymnastics, they hone their art to a level that seems to be magical to the initiated. Most use these skills to gain the easy score or poorly defended hoard, but some take up the life of an adventurer as a chance to test their purely mortal skills against the world full of magic and supernatural creatures.

Alignment: Any.

Races: Any

Starting Gold: 4d4x10 gp (100 gold)

Starting Age: As Rogue.

Hit Die: d6.

Class Skills: The Thief Acrobat's skills (and the key ability for each skill) are [Appraise](#) (Int), [Balance](#) (Dex), [Bluff](#) (Cha), [Climb](#) (Str), [Craft](#) (Int), [Diplomacy](#) (Cha), [Disable Device](#) (Int), [Escape Artist](#) (Dex), [Hide](#) (Dex), [Jump](#) (Str), [Listen](#) (Wis), [Move Silently](#) (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: 6 + Intelligence Bonus

Class Features

All of the following are class features of the Thief Acrobat

Table 3.29: The Thief Acrobat

Level	BAB	Fort	Reflex	Will	Special
1st	+0	+0	+2	+0	Acrobatic Flair, Trapfinding, Pole Jump
2nd	+1	+0	+3	+0	+1d6 Sneak Attack, Evasion
3rd	+2	+1	+3	+1	Sure Climb, Kip Up
4th	+3	+1	+4	+1	Detect Magic, Grapple Line
5th	+3	+1	+4	+1	+2d6 Sneak Attack, Rapid Stealth
6th	+4	+2	+5	+2	Mercurial Charge
7th	+5	+2	+5	+2	+3d6 Sneak Attack, Unsettling Choreography
8th	+6	+2	+6	+2	Improved Evasion
9th	+6	+3	+6	+3	+4d6 Sneak Attack, Athletic Cascade
10th	+7	+3	+7	+3	Skill Mastery
11th	+8	+3	+7	+3	+5d6 Sneak Attack, Aggressive Stealth
12th	+9	+4	+8	+4	Dedicated Evasion
13th	+9	+4	+8	+4	+6d6 Sneak Attack, Power Slide
14th	+10	+4	+9	+4	Shadow Tumble
15th	+11	+5	+9	+5	+7d6 Sneak Attack
16th	+12	+5	+10	+5	Death From Above
17th	+12	+5	+10	+5	+8d6 Sneak Attack
18th	+13	+6	+11	+6	Supreme Skill Mastery
19th	+14	+6	+11	+6	+9d6 Sneak Attack
20th	+15	+6	+12	+6	Supreme Evasion

Weapon and Armor Proficiency: Thief Acrobats are proficient with all simple weapons, as well as the sap, the shortsword, the whip, the bolas, the long staff, and the shuriken. Thief Acrobats are proficient with Light Armor but not with Shields of any kind.

Trapfinding (Ex): At 1st level, Thief Acrobats 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. Thief Acrobats 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. An Thief Acrobat 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.

Acrobatic Flair (Ex): A Thief Acrobat may move her full movement while using the Tumble or Balance skill without suffering a penalty or increasing the DC of her check.

Pole Jump (Ex): If holding a pole, spear, staff, long staff, or other pole-like object in both hands, a Thief Acrobat can add twice her reach to her final distance moved during a Jump check, and in this instance her jump distances are not limited by her height..

Sneak Attack (Ex): At 2nd level, a Thief Acrobat gains the sneak attack ability as a Rogue. Her sneak attacks inflict an extra d6 of damage at 2nd level. This damage increases by 1d6 at levels 5, 7, 9, 11, 13, 15, 17, and 19.

Evasion (Ex): If a 2nd level Thief Acrobat succeeds in a Reflex Save to halve damage, she suffers no damage instead.

Sure Climb (Ex): At 3rd level, a Thief Acrobat gains a climb speed equal to half her land speed.

Kip Up (Ex): At 3rd level, a Thief Acrobat may stand up from prone as a free action that does not provoke an attack of opportunity.

Detect Magic (Sp): At 4th level, a Thief Acrobat may use Detect Magic at-will as a spell-like ability. A Thief Acrobat may use her Appraise Skill in place of her Spellcraft in order to glean additional information from her detect magic.

Grapple Line (Ex): At 4th level, a Thief Acrobat becomes a master of using grapples and grappling lines. By firing a missile weapon designed as a grappling weapon at an unoccupied square and doing at least 1 point of damage to an object filling that square (wall, ceiling, statue, etc) or a securely affixed object

(ceiling post, small statue affixed to floor, etc), a Thief Acrobat can run a rope from his current position to that location as a full round action. He may then use this rope to make Balance or Climb checks as normal.

Weapons designed as grappling weapons have a simple pulley and loop attached at the end and are balanced for this modification, and have at least a 50' length of strong thread running through it and connected to a rope so that it can be pulled through swiftly. They cost an additional +1 GP each (ammunition costs as much as normal weapons), and suffer a 5 ft reduction in range increment. Many grappling weapons are made out of adamantite in order to better penetrate hard materials like stone.

Rapid Stealth (Ex): At level 5, the Thief Acrobat does not suffer the -10 penalty to Move Silently or Hide for moving at her full normal speed. She still suffers the normal -20 penalties to hide and move silently for running or fighting if she performs those actions.

Mercurial Charge (Ex): At level 6, a Thief Acrobat need not move in a straight line to charge, nor must she charge the closest available space. She still may not move back on herself during a charge, and her charge move still ends as soon as she threatens her target.

Unsettling Choreography (Ex): A Thief Acrobat of 7th level is adept at making other creatures fall down, and may use her Dexterity Modifier in place of her Strength modifier when making a trip or bullrush attempt.

Improved Evasion (Ex): When a Thief Acrobat of 8th level fails a Reflex Save to halve damage, she takes half damage anyway.

Athletic Cascade (Ex): At 9th level, if a Thief Acrobat moves before making an attack, for the purposes of flanking she may count any square she has moved through as threatening an opponent, in addition to the space she is actually attacking from. In this manner, she may even flank with herself.

Skill Mastery (Ex): At 10th level, a Thief Acrobat is able to take 10 on any Appraise, Balance, Disable Device, Jump, Hide, Move Silently, and Tumble checks even in stressful or dangerous situations.

Aggressive Stealth (Ex): A Thief Acrobat of 11th level does not suffer the -20 penalty to Hide or Move Silently checks for running or fighting.

Dedicated Evasion (Ex): At 12th level, a Thief Acrobat gains the ability to evade with almost supernatural skill. As a standard action, she can add her Thief Acrobat level as a Dodge bonus to her Reflex Saves and AC for one round.

Power Slide (Ex): If a 13th level Thief Acrobat takes damage from an attack, she may allow herself to be flung backwards, thereby lessening the impact. She may make a Balance check with a DC equal to the damage inflicted and if she succeeds, she suffers only half damage. This is a skill check, not a Saving Throw, so abilities such as Evasion do not apply. She is moved away from the source of damage by 5' for every 5 points of damage (or part thereof) negated in this way. If there is not enough space for her to move, she suffers a d6 of damage for each square not moved. If she passes through an occupied square, the Thief Acrobat would have to make a tumble check to avoid attacks of opportunity.

Shadow Tumble (Su): At 14th level, a Thief Acrobat has learned to tumble through the Plane of Shadow. She may make a tumble check with a DC equal to 10 plus five for every square she wishes to pass through another plane of existence. Intervening terrain, even *walls of force* have no effect on movement through the plane of shadow. The Thief Acrobat's total distance moved does not increase, no matter how much of it may be taken through the plane of shadow.

Death From Above (Ex): At 16th level, the Thief Acrobat has learned to use the energy of a fall to devastating effect. If the Thief Acrobat can fall at least 30' (by falling from a height or by using a Jump check) and end in her enemy's square, any attacks made at the end of that fall do triple damage. Sneak Attack is not multiplied in this way.

Supreme Skill Mastery (Ex): At 19th level, a Thief Acrobat is able to take 20 on any Appraise, Balance, Disable Device, Jump, Hide, Move Silently, and Tumble checks even in stressful or dangerous situations, and does not take twenty times as long as usual for taking 20.

Supreme Evasion (Ex): At 20th level, a Thief Acrobat takes no damage from any effect requiring a Reflex save, no roll required.

3.22 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 3.30: 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 $10 + 1/2 \text{ Level} + \text{Charisma Modifier}$. 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.
- Joystaler: Target within Medium Range must make a Will Save or suffer a d6 of Charisma Damage and be afflicted as per crushing despair.
- Manticore: The Totemist launches a number of spikes of soul energy as their Level distributed between one or more targets within Medium Range. Each spike inflicts 1d6 damage.
- Pegasus: Totemist gains a 90' Flight Speed with Good Maneuverability for the next 4 rounds. Activating this is a Swift Action.
- 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 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.

3.23 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?"

Table 3.31: 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

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

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.

Table 3.32: 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

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 exactly like a Sorcerer can.

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. If the wizard is 10th level or more, they can convert their familiar into an Improved Familiar instead of selecting a bonus feat.

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.

Chapter 4:

Skills

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4.1 Appraise (Int)

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item’s value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant’s scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals.

These bonuses stack.

Action: Appraising an item takes 1 minute (ten consecutive full-round actions).

Try Again: You can only try another Appraise check with a particular object if you’ve gained at least 1 rank in Appraise since your last check.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

4.2 Balance (Dex; Armor Check Penalty)

Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can’t move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows:

Table 4.1: Balance DCs

Narrow Surface	DC ¹	Difficult Surface	DC
7-12 inches wide	10	Uneven Flagstone	10 ²
2-6 inches wide	15	Hewn Stone Floor	10 ²
Less than 2 inches wide	20	Sloped or Angled Floor	10 ²

¹ Add modifiers from Narrow Surface Modifiers, below, as appropriate.

² Only if running or charging. Failure by 4 or less means the character can’t run or charge, but my otherwise act normally.

Being Attacked while Balancing: You are considered flat-footed while balancing, since you can’t move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any). If you have 5 or more ranks in Balance, you aren’t considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a -5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for each move action used.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

Table 4.2: Narrow Surface Modifiers

Surface	DC Modifier ¹
Lightly Obscured	+2
Severely Obscured	+5
Lightly Slippery	+2
Severely Slippery	+5
Sloped or Angled	+2

¹ Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.

Action: None. A Balance check doesn't require an action; it is made as part of another action or as a reaction to a situation.

4.3 Bluff (Cha)

Check: A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its Sense Motive check because the bluff demands something risky, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a Suggestion spell.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Feinting in Combat: You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a nonhumanoid is difficult because it's harder to read a strange creature's body language; you take a -4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Feinting in combat does not provoke an attack of opportunity.

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

Delivering a Secret Message: You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive).

Action: Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made

to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round.

Each retry carries the same chance of miscommunication.

Table 4.3: Bluff Examples

Example Circumstances	Sense Motive Mod
The target wants to believe you.	-5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

4.4 Climb (Str; Armor Check Penalty)

Check: With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

A climber's kit gives you a +2 circumstance bonus on Climb checks.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

Table 4.4: Example Climb DCs

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the Rope Trick spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
--	A perfectly smooth, flat, vertical surface cannot be climbed.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing.

Table 4.5: Example Climb DCs Modifiers

Climb DC Modifier ¹	Example Surface or Activity
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
-5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).

¹These modifiers are cumulative; use any that apply.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: You try to climb more quickly than normal. By accepting a -5 penalty, you can move half your speed (instead of one-quarter your speed).

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

Special: You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a -5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

4.5 Concentration (Con)

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, using a spell-like ability, or using a skill that would provoke an attack of opportunity. In general, if an action wouldn't normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you

were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Table 4.6: Concentration DCs

Concentration DC	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous	Taking continuous damage during the damage last dealt action. ³
Distracting spell's save DC	Distracted by nondamaging spell. ⁴
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a stormtossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as Storm of Vengeance. ⁴

¹ If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.

² Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

³ Such as from Acid Arrow.

⁴ If the spell allows no save, use the save DC it would have if it did allow a save.

Action: None. Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, though a success doesn't cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

Special: You can use Concentration to cast a spell, use a spell-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity.

The DC of the check is 15 (plus the spell's level, if casting a spell or using a spell-like ability defensively). If the Concentration check succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still doesn't allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

4.6 Craft (Int)

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of the [Profession](#) skill.

Like with [Perform](#), Craft is a skill that has multiple styles. Each rank you put into this skill allows you to get one crafting style, though you don't have to select all of them right away. When you're using craft towards any of the styles that you have selected then you use your full ranks. If you're using craft in a style that you don't have then your ranks don't apply to your check, you are effectively untrained. A crafting style is usually based on the material used. In the case of items that are made of more than one material, usually the majority material will suffice. Metal armor has leather straps, but Craft(Metalworking) lets you make a complete suit of metal armor anyway. You can also just select an item category for items that come in a variety of materials (armor and weapons mostly).

Example: Clara has 3 ranks in Craft, and she's got Alchemy and Woodworking as her styles. When she goes to make a wooden chair or an acid flask she gets +3 from her ranks. When she attempt to make a horseshoe (metalworking) she doesn't get a bonus at all. However, given a little time she could easily learn the metalworking style. If she wanted to learn a fourth style after that then she'd need to put another rank into Craft.

Suggested styles include:

- Alchemy
- Armor
- Bone
- Cloth/Fabric
- Clothing
- Gemstone/Crystal
- Jewelry
- Leather
- Metalwork
- Stone/Clay
- Traps
- Weapons
- Woodworking

Automatic Effects

If you are trained in one or more crafting styles then you can generally work in a town or city as a crafter without needing to make a check. You make a weekly wage according to your craft's average wages (See: *Economicon - The Service Economy*). If you're the only one in the area with your crafting skills then you might be able to make more money than average, but if you honestly are the only one in the area you probably live in the middle of nowhere and nobody has any money to pay you with anyway. It pretty much averages out.

Tools

Crafting almost inevitably involves tools of some kind. Even a pit trap calls for a shovel. A check assumes that you have the proper tools and possibly even facilities for your craft. If you have no tools at all then you take -5 to your check and the task probably takes at least twice as long as normal to complete, if not more (GM's discretion). If you at least have improvised tools then you take a -2 to your check, but your task probably doesn't take any longer than normal. If you've got high quality tools and facilities then you get a +2 to your check (but it still takes the normal time).

Check

Make a craft check whenever you want to make an item. The DC of the check is determined by the complexity of the object.

Some suggested DCs are as follows:

Table 4.7: Suggested Craft DCs

Item	DC
Bludgeoning weapon (club, shotput)	8
Slashing / Piercing weapon (sword, spear)	10
Weapon with moving parts (flail, bow)	+3
Shield	11
Great Shield	13
Light armor	15
Medium armor	17
Heavy armor	20
Simple object	5
Typical object	10
Complicated object	15
Very complicated object	20
Masterwork object*	+5
Minor Magical Item Effect** (5k gp or less)	21
Moderate Magical Item Effect** (5k to 15k)	25
Major Magical Item Effect** (more than 15k gp)	29
Intelligent item / Construct***	15+CR
Scroll / Potion	10+Spell Level

*An item must be crafted as Masterwork to begin with, it can't be converted to masterwork later. Masterwork items cost +300gp for weapons, +150gp for shields and armor, and x2 to x10 the normal price for other items (depending on the item). The price change of making an item Masterwork doesn't increase the amount of raw materials you need.

**You can normally only add a magical property to a Masterwork item. The crafting of the magical component is a separate process from the crafting of the base item. The style required when crafting the magical component is the same as the base item's. Most magical items require you to have specific spells or other conditions during creation, in addition to just making the craft check.

***For intelligent magical items, the intelligence is generally added after the magic item is created. For stand-alone constructs, you can build the construct's body and animate it with a single check. Either way, the required materials involved are generally going to be Wish Economy materials.

The time it takes to craft an item is also based on the item being crafted. Suggestions are as follows:

The times given assume that you have the proper raw materials for your task. You need raw materials equal to one half the market price of the item, but how much that actually means in terms of pounds of astral silk or dragon teeth is pretty arbitrary. If the final market price of the item is over 15k gold (thus making it a Wish Economy item) then you must of course use Wish Economy quality raw materials to create it.

For each 1gp of materials that you're missing it generally takes 1 additional day of foraging before you can make your check. This is an obvious abstraction, and assumes that the crafter is traveling, mining, negotiating with distant merchants, whatever it takes. In most cases this abstraction is not useful at all, because a skill check that takes hundreds of days is essentially an entire adventure that should be played out on its own. And you could probably get faster progress by just killing someone, taking their stuff, and then buying the materials. However, for an NPC or montage you may care to have a number without assuming combat and such, particularly if they're ageless like a vampire or demon. So there you go. Now you have a number.

Table 4.8: Suggested Craft Times

Item	Time Taken
Bludgeoning weapon (club, shotput)	1 hour
Slashing / Piercing weapon (sword, spear)	1 day
Weapon with moving parts (flail, bow)	+1 day
Shield	2 days
Great Shield	2 days
Light armor	3 days
Medium armor	4 days
Heavy armor	5 days
Simple object	1 hour
Typical object	1 day
Complicated object	2 days
Very complicated object	3 days
Masterwork Object	+50% of base
Minor Magical Item Effect (5k gp or less)	1 day
Moderate Magical Item Effect (5k to 15k)	5 days
Major Magical Item Effect (more than 15k gp)	10 days
Intelligent item / Construct	(1/2*CR) days
Scroll / Potion	1 day

Generally you just make a single craft check no matter the target object, because too much dice rolling is dumb. If you fail your craft check by 4 or less then you make no progress and lose an amount of time equal to the time it takes to create the item (no more than a week though). If you fail your craft check by 5 or more then you make no progress and you also ruin 50% of your materials in the process.

Spell Interactions

If you've got the raw materials on hand, then Fabricate lets you make a Craft check to convert them into a finished product at a highly accelerated rate. You seriously have to still make the Craft check though, regardless of what you're making, or it'll just rip up your materials and stuff without making anything useful. The fabrication process takes 1 round per 1 cubic foot of material being affected, and you can affect up to 10 cubic feet per caster level with a single casting. Fabricate cannot add magical properties to items, it only converts raw materials into mundane finished goods.

If you've got an item made of wood you can cast the Ironwood spell on it to make it have the hardness, hit points, and not-catching-on-fire-ness of an iron item for the duration of the spell (one day per caster level). If you've just got raw wood, you can make it into an item as part of the casting of Ironwood by making a Craft check (basically just like with Fabricate).

You have to make a Craft check as part of the casting of Minor Creation, Major Creation, or True Creation. A failed check causes the spell to fail and nothing gets created.

Repairing An Item

You can repair a damaged or broken item with a Craft check.

Repairing a damaged item has a DC 5 less than that required to create the item, and no material cost. This restores all of the item's hit points, and usually takes only 1 minute per missing hit point. A failure deals 1 damage to the item.

Repairing a totally broken item (it has been reduced to 0 hit points) requires a check with the same DC as to create the item. It costs 25% of the item's base price in new materials, and the time taken is half as long as normal to create the item. A failure wastes your new materials, but you can try again. Repairing a broken magical item does not normally restore the magical portion of the item (though see the Master Artisan feat).

You can also remove any warping, such as by, Warp Wood. The DC is 10 higher than to create the item normally, but it only takes an hour (no material cost). A failed check deals 1 damage to the item.

If an item has been hit with a Disintegrate effect then you can try to undo it, unlikely as it may seem. The DC is 50 higher than to create the item, but the attempt only takes an hour (no material cost). If you fail, the dust is ruined and you can't recover anything from it.

The spells Make Whole and Mending allow you to effect repairs to items without needing to make Craft check at all, as described in the spells.

Item Adjustments

Sometimes you need an item to be changed around to suit you. Usually this comes up when you find armor of the improper size, but other situations might come up as well (perhaps you grew wings or a tail suddenly). The DC is normal for the item, but the time taken is half normal, and you don't need to pay for any new materials if the item is going to be the same size as before. If the resulting item is going to be larger than before, you need to pay for the difference in market value (see the "Armor For Unusual Creatures" table in the Equipment section). Even though "nonstandard" armor normally has a higher market value, you don't need to pay for additional materials (the higher value has to do with rarity rather than materials used).

If the resulting item is smaller than before, you have a chance to salvage some of the now-unused materials (see below).

Item Salvage

If you've got parts and scraps of some sort, you can make a DC 15 check to salvage the good bits and recover some usable materials out of it. You can't Take 10 on a salvage check, and a failed check ruins the stuff that you're trying to salvage.

The amount of time taken is totally arbitrary, depending on what you're trying to salvage and how much, anywhere from minutes to hours to days. If it's a broken apart item, you can usually recover up to half of the item's market value, though often less based on the condition of the scrap (again, totally arbitrary GM's call).

Materials ruined from a failed craft check can't themselves be salvaged (that's the whole point after all).

4.7 Decipher Script (Int; Trained Only)

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Both the Decipher Script check and (if necessary) the Wisdom check are made secretly, so that you can't tell whether the conclusion you draw is true or false.

Action: Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

Try Again: No.

4.8 Diplomacy (Cha)

Check: You can change the attitudes of others (nonplayer characters) with a successful Diplomacy check; see the Influencing NPC Attitudes sidebar, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with Diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full-round action, but you take a -10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Influencing NPC Attitudes

Use the table below to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a nonplayer character, or wild empathy checks made to influence the attitude of an animal or magical beast.

Table 4.9: New Attitude DCs

Initial Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	--	Less than 1	1	15	30
Hostile	--	--	Less than 1	1	20
Hostile	--	--	--	Less than 1	1

Table 4.10: NPC Attitude Explanations

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

4.9 Disable Device (Int; Trained Only)

Check: The Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Action: The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

Special: A character with the Trapfinding special ability that beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it (along with her companions) without disarming it.

Table 4.11: NPC Attitude Explanations

Device	Time	Disable Device DC ¹	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device
¹ If you attempt to leave behind no trace of your tampering, add 5 to the DC.			

Restriction: Characters with Trapfinding can disarm magic traps. A magic trap generally has a DC of 25 + the spell level of the magic used to create it.

The spells Fire Trap, Glyph of Warding, Symbol (all of them), and Teleportation Circle also create traps that a rogue can disarm with a successful Disable Device check. Spike Growth and Spike Stones, however, create magic traps against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Other Ways To Beat A Trap

It's possible to ruin many traps without making a Disable Device check.

Ranged Attack Traps: Once a trap's location is known, the obvious way to ruin it is to smash the mechanism – assuming the mechanism can be accessed. Failing that, it's possible to plug up the holes from which the projectiles emerge. Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.

Melee Attack Traps: These devices can be thwarted by smashing the mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 dodge bonus against its attacks if it is triggered again within the next minute.

Pits: Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labor, not the Disable Device skill. Characters could neutralize any spikes at the bottom of a pit by attacking them – they break just as daggers do.

Magic Traps: Dispel Magic helps here. Someone who succeeds on a caster level check against the level of the trap's creator suppresses the trap for 1d4 rounds. This works only with a targeted *dispel magic*, not the area version (see the spell description).

4.10 Disguise (Cha)

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. If you don't draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their Spot checks.

You get only one Disguise check per use of the skill, even if several people are making Spot checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Usually, an individual makes a Spot check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot modifier for the group.

Action: Creating a disguise requires 1d3x10 minutes of work.

Table 4.12: Disguise Modifiers

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender ¹	-2
Disguised as different race ¹	-2
Disguised as different age category ¹	-2 ²
¹ These modifiers are cumulative; use any that apply.	
² Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.	

Table 4.13: Impersonation Modifiers

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Special: Magic that alters your form, such as *Alter Self*, *Disguise Self*, *Polymorph*, or *Shapechange*, grants you a +10 bonus on Disguise checks (see the individual spell descriptions). You must succeed on a Disguise check with a +10 bonus to duplicate the appearance of a specific individual using the *Veil* spell. Divination magic that allows people to see through illusions (such as *True Seeing*) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.

You must make a Disguise check when you cast a *Simulacrum* spell to determine how good the likeness is.

4.11 Escape Artist (Dex; Armor Check Penalty)

Check: The table below gives the DCs to escape various forms of restraints.

Ropes: Your Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

Manacles and Masterwork Manacles: The DC for manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

Grappler: You can make an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're only grappling).

Action: Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or an *Animate Rope*, *Command Plants*, *Control Plants*, or *Entangle* spell is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

Table 4.14: Escape Artist DCs

Restraint	Escape Artist DC
Ropes	Binder's Use Rope check at +10
Net, Animate Rope spell, Command Plants spell, Control Plants spell, or Entangle spell	20
Snare spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check result

4.12 Forgery (Int)

Check: Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Forgery check is made secretly, so that you're not sure how good your forgery is. As with Disguise, you don't even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

Table 4.15: Forgery Situation Modifiers

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Action: Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Restriction: Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question.

4.13 Gather Information (Cha)

Check: An evening's time, a few gold pieces for buying drinks and making friends, and a DC 10 Gather Information check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action: A typical Gather Information check takes 1d4+1 hours.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

4.14 Handle Animal (Cha; Trained Only)

Check: The DC depends on what you are trying to do.

Table 4.16: Handle Animal Tasks

Task	Handle Animal DC
Handle an animal	10
"Push" and animal	25
Teach an animal a trick	15 or 20 ¹
Train an animal for a general purpose	15 or 20 ¹
Rear a wild animal	15 + HD of animal

¹See the specific trick or purpose below.

Table 4.17: Handle Animal General Purposes

General Purpose	DC	General Purpose	DC
Combat Riding	20	Hunting	20
Fighting	20	Performance	15
Guarding	20	Riding	15
Heavy Labor	15		

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

"Push" an Animal: To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DC 15): The animal comes to you, even if it normally would not do so.

Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows you closely, even to places where it normally wouldn't go.

Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

Combat Riding (DC 20): An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also "upgrade" an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don't require any additional training for this purpose.

Fighting (DC 20): An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

Guarding (DC 20): An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

Heavy Labor (DC 15): An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.

Hunting (DC 20): An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.

Performance (DC 15): An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

Riding (DC 15): An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. (A druid or ranger can handle her animal companion as a free action or push it as a move action.) For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching,

rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.
Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals. A druid or ranger with no ranks in Handle Animal can use a Charisma check to handle and push her animal companion, but she can't teach, rear, or train other nondomestic animals.

4.15 Heal (Wis)

Check: The DC and effect depend on the task you attempt.

Table 4.18: Heal Tasks

Task	Heal DC
First Aid	15
Long-term care	15
Treat wound from caltrop, Spike Growth, or Spike Stones	15
Treat Poison	Poison's save DC
Treat Disease	Disease's save DC

First Aid: You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Treat Wound from Caltrop, Spike Growth, or Spike Stones: A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty.

A creature wounded by a Spike Growth or Spike Stones spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding on a Heal check against the spell's save DC.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his or her saving throw, whichever is higher.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by a *Spike Growth* or *Spike Stones* spell takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

4.16 Hide (Dex; Armor Check Penalty)

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running, or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted (such as by a [Bluff](#) check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a -10 penalty because you have to move fast.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself after the shot.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Action: Usually none. Normally, you make a Hide check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

Special: If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you're moving.

4.17 Intimidate (Cha)

Check: You can change another's behavior with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6x10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a -2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target.

A character immune to fear can't be intimidated, nor can nonintelligent creatures.

4.18 Jump (Str; Armor Check Penalty)

Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below).

Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a -6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Action: None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

Table 4.19: Vertical Reach By Size

Size	Vertical Reach
Colossal	128ft
Gargantuan	64ft
Huge	32ft
Large	16ft
Medium	8ft
Small	4ft
Tiny	2ft
Diminutive	1ft
Fine	½ft

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

4.19 Knowledge (Int; Trained Only)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Dungeoneering (aberrations, caverns, oozes, spelunking)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

The planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action – you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

4.20 Listen (Wis)

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check.

Table 4.20: Example Listen DCs

Listen DC	Sound
-10	A battle
0	People talking ¹
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering ¹
19	A cat stalking
30	An owl gliding in for a kill

¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

Table 4.21: Listen DC Modifiers

Listen DC Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10ft of distance
+5	Listener distracted

In the case of people trying to be quiet, the DCs given on the table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Special: When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' Listen checks.

A Fascinated creature takes a -4 penalty on Listen checks made as reactions.

A sleeping character may make Listen checks at a -10 penalty. A successful check awakens the sleeper.

4.21 Move Silently (Dex; Armor Check Penalty)

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

Table 4.22: Move Silently Surface Modifiers

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, deep snow)	-5

Action:None. A Move Silently check is included in your movement or other activity, so it is part of another action.

4.22 Perform (Cha)

Like Craft, perform is a single skill with several styles. You can know a number of different Perform styles equal to your number of ranks in perform. If you make a check using one of your known styles then you apply your full ranks. If you make a check using a style that you do not know then you don't apply your ranks to that check (as if you were untrained).

Here are some suggested styles (feel free to make up your own):

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

Check: You can impress audiences with your talent and skill.

Table 4.23: Performance Results

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings.

A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The bard's special Perform-based abilities are described in that class's description.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Special: In addition to using the Perform skill, you can entertain people with Sleight of Hand, Tumbling, Tightrope walking, and spells (especially illusions).

4.23 Profession (Wis; Trained Only)

Like Craft and Perform, Profession is actually a single skill with several styles. You can have one profession style per rank. If you make a check with respect to a style you have then use your full ranks, otherwise your ranks don't apply to the check (as if you were untrained). While a Craft skill represents ability in creating

or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Check: You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession’s daily tasks, how to supervise helpers, and how to handle common problems.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained: Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

4.24 Ride (Dex)

If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks.

Check: Typical riding actions don’t require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

The following tasks do require checks.

Table 4.24: Riding DCs

Task	DC	Task	DC
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15
Fight with warhorse	10	Fast mount or dismount	20 ¹
Soft fall	15		
¹ Armor check penalty applies.			

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Fight with Warhorse: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You can’t attack or cast spells while using your mount as cover. If you fail your Ride check, you don’t get the cover benefit. This usage does not take an action.

Soft Fall: You can react instantly to try to take no damage when you fall off a mount – when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount’s Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount’s movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount’s speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

Special: If you are riding bareback, you take a -5 penalty on Ride checks.
If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

4.25 Search (Int)

Check: You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the Search skill.

Table 4.25: Search DCs

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap (rogue only) ¹	21 or higher
Find a magic trap (rogue only) ¹	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies ²

¹Dwarves (even if they are not rogues) can use Search to find traps built into or out of stone.

²A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Track feat for the appropriate DC.

Action: It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Special: The spells Explosive Runes, Fire Trap, Glyph of Warding, Symbol (all of them), and Teleportation Circle create magic traps that a rogue can find by making a successful Search check and then can attempt to disarm by using Disable Device. Identifying the location of a Snare spell has a DC of 23. Spike Growth and Spike Stones create magic traps that can be found using Search, but against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give you a +4 bonus on Search checks to locate such abjuration spells.

Restriction: While anyone can use Search to find a trap whose DC is 20 or lower, only a Rogue can use Search to locate traps with higher DCs. (*Exception:* The spell Find Traps temporarily enables the caster to use the Search skill as if he were a rogue.)

A Dwarf, even one who is not a rogue, can use the Search skill to find a difficult trap (one with a DC higher than 20) if the trap is built into or out of stone. He gains a +2 racial bonus on the Search check from his stonecunning ability.

Chapter 5:

Feats

Characters get a feat at 1st level, and another at every level divisible by 3. Creatures also get feats based on their hit dice. Some feats have prerequisites that you must meet before you can use them, though most do not. If a feat has prerequisites and you somehow lose those prerequisites then you cannot use the feat until you regain them.

Some effects, usually class features, give you Bonus Feats. If a specific feat is granted, that effects counts as satisfying the prerequisites (if any). If you're allowed to pick a feat (either from a specific list, or any feat of a particular type, etc), then you must meet the prerequisites for the feat on your own.

5.1 Combat Feats

Combat feats have an effect that scales up as you gain more BAB.

Blind Fighting [Combat]

You don't have to see to kill.

Benefits: You may reroll your miss chances caused by concealment.

+1: While impaired visually, you may move your normal speed without difficulty.

+6: You have Blindsense out to 60', this allows you to know the location of all creatures within 60'.

+11: You have Tremorsense out to 120', this allows you to "see" anything within 120' that is touching the earth.

+16: You cannot be caught flat footed.

Blitz [Combat]

You go all out and try to achieve goals in a proactive manner.

Benefits: While charging, you may opt to lose your Dexterity Bonus to AC for one round, but inflicting an extra d6 of damage if you hit.

+1: You may go all out when attacking, adding your Base Attack Bonus to your damage, but provoking an Attack of Opportunity.

+6: Bonus attacks made in a Full Attack for having a high BAB are made with a -2 penalty instead of a -5 penalty.

+11: Every time you inflict damage upon an opponent with your melee attacks, you may immediately use an Intimidate attempt against that opponent as a bonus action.

+16: You may make a Full Attack action as a Standard Action.

Combat Looting [Combat]

You can put things into your pants in the middle of combat.

Benefits: You may sheathe or store an object as a free action.

+1: You get a +3 bonus to Disarm attempts. Picking up objects off the ground does not provoke an attack of opportunity.

+6: As a Swift action, you may take a ring, amulet/necklace, headband, bracer, or belt from an opponent you have successfully grappled. You may pick up an item off the ground in the middle of a move action.

+11: If you are grappling with an opponent, you may activate or deactivate their magic items with a successful Use Magic Device check. You may make Appraise checks as a free action.

+16: You can take 10 on Use Magic Device and Sleight of Hand checks.

Combat School [Combat]

You are a member of a completely arbitrary fighting school that has a number of recognizable signature fighting moves.

Benefits: First, name your fighting style (such as "Hammer and Anvil Technique" or "Crescent Moon Style", or "Way of the Lightning Mace"). This fighting style only works with a small list of melee weapons that you have to describe the connectedness to the DM in a half-way believable way. Now, whenever you are using that technique in melee combat, you gain a +2 bonus on attack rolls.

+1: Your immersion in your technique gives you great martial prowess, you gain a +2 to damage rolls in melee combat.

+6: When you strike your opponent with the signature moves of your fighting school in melee, they must make a Fortitude Save (DC 10 + half your level + your Strength bonus) or become *dazed* for one round.

+11: You may take 10 on attack rolls while using your special techniques. The DC to disarm you of a school appropriate weapon is increased by 4.

+16: You may add +5 to-hit on any one attack you make after the first each turn. If you hit an opponent twice in one round, all further attacks this round against that opponent are made with The Edge.

Danger Sense [Combat]

Maybe Spiders tell you what's up. You certainly react to danger with uncanny effectiveness.

Benefits: You get a +3 bonus on Initiative checks.

+1: For the purpose of Search, Spot, and Listen, you are always considered to be "actively searching". You also get Uncanny Dodge.

+6: You may take 10 on Listen, Spot, and Search checks.

+11: You may make a Sense Motive check (opposed by your opponent's Bluff check) immediately whenever any creature approaches within 60' of you with harmful intent. If you succeed, you know the location of the creature even if you cannot see it.

+16: You are never surprised and always act on the first round of any combat.

Elusive Target [Combat]

You are very hard to hit when you want to be.

Benefits: You gain a +2 Dodge bonus to AC.

+1: Your opponents do not gain flanking or higher ground bonuses against you.

+6: Your opponents do not inflict extra damage from the Power Attack option.

+11: *Diverting Defense* - As an immediate action, you may redirect an attack against you to any creature in your threatened range, friend or foe. You may not redirect an attack to the creature making the attack.

+16: As an immediate action, you may make an attack that would normally hit you miss instead.

Expert Tactician [Combat]

You benefit your allies so good they remember you long time.

Benefits: You gain a +4 bonus when flanking instead of the normal +2 bonus. Your allies who flank with you gain the same advantage.

+1: You may Feint as an Immediate action.

+6: As a move action, you may make any 5' square adjacent to yourself into difficult ground.

+11: For determining flanking with your allies, you may count your location as being 5' in any direction from your real location.

+16: You ignore Cover bonuses less than full cover.

Ghost Hunter [Combat]

You smack around those folks in the spirit world.

Benefits: Your attacks have a 50% chance of striking incorporeal opponents even if they are not magical.

+1: You can hear incorporeal and ethereal creatures as if they lacked those traits (note that shadows and the like rarely bother to actively move silently).

+6: You can see *invisible* and *ethereal* creatures as if they lacked those traits.

+11: Your attacks count as if you had the Ghost Touch property on your weapons.

+16: Any Armor or shield you use benefits from the Ghost Touch quality.

Giant Slayer [Combat]

Everyone has a specialty. Yours is miraculously finding ways to stab creatures in the face when it seems improbable that you would be able to reach that high.

Benefits: When you perform a "grab on" Grapple maneuver, you do not provoke an attack of opportunity.

+1: You gain a +4 Dodge bonus to your AC and Reflex Saves against attacks from any creature with a longer natural reach than your own.

+6: You have The Edge against any creature you attack that is larger than you. Also, an opponent using the Improved Grab ability on you provokes an attack of opportunity from you. You may take this attack even if you do not threaten a square occupied by your opponent.

+11: When you attempt to trip an opponent, you may choose whether your opponent resists with Strength or Dexterity.

+16: When involved in an opposed bull rush, grapple, or trip check as the attacker or defender, you may negate the size modifier of both participants. You may not choose to negate the size modifier of only one character.

Great Fortitude [Combat]

You are so tough. Your belly is like a prism.

Benefits: You gain a +3 bonus to your Fortitude Saves.

+1: You die at -20 instead of -10, and you automatically become stable when reduced to negative hit points.

+6: You gain 1 hit point per level.

+11: You gain DR of 5/-, or your existing DR improves by 5.

+16: You are immune to the *fatigued* and *exhausted* conditions. If you are already immune to these conditions, you gain 1 hit point per level for each condition you were already immune to.

Horde Breaker [Combat]

You kill really large numbers of people.

Benefits: You gain a number of extra attacks of opportunity each round equal to your Dexterity Bonus (if positive).

+1: Whenever you drop an opponent with a melee attack, you are entitled to a bonus "cleave" attack against another opponent you threaten. You may not take a 5' step or otherwise move before taking this bonus attack. This Cleave attack is considered an attack of opportunity.

+6: You may take a bonus 5' step every time you are entitled to a Cleave attack, which you may take either before or after the attack.

+11: You may generate an aura of *fear* on any opponents within 10' of yourself whenever you drop an opponent in melee. The save DC is 10 + the Hit Dice of the dropped creature.

+16: Opponents you have the Edge against provoke an attack of opportunity from you by moving *into* your threatened area or attacking you.

Hunter [Combat]

You can move around and shoot things with surprising effectiveness.

Benefits: The penalties for using a ranged weapon from an unstable platform (such as a ship or a moving horse) are halved.

+1: *shot on the run* – you may take a standard action to attack with a ranged weapon in the middle of a move action, taking some of your movement before and some of your movement after your attack. That still counts as your standard and move action for the round.

+6: You suffer no penalties for firing from unstable ground, a running steed, or any of that.

+11: You may take a full round action to take a double move *and* make a single ranged attack from any point during your movement.

+16: You may take a full round action to *run* a full four times your speed *and* make a single ranged attack from any point during your movement. You retain your Dexterity modifier to AC while running.

Insightful Strike [Combat]

You hack people down with inherent awesomeness.

Benefits: You may use your Wisdom Modifier in place of your Strength Modifier for your melee attack rolls.

+1: Your attacks have The Edge against an opponent who has a lower Wisdom and Dexterity than your own Wisdom, regardless of relative BAB.

+6: Your melee attacks have a doubled critical threat range.

+11: You make horribly telling blows. The extra critical multiplier of your melee attacks is doubled (x2 becomes x3, x3 becomes x5, and x4 becomes x7).

+16: Any Melee attack you make is considered to be made with a magic weapon that has an enhancement bonus equal to your Wisdom Modifier (if positive).

Iron Will [Combat]

You are able to grit your teeth and shake off mental influences.

Benefits: You gain a +3 bonus to your Willpower saves.

+1: You gain the *slippery mind* ability of a Rogue.

+6: If you are *stunned*, you are *dazed* instead.

+11: You do not suffer penalties from *pain* and *fear*.

+16: You are immune to compulsion effects.

Juggernaut [Combat]

You are an unstoppable Juggernaut.

Benefits: You may be considered one size category larger for the purposes of any size dependent d20 roll you make (such as a Bull Rush, Overrun, or Lift action), but not for any other purposes (such as carrying capacity, or what weapons you can wield).

+1: You do not provoke an attack of opportunity for entering an opponent's square.

+6: You gain a +4 bonus to attack and damage rolls to destroy objects. You may shatter a Force Effect by inflicting 30 damage on it.

+11: When you successfully bullrush or overrun an opponent, you automatically Trample them, inflicting damage equal to a natural slam attack for a creature of your size.

+16: You gain the Rock Throwing ability of any standard Giant with a strength equal to or less than yourself.

Lightning Reflexes [Combat]

You are fasty McFastFast. It helps keep you alive.

Benefits: You gain a +3 bonus to your Reflex saves.

- +1: You gain Evasion, if you already have Evasion, that stacks to Improved Evasion.
- +6: You may make a Balance Check in place of your Reflex save.
- +11: You gain a +3 bonus to your Initiative.
- +16: When you take the Full Defense Action, add your level to your AC.

Mage Slayer [Combat]

You have trained long and hard to kill magic users. Maybe you hate them, maybe you just noticed that most of the really dangerous creatures in the world use magic.

Benefits: You gain Spell Resistance of 5 + Character Level.

+1: Damage you inflict is considered "ongoing damage" for the purposes of concentration checks made before the beginning of your next round. All your attacks in a round are considered the same source of continuing damage.

+6: Creatures cannot cast defensively within your threat range.

+11: Your attacks ignore Deflection bonuses to AC.

+16: When a creature uses a [Teleportation] effect within medium range of yourself, you may choose to be transported as well. This is not an action.

Murderous Intent [Combat]

You stab people in the face.

Benefits: You may make a coup de grace as a standard action.

+1: When you kill an opponent, you gain a +2 Morale Bonus to your attack and damage rolls for 1 minute.

+6: Once per round, you may take an attack of opportunity against an opponent who is denied their Dexterity bonus to AC.

+11: You may take a Coup de Grace action against opponents who are *stunned*.

+16: You may take a Coup de Grace action against opponents who are *dazed*.

Phalanx Fighter [Combat]

You fight well in a group.

Benefits: You may take attacks of opportunity even while flat footed.

+1: Any Dodge bonus to AC you gain is also granted to any adjacent allies for as long as you benefit from the bonus and your ally remains adjacent.

+6: Charging is an action that provokes an attack of opportunity from you. This attack is considered to be a "readied attack" if it matters for purposes like setting against a charge.

+11: You may attack with a reach weapon as if it was not a reach weapon. Thus, a medium creature would normally threaten at 5' and 10' with a reach weapon.

+16: You may take an Aid Another action once per round as a free action. You provide double normal bonuses from this effect.

Point Blank Shot [Combat]

You are crazy good using a ranged weapon in close quarters.

Benefits: When you are within 30' of your target, your attacks with a ranged weapon gain a +3 bonus to-hit.

+1: You add your base attack bonus to damage with any ranged attack within the first range increment.

+6: You do not provoke an attack of opportunity when you make a ranged attack.

+11: When armed with a Ranged Weapon, you may make attacks of opportunity against opponents who provoke them within 30' of you. Movement within this area does not provoke an attack of opportunity.

+16: With a Full Attack action, you may fire a ranged weapon once at every single opponent within the first range increment of your weapon. You gain no additional attacks for having a high BAB. Make a single attack roll for the entire round, and compare to the armor class of each opponent within range.

Sniper [Combat]

Your shooting is precise and dangerous.

Benefits: Your range increments are 50% longer than they would ordinarily be. Any benefit of being within 30' of an opponent is retained out to 60'.

+1: *Precise Shot* – You do not suffer a -4 penalty when firing a ranged weapon into melee and never hit an unintended target in close combats or grapples.

+6: *Sharp Shooting* – Your ranged attacks ignore Cover Bonuses (total cover still bones you).

+11: Opponents struck by your ranged attacks do not automatically know what square your attack came from, and must attempt to find you normally.

+16: Any time you hit an opponent with a ranged weapon, it is counted as a critical threat. If your weapon already had a 19-20 threat range, increase its critical multiplier by 1.

Subtle Cut [Combat]

You cut people so bad they have to ask you about it later.

Benefits: Any time you damage an opponent, that damage is increased by 1.

+1: As a standard action, you can make a weapon attack that also reduces a creature's movement rate. For every 5 points of damage this attack does, reduce the creature's movement by 5'. This penalties lasts until the damage is healed.

+6: As a standard action, you may make a weapon attack that also does 2d4 points of Dexterity damage.

+11: Any weapon attack that you make at this level acts as if the weapon had the *wounding* property.

+16: As a standard action, you may make an attack that *dazes* your opponent. This effect lasts one round, and has a DC of 10 + half your level + your Intelligence bonus.

Two Weapon Fighting [Combat]

When armed with two weapons, you fight with two weapons rather than picking and choosing and fighting with only one. Kind of obvious in retrospect.

Benefits: You suffer no penalty for doing things with your off-hand. When you make an attack or full-attack action, you may make a number of attacks with your off-hand weapon equal to the number of attacks you are afforded with your primary weapon.

+1: While armed with two weapons, you gain an extra Attack of Opportunity each round for each attack you would be allowed for your BAB, these extra attacks of opportunity must be made with your off-hand.

+6: You gain a +2 Shield Bonus to your armor class when fighting with two weapons and not flat footed.

+11: You may Feint as a Swift action while fighting with two weapons.

+16: While fighting with two weapons and not flat footed you may add the enhancement bonus of either your primary or your off-hand weapon to your Shield Bonus to AC.

Weapon Finesse [Combat]

You are incredibly deft with a sword.

Benefits: You may use your Dexterity Modifier instead of your Strength modifier for calculating your melee attack bonus.

+1: Your special attacks are considered to have the Edge when you attack an opponent with a Dexterity modifier smaller than yours, even if your Base Attack Bonus is not larger.

+6: You may use your Dexterity modifier in place of your Strength modifier when attempting to trip an opponent.

+11: You may use your Dexterity modifier in place of your Strength modifier for calculating your melee damage.

+16: *opportunist* - Once per turn, when an opponent is struck, you may take an attack of opportunity on that opponent.

Whirlwind [Combat]

You are just as dangerous to everyone around you as to anyone around you.

Benefits: As a full round action, you may make a single attack against each opponent you can reach. Roll one attack roll and compare to each available opponent's AC individually.

+1: You gain a +3 bonus to Balance checks.

+6: As a full round action, you may take a regular move action and make a single attack against each opponent you can reach at any point during your movement. Roll one attack roll and compare to each available opponent's AC individually.

+11: Until your next round after making a whirlwind attack, you may take an attack of opportunity against any opponent that enters your threatened area.

+16: As a full round action, you take a charge action, overrunning any creature in your path, and may make a single attack against each opponent you can reach at any point during your movement. Roll one attack roll and compare to each available opponent's AC individually.

Zen Archery [Combat]

You are very calm about shooting people in the face. That's a good place to be.

Benefits: You may use your Wisdom Modifier in place of your Dexterity Modifier on ranged attack rolls.

+1: Any opponent you can hear is considered an opponent you can see for purposes of targeting them with ranged attacks.

+6: If you cast a Touch Spell, you can deliver it with a ranged weapon (though you must hit with a normal attack to deliver the spell).

+11: As a Full Round Action, you may make one ranged attack with a +20 Insight bonus to hit.

+16: As a Full Round Action, you may make one ranged attack with a +20 Insight bonus to hit. If this attack hits, your attack is automatically upgraded to a critical threat. If the threat range of your weapon is 19-20, your critical multiplier is increased by one.

5.2 Skill Feats

Skill feats have an effect that scales up based on the number of ranks that you have in the Skill that they're linked to.

Acquirer's Eye [Skill]

You know what you want, even if other people have it right now. (This is a Skill feat that scales with your ranks in Appraise.)

Benefits: You gain +3 to your Appraise checks.

4: You automatically know if something is ordinary, masterwork, or magic when looking at it.

9: You can discover the properties of a magic item, including how to activate it (if appropriate) and how many charges are left (if it has them), with a successful Appraise check (DC item's caster level + 10) and 10 minutes of work.

14: Once per round as a free action, you can examine a magic item and attempt an Appraise check (DC item's caster level + 20) to determine its properties, including its functions, how to activate those functions (if necessary), and how many charges it has left (if it has charges).

19: You know what the most valuable piece of treasure is in any collection, such as the most valuable magic item an enemy is wearing or the most valuable object in a dragon's horde, just by looking at the collection. You automatically recognize an artifact when looking at it.

Acrobatic [Skill]

You can totally flip out and kill someone with your gymnastic prowess. (This is a Skill feat that scales with your ranks in Tumble.)

Benefits: You gain a +3 bonus to Tumble checks.

4: When using the Combat Expertise option, your dodge bonus to AC increases by +1. This further increases by +1 for every ten ranks of Tumble you have (+2 at 14, +3 at 24, and so on).

9: If an opponent attempts to bull-rush, overrun, or trample you, if you succeed on Tumble check of DC 25 + their base attack bonus, their movement continues in a straight line to the maximum allowed by their speed, you remain where you were, and you don't suffer from the effects of their bull-rush, overrun, or trample. If you fail, you provoke an attack of opportunity from that enemy.

14: If you succeed on a DC 40 Tumble check, you can move 10 feet when taking a 5-foot step.

19: If you succeed on a Tumble check against a DC of 30 + an opponent's base attack bonus, an action that would normally provoke an attack of opportunity doesn't.

Alertness [Skill]

Your ears are so sharp you probably wouldn't miss your eyes. (This is a Skill feat that scales with your ranks in Listen.)

Benefits: You gain a +3 bonus to Listen checks.

4: You can make a Listen check once a round as a free action. You don't take penalties for distractions on your Listen checks.

9: You gain blindsense to 60 feet. You don't take penalties for ambient noise, such as loud winds. Divide any distance penalties you take on Listen checks by two.

14: You gain blindsight to 120 feet.

19: You can hear through magical silence and similar effects, but you take a -20 penalty on your check. Divide any distance penalties you take on Listen checks by five.

Animal Affinity [Skill]

You're one of those people animals just won't leave alone for no apparent reason. (This is a Skill feat that scales with your ranks in Handle Animal.)

Benefits: You gain the wild empathy ability, with your check equal to your character level plus your Charisma modifier plus any other applicable bonuses. If you already have wild empathy, or later gain it from another source, you gain a +3 bonus on Handle Animal checks.

4: You can handle an animal as a free action, and push it as a move action.

9: You gain the benefits of speak with animals permanently as an extraordinary ability. The DCs for you to rear and train creatures are halved.

14: With a DC 30 Handle Animal check, you can use a mass version of charm animal as a spell-like ability, with save DC equal to 10 + half your character level + your Cha modifier and effective caster level equal to your bonus on Handle Animal checks.

19: You can summon animals to your aid. Choose an animal with a CR equal to or less than your character level, and make a Handle Animal check at a DC of 25 + your character level. If you succeed, you summon a number of animals depending on how much the animal's CR is less than your character level for an hour. You can't use this ability again until any animals you've summoned with it have unsummoned or you've dismissed them.

Battlefield Surgeon [Skill]

You like to cut people open with a saw. But it's good for them. Seriously. (This is a Skill feat that scales with your ranks in Heal.)

Benefits: You gain +3 to your Heal checks.

4: You can make first aid, treat poison, and treat wound checks as move actions.

9: For every 5 points your Heal check exceeds the DC for long term care, your patients recover another +100% faster. For instance, if your Heal check result is 23, your patients would heal at thrice the normal rate.

14: If you operate on a patient for a minute, they regain hit points equal to your Heal check result. You also may, instead of healing hit point damage, cure any condition that heal could, reattach severed limbs, or

Table 5.1: Animal Affinity Summoning

CR	Number Appearing
Level - 1	1
Level - 2	d3
Level - 3	d4
Level - 4	d6
Level - 5	d8
Level - 6	d10
Level - 7	2d6
Level - 8	3d6
Level - 9	3d10
Level - 10	3d6+10
Level - 11	3d10+15
Level - 12	40
Level - 13	50
Level - 14	60
Level - 15	80
Level - 16	100
Level - 17	150
Level - 18	200
Level - 19	300

repair ruined organs, if you succeed on a DC 30 check. Patients under your long-term care heal permanent ability drain as if it was ability damage.

19: With one hour of work, 50,000 gp worth of materials (which are consumed in the process), and a DC 40 Heal check, you can restore a creature that died within the last twenty-four hours to life. The subject's soul must be free and willing to return for the effect to work.

Your patient comes back from the dead with full hit points and all conditions cured, with no loss of prepared spells or spell slots. You must have a reasonably intact body to work with, though you can reattach missing parts, if you have them, and repair organs.

You can restore life to a creature killed by a death effect. You cannot affect constructs, elementals, outsiders (except native outsiders), and undead creatures, nor creatures that have died of old age.

Combat Casting [Skill]

Having a sword sticking out of your chest doesn't noticeably impede your ability to do anything. (This is a Skill feat that scales with your ranks in Concentration.)

Benefits: You gain +3 to your Concentration checks.

4: You can take 10 on Concentration checks and caster level checks.

9: You may maintain concentration on a spell as a move action (DC 25 + spell level). If you beat the DC by 10 or more, you can maintain concentration as a swift action. If you fail your check, you lose concentration.

14: If you would be nauseated, you're sickened instead.

19: All Concentration DCs are halved for you.

Con Artist [Skill]

You can fool some of the people, all of the time. (This is a Skill feat that scales with your ranks in Bluff.)

Benefits: You gain a +3 bonus to Bluff checks.

4: Magic effects that would detect your lies or force you to speak the truth must succeed on a caster level check with DC equal to 10 plus your bonus on Diplomacy checks or fail.

9: Divination magic used on you detects a false alignment of your choice. You can present false surface thoughts to detect thoughts and similar effects, changing your apparent Intelligence score (and thus your apparent mental strength) by as much as 10 points and can place any thought in your "surface thoughts" to be read by such spells or effects.

14: If you beat someone's Sense Motive check by 25, you can instill a suggestion in them, as the spell. This suggestion lasts for one hour for each of your character levels.

19: You are protected from all spells and effects that detect or read emotions or thoughts, as by mind blank.

Cryptographer [Skill]

You're good at reading things no one intended you to. (This is a Skill feat that scales with your ranks in Decipher Script.)

Benefits: You gain +3 to your Decipher Script checks.

4: You can decipher a written spell (like a scroll) without using read magic, if you succeed on a Decipher Script check of DC 20 + the spell's level. You can try once per day on any particular written spell.

9: You don't trigger written magic traps (like explosive runes or symbols) by reading them. You can disable them with Decipher Script as if you were using Disable Device. You can read the material hidden by a secret page with a DC 25 Decipher Script check.

14: When you cast a spell from a scroll, the spell's save DC is equal to 10 + the spell's level + your Intelligence modifier + any other applicable bonuses, and its caster level is equal to your character level, plus other applicable bonuses.

19: Reading text using Decipher Script is a free action for you. You may disable written magical traps as a swift action, and you can cast 5th-level or lower spells from scrolls as a swift action.

Deft Fingers [Skill]

Your amazing manual dexterity is the talk of princes and princesses. (This is a Skill feat that scales with your ranks in Sleight of Hand.)

Benefits: You gain a +3 bonus on your Sleight of Hand checks.

4: If you draw a hidden weapon and attack with it in the same round, your opponent loses their Dexterity bonus to AC against your first attack with that weapon that round.

9: You can make an adjacent creature or object your size or smaller 'disappear' with your legerdemain. If you succeed on a DC 30 Sleight of Hand check as a standard action, your target can make a Hide check, or you can make the Hide check for them or it. As usual, you can hide larger creatures or objects by taking a -20 cumulative penalty for each size category larger they are than you.

14: With a DC 30 Sleight of Hand check, you can use shrink item as a spell-like ability.

19: With a DC 40 Sleight of Hand check, you can use teleport object as a spell-like ability. You can also retrieve items placed in the Ethereal Plane using teleport object. With a DC 40 Sleight of Hand check, you can use instant summons as a spell-like ability without requiring arcane mark, but you may only designate one item at a time.

Detective [Skill]

You're good at finding things out just by conversing with townsfolk. (This is a Skill feat that scales with your ranks in Gather Information.)

Benefits: You gain a +3 bonus on your Gather Information checks.

4: Your ability to pick up on the social context aids you in establishing rapport. After succeeding on a Gather Information check, you gain a +2 bonus to Knowledge checks, Sense Motive checks, and checks for Cha-based skills in the same milieu.

9: With 2d6 hours of research, you can study a specific topic, such as a particular location or a well-known local monster, and substitute a Gather Information check for any Knowledge checks pertaining to the topic. You need access to local informants, a library, scholars, or other appropriate sources to use this ability.

14: You can gain the benefits of legend lore with a DC 30 Gather Information check. If you have the person or thing at hand, or are in the place, this takes a day; otherwise, it consumes the time as normal for legend lore. You need access to individuals or resources with relevant knowledge to use this ability.

19: With a DC 40 Gather Information check and 1d4+1 days of talking to people, you can either find an answer to any question you can pose in ten words or less, or find out where you need to go to get the answer. You need access to individuals or resources with relevant knowledge to use this ability.

Dreadful Demeanor [Skill]

People know you're a badass motherfvcker the instant you enter the room. (This is a Skill feat that scales with your ranks in Intimidate.)

Benefits: You gain +3 to your Intimidate checks.

4: You can demoralize an opponent as a move action.

9: Opponents you've demoralized remain shaken until they lose sight of you.

14: Opponents who would be panicked because of your fear effects are cowered instead.

19: Any time you confirm a critical hit in melee, your target is cowered. This is a fear effect.

Expert Counterfeiter [Skill]

You aren't a common forger, you're an artiste. (This is a Skill feat that scales with your ranks in Forgery.)

Benefits: You gain a +3 bonus to Forgery checks.

4: When creating a forgery, you roll twice and take the better result.

9: In situations where you can present a legal document of some sort, you can substitute a Forgery check for a Bluff, Diplomacy, or Intimidate check.

14: You can purchase items with counterfeit bills of exchange, falsified credit vouchers, and the like. You can acquire any item available through the gold economy in this method. Normally, your counterfeits are so good they don't provoke suspicion, but if someone examines them, they must still beat you in an opposed Forgery check to recognize they're not the real thing.

19: You can duplicate a scroll with eight hours of work and a Forgery check against DC 35 + the spell's level. The duplicate functions in all manners like the original scroll. You must have appropriate materials on hand for scribing the scroll, and if the spell requires XP or expensive material components, you must provide the requisite components or make up the XP cost in materials.

Ghost Step [Skill]

You might as well be incorporeal for all the noise you make. (This is a Skill feat that scales with your ranks in Move Silently.)

Benefits: You gain +3 to your Move Silently checks.

4: Anyone attempting to use Survival to track you must beat you in an opposed check against Move Silently.

9: Creatures with blindsense, blindsight, tremorsense, or similar abilities do not automatically detect your presence, but must succeed on a Listen check, opposed by your Move Silently check, to notice you.

14: With success on a DC 30 Move Silently check as a standard action, you can control ambient sounds within 30 feet of yourself for a round. You can specifically duplicate any effect from control sound (XPH), silence, or ventriloquism, and in general can make sound you've heard come from any part of the area, displace sounds in the area, or suppress any sounds or sounds. Also, if you take a -10 DC penalty on your Move Silently check, anyone within 30 feet of you can substitute your check result for their own.

19: You're so quiet that people don't even remember you when you're standing right next to them. Your opponents count as flat-footed whenever you attack them.

Investigator [Skill]

You have an eye for detail and so much patience that going through a 100' by 100' room inch-by-inch doesn't even try it. (This is a Skill feat that scales with your ranks in Search.)

Benefits: You can use Search to find traps like a character with trapfinding. If you already have that ability, you gain +3 to your Search checks. Search is always a class skill for you.

4: You can Search a 10' by 10' area with a full-round action.

9: You automatically sense any active magic effects in an area you search. If you succeed on a DC 20 Search check, you can determine their number, strength, and school, as if using detect magic.

14: You can Search objects or areas within 30 feet of yourself. You can make a Search check as a swift action.

19: You have an intuitive sense for hidden things. Anytime something that someone has hidden is within 60 feet of you, you know it; if there are multiple things, you know how many. However, you must still make Search checks as normal to locate them.

Item Master [Skill]

You make magic items do things you want. (This is a Skill feat that scales with your ranks in Use Magic Device.)

Benefits: You gain a +3 bonus to Use Magic Device checks.

4: You don't suffer mishaps with magic items.

9: When rolling Use Magic Device checks or random effects from magic items, you may roll twice and take the better result.

14: With a swift action and a successful Use Magic Device check against a DC of 30 + the item's caster level, you can gain the benefits of a slotted magic item without needing to have a slot available (for instance, a third ring on your finger) for one round.

19: When you activate a wand or staff, you can substitute a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a wand charge (you may not lose prepared spells from your school of specialty, if any). The spell slot lost must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements. When using spell trigger, spell completion, or other consumable magic items, if you succeed on a Use Magic Device check of 40 + the caster level of the item as a swift action, the item or charges thereof are not consumed.

Leap of the Heavens [Skill]

You jump good. (This is a Skill feat that scales with your ranks in Jump.)

Benefits: The DCs for your jumps don't double if you fail to get a running start, and if you do, you get a +4 bonus on the check. You can hop up (see the Jump skill description) onto any object shorter than your height without a Jump check.

4: You don't take falling damage, though you can still take damage if something falls on you.

9: You ignore the effects of difficult terrain on your movement speed, skill checks, and ability to charge.

14: If you succeed a DC 40 Jump check as a swift action, you gain the benefits of fly for one round.

19: For every five ranks you have in Jump, your movement speeds increase by 10'. (This also increases your Jump checks, as usual.)

Legendary Wrangler [Skill]

No one can tell where you end and your ropes begin. (This is a Skill feat that scales with your ranks in Use Rope.)

Benefits: You gain a +3 bonus to Use Rope checks and proficiency with the bolas, net, and whip.

4: You can use a rope as if it was a bolas or whip, and you can substitute your ranks in Use Rope for your Base Attack Bonus for combat maneuvers made with it. You can also use it as a net, replacing the normal DC 20 Escape Artist check for someone entangled with it with your Use Rope check. You can throw a grappling hook, tie a knot, tie a special knot, or tie a rope around yourself one-handed as a move action. You don't provoke attacks of opportunity for using Use Rope.

9: You can use a rope, whip, grappling hook, or similar item to manipulate any item within 30 feet of yourself as easily as if it was in your hands; you can also make disarm, entangling (as if with a net), and trip attempts with it. You can move around on ropes and similar structures, like webs, as easily as you can on the ground.

14: With a DC 30 Use Rope check, you can use animate rope as a spell-like ability; you can use any ability you can with an ordinary rope with an animated rope.

19: You can manipulate items out to 60 feet with ropes and similar items. You can use ropes for the grab on and hold down grapple maneuvers. When using combat maneuvers with ropes, you can replace the relevant check (disarm, grapple, trip, etc.) with a Use Rope check.

Magical Aptitude [Skill]

You're crazy good at manipulating magic. (This is a Skill feat that scales with your ranks in Spellcraft.)

Benefits: You gain a +3 bonus on Spellcraft checks.

4: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

9: You can dismiss a spell as a free action. You can redirect a spell as a move action, if it normally requires a standard action, or a swift action, if it normally takes a move action. You gain a +3 bonus on dispel checks.

14: You can counter a spell as an immediate action.

19: You automatically know which spells or magic effects are active on upon any individual object you see, as if you had greater arcane sight active on yourself.

Many-Faced [Skill]

You change identities so often even you don't remember what you look like anymore. (This is a Skill feat that scales with your ranks in Disguise.)

Benefits: You gain +3 to your Disguise checks.

4: When creating a disguise, you roll twice and take the better result.

9: You can use Magic Aura as a spell-like ability at will, with a caster level equal to your character level and a save DC of 10 + half your character level + your Cha modifier.

14: You can create a disguise as a full-round action, but you take a -10 penalty to your Disguise check. You can't be under direct observation while doing this, but you can use Bluff to create a diversion to allow you to change guises, as for the Hide skill.

19: You can choose an appearance that anyone viewing you with scrying or other divination magic sees instead of your "real" appearance. Even someone who benefits from true seeing must succeed on a caster level check (DC 11 + your ranks in Disguise) to penetrate the illusion.

Mounted Combat [Skill]

You are at your best when fighting with an ally that you are sitting on. This is a Skill Feat that scales with your ranks in Ride.

Benefits: Once per turn, you may attempt to negate an attack that hits your mount by making a Ride skill check with a DC equal to the AC that the attack hit. Attacks that do not require an attack roll cannot be negated in this way.

4: While Mounted, you may take a charge attack at any point along your mount's movement, so long as your mount is moving in a straight line up to the point of your attack.

9: You suffer no penalty to your ride or handle animal skill checks when training or riding unusual mounts such as magical beasts or dragons.

14: You may use your Ride Check in place of your mount's Balance, Jump, Climb, or Reflex Saving Throws.

19: Any time a spell effect would target your mount, you may elect to have it target you instead. Any time a spell effect would target you, you may elect to have it affect your Mount instead.

Natural Empath [Skill]

You read people like books. (This is a Skill feat that scales with your ranks in Sense Motive.)

Benefits: You gain a +3 bonus to Sense Motive checks.

4: You can quickly size up potential opponents. If you succeed on a Sense Motive check as a free action, opposed by their Bluff, you can tell if they're an even match (their CR equals your character level), an easy challenge (their CR is 1-3 less than your level), irrelevant (their CR is 4 or more less than your level), stronger (their CR is 1-3 higher than your level), or overwhelmingly powerful (their CR is 4 or more higher than your level). You can use this ability once on a particular creature every 24 hours.

9: If you succeed on a Sense Motive check, opposed by Bluff, you know your opponent's alignment. If you beat their Bluff by 20 or more, you can read their surface thoughts, as if during the third round of detect thoughts.

14: You have an uncanny intuition for when people are interested in you. Any time someone uses a remote spell or effect, like scrying, to examine you, you know you're under observation and if you make a Sense Motive check that beats their Bluff check, you know some details about them: if you've met them before, you recognize them, but if not, you get a basic idea of their reasons for their interest in you. Similarly, if you use Sense Motive on someone influenced by an enchantment effect, you can find out who created the effect with a Sense Motive check opposed by the controller's Bluff, getting the same information.

19: You know what people are going to do before they do. Any time someone you're aware of attacks you, make a Sense Motive check opposed by their Bluff: if you succeed, you get a free surprise round.

Persuasive [Skill]

When you tell you people something that contradicts the evidence of their own eyes, they believe you. (This is a Skill feat that scales with your ranks in Diplomacy.)

Benefits: You gain a +3 bonus to Diplomacy checks.

4: Your words can stop fights before they start. Any creature that can hear you speak must make a Will save (DC 10 + half your character level + your Cha modifier) or it can't attack you directly; however, you aren't protected from its area or effect spells, or similar abilities. Any creature that succeeds on its save is immune to this ability for 24 hours. You may use nonattack spells or otherwise act, but if you attack the creature or its allies, it may attack you. This is a mind-affecting, language-dependent charm effect.

9: You can fascinate creatures with your silver tongue. You can affect as many HD of creatures as your bonus on Diplomacy checks; any creature that fails a Will save (DC 10 + half your character level + your Cha modifier) becomes fascinated. If you use this ability in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While a subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude, allowing you to make a single request of an affected creature. The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it.

14: You can influence even hostile creatures into talking things over with you. With a DC 30 Diplomacy check, you can use a language-dependent version of charm monster as a spell-like ability, with save DC equal to 10 + half your character level + your Cha modifier; this is a mind-affecting charm effect.

19: You can convince an entire group of enemies to listen to you. If you succeed on a DC 40 Diplomacy check, your charm monster ability improves to mass charm monster, with a caster level equal to your bonus on Diplomacy checks.

Professional Luddite [Skill]

You've learned to break machines because you're an antitechnology fanatic—or maybe you just work for the local protection racket. (This is a Skill feat that scales with your ranks in Disable Device.)

Benefits: You can use Disable Device on magic traps like a character with trapfinding. If you already have that ability, you gain +3 to your Disable Device checks. Disable Device is always a class skill for you.

4: You can use your Dexterity modifier instead of your Intelligence modifier for Disable Device checks. Darkness and blindness do not hinder your ability to disable devices.

9: You can reduce the amount of time required to disable a device. For each multiple of 10 you beat the required DC, you can decrease the time required from 2d4 rounds to 1d4 rounds to 1 round to a standard action to a move-equivalent action to a free action.

14: You can use Disable Device to end any persistent effect or area spell effect as if it was a magic trap, but the DC is 25 + twice the spell's level.

19: As an attack action, you can disable magic items. You must succeed on a melee touch attack roll for attended objects. Make a Disable Device check against a DC of 15 + the item's caster level: if your check succeeds, the item must make a Will save against a DC of 10 + half your caster level or be turned into a normal item, and even if it saves, its magical properties are suppressed for 1d4 rounds.

Sharp-Eyed [Skill]

Nothing escapes you. (This is a Skill feat that scales with your ranks in Spot.)

Benefits: You gain a +3 bonus to Spot checks.

4: You can make a Spot check once a round as a free action. You don't take penalties for distractions on your Spot checks.

9: As a move action, you can make a Spot check against a DC of an opponent's Armor Class: if you succeed, you can ignore their Armor and Natural Armor bonus to AC for the next attack you make against them. If you accept a -20 penalty to your check, you can attempt this check as a swift action. Divide any distance penalties you take on Spot checks by two.

14: If you beat an opponent's Hide check with a Spot check at a -10 penalty, you can ignore concealment. If you beat their Hide check at a -30 penalty, you can ignore total concealment.

19: You can see through solid objects, but you take a -20 penalty on your Spot check for each 5'. Divide any distance penalties you take on Spot checks by five.

Slippery Contortionist [Skill]

Your childhood nickname was "Greasy the Pig", but now people call you "The Great Hamster". (This is a Skill feat that scales with your ranks in Escape Artist.)

Benefits: You gain +3 to your Escape Artist checks.

4: While squeezing into a space at least half as wide as your normal space, you may move your normal speed and you take no penalty to your attack rolls or AC for squeezing.

9: You can squeeze through a tight space or an extremely tight space as a full-round action, but you take a -10 penalty to your Escape Artist check. Opponents grappling you don't get positive size modifiers added to their grapple bonus when you use Escape Artist to try to break their hold.

14: If you succeed on a DC 30 Escape Artist check, you can ignore magical effects that impede movement as if you were under the effects of freedom of movement for one round; this is not an action. You can also slip through a wall of force or similar barrier with a DC 40 check.

19: You can make an Escape Artist check instead of a saving throw for any effect that would keep you from taking actions. (This does not help against effects that don't allow a saving throw.)

Steady Stance [Skill]

You can fight just about anywhere. (This is a Skill feat that scales with your ranks in Balance.)

Benefits: You gain a +3 bonus to your Balance checks.

4: If an effect would knock you prone, if you succeed on a DC 20 Balance check, you remain standing.

9: If your opponent is balancing, you gain a +3 dodge bonus to AC against their attacks unless they succeed at beating you in an opposed Balance check.

14: All Balance DCs are halved for you.

19: You never suffer any impairment or damage from anything you're standing on, whether it's molten lava, a cloud, or even another creature. Ambient conditions, such as lighting or weather, can still impair you.

Stealthy [Skill]

If someone sees you, you have to kill them. (This is a Skill feat that scales with your ranks in Hide.)

Benefits: You gain a +3 bonus to your Hide checks.

4: You can Hide as a free action after attacking, and snipe with melee attacks (or ranged attacks from closer than 10').

9: A constant nondetection effect protects you and your equipment, with an effective caster level equal to your ranks in Hide.

14: You can attempt to Hide even when under direct observation, but you take the usual -20 penalty to your check.

19: Even opponents who can see you have trouble locating you. If they succeed at beating your Hide check with Spot (and thus can see you), they have a 50% concealment miss chance when attacking you, which decreases by 5% for each point they beat your Hide DC.

Super Scaler [Skill]

You stick to walls like glue. Or something. (This is a Skill feat that scales with your ranks in Climb.)

Benefits: You gain +3 to your Climb checks.

4: You have the Edge on an opponent if you're on higher ground. You don't lose your Dexterity bonus to AC while climbing, nor do you need to make a Climb check if hit while climbing.

9: You gain a climb speed equal to your base land speed, with the attendant benefits.

14: All Climb DCs are halved for you. While climbing, you can substitute a Climb check result for a Reflex saving throw, once per round.

19: While climbing, as an immediate action, you can add the result of a Climb check as a dodge bonus to your Armor Class against a single attack.

Swim Like a Fish [Skill]

You're at least as home in the water as you are on land. (This is a Skill feat that scales with your ranks in Swim.)

Benefits: You gain +3 to your Swim checks.

4: You gain a swim speed equal to your base land speed, with the attendant benefits. You don't take armor check penalties to your Swim checks.

9: You can breathe water, and you can attack through water as if under the effects of freedom of movement.

14: While under water, you can substitute Swim checks for Reflex saves, and you gain a +4 bonus to attack and damage rolls.

19: As a swift action, you can add your ranks in Swim as a dodge bonus to your Armor Class while under water.

Track [Skill]

You feel at home no matter where you are. (This is a Skill feat that scales with your ranks in Survival.)

Benefits: You can follow tracks using Survival, as the Track and Legendary Trackers feats.

4: You can identify the race/kind of creatures from their tracks.

9: You can move through or over difficult natural terrain without being slowed, taking nonlethal damage, or suffering other impairment. You take no penalties for moving your speed when tracking, and only -10 when moving double your speed. You can track subjects protected by pass without trace or similar spells at a -20 penalty.

14: You can track through the Astral Plane with a DC 35 Survival check. You can determine the destination of a teleport spell when standing at the point of departure with a DC 40 Survival check; if you have teleport or a similar spell, you can follow as if you had seen the destination once.

19: You're immune to natural planar effects as if you had planar tolerance always active.

5.3 General Feats

Ability Focus [General]

Prerequisite: Special attack that allows a save (Breath Weapon, Stunning Attack, etc).

Benefit: Add +2 to the save DC of your selected special attack.

Special: You can take this feat more than once. The effects don't stack. Instead, select a new special attack each time.

Hover [General]

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Improved Initiative [General] [Fighter]

Benefit: You get a +4 bonus on initiative checks.

Natural Spell [General]

Prerequisites: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

Rapid Shot [General] [Fighter]

Prerequisites: Dex 13, [Point Blank Shot](#).

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

Spell Focus [General]

Benefit: Choose a school of magic. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Stand Still [General]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

5.4 Item Creation Feats

These feats augment your ability to create magical items using the [Craft](#) skill.

Scribe Scroll [Item Creation]

Benefit: When crafting scrolls, a failed Craft check doesn't ruin any of your materials.

Brew Potion [Item Creation]

Benefit: When crafting potions, a failed Craft check doesn't ruin any of your materials. You can always craft a *Cure* spell into a potion, even if you don't know the spell in question, as long as the spell level of the *Cure* spell is no more than half your own level.

Craft Magical Arms and Armor [Item Creation]

Benefit: When crafting weapons, armor, shields, or the magical portions of any such items, a failed craft check does not ruin any of your materials. Further, you count as though you could cast any spell on the Cleric or Wizard spell list with a spell level of no more than half of your own level for fulfilling spell requirements when creating magical weapons, armor, and shields.

Craft Wondrous Item [Item Creation]

Benefit: A wondrous item is any permanent magical item that isn't a weapon, armor, or shield. When crafting the magical portion of a wondrous item, such as a magic belt or cloak, a failed craft check does not ruin any of your materials. Further, you count as though you could cast any spell on the Cleric or Wizard spell list with a spell level of no more than half of your own level for fulfilling spell requirements when creating wondrous items.

5.5 Leadership Feats

Not all games allow Leadership feats, because all the additional Followers and the Cohort can be a lot to keep track of. If a Character has more than one Leadership feat they still only gain a single set of Followers, and they can still only have a single Cohort. However, they can mix their Follower and Cohort selection from among any allowed to them by their feats (and/or class features).

Cohorts and Followers can't ever take Leadership feats of their own.

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

You have an army of planar crazy crap. This feat scales to your Knowledge: Planes skill.

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

4: You can muster a group of followers. Your leadership score is your ranks in Knowledge: Planes plus your Charisma mod. These followers can and must be outsiders.

9: Your followers swell in number to that of an army.

14: You own a planar stronghold.

19: Your allies gain a +2 morale bonus to all saving throws if they can see you and you are within medium range.

Bureaucrat [Leadership] [Skill]

You have a functioning guild that makes stuff for you and gives you money. This feat scales to your Appraise skill.

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

4: You can muster a group of followers. Your leadership score is your ranks in Appraise plus your Intelligence modifier. These followers all have profession and craft skills.

9: You get your own Stronghold.

14: You get a +2 bonus to profit checks.

19: Your guild goes planar, your number of followers swell to the size of an army and their ranks start filling up with producers and managers from other planes of existence.

Command [Leadership] [Combat]

You lead tiny men.

Benefits: You have a Command Rating equal to your Base Attack Bonus divided by five (round up).

+1: You can muster a group of followers. Your leadership score is your Base Attack Bonus plus your Charisma Modifier.

+6: You are able to delegate command to a loyal cohort. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.

+11: With a Swift Action you may rally troops, allowing all allies within medium range of yourself to reroll their saves vs. Fear and gain a +2 Morale Bonus to attack and damage rolls for 1 minute. This is a language-dependent ability that may be used an unlimited number of times.

+16: Your allies gain a +2 morale bonus to all saving throws if they can see you and you are within medium range.

Leadership [Leadership] [Skill]

You convince people that obeying you is a good career move. (This is a Skill feat that scales with your ranks in Diplomacy.)

Benefits: You can awe even strangers and enemies into following your orders. With a DC 20 Diplomacy check, you can use command as a spell-like ability, with save DC equal to 10 + half your character level + your Cha modifier.

4: Your natural talent for leaderships attracts followers. Your leadership score is equal to your ranks in Diplomacy plus your Charisma modifier.

9: You persuade someone that you are so awesome that they should follow you around all the time, acquiring a cohort. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.

14: Your natural majesty stirs guilt in those who refuse your demands. With a DC 30 Diplomacy check, you can use geas as a spell-like ability, but it offers a Will save at DC 10 + half your character level + your Cha modifier.

19: You command the loyalty of armies – even opposing ones. With a DC 40 Diplomacy check, you can use greater command as a spell-like ability, with save DC equal to 10 + half your character level + your Cha modifier and effective caster level equal to your bonus on Diplomacy checks.

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

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

Benefits: You have a Command Rating equal to your ranks in Knowledge Religion divided by five (round up).

4: You can muster a group of followers. Your leadership score is your ranks in Knowledge Religion plus your Wisdom modifier. Your followers are all mindless Undead. You don't make them or anything, they just show up.

9: You are able to delegate command to a loyal cohort. Your cohort is an intelligent and loyal Undead creature with a CR 2 less than your character level. Cohorts gain levels when you do.

14: Your followers swell in number to that of an army.

19: Your allies gain energy resistance to Positive Energy equal to your level while they are within line of sight of you.

Master Artisan [Leadership][Skill]

You're so good at putting things together that it leaves people speechless. They follow you around in the hopes that they can see you work more wonders. (This is a Skill feat that scales with your ranks in Craft.)

Benefit: You get a +3 feat bonus to Craft checks

4: You attract followers, they probably work in your shop or help you with Aid Another checks or something. Your Leadership score is equal to your ranks in craft plus your Intelligence Bonus.

9: You attract an artisan's apprentice. They're exactly like a cohort, just with a special title.

14: You can cast Fabricate three times per day.

19: When you repair a broken magical item, you also can also restore the magical portion of the broken item. This takes you no additional time and no additional materials. You cannot restore artifacts with this ability.

Master of Terror [Leadership] [Skill]

You scare people so bad they follow you around hoping you won't hurt them. (This is a Skill feat that scales with your ranks in Intimidate.)

Benefits: Whenever you use Intimidate in combat, it affects everyone within 30 feet of you.

4: You gain followers. Your leadership score is equal to your ranks in Intimidate plus your Charisma modifier.

9: You gain a cohort who enjoys frightening your underlings almost as much as you do. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.

14: You gain the frightful presence ability. When you speak or attack, enemies within 30 feet of you must succeed on a Will save (DC 10 + your character level + your Cha modifier) or become shaken for 5d6 rounds. An opponent that succeeds on its saving throw is immune to your frightful presence for 24 hours.

19: Your opponents take a -2 morale penalty to saving throws if they can see you and you are within medium range (based on your character level).

Monster Rancher [Leadership] [Skill]

You can breed and train a large number of crazy beasts. This feat scales to your ranks in Handle Animal.

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

4: You can muster a group of followers. Your leadership score is your ranks in Handle Animal plus any synergy bonuses you get to that skill. Your followers can, and must be, monsters.

9: You have a loyal cohort that is a monster of some kind. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.

14: You know what any monster is unless it is disguised by illusion, and you can look up its stat line in the appropriate monster book when devising your strategies.

19: Once per day, you can reroll a saving throw allowed by a Supernatural Ability.

Tyrant [Leadership] [Skill]

You push people around and get larger and larger groups trapped in the iron gauntlet of your brutal rule. This feat scales with your ranks in Intimidate.

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

4: You can muster a group of followers. Your leadership score is your ranks in Intimidate plus your Strength modifier.

9: Your followers swell in number to that of an army.

14: Your mere presence inspires fear and can break a battle. Enemies with more than 5 hit dice less than you do must make a Will save (DC 10 + half Level + Strength Modifier) or flee in panic. This is a [Fear] effect.

19: Your presence causes despair in even brave opponents. All enemies within 30' of you suffer a -2 Morale penalty to Willpower saves.

Chapter 6:

Background and Alignment

6.1 Character Fluff

"It's time for you to look inward, and begin 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

Brigandine: This is essentially a chain shirt with a studded leather vest that goes over top of it.

Chain Shirt: A shirt of interlocking metal rings that covers your torso and arms.

Cord Armor: A series of ropes and knots wrapped all around your body.

Darkleaf Armor: A suit of armor made out of the leaves from darkwood trees.

Gray Armor: This armor is made from the skin and hide of various corporeal undead (mostly Zombies).

Leather Armor: This armor is made of thick sheets of leather (usually from a domestic animal) that has been partially hardened in places to provide additional protection.

Mithral Shirt: A shirt of finely interlocked mithral rings. It's the same basic design as a normal chain shirt, but Mithral instead of iron or steel.

Padded Armor: This is an outfit of cloth and thick pads all around your body.

Spiderweb Clothing: Woven from spider silk, usually by the drow, this armor covers your entire body.

Still Suit: A desert outfit that covers over your entire body to keep the sand out and water in.

Studded Leather Armor: Similar to leather armor, but with metal studs added for some additional protection.

Wicker Armor: This stuff is a series of wicker segments that go all around your body and form into a suit of armor.

Winter Clothes: Very heavy clothing designed to keep you warm even in cold environments.

Medium Armors

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	+4	-3	-5	150 gp	40 lb
Chitin Carapace	+5	+4	-3	-1	500 gp	30 lb
Dragonscale Suit	+6	+5	-4	-2	1,400 gp	25 lb
Elaborate Gown	+1	+3	-5	-8	300 gp	15 lb
Hide Armor	+3	+4	-3	-3	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

Adamantine Breastplate: This is like a normal breastplate, but forged from adamantine instead.

Animal Spirit Armor: This is the high end version of Hide Armor. It usually includes more of the animal's original parts still being attached to the armor, such as a great cat's paws, an animal head as the helmet, things like that.

Astral Silk Armor: This is a full body suit woven from the silk of astral spiders. It must be created on the astral plane but can then be taken anywhere, and these suits are traded across the multiverse. Even once finished, the silk strands shift colors slowly as the wearer travels from place to place, in response to various planar fluxes.

Bone Armor: Created either from extremely strong bones of a monster, or bones that have been processed to be similarly strong (either Necromantically or Alchemically). It looks like having a huge skeleton wrapped around you, and sometimes it clatters a lot.

Breastplate: A few large plates of iron or steel cover your torso, while smaller plates and sections of chainmail and leather protect your limbs and joints.

Chainmail: This is like a chainshirt, a set of interlocking chains that form a protective metal barrier, except that it covers your entire body.

Chitin Carapace: This is kinda like a breastplate, but instead of being made from metal it's made from the exoskeletons of giant bugs.

Dragonscale Suit: A skintight bodysuit of dragon scales backed by dragonhide and other leathers. The results usually look kinda like an alligator’s scales.

Elaborate Gown: Any sort of fancy costume or ornamental outfit that’s large and bulky without being protective. The exact styles vary extremely between regions and cultures. The common factor is that they’re worn not because they’re protective, but because the wearer wants to look good at fancy parties and probably has enough guards to not worry so much about personal protection.

Hide Armor: By layering several animal hides all around your body you get a moderate amount of protection. It’s kinda like leather armor, but more. People usually only wear this sort of stuff if they can’t find anything better.

Lamellar Armor: This is a series of small segments of laminated leather sewn together like a set of scales until there’s enough to cover your entire torso.

Lobster Mail: An armor suit made from the shells of actual lobsters as well as other crustaceans and shellfish. It provides no direct swimming ability, but does allow the wearer to breathe underwater. Also, this armor’s Armor Check Penalty doesn’t apply to Swim checks.

Mithral Suit: This is the Mithral version of Chainmail. It’s made of very fine interwoven rings, and covers your whole body.

Rime Hauberk: This armor is like chainmail, but is made from rings of magically preserved ice instead of rings of metal. The ice of this armor is just as resistant to heat and melting as steel is.

Scale Mail: A series of small metal scales are sewn to a leather backing, the results look like a snake’s scales.

Heavy Armors

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	-6	-5	1,400 gp	50 lb
Half-plate	+7	+2	-5	-7	600 gp	50 lb
Hoplite Armor	+6	+3	-5	-5	500 gp	45 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

Adamant Carapace: This armor fully encases every part of your body in a set of precisely interlocking adamantine segments. You basically look like Iron Man or something. There aren’t any exposed chain or leather bits at all.

Coral Armor: Made from coral segments that have been arranged to mostly encase the body. The actual arrangement of coral protrusions varies wildly from suit to suit.

Demon Armor: Despite the name, the body of any fiend can be turned into this armor. Demon armor is made by carefully removing all of a demon’s hide as a single suit. The demon is kept alive during this process, and the rest of the body is destroyed once the skin is removed. The demon’s soul is left connected to the resulting suit of armor.

Deep Clay Armor: Made from a special clay found on earthy protrusions into the Water Elemental Plane, this armor is a series of clay plates that never seem to fully dry.

Dragonscale Plate: This is a complete suit of platemail made from dragon hide.

Full Plate: Carefully interlocking steel plates cover your whole body, giving you the maximum possible protection that steel can provide while still allowing for a fair deal of flexibility.

Great Armor: This armor is made from a series of hard leather segments that are coated in metal scales. The segments are not fully connected, allowing for a great deal more flexibility than with full plate. Great Armor almost always include a horned helmet and mask.

Half-plate: This armor is somewhere in between a suit of breastplate and a suit of full plate.

Hoplite Armor: This armor consists of a stiff torso covering made from iron, steel, or bronze, as well as an armored skirt and helmet.

Mechanus Armor: Made of various metals, various clockwork mechanisms, and quite a bit of magic, this highly oversized armor is less something that you put on, and more something that you get into. The wearer enters the armor from either the front or back (depending on the specific design) and then the hatch closes and the user is sealed inside the mechanical exoskeleton. Wearers of this armor count as one size category larger than normal, including all the normal stat changes. All of the wearer's senses are extended through the suit, allowing them their full normal vision, sense of touch, sense of smell, etc. The suit filters its own air supply from the local atmosphere, blocking out any poison gases. In situations where there is no air at all (underwater, sealed cavern, etc) the user counts as being able to hold their breath for ten times as long as normal.

Silk Steel Armor: This armor is made of silk steel, a metallic fabric woven from the silk of sword spiders. It's about as flexible as heavy denim, but just as impenetrable as actual steel plates.

Stone Plate: This armor is made of polished stone segments, usually by dwarves.

Sun Plate: A form of plate armor made from hardened sunlight.

Shields

Shields go on your arm, taking up your offhand. Equipping or removing a shield takes the same amount of time as drawing a weapon. You can perform a shield-bash with a shield (1d6 damage for Medium creatures), though you lose the shield's bonus during the round that you do. If you shield-bash while fighting with a weapon in your main hand, then use the rules for Two-Weapon Fighting.

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	+0	+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

Adamantine Shield: This shield is forged entirely from adamantine.

Buckler: This small shield is made of wood with leather straps. You can use a buckler on one arm without taking up the hand of that arm. However, actions using that arm (particularly the use of a weapon) take a -1 while there's a buckler on your arm. Getting a Masterwork Buckler doesn't eliminate the -1 penalty. If you shield-bash with a bucklet they do the damage of a weapon one size smaller than normal (1d4 for Medium creatures).

Dragonscale Shield: This shield is constructed from some kind of dragon scales. It grants Energy Resistance equal to the shield's Shield Bonus (including any Enhancement Bonus if it's a magical shield). The Energy Resistance from this shield stacks with any you might have from wearing other Dragonscale items. The type of the Energy Resistance granted depends on the kind of scales that the shield is built from.

Force Shield: The body of this shield is an invisible force effect, with two metal loops embedded into the shield so that you can use it. Though the shield is naturally invisible, most of these have some sort of markings on them so that the user can more easily keep track of where the edges are.

Mithral Shield: A shield forged from Mithral.

Steel Shield: A shield forged from steel.

Vine Shield: A shield forged from darkleaves and vines all sewn together.

Wooden Shield: A shield carved from a sturdy and dense kind of wood.

Great Shields

Great Shields are generally quite oversized compared to a normal shield. They require their own proficiency, and you can't use them while mounted. You also can't shield-bash with a great shield.

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

Bone Wall: An oversized shield made from the heavy bones of a dire animal, demon, or other supernatural creature.

Crystal Aegis: An oversized shield carved from a form of living crystal.

Ice Aegis: Magical techniques are used to fix this shield carved from ice into an unmelting form.

Kappa Shell: The back shell of a Kappa (it's like a giant turtle shell), you wear this on your back rather than on your arm. It provides its full bonus while not using up either of your hands.

Kite Shield: A large shield that tapers down to a point near the bottom. Unlike other Great Shields, a Kite Shield can be used while you're mounted.

Tower Shield: Made mostly from a wood backing covered in metal bands, a tower shield is basically the size of a door.

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NPC Classes

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.

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The Planes

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