

Dungeons & Dragons 3.5 Edition Index – Base Classes

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Collected by Chet Erez (cerez@crystalkeep.com)

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February 28, 2007

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Standard Base Classes

Artificer

Racial Substitution

Lvl	Artificer <small>(Eb p29) (EbErrata)+</small>	Warforged Artificer – 1 st level substitution <small>(RoE p129)</small>	Warforged Artificer – 4 th level substitution <small>(RoE p129)</small>	Warforged Artificer – 5 th level substitution <small>(RoE p129)</small>	Warforged Artificer – all level substitution <small>(RoE p129)</small>	
Class Features	Alignment: any Combat: Rogue Good Save: Will Hit-Die: d6 Armor: Light, Medium, Shields Weapons: Simple Skill Points: 4 Dex: Open Lock. Con: Concentration. Int: Appraise, Craft, Know(arcana), Know(arch & eng), Know(the planes), Search, Spellcraft. Wis: Profession. Cha: Use Magical Device.	Alignment: any Combat: Rogue Good Save: Will Hit-Die: d6 Armor: Light, Medium, Shields Weapons: Simple Skill Points: 4 Dex: Open Lock. Con: Concentration. Int: Appraise, Craft, Know(arcana), Know(arch & eng), Know(the planes), Search, Spellcraft. Wis: Profession. Cha: Use Magical Device.	Alignment: any Combat: Rogue Good Save: Will Hit-Die: d6 Armor: Light, Medium, Shields Weapons: Simple Skill Points: 4 Dex: Open Lock. Con: Concentration. Int: Appraise, Craft, Know(arcana), Know(arch & eng), Know(the planes), Search, Spellcraft. Wis: Profession. Cha: Use Magical Device.	Alignment: any Combat: Rogue Good Save: Will Hit-Die: d6 Armor: Light, Medium, Shields Weapons: Simple Skill Points: 4 Dex: Open Lock. Con: Concentration. Int: Appraise, Craft, Know(arcana), Know(arch & eng), Know(the planes), Search, Spellcraft. Wis: Profession. Cha: Use Magical Device.	Alignment: any Combat: Rogue Good Save: Will Hit-Die: d6 Armor: Light, Medium, Shields Weapons: Simple Skill Points: 4 Dex: Open Lock. Con: Concentration. Int: Appraise, Craft, Know(arcana), Know(arch & eng), Know(the planes), Search, Spellcraft. Wis: Profession. Cha: Use Magical Device.	
	1	Intelligence-based Infusions Artificer Knowledge Artisan Bonus Disable Trap Item Creation Feat: Scribe Scroll Craft Reserve: 20	Intelligence-based Infusions Artificer Knowledge Artisan Bonus Disable Trap Item Creation Feat: Scribe Scroll Craft Reserve: 20 Infuse Self	Intelligence-based Infusions Artificer Knowledge Artisan Bonus Disable Trap Item Creation Feat: Scribe Scroll Craft Reserve: 20	Intelligence-based Infusions Artificer Knowledge Artisan Bonus Disable Trap Item Creation Feat: Scribe Scroll Craft Reserve: 20	Intelligence-based Infusions Artificer Knowledge Artisan Bonus Disable Trap Item Creation Feat: Scribe Scroll Craft Reserve: 20 Infuse Self
	2	Feat: Brew Potion Craft Reserve: 40	Feat: Brew Potion Craft Reserve: 40	Feat: Brew Potion Craft Reserve: 40	Feat: Brew Potion Craft Reserve: 40	Feat: Brew Potion Craft Reserve: 40
	3	Feat: Craft Wondrous Item Craft Reserve: 60	Feat: Craft Wondrous Item Craft Reserve: 60	Feat: Craft Wondrous Item Craft Reserve: 60	Feat: Craft Wondrous Item Craft Reserve: 60	Feat: Craft Wondrous Item Craft Reserve: 60
	4	Feat: Craft Homunculus Bonus Feat Craft Reserve: 80	Feat: Craft Homunculus Bonus Feat Craft Reserve: 80	Feat: Craft Homunculus Tools of War Bonus Feat Craft Reserve: 80	Feat: Craft Homunculus Bonus Feat Craft Reserve: 80	Feat: Craft Homunculus Tools of War Bonus Feat Craft Reserve: 80
	5	Feat: Craft Arms and Armor Retain Essence Craft Reserve: 100	Feat: Craft Arms and Armor Retain Essence Craft Reserve: 100	Feat: Craft Arms and Armor Retain Essence Craft Reserve: 100	Feat: Craft Arms and Armor Retain Essence Craft Weapon Familiar Craft Reserve: 100	Feat: Craft Arms and Armor Retain Essence Craft Weapon Familiar Craft Reserve: 100
	6	Feat: Craft Wand Craft Reserve: 100	Feat: Craft Wand Craft Reserve: 100	Feat: Craft Wand Craft Reserve: 100	Feat: Craft Wand Craft Reserve: 100	Feat: Craft Wand Craft Reserve: 100
	7	Metamagic Spell Trigger Craft Reserve: 150	Metamagic Spell Trigger Craft Reserve: 150	Metamagic Spell Trigger Craft Reserve: 150	Metamagic Spell Trigger Craft Reserve: 150	Metamagic Spell Trigger Craft Reserve: 150
	8	Bonus Feat Craft Reserve: 200	Bonus Feat Craft Reserve: 200	Bonus Feat Craft Reserve: 200	Bonus Feat Craft Reserve: 200	Bonus Feat Craft Reserve: 200
	9	Feat: Craft Rod Craft Reserve: 250	Feat: Craft Rod Craft Reserve: 250	Feat: Craft Rod Craft Reserve: 250	Feat: Craft Rod Craft Reserve: 250	Feat: Craft Rod Craft Reserve: 250
10	Craft Reserve: 300	Craft Reserve: 300	Craft Reserve: 300	Craft Reserve: 300	Craft Reserve: 300	
11	Metamagic Spell Completion Craft Reserve: 500	Metamagic Spell Completion Craft Reserve: 500	Metamagic Spell Completion Craft Reserve: 500	Metamagic Spell Completion Craft Reserve: 500	Metamagic Spell Completion Craft Reserve: 500	
12	Feat: Craft Staff Bonus Feat Craft Reserve: 700	Feat: Craft Staff Bonus Feat Craft Reserve: 700	Feat: Craft Staff Bonus Feat Craft Reserve: 700	Feat: Craft Staff Bonus Feat Craft Reserve: 700	Feat: Craft Staff Bonus Feat Craft Reserve: 700	
13	Skill Mastery Craft Reserve: 900	Skill Mastery Craft Reserve: 900	Skill Mastery Craft Reserve: 900	Skill Mastery Craft Reserve: 900	Skill Mastery Craft Reserve: 900	
14	Feat: Forge Ring Craft Reserve: 1,200	Feat: Forge Ring Craft Reserve: 1,200	Feat: Forge Ring Craft Reserve: 1,200	Feat: Forge Ring Craft Reserve: 1,200	Feat: Forge Ring Craft Reserve: 1,200	
15	Bonus Feat Craft Reserve: 1,500	Bonus Feat Craft Reserve: 1,500	Bonus Feat Craft Reserve: 1,500	Bonus Feat Craft Reserve: 1,500	Bonus Feat Craft Reserve: 1,500	
16	Craft Reserve: 2,000	Craft Reserve: 2,000	Craft Reserve: 2,000	Craft Reserve: 2,000	Craft Reserve: 2,000	
17	Craft Reserve: 2,500	Craft Reserve: 2,500	Craft Reserve: 2,500	Craft Reserve: 2,500	Craft Reserve: 2,500	
18	Craft Reserve: 3,000	Craft Reserve: 3,000	Craft Reserve: 3,000	Craft Reserve: 3,000	Craft Reserve: 3,000	
19	Craft Reserve: 4,000	Craft Reserve: 4,000	Craft Reserve: 4,000	Craft Reserve: 4,000	Craft Reserve: 4,000	
20	Bonus Feat Craft Reserve: 5,000	Bonus Feat Craft Reserve: 5,000	Bonus Feat Craft Reserve: 5,000	Bonus Feat Craft Reserve: 5,000	Bonus Feat Craft Reserve: 5,000	

Warforged Artificer Class Abilities:

Infuse Self

Any Infusion you cast that effect you (even if it effects others too) is cast at +1 level.

Tools of War

When you cast an Infusion on a Construct, a Living Construct (including yourself), a magic weapon, magic shield, or magic armor, the target is also repaired 1 hit-point per Charisma-modifier (minimum 1) automatically.

When using your Craft Reserve to add magical properties to a Construct, Living Construct (including yourself), magic weapon, magic shield, or magic armor, each Craft Reserve point counts as 2 XP.

Craft Weapon Familiar

You may make a Weapon Familiar, which is a magical weapon that has some of the properties of a Wizard’s Familiar. You may only have one Weapon Familiar at a time.

To gain a Weapon Familiar, craft a Magical Weapon. Then spend 1,000 extra XP and 1 extra day.

You may add / upgrade magical features to your Weapon Familiar.

If you die, your Weapon Familiar loses its sentience and familiar abilities, but retains its normal magical features. If you are then returned to life, you must spend 1,000 XP to reconnect to your Weapon Familiar.

Weapon Familiar Details:

Ability Scores: The creator of the weapon familiar assigns its Intelligence, Wisdom, and Charisma. Two are 14, and the last is a 10.

Hits Points: Normal weapon hit-points + ½ Creator’s hit-points.

Saving Throw: Receives the better of (2 + ½ Creator level) –or– Creator’s base save bonus.

Senses: Darkvision 60’ and normal hearing.

Communication: Telepathically with its master while held, and verbally in Common, plus 1 extra language per point of Intelligence modifier.

Alignment: Same as Creator’s.

Ego: TBD

Advantages to the Creator when holding the Weapon Familiar (one from each table – weapon with more than once damage type get one advantage when created):

Size	Creator gains...
Light	+3 bonus on Disable Device checks
One-Handed	+3 bonus on Use Magic Device checks
Two-Handed	+3 bonus on Concentration checks

Damage Type	Creator gains...
Bludgeoning	+2 bonus on Fortitude saves
Piercing	+2 bonus on Reflex saves
Slashing	+3 hit points

Level-based abilities:

Creator Artificer Lvl	Hardness Bonus	Special Abilities
5 th – 6 th	+1	Creator gains Feat: <u>Alertness</u> when weapon is held Can deliver touch Infusions Weapon Familiar has Improved Evasion Share Infusions – when appropriate, Infusions cast by the Creator while he/she/it holds the Weapon Familiar apply to both.
7 th – 8 th	+2	—
9 th – 10 th	+3	—
11 th – 12 th	+4	Weapon gains Spell Resistance equal to Creator’s Artificer level + 5
13 th – 14 th	+5	Creator can cast <i>Scry</i> on his/her/its Weapon Familiar. Usable 1/day.
15 th – 16 th	+6	—
17 th – 18 th	+7	—
19 th – 20 th	+8	—

Barbarian

Alternate Base Classes

The following are specialized types of Barbarians, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Barbarian must be done when the 1st level of Barbarian is taken. A character can only be the member of one Barbarian class.

Lvl	Barbarian (aka Jaguar Totem Barbarian) <small>(PH p24)(UA p49)</small>	Ape Totem Barbarian <small>(UA p48)</small>	Bear Totem Barbarian <small>(UA p48)</small>	Boar Totem Barbarian <small>(UA p48)</small>
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.
	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day Climb speed at ½ move	Fast Movement Illiteracy Rage, 1/day Feat: Toughness	Fast Movement Illiteracy Rage, 1/day When raging, gain Feat: Diehard
2	Uncanny Dodge	Uncanny Dodge +2 bonus on Intimidate checks	Uncanny Dodge Feat: Improved Grapple	Uncanny Dodge
3	Trap Sense +1	Trap Sense +1 Feat: Power Attack	Trap Sense +1 Feat: Great Fortitude	Trap Sense +1 Rage last +2 rounds
4	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day
5	Improved Uncanny Dodge	Improved Uncanny Dodge Climb speed, full move	Improved Uncanny Dodge +4 bonus on Grapple checks when Raging	Improved Uncanny Dodge
6	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2
7	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 2 / —
8	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day
9	Trap Sense +3	Trap Sense +3	Trap Sense +3	Trap Sense +3
10	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 3 / —
11	Greater Rage	Greater Rage	Greater Rage	Greater Rage
12	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4
13	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 4 / —
14	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will
15	Trap Sense +5	Trap Sense +5	Trap Sense +5	Trap Sense +5
16	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 5 / — Rage, 5/day
17	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage
18	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6
19	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 6 / —
20	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day

Alternate Base Classes (continued)

Lvl	Barbarian (PH p24)	Dragon Totem Barbarian (UA p48)	Eagle Totem Barbarian (UA p48)	Horse Totem Barbarian (UA p49)	
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	
	1	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day Feat: Blind-Fight	Fast Movement Illiteracy Rage, 1/day +2 bonus on Spot checks	Fast Movement Illiteracy Rage, 1/day
	2	Uncanny Dodge	Uncanny Dodge +2 bonus on saves vs. paralysis & sleep	Uncanny Dodge	Uncanny Dodge Feat: Run
	3	Trap Sense +1	Trap Sense +1	Trap Sense +1 Feat: Lightning Reflexes	Trap Sense +1 +2 on Handle Animal & Ride checks with horses
	4	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day
	5	Improved Uncanny Dodge	Improved Uncanny Dodge Gain Frightful Presence (DC is Charisma-based)	Improved Uncanny Dodge	Improved Uncanny Dodge Feat: Endurance
	6	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2
	7	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 / —
	8	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day
	9	Trap Sense +3	Trap Sense +3	Trap Sense +3	Trap Sense +3
10	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 / —	
11	Greater Rage	Greater Rage	Greater Rage	Greater Rage	
12	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	
13	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 / —	
14	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	
15	Trap Sense +5	Trap Sense +5	Trap Sense +5	Trap Sense +5	
16	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	
17	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	
18	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6	
19	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 / —	
20	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	

Horselord Class Abilities

Battle Ecstasy, N/day – You gain +4 bonus to Dexterity and Constitution, a +2 bonus on Will saves, & a +1 bonus to your Damage Reduction (DR 1 / — if you do not have any yet). You may use any skill or feat, but all skill checks except for Handle Animal and Ride are at –2.

Horselord Skills – You take no penalty for making a Ride check without a saddle, but receive a +2 bonus if there is a saddle. With a specific breed of horses (usually the ones your tribe raises), you receive +2 bonus on Handle Animal checks.

Tireless Battle Ecstasy – You are no longer Fatigued at the end of Battle Ecstasy.

Horse Companion – Same as the Animal Companion of a Ranger of the same level, except for the following: 1) It must be a horse. 2) Your companion stays an Animal (instead of becoming a Magical Beast). 3) It takes 1d4 months and a Handle Animal check vs. DC 15 to find a new companion if the previous one dies. Once located, it takes 2 months to bond with a new companion.

Alternate Base Classes (continued)

Lvl	Barbarian (UA p48)	Horselord (DR337 p88)	Implacable (DR330 p84)	Lion Totem Barbarian (UA p49)
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.
	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day Battle Ecstasy, 1/day Horselord Skills	Fast Movement Illiteracy Rage, 1/day Resilient Rage, 1/day	Fast Movement Illiteracy Rage, 1/day Feat: Run
2	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge +2 on Hide checks
3	Trap Sense +1	Trap Sense +1	Trap Sense +1	Trap Sense +1
4	Rage, 2/day	Rage, 2/day Battle Ecstasy, 2/day Horse Companion	Rage, 2/day Resilient Rage, 2/day	Rage, 2/day
5	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge +2 damage on a Charge
6	Trap Sense +2	Trap Sense +2 Gain Feat: Improved Mounted Archery	Trap Sense +2	Trap Sense +2
7	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 / —
8	Rage, 3/day	Rage, 3/day Battle Ecstasy, 3/day	Rage, 3/day Resilient Rage, 3/day	Rage, 3/day
9	Trap Sense +3	Trap Sense +3	Trap Sense +3	Trap Sense +3
10	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 / —
11	Greater Rage	Greater Rage	Greater Rage Greater Resilient Rage	Greater Rage
12	Rage, 4/day Trap Sense +4	Rage, 4/day Battle Ecstasy, 4/day Trap Sense +4	Rage, 4/day Resilient Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4
13	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 / —
14	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will
15	Trap Sense +5	Trap Sense +5	Trap Sense +5	Trap Sense +5
16	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day Battle Ecstasy, 5/day	DR 4 / — Rage, 5/day Resilient Rage, 5/day	DR 4 / — Rage, 5/day
17	Tireless Rage	Tireless Rage Tireless Battle Ecstasy	Tireless Rage	Tireless Rage
18	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6
19	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 / —
20	Mighty Rage Rage, 6/day	Mighty Rage Mighty Rage Rage, 6/day Battle Ecstasy, 6/day	Mighty Rage Mighty Rage Mighty Resilient Rage Rage, 6/day Resilient Rage, 6/day	Mighty Rage Rage, 6/day

Implacable Class Abilities

Resilient Rage – You gain +4 bonus to Dexterity and Constitution, a +2 bonus on Will saves, and a +1 bonus to your Damage Reduction (DR 1 / — if you do not have any yet).

Greater Resilient Rage – When you are in a Resilient Rage, you gain a +6 bonus to Dexterity and Constitution, a +2 bonus on Will saves, and a +2 bonus to your Damage Reduction (i.e., at 13th level, goes from DR 3 / — to DR 5 / —).

Mighty Resilient Rage – When you are in a Resilient Rage, you gain a +8 bonus to Dexterity and Constitution, a +2 bonus on Will saves, and a +3 bonus to your Damage Reduction (i.e., goes from DR 5 / — to DR 8 / —).

Alternate Base Classes (continued)

Lvl	Barbarian (PH p24)	Serpent Totem Barbarian (UA p49)	Wolf Totem Barbarian (UA p49)	
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	
	1	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day +2 save vs. poison	Fast Movement Illiteracy Rage, 1/day
	2	Uncanny Dodge	Uncanny Dodge +2 on Move Silently checks	Uncanny Dodge Feat: Improved Trip
	3	Trap Sense +1	Trap Sense +1 Feat: Improved Grapple	Trap Sense +1
	4	Rage, 2/day	Rage, 2/day	Rage, 2/day
	5	Improved Uncanny Dodge	Improved Uncanny Dodge Feat: Improved Initiative	Improved Uncanny Dodge Feat: Track
	6	Trap Sense +2	Trap Sense +2	Trap Sense +2
	7	DR 1 / —	DR 1 / —	DR 1 / —
	8	Rage, 3/day	Rage, 3/day	Rage, 3/day
	9	Trap Sense +3	Trap Sense +3	Trap Sense +3
10	DR 2 / —	DR 2 / —	DR 2 / —	
11	Greater Rage	Greater Rage	Greater Rage	
12	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	
13	DR 3 / —	DR 3 / —	DR 3 / —	
14	Indomitable Will	Indomitable Will	Indomitable Will	
15	Trap Sense +5	Trap Sense +5	Trap Sense +5	
16	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	
17	Tireless Rage	Tireless Rage	Tireless Rage	
18	Trap Sense +6	Trap Sense +6	Trap Sense +6	
19	DR 5 / —	DR 5 / —	DR 5 / —	
20	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	

Variant Class Features

Lvl	Barbarian (PH p24)	Barbarian variant, Berserker Strength (PH2 p33)	Barbarian variant, City Brawler (DR349 p92)	Barbarian variant, Dashing Step (DR349 p92)
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.
1	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day Berserker Strength	Fast Movement Illiteracy Rage, 1/day Feat: Improved Unarmed Strike Feat: Two-Weapon Fighting (with Unarmed Strike only) Only take a -2 penalty on Attack rolls with Improvised weapons	Fast Movement Illiteracy Rage, 1/day When Charging, you do <u>not</u> receive the normal -2 penalty to AC
2	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge
3	Trap Sense +1	Trap Sense +1	Trap Sense +1	Trap Sense +1 +1 AC vs. Attacks of Opportunity while Charging
4	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day
5	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge
6	Trap Sense +2	Trap Sense +2	Trap Sense +2 Feat: Improved Two-Weapon Fighting (with Unarmed Strike only)	Trap Sense +2 +2 AC vs. Attacks of Opportunity while Charging
7	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 / —
8	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day
9	Trap Sense +3	Trap Sense +3	Trap Sense +3	Trap Sense +3 +3 AC vs. Attacks of Opportunity while Charging
10	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 / —
11	Greater Rage	Greater Rage Greater Berserker Strength	Greater Rage Feat: Greater Two-Weapon Fighting (with Unarmed Strike only)	Greater Rage
12	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4 +4 AC vs. Attacks of Opportunity while Charging
13	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 / —
14	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will
15	Trap Sense +5	Trap Sense +5	Trap Sense +5	Trap Sense +5 +5 AC vs. Attacks of Opportunity while Charging
16	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day
17	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage
18	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6 +6 AC vs. Attacks of Opportunity while Charging
19	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 / —
20	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day Mighty Berserker Strength	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day

Barbarian, Berserker Strength variant class abilities

Berserker Strength – Any time you are below (5 * Barbarian level) hp, your Berserker Strength automatically activates, granting you the following:

Name	Level	Str	Saves	DR
<base>	1 st –11 th	+4	+2	+(2 / —)
Greater	11 th –19 th	+6	+3	+(3 / —)
Mighty	20 th +	+8	+4	+(4 / —)

The effect lasts until you are healed above the minimum level, you go Unconscious, or you become Helpless. Berserker Strength can be activated an unlimited number of times per day.

Variant Class Features (continued)

Lvl	Barbarian (PH p24)	Barbarian variant, Fearsome Gaze (DR349 p92)	Barbarian variant, Relentless Smash (DR349 p92)	Barbarian variant, Unshakable (DR349 p93)
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.
1	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day
2	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge
3	Trap Sense +1	Trap Sense +1	Trap Sense +1	Trap Sense +1
4	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day
5	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge Immune to Fear effects
6	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2
7	DR 1 / —	DR 1 / — Fearsome Gaze	DR 1 / —	DR 1 / —
8	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day
9	Trap Sense +3	Trap Sense +3	Trap Sense +3	Trap Sense +3
10	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 / —
11	Greater Rage	Greater Rage	Greater Rage	Greater Rage
12	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4 Trap Sense +3	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4
13	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 / —
14	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will
15	Trap Sense +5	Trap Sense +5 Trap Sense +4	Trap Sense +5	Trap Sense +5
16	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day
17	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage
18	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6
19	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 / —
20	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day Relentless Smash	Mighty Rage Rage, 6/day

‘Barbarian variant, Fearsome Gaze’ class abilities

Fearsome Gaze – Your Intimidate checks are now based on Strength (instead of Charisma) & you receive a +4 on the check as long as your target is within 60’ and can see you.

‘Barbarian variant, Relentless Smash’ class abilities

Relentless Smash – If you confirm a Critical Hit on a creature you have already struck at least 3 times this round, it is Stunned for 1d3 round (no save) –and– if it is no larger than you, it is knocked Prone (FortNeg, DC = 10 + total damage you dealt it this round).

Racial Substitution

Lvl	Barbarian <small>(PH p24)</small>	Goliath Barbarian – 1 st level substitution <small>(RoS p150)</small>	Goliath Barbarian – 5 th level substitution <small>(RoS p150)</small>	Goliath Barbarian – 7 th level substitution <small>(RoS p150)</small>	Goliath Barbarian – all level substitutions <small>(RoS p150)</small>
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know(nature) . Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know(nature) . Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know(nature) . Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know(nature) . Wis: Listen, Survival. Cha: Handle Animal, Intimidate.
	1	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day Mountain Rage, 1/day	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day
	2	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge
	3	Trap Sense +1	Trap Sense +1	Trap Sense +1	Trap Sense +1
	4	Rage, 2/day	Rage, 2/day Mountain Rage, 2/day	Rage, 2/day	Rage, 2/day
	5	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge Fortification	Improved Uncanny Dodge
	6	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2
	7	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 / — DR 2 / adamantine
	8	Rage, 3/day	Rage, 3/day Mountain Rage, 3/day	Rage, 3/day	Rage, 3/day
	9	Trap Sense +3	Trap Sense +3	Trap Sense +3	Trap Sense +3
10	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 / — DR 4 / adamantine	
11	Greater Rage	Greater Rage Greater Mountain Rage	Greater Rage	Greater Rage	
12	Rage, 4/day Trap Sense +4	Rage, 4/day Mountain Rage, 1/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	
13	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 / — DR 6 / adamantine	
14	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	
15	Trap Sense +5	Trap Sense +5	Trap Sense +5	Trap Sense +5	
16	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day Mountain Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — DR 8 / adamantine Rage, 5/day	
17	Tireless Rage	Tireless Rage Tireless Mountain Rage	Tireless Rage	Tireless Rage	
18	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6	
19	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 / — DR 10 / adamantine	
20	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day Mighty Mountain Rage Mountain Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	

Racial Substitution (continued)

Goliath Barbarian Class Abilities

Mountain Rage

When you Mountain Rage, the following apply:
+6 Strength, +4 Constitution, +2 Morale bonus on Will saves, –2 penalty to AC, increase to Large-size (see below), lasts for (3 + new Constitution modifier) rounds, & Fatigued at end.

Due to your Powerful Build Racial feature, increasing to Large-size only results in a few additional changes.

- gain 10' reach
- receive a –1 penalty to attacks & AC
- increase in height & mass

Greater Mountain Rage

When you Mountain Rage, the following apply:
+8 Strength, +6 Constitution, +3 Morale bonus on Will saves, –2 penalty to AC, increase to Large-size (see above), lasts for (3 + new Constitution modifier) rounds, & Fatigued at end.

Tireless Mountain Rage

When you Mountain Rage, the following apply:
+8 Strength, +6 Constitution, +3 Morale bonus on Will saves, –2 penalty to AC, increase to Large-size (see above), lasts for (3 + new Constitution modifier) rounds.

Mighty Mountain Rage

When you Mountain Rage, the following apply:
+10 Strength, +8 Constitution, +4 Morale bonus on Will saves, –2 penalty to AC, increase to Large-size (see above), lasts for (3 + new Constitution modifier) rounds.

Fortification

25% chance that Sneak Attacks and Critical Hits will not do their extra damage.

Racial Substitution (continued)

Lvl	Barbarian <small>(PH p24)</small>	Halfling Barbarian – 1 st level substitution <small>(DR342 p90)</small>	Halfling Barbarian – 3 rd level substitution <small>(DR342 p90)</small>	Halfling Barbarian – 5 th level substitution <small>(DR342 p90)</small>	Halfling Barbarian – all level substitutions <small>(DR342 p90)</small>	
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.
	1	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day Halfling Rage, 1/day	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day Halfling Rage, 1/day
	2	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge
	3	Trap Sense +1	Trap Sense +1	Trap Sense +1 Intimidating Presence +1	Trap Sense +1	Trap Sense +1 Intimidating Presence +1
	4	Rage, 2/day	Rage, 2/day Halfling Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day Halfling Rage, 2/day
	5	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge Bigger Than Life	Improved Uncanny Dodge Bigger Than Life
	6	Trap Sense +2	Trap Sense +2	Trap Sense +2 Intimidating Presence +2	Trap Sense +2	Trap Sense +2 Intimidating Presence +2
	7	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 / —
	8	Rage, 3/day	Rage, 3/day Halfling Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day Halfling Rage, 3/day
	9	Trap Sense +3	Trap Sense +3	Trap Sense +3 Intimidating Presence +3	Trap Sense +3	Trap Sense +3 Intimidating Presence +3
10	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 / —	
11	Greater Rage	Greater Rage	Greater Rage	Greater Rage	Greater Rage	
12	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4 Halfling Rage, 4/day	Rage, 4/day Trap Sense +4 Intimidating Presence +4	Rage, 4/day Trap Sense +4	Rage, 4/day Halfling Rage, 4/day Trap Sense +4 Intimidating Presence +4	
13	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 / —	
14	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	
15	Trap Sense +5	Trap Sense +5	Trap Sense +5 Intimidating Presence +5	Trap Sense +5	Trap Sense +5	
16	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day Halfling Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day Halfling Rage, 5/day	
17	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	
18	Trap Sense +6	Trap Sense +6	Trap Sense +6 Intimidating Presence +6	Trap Sense +6	Trap Sense +6 Intimidating Presence +6	
19	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 / —	
20	Mighty Rage Rage, 6/day	Mighty Rage Rage, 5/day Halfling Rage, 5/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 5/day Halfling Rage, 5/day	

Halfling Barbarian Class Abilities

Halfling Rage, N/day

As the Rage class ability, except the Halfling is treated as a Medium-sized creature when beneficial (such as Grapple checks, Bull Rush checks, etc.), but loses the +1 Size bonus to AC & attack.

Intimidating Presence +N

+N bonus on Intimidate checks.

Bigger Than Life

May make Intimidate check as a Medium-sized creature (i.e., no size penalty).

Racial Substitution (continued)

Lvl	Barbarian <small>(PH p24)</small>	Half-Orc Barbarian – 2 nd level substitution <small>(RoD p159)</small>	Half-Orc Barbarian – 5 th level substitution <small>(RoD p159)</small>	Half-Orc Barbarian – 7 th level substitution <small>(RoD p159)</small>	Half-Orc Barbarian – all level substitutions <small>(RoD p159)</small>	
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.	Alignment: NG, CG, N, CN, NE, CE Combat: Fighter Good Save: Fort Hit-Die: d12 Armor: Light, Medium, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.
	1	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day	Fast Movement Illiteracy Rage, 1/day
	2	Uncanny Dodge	Uncanny Dodge Reckless Charge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge Reckless Charge
	3	Trap Sense +1	Trap Sense +1	Trap Sense +1	Trap Sense +1	Trap Sense +1
	4	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day
	5	Improved Uncanny Dodge	Improved Uncanny Dodge Uncanny Dodge	Improved Uncanny Dodge Insightful Rage	Improved Uncanny Dodge	Improved Uncanny Dodge Insightful Rage
	6	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2
	7	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 / — Two-Handed Strike	DR 1 / — Two-Handed Strike
	8	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day
	9	Trap Sense +3	Trap Sense +3	Trap Sense +3	Trap Sense +3	Trap Sense +3
10	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 1 / —	DR 2 1 / —	
11	Greater Rage	Greater Rage	Greater Rage	Greater Rage	Greater Rage	
12	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	Rage, 4/day Trap Sense +4	
13	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 2 / —	DR 3 2 / —	
14	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	
15	Trap Sense +5	Trap Sense +5	Trap Sense +5	Trap Sense +5	Trap Sense +5	
16	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 3 / — Rage, 5/day	DR 4 3 / — Rage, 5/day	
17	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	
18	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6	
19	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 4 / —	DR 5 4 / —	
20	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	

Half-Orc Barbarian Class Abilities

Reckless Charge

When charging, a Half-Orc Barbarian receives a +4 bonus on attack rolls and takes a –4 penalty to AC (instead of the normal +2 on attack & –2 on AC).

Insightful Rage

When Raging, the Half-Orc Barbarian receives a +4 bonus on Will saves to Disbelieve Illusion spells.

Two-Handed Strike

The Half-Orc Barbarian does +2 damage with any two-handed melee weapon he/she wields.

Bard

Alternate Base Classes

The following are specialized types of Bards, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Bard must be done when the 1st level of Bard is taken. A character can only be the member of one Bard class.

Lvl	Bard (PH p26)	Divine Bard (UA p50)	Savage Bard (UA p50)	Harbinger (DR337 p93)
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Rogue Good Save: Ref, Will Hit-Die: d6 Armor: Light, Shields Weapons: Simple + Longsword, Rapier, Sap, Shortbow, Shortsword, & Whip Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language	Alignment: NG, CG, N, CN, NE, CE Combat: Rogue Good Save: Ref, Will Hit-Die: d6 Armor: Light, Shields Weapons: Simple + Longsword, Rapier, Sap, Shortbow, Shortsword, & Whip Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language	Alignment: NG , CG, N , CN, NE , CE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d6 Armor: Light, Shields Weapons: Simple + Longsword, Rapier, Sap, Shortbow, Shortsword, & Whip Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script , Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive, Survival. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language	Alignment: NG , CG , N, CN, NE, CE Combat: Rogue Good Save: Ref, Will Hit-Die: d6 Armor: Light, Shields Weapons: Simple + Longsword, Rapier, Sap, Shortbow, Shortsword, & Whip Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language
	1	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Known Spells 4 - - - - -	Cast Impromptu Arcane Divine spells based on Charisma from the Bard Spell List + the Divine Bard Supplemental List. Cannot cast spells with an alignment subtype that he/she does not have. Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Known Spells 4 - - - - -	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Known Spells 4 - - - - -
2	5 2 - - - - -	5 2 - - - - -	5 2 - - - - -	5 2 - - - - -
3	Bardic Music – Inspire Competence 6 3 - - - - -	Bardic Music – Inspire Competence 6 3 - - - - -	Bardic Music – Inspire Competence 6 3 - - - - -	Bardic Music – Inspire Competence Bardic Music – Encourage Failure 6 3 - - - - -
4	6 3 2 - - - -	6 3 2 - - - -	6 3 2 - - - -	6 3 2 - - - -
5	6 4 3 - - - -	6 4 3 - - - -	6 4 3 - - - -	6 4 3 - - - -
6	Bardic Music – Suggestion 6 4 3 - - - -	Bardic Music – Suggestion 6 4 3 - - - -	Bardic Music – Suggestion 6 4 3 - - - -	Bardic Music – Suggestion 6 4 3 - - - -
7	6 4 4 2 - - -	6 4 4 2 - - -	6 4 4 2 - - -	6 4 4 2 - - -
8	Bardic Music – Inspire Courage +2 6 4 4 3 - - -	Bardic Music – Inspire Courage +2 6 4 4 3 - - -	Bardic Music – Inspire Courage +2 6 4 4 3 - - -	Bardic Music – Inspire Courage +2 Bardic Music – Instill Fear -2 6 4 4 3 - - -
9	Bardic Music – Inspire Greatness 6 4 4 3 - - -	Bardic Music – Inspire Greatness 6 4 4 3 - - -	Bardic Music – Inspire Greatness 6 4 4 3 - - -	Bardic Music – Inspire Greatness Bardic Music – Dishearten 6 4 4 3 - - -
10	6 4 4 4 2 - -	6 4 4 4 2 - -	6 4 4 4 2 - -	6 4 4 4 2 - -
11	6 4 4 4 3 - -	6 4 4 4 3 - -	6 4 4 4 3 - -	6 4 4 4 3 - -
12	Bardic Music – Song of Freedom 6 4 4 4 3 - -	Bardic Music – Song of Freedom 6 4 4 4 3 - -	Bardic Music – Song of Freedom 6 4 4 4 3 - -	Bardic Music – Song of Freedom Bardic Music – Dirge of Binding 6 4 4 4 3 - -
13	6 4 4 4 4 2 -	6 4 4 4 4 2 -	6 4 4 4 4 2 -	6 4 4 4 4 2 -
14	Bardic Music – Inspire Courage +3 6 4 4 4 4 3 -	Bardic Music – Inspire Courage +3 6 4 4 4 4 3 -	Bardic Music – Inspire Courage +3 6 4 4 4 4 3 -	Bardic Music – Inspire Courage +3 Bardic Music – Instill Fear -3 6 4 4 4 4 3 -
15	Bardic Music – Inspire Heroics 6 4 4 4 4 3 -	Bardic Music – Inspire Heroics 6 4 4 4 4 3 -	Bardic Music – Inspire Heroics 6 4 4 4 4 3 -	Bardic Music – Inspire Heroics 6 4 4 4 4 3 -
16	6 5 4 4 4 4 2	6 5 4 4 4 4 2	6 5 4 4 4 4 2	6 5 4 4 4 4 2

Lvl	Bard (PH p26)	Divine Bard (UA p50)	Savage Bard (UA p50)	Harbinger (DR337 p93)
17	6 5 5 4 4 4 3	6 5 5 4 4 4 3	6 5 5 4 4 4 3	6 5 5 4 4 4 3
18	Bardic Music – Mass Suggestion 6 5 5 5 4 4 3	Bardic Music – Mass Suggestion 6 5 5 5 4 4 3	Bardic Music – Mass Suggestion 6 5 5 5 4 4 3	Bardic Music – Mass Suggestion Bardic Music – Drain Prowess 6 5 5 5 4 4 3
19	6 5 5 5 5 4 4	6 5 5 5 5 4 4	6 5 5 5 5 4 4	6 5 5 5 5 4 4
20	Bardic Music – Inspire Courage +4 6 5 5 5 5 5 4	Bardic Music – Inspire Courage +4 6 5 5 5 5 5 4	Bardic Music – Inspire Courage +4 6 5 5 5 5 5 4	Bardic Music – Inspire Courage +4 Bardic Music – Instill Fear –4 6 5 5 5 5 5 4

Harbinger Class Features

Bardic Music – Instill Fear –N

Requires at least 3 ranks in Perform.

All opponents that can see & hear you receive a –N penalty on saving throws vs. charm & fear effects, and on attacks & weapon damage (WillNeg, DC is Charisma-based). Effect lasts as long as you continue the song and the opponent can hear you plus 5 rounds. This is a Mind-Affecting Fear effect.

Bardic Music – Encourage Failure

Requires at least 6 ranks in Perform.

One opponent that can see & hear and is within 30’ receives a –2 penalty on all rolls for 1 round (WillNeg, DC is Charisma-based). This is a Mind-Affecting effect.

Bardic Music – Dishearten

Requires at least 12 ranks in Perform.

One opponent (plus one per three levels above 15th) that can see & hear you for one full round and is within 30’ receives a –4 penalty on saving throws and AC (WillNeg, DC is Charisma-based). Effect lasts as long as you continue the song and the opponent(s) can hear you plus 5 rounds. This is a Mind-Affecting effect.

Bardic Music – Dirge of Binding

Requires at least 15 ranks in Perform.

One opponent becomes paralyzed (WillNeg, DC is Charisma-based). Effect lasts as long as you continue the song and the opponent can hear you.

Bardic Music – Drain Prowess

Requires at least 21 ranks in Perform.

One opponent (plus one per three levels above 18th) that can hear you for one full round and is within 30’ receives 2 Negative Levels (WillNeg, DC is Charisma-based). Effect lasts as long as you continue the song and the opponent(s) can hear you. The negative levels never result in permanent level loss.

Variant Class Features

Lvl	Bard (PH p26)	Bard variant, Bardic Knack (PH2 p35)
Class Features	Alignment: NG, CG, N, CN, NE, CE Combat: Rogue Good Save: Ref, Will Hit-Die: d6 Armor: Light, Shields Weapons: Simple + Longsword, Rapier, Sap, Shortbow, Shortsword, & Whip Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language	Alignment: NG, CG, N, CN, NE, CE Combat: Rogue Good Save: Ref, Will Hit-Die: d6 Armor: Light, Shields Weapons: Simple + Longsword, Rapier, Sap, Shortbow, Shortsword, & Whip Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language
	1 Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Known Spells 4 - - - - -	1 Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Bardic Knack Known Spells 4 - - - - -
2	5 2 - - - - -	5 2 - - - - -
3	Bardic Music – Inspire Competence 6 3 - - - - -	Bardic Music – Inspire Competence 6 3 - - - - -
4	6 3 2 - - - - -	6 3 2 - - - - -
5	6 4 3 - - - - -	6 4 3 - - - - -
6	Bardic Music – Suggestion 6 4 3 - - - - -	Bardic Music – Suggestion 6 4 3 - - - - -
7	6 4 4 2 - - - - -	6 4 4 2 - - - - -
8	Bardic Music – Inspire Courage +2 6 4 4 3 - - - - -	Bardic Music – Inspire Courage +2 6 4 4 3 - - - - -
9	Bardic Music – Inspire Greatness 6 4 4 3 - - - - -	Bardic Music – Inspire Greatness 6 4 4 3 - - - - -
10	6 4 4 4 2 - - - - -	6 4 4 4 2 - - - - -
11	6 4 4 4 3 - - - - -	6 4 4 4 3 - - - - -
12	Bardic Music – Song of Freedom 6 4 4 4 3 - - - - -	Bardic Music – Song of Freedom 6 4 4 4 3 - - - - -
13	6 4 4 4 4 2 - - - - -	6 4 4 4 4 2 - - - - -
14	Bardic Music – Inspire Courage +3 6 4 4 4 4 3 - - - - -	Bardic Music – Inspire Courage +3 6 4 4 4 4 3 - - - - -
15	Bardic Music – Inspire Heroics 6 4 4 4 4 3 - - - - -	Bardic Music – Inspire Heroics 6 4 4 4 4 3 - - - - -
16	6 5 4 4 4 4 2 - - - - -	6 5 4 4 4 4 2 - - - - -
17	6 5 5 4 4 4 3 - - - - -	6 5 5 4 4 4 3 - - - - -
18	Bardic Music – Mass Suggestion 6 5 5 5 4 4 3 - - - - -	Bardic Music – Mass Suggestion 6 5 5 5 4 4 3 - - - - -
19	6 5 5 5 5 4 4 - - - - -	6 5 5 5 5 4 4 - - - - -
20	Bardic Music – Inspire Courage +4 6 5 5 5 5 5 4 - - - - -	Bardic Music – Inspire Courage +4 6 5 5 5 5 5 4 - - - - -

‘Bard variant, Bardic Knack’ Class Features

Bardic Knack

You are treated as having at least (½ Bard level) ranks in all skills for purposes of making checks (i.e., these do not apply to qualifying for Feats or Prestige classes). Also, you must have at least 1 real rank in a ‘Trained only’ skill to use it.

Racial Substitution

Lvl	Bard (PH p30)	Gnome Bard – 1 st lvl substitution (RoS p147)	Gnome Bard – 3 rd lvl substitution (RoS p147)	Gnome Bard – 6 th lvl substitution (RoS p147)	Gnome Bard – 11 th lvl substitution (RoS p147)	Gnome Bard – all lvl substitution (RoS p147)
Class Features	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.
	1	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music Music – Countersong Music – Fascinate Music – Inspire Courage +1 Known Spells 4 – – – – –	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music Music – Countersong Music – Fascinate Music – Inspire Courage +1 Music – Counter Fear Gnome Cantrips Known Spells 2 – – – – –	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music Music – Countersong Music – Fascinate Music – Inspire Courage +1 Known Spells 4 – – – – –	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music Music – Countersong Music – Fascinate Music – Inspire Courage +1 Known Spells 4 – – – – –	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music Music – Countersong Music – Fascinate Music – Inspire Courage +1 Known Spells 4 – – – – –
2	5 2 – – – – –	3 2 – – – – –	5 2 – – – – –	5 2 – – – – –	5 2 – – – – –	3 2 – – – – –
3	Music – Inspire Competence 6 3 – – – – –	Music – Inspire Competence 4 3 – – – – –	Music – Inspire Competence Music – Inspire Defiance 6 3 – – – – –	Music – Inspire Competence 6 3 – – – – –	Music – Inspire Competence 6 3 – – – – –	Music – Inspire Competence Music – Inspire Defiance 4 3 – – – – –
4	6 3 2 – – – –	4 3 2 – – – –	6 3 2 – – – –	6 3 2 – – – –	6 3 2 – – – –	4 3 2 – – – –
5	6 4 3 – – – –	4 4 3 – – – –	6 4 3 – – – –	6 4 3 – – – –	6 4 3 – – – –	4 4 3 – – – –
6	Music – Suggestion 6 4 3 – – – –	Music – Suggestion 4 4 3 – – – –	Music – Suggestion 6 4 3 – – – –	Music – Suggestion Music – Phantasmal Song 6 4 3 – – – –	Music – Suggestion 6 4 3 – – – –	Music – Suggestion Music – Phantasmal Song 4 4 3 – – – –
7	6 4 4 2 – – –	4 4 4 2 – – –	6 4 4 2 – – –	6 4 4 2 – – –	6 4 4 2 – – –	4 4 4 2 – – –
8	Music – Inspire Courage +2 6 4 4 3 – – –	Music – Inspire Courage +2 4 4 4 3 – – –	Music – Inspire Courage +2 6 4 4 3 – – –	Music – Inspire Courage +2 6 4 4 3 – – –	Music – Inspire Courage +2 6 4 4 3 – – –	Music – Inspire Courage +2 4 4 4 3 – – –
9	Music – Inspire Greatness 6 4 4 3 – – –	Music – Inspire Greatness 4 4 4 3 – – –	Music – Inspire Greatness 6 4 4 3 – – –	Music – Inspire Greatness 6 4 4 3 – – –	Music – Inspire Greatness 6 4 4 3 – – –	Music – Inspire Greatness 4 4 4 3 – – –
10	6 4 4 4 2 – –	4 4 4 4 2 – –	6 4 4 4 2 – –	6 4 4 4 2 – –	6 4 4 4 2 – –	4 4 4 4 2 – –
11	6 4 4 4 3 – –	4 4 4 4 3 – –	6 4 4 4 3 – –	6 4 4 4 3 – –	Secrets of Bardic Trickery 6 4 4 4 2 – –	Secrets of Bardic Trickery 4 4 4 4 2 – –
12	Music – Song of Freedom 6 4 4 4 3 – –	Music – Song of Freedom 4 4 4 4 3 – –	Music – Song of Freedom 6 4 4 4 3 – –	Music – Song of Freedom 6 4 4 4 3 – –	Music – Song of Freedom 6 4 4 4 2 – –	Music – Song of Freedom 4 4 4 4 2 – –
13	6 4 4 4 4 2 –	4 4 4 4 4 2 –	6 4 4 4 4 2 –	6 4 4 4 4 2 –	6 4 4 4 4 3 2 –	4 4 4 4 4 3 2 –
14	Music – Inspire Courage +3 6 4 4 4 4 3 –	Music – Inspire Courage +3 4 4 4 4 4 3 –	Music – Inspire Courage +3 6 4 4 4 4 3 –	Music – Inspire Courage +3 6 4 4 4 4 3 –	Music – Inspire Courage +3 6 4 4 4 4 3 3 –	Music – Inspire Courage +3 4 4 4 4 4 3 3 –
15	Music – Inspire Heroics 6 4 4 4 4 3 –	Music – Inspire Heroics 4 4 4 4 4 3 –	Music – Inspire Heroics 6 4 4 4 4 3 –	Music – Inspire Heroics 6 4 4 4 4 3 –	Music – Inspire Heroics 6 4 4 4 4 3 3 –	Music – Inspire Heroics 4 4 4 4 4 3 3 –
16	6 5 4 4 4 4 2	4 5 4 4 4 4 2	6 5 4 4 4 4 2	6 5 4 4 4 4 2	6 5 4 4 4 3 4 2	4 5 4 4 4 3 4 2
17	6 5 5 4 4 4 3	4 5 5 4 4 4 3	6 5 5 4 4 4 3	6 5 5 4 4 4 3	6 5 5 4 3 4 3	4 5 5 4 3 4 3
18	Music – Mass Suggestion 6 5 5 5 4 4 3	Music – Mass Suggestion 4 5 5 5 4 4 3	Music – Mass Suggestion 6 5 5 5 4 4 3	Music – Mass Suggestion 6 5 5 5 4 4 3	Music – Mass Suggestion 6 5 5 5 3 4 3	Music – Mass Suggestion 4 5 5 5 3 4 3
19	6 5 5 5 5 4 4	4 5 5 5 5 4 4	6 5 5 5 5 4 4	6 5 5 5 5 4 4	6 5 5 5 4 4 4	4 5 5 5 4 4 4
20	Music – Inspire Courage +4 6 5 5 5 5 5 4	Music – Inspire Courage +4 4 5 5 5 5 5 4	Music – Inspire Courage +4 6 5 5 5 5 5 4	Music – Inspire Courage +4 6 5 5 5 5 5 4	Music – Inspire Courage +4 6 5 5 5 4 5 4	Music – Inspire Courage +4 4 5 5 5 4 5 4

Racial Substitution (continued)

Gnome Bard Class Features

Gnome Cantrips

Add *Dancing Lights*, *Ghost Sound*, and *Prestidigitation* to your Known Spell list as bonus 0th spells.

Bardic Music – Counter Fear

Requires at least 3 ranks in Perform.

All allies within 30' (including yourself) may use your Perform check as their saving throw against a Fear effect. If a creature is already under the effect of Fear, it gets a new save, though it must use your check. You can maintain this song for up to 10 rounds.

Bardic Music – Inspire Defiance

Requires at least 6 ranks in Perform.

All allies within 30' (including yourself) receive a +2 Circumstance bonus on saves vs. Illusions and Mind-Affecting spells & effects. The song lasts as an ally can hear it + 5 rounds after.

Bardic Music – Phantasmal Song

Requires at least 9 ranks in Perform.

All enemies within 30' become Shaken (WillNeg, DC is Charisma-based). If an enemy who failed his/her save stays within 30' for 3 consecutive rounds, that enemy becomes Frightened (no

save). The effect lasts as long as you continue to perform –and– the enemy stays within 30', plus 1 round.

Secrets of Bardic Trickery

Add the following spells to your Known Spell list as bonus spells at the indicated level:

1st – *Color Spray*.

2nd – *Touch of Idiocy*.

4th – *Phantasmal Killer*.

Racial Substitution (continued)

Lvl	Bard (PH p30)	Half-Elf Bard – 1 st level substitution (RoD p157)	Half-Elf Bard – 6 th level substitution (RoD p157)	Half-Elf Bard – 10 th level substitution ¹ (RoD p157)	Half-Elf Bard – all level substitutions (RoD p157)		
Class Features	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	
	1	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 4 – – – – – –	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Bardic Music – Soothing Voice Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 4 – – – – – –	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 4 – – – – – –	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 4 – – – – – –	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 4 – – – – – –	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong Bardic Music – Fascinate Bardic Music – Inspire Courage +1 Bardic Music – Soothing Voice Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 4 – – – – – –
	2	5 2 – – – – – –	5 2 – – – – – –	5 2 – – – – – –	5 2 – – – – – –	5 2 – – – – – –	
	3	Bardic Music – Inspire Competence 6 3 – – – – – –	Bardic Music – Inspire Competence 6 3 – – – – – –	Bardic Music – Inspire Competence 6 3 – – – – – –	Bardic Music – Inspire Competence 6 3 – – – – – –	Bardic Music – Inspire Competence 6 3 – – – – – –	
	4	6 3 2 – – – – –	6 3 2 – – – – –	6 3 2 – – – – –	6 3 2 – – – – –	6 3 2 – – – – –	
	5	6 4 3 – – – – –	6 4 3 – – – – –	6 4 3 – – – – –	6 4 3 – – – – –	6 4 3 – – – – –	
	6	Bardic Music – Suggestion 6 4 3 – – – – –	Bardic Music – Suggestion 6 4 3 – – – – –	Bardic Music – Suggestion Bardic Music – Command 6 4 3 – – – – –	Bardic Music – Suggestion 6 4 3 – – – – –	Bardic Music – Suggestion Bardic Music – Command 6 4 3 – – – – –	
	7	6 4 4 2 – – – – –	6 4 4 2 – – – – –	6 4 4 2 – – – – –	6 4 4 2 – – – – –	6 4 4 2 – – – – –	
	8	Bardic Music – Inspire Courage +2 6 4 4 3 – – – – –	Bardic Music – Inspire Courage +2 6 4 4 3 – – – – –	Bardic Music – Inspire Courage +2 6 4 4 3 – – – – –	Bardic Music – Inspire Courage +2 6 4 4 3 – – – – –	Bardic Music – Inspire Courage +2 6 4 4 3 – – – – –	
	9	Bardic Music – Inspire Greatness 6 4 4 3 – – – – –	Bardic Music – Inspire Greatness 6 4 4 3 – – – – –	Bardic Music – Inspire Greatness 6 4 4 3 – – – – –	Bardic Music – Inspire Greatness 6 4 4 3 – – – – –	Bardic Music – Inspire Greatness 6 4 4 3 – – – – –	
10	6 4 4 4 2 – –	6 4 4 4 2 – –	6 4 4 4 2 – –	Secrets of the Diplomat 6 4 4 3 1 – –	Secrets of the Diplomat 6 4 4 3 1 – –		
11	6 4 4 4 3 – –	6 4 4 4 3 – –	6 4 4 4 3 – –	6 4 4 4 3 2 – –	6 4 4 4 3 2 – –		
12	Bardic Music – Song of Freedom 6 4 4 4 3 – –	Bardic Music – Song of Freedom 6 4 4 4 3 – –	Bardic Music – Song of Freedom 6 4 4 4 3 – –	Bardic Music – Song of Freedom 6 4 4 4 3 2 – –	Bardic Music – Song of Freedom 6 4 4 4 3 2 – –		
13	6 4 4 4 4 2 –	6 4 4 4 4 2 –	6 4 4 4 4 2 –	6 4 4 4 4 3 2 –	6 4 4 4 4 3 2 –		
14	Bardic Music – Inspire Courage +3 6 4 4 4 4 3 –	Bardic Music – Inspire Courage +3 6 4 4 4 4 3 –	Bardic Music – Inspire Courage +3 6 4 4 4 4 3 –	Bardic Music – Inspire Courage +3 6 4 4 4 4 3 3 –	Bardic Music – Inspire Courage +3 6 4 4 4 4 3 3 –		
15	Bardic Music – Inspire Heroics 6 4 4 4 4 3 –	Bardic Music – Inspire Heroics 6 4 4 4 4 3 –	Bardic Music – Inspire Heroics 6 4 4 4 4 3 –	Bardic Music – Inspire Heroics 6 4 4 4 4 3 3 –	Bardic Music – Inspire Heroics 6 4 4 4 4 3 3 –		
16	6 5 4 4 4 4 2	6 5 4 4 4 4 2	6 5 4 4 4 4 2	6 5 4 4 4 3 4 2	6 5 4 4 4 3 4 2		
17	6 5 5 4 4 4 3	6 5 5 4 4 4 3	6 5 5 4 4 4 3	6 5 5 4 4 3 4 3	6 5 5 4 4 3 4 3		
18	Bardic Music – Mass Suggestion 6 5 5 5 4 4 3	Bardic Music – Mass Suggestion 6 5 5 5 4 4 3	Bardic Music – Mass Suggestion 6 5 5 5 4 4 3	Bardic Music – Mass Suggestion 6 5 5 5 4 3 4 3	Bardic Music – Mass Suggestion 6 5 5 5 4 3 4 3		
19	6 5 5 5 5 4 4	6 5 5 5 5 4 4	6 5 5 5 5 4 4	6 5 5 5 5 4 4 4	6 5 5 5 5 4 4 4		
20	Bardic Music – Inspire Courage +4 6 5 5 5 5 5 4	Bardic Music – Inspire Courage +4 6 5 5 5 5 5 4	Bardic Music – Inspire Courage +4 6 5 5 5 5 5 4	Bardic Music – Inspire Courage +4 6 5 5 5 5 4 5 4	Bardic Music – Inspire Courage +4 6 5 5 5 5 4 5 4		

¹ Although ‘Race of Destiny’ page 157 says 8th level substitution, a Bard doesn’t get 4th level spells until 10th level.

Half-Elf Bard Class Abilities

Bardic Music – Soothing Voice

Requires at least 3 ranks in Diplomacy.

Calm Emotions on one target within 30' (WillNeg, DC = your Diplomacy check). Effect lasts as long as you continue using the ability and the target stays in range. This is a Supernatural, Language-based ability.

Bardic Music – Command

Requires at least 9 ranks in Diplomacy.

Command either on one target within 30'–or– all creatures currently under the effect of your Fascinate or Soothing Voice ability (WillNeg, DC = 11 + Charisma modifier).

Secrets of the Diplomat

Add the following spells to your Known Spell list as bonus spells at the indicated level:

- 1st – *Command*
- 2nd – *Zone of Truth*
- 4th – *Sending*

Schools for Bards

The place where a Bard learns his/her trade affects his/her skills. Two skills receive a +1 bonus, but two other skills are treated as out-of-class.

School	Description	Skills that receive a +1 bonus	Skills that are Cross-Class
Blackburn College (DR332 p85)	School with relaxed standards and many parties.	Diplomacy Gather Information	Knowledge (dungeoneering) Knowledge (the planes)
Brendelwood Academy (DR332 p85)	Located next to a forest, where many lessons take place.	Climb Knowledge (nature)	Hide Knowledge (dungeoneering)
Gypsy Network (DR334 p85)	Informal group that travels and is known for their dancing, but not for 'book learning'.	Perform (dance) Sleight of Hand	Know (nobility and royalty) Spellcraft
Highspire University (DR332 p85)	Highly academic program that is an offshoot of a Wizard's school.	Knowledge (history) Knowledge (the planes)	Disguise Sleight of Hand
Mountaintop University (DR334 p85)	School in the mountains, with little outside contact.	Balance Climb	Gather Information Knowledge (local)
Royal Scepters (DR334 p85)	Trained to be part of a noble's entourage, though possibly as a spy.	Bluff Disguise	Escape Artist Hide
Society of Symphonic Sortilege (DR332 p85)	Focuses on the written word at the expense of physical activity.	Decipher Script Knowledge (arcana)	Escape Artist Tumble
Wind Dancers (DR334 p85)	Learn the music of the trees in an isolated forest.	Knowledge (nature) Perform (wind instrument)	Knowledge (geography) Sense Motive

Cleric

Alternate Base Classes

The following are specialized types of Clerics, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Cleric must be done when the 1st level of Cleric is taken. A character can only be the member of one Cleric class. Underlined Class-abilities are explained below.

Common Features:

- Any alignment within one step of his/her Deity.
- Cannot cast spells of the opposing alignment.
- Has an alignment aura of a Cleric.

Lvl	Cleric (PH p30)	Ancestral Speaker (DR311 p49)	Arcane Disciple (DR311 p49)	Aspirant (DR311 p50)
Class Features	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, <u>Ref</u> , Will Hit-Die: d8 Armor: Light, Medium, <u>Heavy</u> , Shields Weapons: Simple Skill Points: <u>4</u> Con: Concentration. Int: Craft, Know(history), Know(local), Know(religion), Know(planes), Spellcraft. Wis: Heal, Profession, <u>Sense Motive</u> . Cha: Diplomacy, <u>Perform</u> . <u>Any 2 skills become In-Class</u>	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: <u>d8 d6</u> Armor: Light, Medium, <u>Heavy</u> , Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy, <u>Use Magic Device</u> .	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: <u>4</u> Con: Concentration. Int: Craft, Know(arcana), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.
1	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <u>Cure</u> or <u>Inflct</u> spells Turn Undead	Cast Prepared Divine Wisdom-based spells <u>Gain spells & abilities from 2 Domains</u> <u>Spontaneously convert spells into Cure or Inflct spells</u> <u>Turn Undead</u> <u>Holy Presence</u> <u>Ancestral Communion (skills), 1/day</u>	Cast Prepared Divine Wisdom-based spells <u>Gain spells & abilities from 2 Domains</u> <u>Spontaneously convert spells into Cure or Inflct spells</u> <u>Turn Undead</u> Bonus Item Creation or Metamagic Feat Add spells from the Magic Domain to your Known spells <u>Arcane to Divine</u>	Cast Prepared Divine Wisdom-based spells <u>Gain spells & abilities from 2 Domains</u> <u>Spontaneously convert spells into Cure or Inflct spells</u> <u>Turn Undead</u> +1 Bonus to AC, even when Helpless <u>Aspirant Spontaneous Casting, 1/day</u>
2			<u>Arcane to Divine</u>	
3			<u>Arcane to Divine</u>	<u>Divine Counterspell</u>
4		<u>Death Talker +2</u>	<u>Arcane to Divine</u>	<u>Aspirant Spontaneous Casting, 2/day</u>
5		<u>Ancestral Communion, 2/day</u>	Bonus Item Creation or Metamagic Feat <u>Arcane to Divine</u>	+2 Bonus to AC, even when Helpless
6			<u>Arcane to Divine</u>	
7			<u>Arcane to Divine</u>	
8		<u>Death Talker +4</u>	<u>Arcane to Divine</u>	<u>Aspirant Spontaneous Casting, 3/day</u>
9		<u>Ancestral Communion (questions)</u> <u>Improved Resurrection</u>	<u>Arcane to Divine</u>	
10		<u>Ancestral Communion, 3/day</u>	Bonus Item Creation or Metamagic Feat <u>Arcane to Divine</u>	+3 Bonus to AC, even when Helpless
11			<u>Arcane to Divine</u>	
12		<u>Death Talker +6</u>	<u>Arcane to Divine</u>	<u>Aspirant Spontaneous Casting, 4/day</u>
13			<u>Arcane to Divine</u>	
14			<u>Arcane to Divine</u>	
15		<u>Ancestral Communion, 4/day</u>	Bonus Item Creation or Metamagic Feat <u>Arcane to Divine</u>	+4 Bonus to AC, even when Helpless
16		<u>Death Talker +8</u>	<u>Arcane to Divine</u>	<u>Aspirant Spontaneous Casting, 5/day</u>
17			<u>Arcane to Divine</u>	
18			<u>Arcane to Divine</u>	
19			<u>Arcane to Divine</u>	
20		<u>Ancestral Communion, 5/day</u> <u>Death Talker +10</u>	Bonus Item Creation or Metamagic Feat <u>Arcane to Divine</u>	+5 Bonus to AC, even when Helpless <u>Perfect Self</u>

Class Abilities

‘Ancestral Speaker’ Class Abilities:

Ancestral Communication (skills) – An Ancestor spirit imparts understanding of a skill, providing a bonus of (Charisma modifier + Class level) for (1 + Charisma modifier bonus) rounds.

Ancestral Communion (questions) – *Commune* at Class level. This use of Ancestral Communion is limited to one use per day.

Death Talker +N – Gain a +N bonus to Diplomacy, Bluff, Intimidate, & Sense Motive checks vs. Undead.

Holy Presence – The Ancestral Speaker acts as his/her own holy symbol & does not require any other object.

Improved Resurrection – When raising someone from the dead, they still loose a level, but their new XP is 3/4th of the way through the level (instead of ½).

‘Arcane Disciple’ Class Abilities:

Arcane to Divine – The Arcane Disciple chooses one spell from the Bard or Wizard/Sorcerer spell list to add to his/her Divine spell list. The spell’s level is limited to one lower than the Arcane Disciple’s highest spell level.

‘Aspirant Class Abilities:

Aspirant Spontaneous Casting, N/day – The Aspirant may removes one prepared spell and substitute one spell of equal or lower level. This ability may be used N times per day.

Divine Counterspell – The Aspirant may counter any Divine spell on his/her spell list that he/she can cast with a Readied Action, but doing so does not consume the usage of the spell. Usable (3 + Charisma modifier) times per day.

Perfect Self – The Aspirant becomes a magical creatures (as per the Monk ability).

Alternate Base Classes (continued)

Lvl	Cleric (PH p30)	Benevolent (DR311 p50)	Cloistered Cleric (UA p50)	Crusader (DR311 p50)
Class Features	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 4 Con: Concentration. Int: Craft, Know(arcana), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Wizard Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 6 Con: Concentration. Int: Craft, , Decipher Script, Know(all), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy. Speak Language.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple + one Martial Weapon Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(arcana), Know(history), Know(religion), Know(planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy, Handle Animal, Intimidate.
	1	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead Benevolent Spontaneous Casting	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains, plus 'Knowledge Domain' as a bonus domain. Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead Add spells from the Cloistered Cleric supplemental spell list to your Known spells. Baric Knowledge, based on Cleric lvls.
2				
3				Bonus Crusader Feat
4		Luck of the Gods, 1/day		
5				Smite, 1/day
6				Deific Foe
7				
8		Luck of the Gods, 2/day		Bonus Crusader Feat
9				
10				Smite, 2/day
11				Deific Foe
12		Luck of the Gods, 3/day		
13				Bonus Crusader Feat
14				
15				Smite, 3/day
16		Luck of the Gods, 4/day		Deific Foe
17				
18				Bonus Crusader Feat
19				
20		Luck of the Gods, 5/day		Smite, 4/day

Class Abilities

'Benevolent' Class Abilities:

[Benevolent Spontaneous Casting](#) – The Benevolent may substitute one of the following spells (same level or lower) for a prepared spell.

0 th : <i>Cure Minor Wounds, Guidance, Resistance.</i>	3 rd : <i>Cure Serious Wounds, Prayer, Remove Curse.</i>	6 th : <i>Mass Cure Moderate Wounds, Heal.</i>
1 st : <i>Bless, Cure Light Wounds, Sanctuary.</i>	4 th : <i>Cure Critical Wounds, Restoration, Spell Immunity.</i>	7 th : <i>Greater Restoration, Mass Cure Serious Wounds.</i>
2 nd : <i>Aid, Cure Moderate Wounds, Shield Other.</i>	5 th : <i>Atonement, Mass Cure Light Wounds.</i>	8 th : <i>Mass Cure Critical Wounds.</i>
		9 th : <i>Mass Heal.</i>

[Luck of the Gods](#), N/day – The Benevolent says a prayer over a subject (but not himself/herself) within one alignment step of the Benevolent's Deity. The subject can do the following in the next 24 hours.

1. Reroll one roll, as per the Luck Domain ability; and
 2. Add the Benevolent's Charisma modifier as a Luck bonus to any single roll.
- Multiple applications of this ability do not stack.

Alternate Base Classes (continued)

Lvl	Cleric (PH p30)	Evangelist (DR311 p52)	Rage Cleric (DR333 p86)
Class Features	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy , Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history) , Know(religion), Know(planes) , Spellcraft. Wis: Heal, Profession. Cha: Diplomacy, Gather Info .	Alignment: NG, CG, N, CN, NE, CE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy , Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.
1	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead	Cast Prepared Impromptu Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead Rage, 1/day
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3			
4			Rage, 2/day
5		Bonus Domain	
6			
7			
8			Rage, 3/day
9			
10		Bonus Domain	
11			Greater Rage
12			Rage, 4/day
13			
14			Indomitable Will
15		Bonus Domain	
16			Rage, 5/day
17			Tireless Rage
18			
19			
20		Bonus Domain	Mighty Rage Rage, 6/day

Class Abilities

‘Crusader’ Class Abilities:

Deific Foe – The Crusader chooses a Deity opposed to his/her Patron Deity. Against worshipers of an enemy Deity, the Crusader gains a +4 Morale bonus on attacks & damage.

Turn Foe’s Followers – The Crusader may Turn / Destroy worshipers of a Deific Foe. This is resolved in the same way as Turning / Destroying Undead. Usable (3 + Charisma modifier) times per day. 5+ ranks of Knowledge (religion) grants a +2 bonus on the Turning check.

Crusader Bonus Feats – Same as Fighter Bonus Feats, except remove Weapon Specialization & Greater Weapon Specialization and add Combat Casting.

Smite, N/day – The Crusader declares a use of Smite before attacking. As long as the target does not worship the Crusader’s Deity, does not have the Crusader’s alignment, & does not have the Deity’s alignment, the attack has a bonus of the Crusader’s Charisma modifier, and if successful, does +Class level damage.

‘Evangelist’ Class Abilities

Bonus Domain – The Evangelist add the spell of a new Domain to his/her spell list.

‘Rage Cleric’ Class Abilities

‘Rage’ class abilities work the same as with a Barbarian. Barbarian level stack with Rage Cleric level for determining Rage class abilities.

Variant Class Features

Lvl	Cleric <small>(PH p30)</small>	Cleric variant, Domain Focus <small>(DR347 p91)</small>	Cleric variant, Spontaneous Domain Casting <small>(PH2 p36)</small>
Class Features	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.
1	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 1 Domain 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead Domain Focus	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead Spontaneously convert Cleric spells into Domains Spells from one of your Domains. <i>Cure</i> or <i>Inflct</i> spells may be memorized in your Domain slots.
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Class Features

Domain Focus – for the one Domain you retain, you receive double the effect. In some cases, this number of uses per day is doubled (such as Luck Domain). In others, the bonus is doubled.

Racial Substitution

Lvl	Cleric (PH p30)	Dwarven Cleric – 1 st level substitution (RoS p146)	Dwarven Cleric – 4 th level substitution (RoS p146)	Dwarven Cleric – 8 th level substitution (RoS p146)	Dwarven Cleric – all level substitutions (RoS p146)
Class Features	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d10 d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(dungeoneer), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d10 d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(dungeoneer), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d10 d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(dungeoneer), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d10 d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(dungeoneer), Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.
	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead 3 1 - - - - -	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead Smite Giants 3 1 - - - - -	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead 3 1 - - - - -	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead 3 1 - - - - -	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead 3 1 - - - - -
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	3	4 2 1 - - - - -	4 2 1 - - - - -	4 2 1 - - - - -	4 2 1 - - - - -
	4	5 3 2 - - - - -	5 3 2 - - - - -	Hammer Specialist 5 3 1 - - - - -	Hammer Specialist 5 3 1 - - - - -
	5	5 3 2 1 - - - - -	5 3 2 1 - - - - -	5 3 1 1 - - - - -	5 3 1 1 - - - - -
	6	5 3 3 2 - - - - -	5 3 3 2 - - - - -	5 3 2 2 - - - - -	5 3 2 2 - - - - -
	7	6 4 3 2 1 - - - - -	6 4 3 2 1 - - - - -	6 4 2 2 1 - - - - -	6 4 2 2 1 - - - - -
	8	6 4 3 3 2 - - - - -	6 4 3 3 2 - - - - -	6 4 2 3 2 - - - - -	Earthen Spell Power 6 4 3 3 1 - - - - -
	9	6 4 4 3 2 1 - - - - -	6 4 4 3 2 1 - - - - -	6 4 3 3 2 1 - - - - -	6 4 4 3 1 1 - - - - -
	10	6 4 4 3 3 2 - - - - -	6 4 4 3 3 2 - - - - -	6 4 3 3 3 2 - - - - -	6 4 3 3 2 2 - - - - -
	11	6 5 4 4 3 2 1 - - - - -	6 5 4 4 3 2 1 - - - - -	6 5 3 4 3 2 1 - - - - -	6 5 4 4 2 2 1 - - - - -
	12	6 5 4 4 3 3 2 - - - - -	6 5 4 4 3 3 2 - - - - -	6 5 3 4 3 3 2 - - - - -	6 5 4 4 2 3 2 - - - - -
	13	6 5 5 4 4 3 2 1 - - - - -	6 5 5 4 4 3 2 1 - - - - -	6 5 4 4 4 3 2 1 - - - - -	6 5 5 4 3 3 2 1 - - - - -
	14	6 5 5 4 4 3 3 2 - - - - -	6 5 5 4 4 3 3 2 - - - - -	6 5 4 4 4 3 3 2 - - - - -	6 5 4 4 3 3 3 2 - - - - -
	15	6 5 5 5 4 4 3 2 1 - - - - -	6 5 5 5 4 4 3 2 1 - - - - -	6 5 4 5 4 4 3 2 1 - - - - -	6 5 5 5 3 4 3 2 1 - - - - -
	16	6 5 5 5 4 4 3 3 2 - - - - -	6 5 5 5 4 4 3 3 2 - - - - -	6 5 4 5 4 4 3 3 2 - - - - -	6 5 5 5 3 4 3 3 2 - - - - -
	17	6 5 5 5 5 4 4 3 2 1 - - - - -	6 5 5 5 5 4 4 3 2 1 - - - - -	6 5 4 5 5 4 4 3 2 1 - - - - -	6 5 5 5 4 4 4 3 2 1 - - - - -
	18	6 5 5 5 5 4 4 3 3 2 - - - - -	6 5 5 5 5 4 4 3 3 2 - - - - -	6 5 4 5 5 4 4 3 3 2 - - - - -	6 5 5 5 4 4 4 3 3 2 - - - - -
	19	6 5 5 5 5 5 4 4 3 3 3 - - - - -	6 5 5 5 5 5 4 4 3 3 3 - - - - -	6 5 4 5 5 5 4 4 3 3 3 - - - - -	6 5 5 5 4 5 4 4 3 3 3 - - - - -
	20	6 5 5 5 5 5 4 4 4 4 4 - - - - -	6 5 5 5 5 5 4 4 4 4 4 - - - - -	6 5 4 5 5 5 4 4 4 4 4 - - - - -	6 5 5 5 4 5 4 4 4 4 4 - - - - -

Dwarven Cleric Class Features

Smite Giants

Add your Constitution modifier (if any) to your attack roll and add your Cleric level to your damage. Usable 1 + Constitution modifier times per day. Opponent must be a Giant.

Hammer Specialist

Gain proficiency with Warhammers and receive a +2 bonus on damage with them.

Earthen Spell Power

When touching the ground, cast all [earth] spells and spells on the Earth Domain list at +1 caster level.

Racial Substitution (continued)

Lvl	Cleric (PH p30)	Raptoran Cleric – 1 st level substitution (RotW p160)	Raptoran Cleric – 3 rd level substitution (RotW p160)	Raptoran Cleric – 7 th level substitution (RotW p160)	Raptoran Cleric – all level substitutions (RotW p160)	
Class Features	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d6 d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d6 d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d6 d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Will Hit-Die: d6 d8 Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(history), Know(religion), Know(the planes), Spellcraft. Wis: Heal, Profession. Cha: Diplomacy.	
	1	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Influct</i> spells Turn Undead 3 1 - - - - -	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains, <u>one of which must be Air or Sky.</u> Spontaneously convert spells into <i>Cure</i> or <i>Influct</i> spells Turn Undead <u>Air Mastery</u> <u>Empathy of the Winds</u> 3 1 - - - - -	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains, <u>one of which must be Air or Sky.</u> Spontaneously convert spells into <i>Cure</i> or <i>Influct</i> spells Turn Undead 3 1 - - - - -	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains, <u>one of which must be Air or Sky.</u> Spontaneously convert spells into <i>Cure</i> or <i>Influct</i> spells Turn Undead 3 1 - - - - -	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains, <u>one of which must be Air or Sky.</u> Spontaneously convert spells into <i>Cure</i> or <i>Influct</i> spells Turn Undead <u>Air Mastery</u> <u>Empathy of the Winds</u> 3 1 - - - - -
	2	4 2 - - - - -	4 2 - - - - -	4 2 - - - - -	4 2 - - - - -	
	3	4 2 1 - - - - -	4 2 1 - - - - -	<u>Air Summoning Talent</u> 4 2 1 - - - - -	<u>Air Summoning Talent</u> 4 2 1 - - - - -	
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	6	5 3 3 2 - - - - -	5 3 3 2 - - - - -	5 3 3 2 - - - - -	5 3 3 2 - - - - -	
	7	6 4 3 2 1 - - - - -	6 4 3 2 1 - - - - -	6 4 3 2 1 - - - - -	<u>Open the Wind-Gate</u> 6 4 3 2 1 - - - - -	
	8	6 4 3 3 2 - - - - -	6 4 3 3 2 - - - - -	6 4 3 3 2 - - - - -	6 4 3 3 2 - - - - -	
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	12	6 5 4 4 3 3 2 - - - - -	6 5 4 4 3 3 2 - - - - -	6 5 4 4 3 3 2 - - - - -	6 5 4 4 3 3 2 - - - - -	
	13	6 5 5 4 4 3 2 1 - - - - -	6 5 5 4 4 3 2 1 - - - - -	6 5 5 4 4 3 2 1 - - - - -	6 5 5 4 4 3 2 1 - - - - -	
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	16	6 5 5 5 4 4 3 3 2 - - - - -	6 5 5 5 4 4 3 3 2 - - - - -	6 5 5 5 4 4 3 3 2 - - - - -	6 5 5 5 4 4 3 3 2 - - - - -	
	17	6 5 5 5 5 4 4 3 2 1 - - - - -	6 5 5 5 5 4 4 3 2 1 - - - - -	6 5 5 5 5 4 4 3 2 1 - - - - -	6 5 5 5 5 4 4 3 2 1 - - - - -	
	18	6 5 5 5 5 4 4 3 3 2 - - - - -	6 5 5 5 5 4 4 3 3 2 - - - - -	6 5 5 5 5 4 4 3 3 2 - - - - -	6 5 5 5 5 4 4 3 3 2 - - - - -	
	19	6 5 5 5 5 5 4 4 3 3 - - - - -	6 5 5 5 5 5 4 4 3 3 - - - - -	6 5 5 5 5 5 4 4 3 3 - - - - -	6 5 5 5 5 5 4 4 3 3 - - - - -	
20	6 5 5 5 5 5 4 4 4 4 - - - - -	6 5 5 5 5 5 4 4 4 4 - - - - -	6 5 5 5 5 5 4 4 4 4 - - - - -	6 5 5 5 5 5 4 4 4 4 - - - - -		

Raptoran Cleric Class Abilities

Air Mastery

Airborne creatures receive a –1 penalty on attack and damage against you.

Empathy of the Winds

Due to the strong bond with the Plane of Air, gain the following:

1. Speak Language (Auran) as a bonus language;
2. +4 Circumstance bonus on Diplomacy check with Plane of Air natives;
3. allied Air Elementals within 60’ of you gain +1 Morale bonus on attack and damage rolls; and
4. if you have Air Domain, your receive a +4 bonus when Bolstering Air creatures.

Air Summoning Talent

Add the following creatures to your *Summon Monster* list at the indicated level:

- Summon Monster II* – Small Air Elemental
- Summon Monster III* – Air Mephit
- Summon Monster IV* – Medium Air Elemental
- Summon Monster V* – Large Air Elemental
- Summon Monster VI* – Huge Air Elemental
- Summon Monster VII* – Greater Air Elemental
- Summon Monster VIII* – Elder Air Elemental

In exchange, all spells with [earth] subtype are removed from your spell list, including *Summon Monster* spells used to summon earth creatures.

Open the Wind-Gate

Your *Planar Ally* spells summon unusually powerful, though the cost is the same:
Planar Ally, Lesser– 8HD Large Air Elemental
Planar Ally – 16HD Huge Air Elemental or two 8HD Large Air Elemental
Planar Ally, Greater – 24HD Elder Air Elemental or multiple Air Elementals adding up to 24HD.

In exchange, you may only summon Air Elementals with *Planar Ally* spells –and– if your Ally dies while in your service, you cannot summon another one & receive a –1 penalty on attack, saves, skill checks, and ability checks, both for seven days.

Peripheral Beliefs

A Cleric may choose up to two of the following Peripheral Beliefs that match with his/her deity. Violating the Restriction for any reason cause the Cleric to lose the Benefit until he/she receives *Atonement*.

Name	Restriction	Benefit
Daily Prayer (DR328 p86)	Must pray in a predetermined direction 3+ times per day. The prayer is about 5 minutes long. Typical times are Sunrise, Noon, and Sunset.	Always know which direction is North (and which direction you should be praying towards) even if you do not have 5 ranks in Survival. If you have at least 5 ranks in Survival, receive a +2 bonus on all Survival checks.
Day of Rest (DR328 p86)	On day per week, you may not take attack actions, cast spells with a Somatic component, activate mechanical devices, or carry a load heavier than a Light load.	Receive a +4 bonus on saves vs. Sleep effects. Make Listen checks while asleep without the normal –10 penalty.
Dietary Restriction (DR328 p86)	Food you eat must be prepared by you or a devout follower of your religion. You may only use potions that you made yourself. If you cast <i>Detect Poison</i> , you can determine if a given food or potion is safe for you to consume.	Receive a +1 bonus on saves vs. Poison and Disease.
Sacred Animal (DR328 p86)	You cannot attack your sacred animal, even in self-defense. If your allies fight your sacred animal in self-defense, you must make sure it survives (healing or bandaging it after it is unconscious). If your allies attack your sacred animal as aggressors, you may not cast beneficial spells on them for 24 hours.	Your sacred animal will not attack <u>you</u> except in self-defense or if under magical compulsion. You receive a +4 bonus on Charisma-based skill check when interacting with your sacred animal.
Sacred Clothing (DR328 p86)	You must wear a special piece of clothing (such as a hat) at all times. The clothing <u>must</u> take up a spot that can be used for magic items. The sacred clothing costs at least 25 gp and must be of Masterwork quality. It is no uncommon for your religion to make magic items of this special apparel. Your sacred clothing <u>cannot</u> be armor.	You receive a +2 bonus on Charisma-based skill checks when dealing with followers of your religion.

Tokens of Faith

The following Tokens are not magic items and do not take up a magic item slot. Only Clerics benefit from these token, and then only if he/she has the matching Domain.

Can be used as a Holy / Unholy Symbol. Costs 100 gp.

Domain	Description	Benefit
Air (DR329 p90)	Circlet of translucent blue and white ribbons.	+1 Sacred bonus on Jump checks to perform a High Jump.
Animal (DR331 p86)	Piece of wood with four finger holes for the fingers.	Domain <i>Speak with Animals</i> spell cast at +1 Caster level.
Chaos (DR327 p86)	Fist-sized mosaic-covered amulet of irregular shape.	+1 Sacred bonus on saves vs. spell & effects that change the target's form (e.g., <i>Baleful Polymorph</i> or <i>Flesh to Stone</i>).
Death (DR329 p90)	Necklace of knotted ash-white rope that seems to bruise the skin.	When the wearer performs a Coup de Grace, the DC is at +2.
Destruction (DR327 p86)	Teardrop-shaped glass pendant filled with ash & decorated with red glass.	+1 Sacred bonus on the attack roll of a Sunder action.
Earth (DR331 p86)	3" – 10" oval of stone which is strapped to the thigh.	+1 Circumstance bonus on Strength checks to resist Trip attempts.
Evil (DR331 p86)	Hood lined with black silk & embroidered with silver runes.	+1 Profane bonus on Knowledge (the planes) checks when dealing with Good Outsiders.
Fire (DR327 p86)	Red-leather fingerless-gloves, decorated with red glass buttons.	+1 bonus on Fortitude saves to resist cold weather and spells with the [cold] descriptor.
Good (DR329 p90)	Silver bracer with a colorless crystal disk attached over the wearer's palm.	+1 Sacred bonus on Knowledge (the planes) checks when dealing with Evil Outsiders.
Healing (DR327 p86)	Leather strap with a cluster of tiny glass globes, each filled with a colored powder.	+1 Sacred bonus on Heal checks to Stabilize.
Knowledge (DR327 p86)	Sliver necklace with small pieces of parchment hanging from it.	+1 Sacred bonus on Spellcraft checks made to decipher magic writings.
Law (DR331 p86)	Leather collar with a downward-pointing triangle of interlocking chain links.	+1 Circumstance bonus on saves vs. Compulsion spells.
Luck (DR331 p86)	Patchwork belt with a gold buckle and embroidered with symbols of luck.	Reroll a Stabilization attempt, 1/day.
Magic (DR327 p86)	Necklace made from tiny silver and gold coins.	+1 Sacred bonus on Spellcraft checks made to determine the school of magic of a spell when using <i>Detect Magic</i> .
Plant (DR329 p90)	Belt woven from leaves that change colors to match the seasons.	+1 bonus on Knowledge (nature) checks when dealing with Plants and Plant creatures.
Protection (DR331 p86)	Shield-shaped badge made from polished cherry-red wood, worn over the throat, the heart, or the wrist.	+1 Circumstance bonus on attack rolls when using an Aid Other Action to grant an ally an Armor Class bonus.
Strength (DR329 p90)	Leather arm band studded with bronze.	+1 bonus on Strength checks made to resist a Bull Rush.
Sun (DR329 p90)	Oval crystal (½ inch in diameter) of red, orange, or yellow, which is adhered to the wearer's forehead.	Any spell the wearer casts that has the [light] descriptor has its radius increased by 5'.
Travel (DR327 p86)	Pair of leather epaulets with feathers sewn onto them. Worn on the sleeves.	+1 Sacred bonus on Survival checks to predict weather and avoid getting lost.
Trickery (DR331 p86)	Scarf that is gray on one side and colorful silk on the other. Worn around the neck, the head, in a pocket, etc.	+1 Circumstance bonus on Disguise checks.
War (DR329 p90)	Metal plate which is strapped to the wearer's chest. It is engraved with scenes of battle.	+1 bonus on attack rolls made to confirm a critical threat while wielding the deity's chosen weapon.
Water (DR329 p90)	Necklace of tiny blue and green beads.	Wearer may hold his/her breath 3x Constitution score rounds.

Improved Domain Powers

The following improved Domain powers can be gained in several ways (with DM approval, of course).

- When taking the 1st level of Cleric, the character only takes one Domain (instead of the standard two).
- When taking the 1st level of Cleric, the character does not gain the ability to Turn / Rebuke Undead.
- Taking the Feat: Improved Power.
- Receiving a magic item that makes the ability available to a qualified Cleric.

Unless otherwise noted, the power is activated as a Standard Action that does not provoke an Attack of Opportunity.

Domain	Improved Power
Air (DR342 p22)	<u>Far-Reaching Wind</u> – A touched ranged weapon has its Range Increment doubled. A touched melee weapon can be thrown with a Range Increment of 20'. Effect lasts for 1 minute and may be used Cleric level times per day.
Animal (DR342 p22)	<u>Totemic Spirit Companion</u> – As <i>Summon Nature's Ally</i> , except the creature summoned has the Celestial or Fiendish template. Usable (Cleric level / 2) times per day. The number of daily uses expended at one time indicates the spell level (e.g., expending three daily uses at one time results in <i>Summon Nature's Ally III</i>).
Chaos (DR342 p22)	<u>Chaos Curse</u> – By making a Ranged Touch Attack, a target within 60' is "cursed" for 1 minute (WillNeg, DC is Charisma-based). Each round, there is a the target has a 50% chance of dropping anything held. If nothing is held, there is 50% chance of provoking an Attack of Opportunity. If no one is threatening the target, there is a 50% chance of falling Prone. Useable (Cleric level / 2) times per day.
Death (DR342 p22)	<u>Call of the Grave</u> – The Cleric may generate a 30' radius area of deathly energy for (Cleric level) rounds per day (which do not need to be consecutive). Within this radius, Conjuraction(healing) spells deal ½ normal –and– spells which restore life (e.g., <i>Raise Dead</i> , etc.) do not function.
Destruction (DR342 p23)	<u>Shattering Blow</u> – For 1 round, all of the Cleric's natural & manufactured weapons are treated as being Adamantine for purposes of overcoming Damage Reduction and/or Hardness. Activated as a Free Action. Usable (Cleric level) rounds per day.
Earth (DR342 p23)	<u>Tremor Step</u> – When activated, all creatures within a 20' radius of the Cleric are knocked Prone (Balance check to avoid, DC is Charisma based). Cleric must be standing on a solid, natural surface. Usable (Cleric level / 2) times per day.
Evil (DR342 p23)	<u>Torture Strike</u> – Touched living creature feels great pain, resulting in the target becoming Nauseated (Fortitude save for Sickened) for 1 round, taking 1d4 Strength damage (FortNeg), and granting the Cleric a bonus on Intimidate checks vs. the target equal to his/her Cleric level for 1 minute. Usable (Cleric level / 2) times per day.
Fire (DR342 p23)	<u>Flame-Guiding Song</u> – The Cleric may command non-magical fires (up to the size of a Bonfire) to extinguish themselves –or– order fire from an existing blaze to reach out up to 10' to deal 2d6 Fire damage (no save) –and– make the target Catch Fire (RefNeg, DC is Charisma-based). Usable (Cleric level / 2) times per day.
Good (DR342 p24)	<u>Saving Grace</u> – One ally within 30' receives a Sacred bonus equal to the Cleric's Charisma modifier on the subject's next Attack Roll, Saving Throw, Skill Check, or Ability Check. Activated as a Move Action. Usable (Cleric level / 2) times per day.
Healing (DR342 p24)	<u>Healing Light</u> – Conjuraction(healing) spells that normally have a range of 'Touch' instead have a range of 'Close-range'. Activated as a Free Action. Usable (Cleric level) rounds per day.
Knowledge (DR342 p24)	<u>Divine Inspiration</u> – The Cleric adds his/her Charisma modifier (in addition to his/her Intelligence modifier) on a Knowledge check –and– may 'Take 10'. This may be used with a Knowledge skill in which the Cleric has no ranks. Activated as a Free Action. Usable (Cleric level) rounds per day.
Law (DR342 p24)	<u>Zone of Enforce Order</u> – The Cleric may generate a 30' radius area of lawful energy for (Cleric level) rounds per day (which do not need to be consecutive). Within this radius, all Chaotic creatures receive a –2 penalty on Attack Rolls, Saving Throws, Skill Checks, and Ability Checks.
Luck (DR342 p24)	<u>Charmed Existence</u> – The Cleric receives a +2 Luck bonus on one Attack Roll, Saving Throw, Skill Check, or Ability Check. Activated as an Immediate Action. Usable (Cleric level) rounds per day.
Magic (DR342 p24)	<u>Power Magical Device</u> – When using a charged magic item (such as a Wand, Staff, Chime of Opening, etc.), the Cleric can use the item without expending charges. The Cleric's level must be equal or higher than the magic item's caster level. The Cleric may supply (Cleric level / 2) charges per day.
Protection (DR342 p24)	<u>Shield of the Martyr</u> – The Cleric may take ½ of the damage of an ally within 30' that comes from a single source. Activated as an Immediate Action. Usable (Cleric level / 2) times per day.
Strength (DR342 p24)	<u>Tremendous Might</u> – The Cleric receives a +6 Morale bonus on a Strength-based skill check –or– a Strength check to break, lift, drag, or push an object. Does not apply to attacks, damage, grapples, etc. Usable (Cleric level) rounds per day.
Sun (DR342 p24)	<u>Vengeance of Day</u> – All creatures within a 30' Cone-shaped Burst of the Cleric's holy symbol are permanently Blinded (if Undead or having Light Sensitivity or Light Blindness) –or– Dazzled for (Charisma modifier rounds) (WillNeg, DC is Charisma-based). Usable (Cleric level / 2) times per day.
Travel (DR342 p24)	<u>Second Wind</u> – If the touched creature is Exhausted, it is now only Fatigued. If it was Fatigued, then it is back to normal. If the creature was neither Exhausted or Fatigued, then it gains +30' movement for 1 round. Usable (Cleric level) times per day.
Trickery (DR342 p25)	<u>Miraculous Deception</u> – The Cleric receives a +4 Divine bonus on one Bluff, Disguise, or Hide check. Usable (Cleric level) times per day.
War (DR342 p25)	<u>Piercing Steel Talon</u> – When the Cleric is wielding his/her Deity's Favored Weapon, the Cleric may ignore an opponent's Armor or Shield bonus to AC on a single attack. Activated as a Free Action. Usable (Cleric level / 2) times per day, but only once per round.
Water (DR342 p25)	<u>Waves Protect Their Own</u> – The Cleric and his/her allies within 30' receive no penalties from Underwater combat and have no chance of being drowned by rough water. The Clerics opponent's receive a penalty on Attack rolls equal to the Cleric's Charisma modifier. The Cleric must be at least waist deep in water to use this ability. Usable (Cleric level) times per day, though they do not need to be consecutive.

Druid

Alternate Base Classes

The following are specialized types of Druids, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Druid must be done when the 1st level of Druid is taken. A character can only be the member of one Druid class.

Note: Class Abilities that are underlined are detailed below the table.

Lvl	Druid (PH p33)	Druidic Avenger (UA p51)	Metal Master (DR311 p59)	Sidhe Scholar (DR339 p90)	
Class Features	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: <u>Diplomacy</u> , Handle Animal, <u>Intimidate</u> .	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 d10 Armor: <u>Light, Medium, Heavy, Shields, Tower Shields</u> Weapons: <u>Simple & Martial weapons that are made out of metal</u> Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, <u>Know(architecture), Know(dungeon), Know(nature), Spellcraft</u> . Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, <u>Handle Animal</u> .	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 d6 Armor: Light, Shield Weapons: Simple Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, <u>Know(arcana), Know(nature), Spellcraft</u> . Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	
	1	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into <u>Summon Nature's Ally</u> spells Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list <u>Spontaneously convert Druid spells into Summon Nature's Ally spells</u> <u>Animal Companion</u> Nature Sense Wild Empathy, with a -4 penalty +10' movement <u>Rage, 1/day</u>	Cast Prepared Divine Wisdom-based spells from Druid list <u>Spontaneously convert Druid spells into Summon Nature's Ally spells</u> <u>Metal Master Spontaneous Casting</u> <u>Animal Companion</u> <u>Nature Sense</u> <u>Mine Sense</u> <u>Wild Empathy</u> Gain 'Terran' as a free language	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into <u>Summon Nature's Ally</u> spells <u>Animal Companion</u> <u>Wild One</u> Nature Sense <u>Wild Empathy</u> Gain Feat: Skill Focus (Know(nature))
	2	Woodland Stride	Woodland Stride	<u>Woodland Stride</u>	<u>Woodland Stride</u> <u>Blessing of the Fey</u>
	3	Trackless Step	Trackless Step	<u>Trackless Step</u> <u>Metal Sense</u>	<u>Trackless Step</u>
	4	Resist Nature's Lure	Resist Nature's Lure	<u>Resist Nature's Lure</u>	<u>Resist Nature's Lure</u> <u>Sylvan Gifts</u>
	5	Wild Shape, 1/day	Wild Shape, 1/day	<u>Wild Shape, 1/day</u>	Wild Shape, 1/day <u>Otherworldly Shifting</u>
	6	Wild Shape, 2/day	Wild Shape, 2/day <u>Rage, 2/day</u>	<u>Wild Shape, 2/day</u> <u>Damage Reduction 1 / bludgeoning</u>	Wild Shape, 2/day <u>Dark Moon's Secret</u>
	7	Wild Shape, 3/day	Wild Shape, 3/day	<u>Wild Shape, 3/day</u>	Wild Shape, 3/day
	8	Wild Shape (Large)	Wild Shape (Large)	<u>Wild Shape (Large)</u> <u>Damage Reduction 2 / bludgeoning</u>	Wild Shape (Large)
	9	Venom Immunity	Venom Immunity	<u>Venom Immunity</u>	Venom Immunity
	10	Wild Shape, 4/day	Wild Shape, 4/day	<u>Wild Shape, 4/day</u> <u>Damage Reduction 3 / bludgeoning</u>	Wild Shape, 4/day
	11	Wild Shape (Tiny)	Wild Shape (Tiny) <u>Rage, 3/day</u>	<u>Wild Shape (Tiny)</u> <u>Major Creation, 1/day</u>	Wild Shape (Tiny)
	12	Wild Shape (Plants)	Wild Shape (Plants)	<u>Wild Shape (Plants)</u> <u>Damage Reduction 4 / bludgeoning</u>	<u>Wild Shape (Plants)</u> <u>Sylvan Craft</u>
	13	A Thousand Faces	A Thousand Faces	<u>A Thousand Faces</u>	A Thousand Faces
	14	Wild Shape, 5/day	Wild Shape, 5/day	<u>Wild Shape, 5/day</u> <u>Damage Reduction 5 / bludgeoning</u>	Wild Shape, 5/day
	15	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body <u>Wild Shape (Huge)</u>	Timeless Body Wild Shape (Huge)
	16	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day <u>Rage, 4/day</u>	<u>Wild Shape, Elemental 1/day</u> <u>Damage Reduction 5 / cold iron, adamantine, or silver</u>	Wild Shape, Elemental 1/day
17		<u>Tireless Rage</u>			

Lvl	Druid (PH p33)	Druidic Avenger (UA p51)	Metal Master (DR311 p59)	Sidhe Scholar (DR339 p90)
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day Damage Reduction 5 / adamantine, or silver	Wild Shape, 6/day Wild Shape, Elemental 2/day
19			Iron Body, 1/day	
20	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day Damage Reduction 5 / adamantine	Wild Shape, Elemental (Huge), 3/day

Class Abilities

'Metal Master' Class Abilities:

Metal Master Spontaneous Casting – You may “lose” a prepared spell to cast any spell from the following list of the same level or lower.

1st – n/a

2nd – *Chill Metal, Heat Metal*

3rd – n/a

4th – *Rusting Grasp*

5th – n/a

6th – *Ironwood*

7th – *Transmute Metal to Wood*

8th – *Repel Metal and Stone*

9th – n/a

Mine Sense – +2 bonus on Knowledge (dungeoneering) and Knowledge (architecture and engineering) checks.

Metal Sense – +2 bonus on Craft (armorsmithing), Craft (blacksmithing), and Craft (weaponsmithing) checks.

'Sidhe Scholar' Class Abilities:

Wild One – You may “lose” a prepared spell to cast any spell from the following list of the same level or lower.

Blessing of the Fey – +2 bonus on Know(arcana) & Survival checks.

Sylvan Gifts – Calculate your number of bonus Druid spells as if your Wisdom was +2.

Otherworldly Shifting – The animal forms you shift into while using Wild Shape look different every time are always strange & exotic. The forms will not blend in with similar animals.

Dark Moon's Secret – Add the spells from the Evil Domain to your Druid spell list.

Sylvan Craft – Gain Feat: Craft Staff. You can make magical staves in only half the normal time.

Alternate Base Classes (continued)

Lvl	Druid (PH p33)	Storm Druid (DR328 p87)	Urban Druid (DR317 p30)	Totem Druid (DR335 p87)	
Class Features	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN , NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide , Studded Leather , Shield (wood-only) , Buckler Weapons: Club, Crossbow(ANY) , Dagger , Dart , Quarterstaff , Rapier , Sap , Scimitar , Short-sword , Shortspear , Sickle , Sling Skill Points: 4 Str: Swim . Dex: Ride . Con: Concentration. Int: Craft, Know(arch & eng), Know(history), Know(local), Know(nature) , Spellcraft. Wis: Heal , Listen , Profession, Spot , Survival . Cha: Bluff , Diplomacy, Gather Info., Intimidate, Handle Animal , Perform. Speak Language .	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	
	1	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into <i>Summon Nature's Ally</i> spells Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into <i>Summon Nature's Ally</i> spells Storm Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy Immunity to natural and magical Deafness	Cast Prepared Divine Wisdom-based Charisma-based spells from Urban Druid list Spontaneously convert Druid spells into <i>Summon Nature's Ally</i> spells Urban Druid Spontaneous Casting Animal Companion Urban Companion Nature Sense City Sense Wild Empathy Favored City 1	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into <i>Summon Nature's Ally</i> spells Animal Companion Nature Sense Wild Empathy Totem Animal Companion Totem Shape (1/day)
	2	Woodland Stride	Woodland Stride Frightful Presence (animals) Thunder Strike (1d6 electrical, temporary deafness), 1/day	Woodland Stride Crowdwalk	Woodland Stride Feat: Natural Spell
	3	Trackless Step	Trackless Step +1 Insight on Reflex saves	Trackless Step Alley Fighting	Trackless Step Totem Shape (2/day)
	4	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure Disease Immunity Favored City 2	Resist Nature's Lure
	5	Wild Shape, 1/day	Wild Shape, 1/day Electricity Resistance 5	Wild Shape, 1/day Urban Shape, 1/day	Wild Shape, 1/day Totem Shape (3/day)
	6	Wild Shape, 2/day	Wild Shape, 2/day Thunder Strike (1d6 electrical, temporary deafness), 2/day	Wild Shape, 2/day Urban Shape, 2/day	Wild Shape, 2/day Dire Totem Shape (1/day)
	7	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 3/day Urban Shape, 3/day	Wild Shape, 3/day Totem Shape (4/day)
	8	Wild Shape (Large)	Wild Shape (Large) Frightful Presence (magical beasts, fey, & vermin)	Wild Shape (Large) Urban Shape (Large) Favored City 3	Wild Shape (Large) Totem Speech
	9	Venom Immunity	Venom Immunity +2 Insight on Reflex saves	Venom Immunity Information Network	Venom Immunity
	10	Wild Shape, 4/day	Wild Shape, 4/day Electricity Resistance 10	Wild Shape, 4/day Urban Shape, 4/day	Wild Shape, 4/day Totem Shape (Planar)
	11	Wild Shape (Tiny)	Wild Shape (Tiny) Thunder Strike (2d6 electrical, temporary deafness), 3/day	Wild Shape (Tiny) Urban Shape (Tiny)	Wild Shape (Tiny) Totem Shape (5/day)
	12	Wild Shape (Plants)	Wild Shape (Plants) Gain Improved Initiative feat	Wild Shape (Plants) Urban Shape (Object) Favored City 4	Wild Shape (Plants) Dire Totem Shape (2/day)
	13		A Thousand Faces	A Thousand Faces	A Thousand Faces
14	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 5/day Urban Shape, 5/day	Wild Shape, 5/day Totem Shape (6/day)	

Lvl	Druid (PH p33)	Storm Druid (DR328 p87)	Urban Druid (DR317 p30)	Totem Druid (DR335 p87)
15	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge) Thunder Strike (4d6 electrical, permanent deafness), 5/day +3 Insight on Reflex saves Electricity Resistance 15	Timeless Body Wild Shape (Huge) Urban Shape (Huge)	Timeless Body Wild Shape (Huge)
16	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day Frightful Presence (any creature)	Wild Shape, Elemental 1/day Urban Shape, Animated Object 1/day Favored City 5	Wild Shape, Elemental 1/day Totem Shape (Dire Planar)
17				Totem Shape (7/day)
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day Urban Shape, 6/day Urban Shape, Animated Object 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day Dire Totem Shape (3/day)
19				A Thousand Faces
20	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day Thunder Strike (4d6 electrical, permanent deafness), 5/day Electricity Resistance 20	Wild Shape, Elemental (Huge), 3/day Urban Shape, Animated Object (Gargantuan) 3/day Favored City 5	Wild Shape, Elemental (Huge), 3/day Totem Shape (8/day)

Class Abilities

‘Storm Druid’ Class Abilities:

Storm Druid Spontaneous Casting

You may “lose” a prepared spell to cast any spell from the following list of the same level/lower.

- 1st – *Obscuring Mist*
- 2nd – *Gust of Wind*
- 3rd – *Call Lightning*
- 4th – *Air Walk*
- 5th – *Call Lightning Storm*
- 6th – *Chain Lightning*
- 7th – *Control Weather*
- 8th – *Whirlwind*
- 9th – *Storm of Vengeance*

Frightful Presence (creature type)

Whenever the Storm Druid attacks or charges, all creatures of the indicated type within 30’ become Shaken for 4d6 rounds (WillNeg, DC is Charisma-based). If the creature makes its save, it is immune to this Storm Druid’s Frightful Presence for 24 hours. The Storm Druid’s allies are not affected by this ability.

Thunder Strike (Xd6 electrical, deafness),times/day

As part of a melee attack, the Storm Druid discharges Xd6 Electrical damage (no save) and makes the opponent Deaf (FortNeg, DC is Constitution-based). Temporary Deafness lasts for 3d6 rounds. The Storm Druid must declare he/she is using this ability before rolling the attack, and the use is lost if the attack misses.

‘Totem Druid’ Class Abilities:

When this class is first taken, the Totem Druid chooses his/her Totem Animal from the following list: Ape, Bear, Eagle, Horse, Shark, Snake, Tiger, or Wolf.

Totem Animal Companion – the Totem Druid must choose his/her Totem Animal as his/her Animal Companion (or the Dire version of the animal if he/she is high enough level). The Totem Animal Companion gains abilities as a normal Druid’s Animal Companion, except the Totem Druid is considered to be two levels higher for purposes of determining the companion’s abilities. Also, a Totem Druid qualifies for the Dire version of his/her Totem Animal two levels earlier than a normal Druid would (see below).

Totem Shape (N/day) – The Totem Druid may become his/her Totem Animal ‘N’ times per day. This functions the same as Wild Shape. At 10th level, the Totem Druid may apply the Celestial (if non-Evil) or Fiendish (if non-Good) Template to his/her Animal form. A Neutral Totem Druid may choose either Celestial or Fiendish, but the decision can’t be changed.

Dire Totem Shape (N/day) – The Totem Druid may become the Dire version of his/her Totem Animal ‘N’ times per day. This functions the same as Wild Shape. At 16th level, the Totem Druid may apply the Celestial or Fiendish Template to his/her Dire Animal form (the same Template as was chosen at 10th level).

Totem Speech – The Totem Druid may speak the languages he/she knows while using Totem Shape. Also, he/she may always speak with members of his/her Totem Animal’s species as if using *Speak with Animals*.

‘Urban Druid’ Class Abilities:

Urban Druid Spontaneous Casting

You may “lose” a prepared spell to cast any spell from the following list of the same level/lower.

- 1st – *Repair Light Damage*
- 2nd – *Repair Moderate Damage*
- 3rd – *Repair Serious Damage*
- 4th – *Repair Critical Damage*
- 5th – *Repair Light Damage, Mass*
- 6th – *Repair Moderate Damage, Mass*
- 7th – *Repair Serious Damage, Mass*
- 8th – *Repair Critical Damage, Mass*
- 9th – n/a

Favored City – Each time this class ability occurs, the Urban Druid chooses a city with which he/she is familiar (but not necessarily currently residing in). Within that city, the Urban Druid gains a Sacred bonus equal to his/her Wisdom to all Bluff, Diplomacy, Gather Info., & Intimidate checks & a +2 Morale bonus on all Will saves.

City Sense – +2 bonus on Gather Information & Know (local) checks.

Crowd Walk – +4 bonus to skill checks, Strength checks, or attack rolls made to get through a square occupied by a hostile creature (including Tumble, Overrun, etc.).

Alley Fighting – If fighting in a space the same width as the Urban Druid (typically 5’), gain a +1 Competence bonus on attack rolls & an opponent around the corner does not get Cover (but keeps Total Cover, if appropriate).

Information Network – The Urban Druid establishes information networks in a number of cities equal to his/her Charisma modifier. In these cities, a Gather Information check only takes 30 minutes (instead of a full evening). Information that is very important to the Urban Druid arrives at his/her ears in 1d4 hours (if he/she is nearby) on a successful check.

Urban Companion – As Animal Companion, except with a different list:

- 1 – Animated Object (small), Bat, Dire Rat, Rat, Cat, Dog, Riding Dog, Horse (light or heavy), Monstrous Centipede (med.), Monstrous Scorpion (small), Monstrous Spider (small), Mule, Owl, Pony, Raven, Snake (small viper, med. viper), Warhorse (light).
- 4 – Animated Object (med.), Giant Ant (soldier), Dire Bat, Monstrous Centipede (large), Monstrous Scorpion (med.), Monstrous Spider (med.), Snake (large viper), Warhorse (heavy).
- 7 – Animated Object (large), Carrion Crawler, Hammer(MM2 p27), Otyugh, Monstrous Centipede (huge), Monstrous Scorpion (large), Monstrous Spider (large), Snake (huge viper), Pulverizer(MM2 p27).
- 10– Animated Object (huge), Monstrous Spider (huge).
- 13– Monstrous Centipede (gargantuan), Monstrous Scorpion (huge).
- 16– Animated Object (gargantuan), Monstrous Spider (gargantuan).

Urban Shape – As Wild Shape, except with a different list of creatures. The Urban Druid can become Humanoids & creatures from the Urban Companion list (except for Animated Objects initially). At higher levels, he/she can become immobile objects of an appropriate size, and then Animated Objects.

Totem Animal	Ape	Bear	Eagle	Horse	Shark	Snake	Tiger	Wolf
Level Normal Animal Companion is Available	2	2	1	1	1	1	5	1
Level Dire Animal Companion is Available	5	11	3	5	14	8	14	5

Alternate Base Classes (continued)

Lvl	Druid (PH p33)	Wild Reaper (DR311 p55)	Wind Walker (DR311 p57)	Winter Warden (DR311 p60)
Class Features	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Battleaxe , Dagger, Dart, Kama , Nunchaku , Quarterstaff, Scimitar , Sickle, Sling, Throwing Axe Skill Points: 2 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal, Intimidate .	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort , Ref, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Javelin , Quarterstaff, Scimitar, Shortbow , Short Spear , Sickle , Spear , Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Balance , Ride. Con: Concentration. Int: Craft, Know(geography) , Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.
	1	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into Summon Nature's Ally spells Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into Summon Nature's Ally spells Animal Companion (must be carnivorous or omnivorous that eats carrion) Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into Summon Nature's Ally spells Wind Walker Spontaneous Casting Animal Companion Aerial Companion Nature Sense Wild Empathy Aerial Empathy Gain 'Auran' as a free language Zephyr Spellcasting
2	Woodland Stride	Woodland Stride	Woodland Stride Feather Fall , 1/day	Woodland Stride Ray of Frost added to spell list
3	Trackless Step	Trackless Step Wild Reaper Spontaneous Casting	Trackless Step Whispering Winds , 1/day	Trackless Step Drift Stride
4	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure Air Mastery	Resist Nature's Lure Trackless Step
5	Wild Shape, 1/day	Wild Shape, 1/day	Wild Shape, 1/day Feather Fall , 2/day	Wild Shape, 1/day Ice Stride
6	Wild Shape, 2/day	Wild Shape, 2/day	Wild Shape, 2/day Friend of the Air	Wild Shape, 1/day 2/day
7	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 3/day Fly , 1/day Whispering Winds , 2/day	Wild Shape, 2/day 3/day
8	Wild Shape (Large)	Wild Shape (Large)	Wild Shape (Large) Feather Fall , 3/day	Wild Shape 3/day (Large)
9	Venom Immunity	Venom Immunity Disease Immunity	Venom Immunity Air Spell Immunity	Venom Immunity Resistance to Cold 5
10	Wild Shape, 4/day	Wild Shape, 4/day	Wild Shape, 4/day Fly , 2/day	Wild Shape, (Large) 4/day
11	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny) Whispering Winds , 3/day	Wild Shape 4/day (Tiny)
12	Wild Shape (Plants)	Wild Shape (Plants) Turn Undead	Wild Shape (Plants) Air Domain (granted power)	Wild Shape (Plants) Resistance to Cold 10
13	A Thousand Faces	A Thousand Faces Resist Death's Lure	A Thousand Faces Fly , 3/day	A Thousand Faces Wall of Ice , 1/day
14	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 5/day Air Domain (domain spells)	Wild Shape, 5/day
15	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge) Resistance to Cold 15
16	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day Fast Healing 1	Wild Shape, Air Elemental 1/day	Wild Shape, Elemental 1/day Wild Shape (Huge)
17		Ability Damage Healing 1		Otiluke's Freezing Sphere , 1/day
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Air Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day Immunity to Cold

Lvl	Druid (PH p33)	Wild Reaper (DR311 p55)	Wind Walker (DR311 p57)	Winter Warden (DR311 p60)
19		Timeless Body		Wild Shape, 6/day
20	Wild Shape, Elemental (Huge), 3/day	Wild Shape of Elemental (Huge), 3/day Fast Healing 3 Ability Damage Healing 2	Wild Shape, Air Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day Polar Ray, 1/day

Class Abilities

'Wild Reaper' Class Abilities:

Wild Reaper Spontaneous Casting

You may "lose" a prepared spell to cast any spell from the following list of the same level/lower.

- 1st – *Summon Nature's Ally I*
- 2nd – *Summon Nature's Ally II*,
Soften Earth and Stone,
Warp Wood
- 3rd – *Summon Nature's Ally III*,
Diminish Plants,
Poison
- 4th – *Summon Nature's Ally IV*,
Blight,
Rusting Grasp
- 5th – *Summon Nature's Ally V*,
Transmute Rock to Mud
- 6th – *Summon Nature's Ally VI*,
Antilife Shell
- 7th – *Summon Nature's Ally VII*
- 8th – *Summon Nature's Ally VIII*,
Finger of Death
- 9th – *Summon Nature's Ally XI*

Turn Undead

Turns / Destroys Undead as a Cleric two levels lower than the Druid's level.

Resist Death's Lure

+4 bonus on saves vs. level drain & Death effects.

'Wind Walker' Class Abilities:

Wind Walker Spontaneous Casting

You may "lose" a prepared spell to cast any spell from the following list of the same level/lower.

- 1st – *Summon Nature's Ally I* (flying only)
- 2nd – *Summon Nature's Ally II* (flying only)
- 3rd – *Summon Nature's Ally III* (flying only)
- 4th – *Summon Nature's Ally IV* (flying only)
- 5th – *Summon Nature's Ally V* (flying only)
- 6th – *Summon Nature's Ally VI* (flying only)
- 7th – *Summon Nature's Ally VII* (flying only)
- 8th – *Summon Nature's Ally VIII* (flying only)
- 9th – *Summon Nature's Ally XI* (flying only)

Aerial Companion

As Animal Companion, except with a different list:

- 1 – Eagle, Hawk, Owl
- 4 – Dire Bat, Hippogriff
- 7 – Giant Eagle, Giant Owl,
Juvenile Arrowhawk
- 10 – Griffon, Adult Arrowhawk
- 13 – Dragonne
- 16 – Elder Arrowhawk

Aerial Empathy

As Wild Empathy, except it applies to animals & magical beasts that fly or have the [air] subtype. There is no penalty to target a magical beast.

Zephyr Spellcasting

Casts Druid spells with the [air] subtype at +1 level & +1 DC.

Air Mastery

Airborne attackers receives a –1 penalty on attacks & damage rolls against the Wind Walker.

Friend of the Air

The Wind Walker is considered two sizes larger when determining the effects of wind.

Air Spell Immunity

The Wind Walker as unbeatable Spell Resistance to spells with the [air] subtype.

Air Domain (granted power)

Gain the Air Domain Granted Power (i.e., Rebuke / Command creatures of Air & Turn / Destroy creatures of Earth).

Air Domain (domain spells)

Gain an extra spell per spell level, which must come from the Air Domain list & can not be spontaneously cast as another spell.

'Winter Warden' Class Abilities:

Cold Casting

Casts spells & spell-like abilities with the [cold] subtype at +1 level & +1 DC.

Drift Stride

The Winter Warden can walk on non-magic snow without slowing or sinking.

Ice Stride

The Winter Warden can walk on non-magic ice without slowing or sinking.

Variant Class Features

Lvl	Druid (PH p33)	Druid variant, Focused Animal (DR347 p91)	Druid variant, Shapeshift (PH2 p39)	Druid variant, Spontaneous Rejuvenation (PH2 p39)	
Class Features	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	
	1	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into <i>Summon Nature's Ally</i> spells Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into <i>Summon Nature's Ally</i> spells Animal Companion Nature Sense Wild Empathy Focused Animal	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into <i>Summon Nature's Ally</i> spells Animal Companion Nature Sense Wild Empathy Shapeshift – Predator Form	Cast Prepared Divine Wisdom-based spells from Druid list Spontaneously convert Druid spells into <i>Summon Nature's Ally</i> spells Animal Companion Nature Sense Wild Empathy Spontaneous Rejuvenation
	2	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride
	3	Trackless Step	Trackless Step	Trackless Step	Trackless Step
	4	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure
	5	Wild Shape, 1/day	Wild Shape, 1/day	Wild Shape, 1/day Shapeshift – Aerial Form	Wild Shape, 1/day
	6	Wild Shape, 2/day	Wild Shape, 2/day	Wild Shape, 2/day	Wild Shape, 2/day
	7	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 3/day
	8	Wild Shape (Large)	Wild Shape (Large)	Wild Shape (Large) Shapeshift – Ferocious Slayer Form	Wild Shape (Large)
	9	Venom Immunity	Venom Immunity	Venom Immunity	Venom Immunity
10	Wild Shape, 4/day	Wild Shape, 4/day	Wild Shape, 4/day	Wild Shape, 4/day	
11	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny)	
12	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants) Shapeshift – Forest Avenger Form	Wild Shape (Plants)	
13	A Thousand Faces	A Thousand Faces	A Thousand Faces	A Thousand Faces	
14	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 5/day	
15	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	
16	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day Shapeshift – Elemental Fury Form	Wild Shape, Elemental 1/day	
17					
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	
19					
20	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	

Class Abilities

‘Druid variant, Focused Animal’ Class Abilities:

Focused Animal – you are considered 2 levels higher for purposes of determining your Animal Companion’s abilities. Also, you may speak with your Animal Companion.

‘Druid variant, Spontaneous Rejuvenation’ Class Abilities:

Spontaneous Rejuvenation – As a Standard Action, you may sacrifice a prepared spell to grant yourself and all allies within 30’ “Fast Healing X” for 3 rounds, where X is the level of spell you sacrificed.

‘Druid variant, Shapeshift’ Class Abilities:

Shapeshift – As a Swift Action, you may change into a creature whose abilities are determined by your level any number of times per day for any duration. Note that shapeshifting does not cause you to heal. You do not need to return to your normal form before changing to a different shape. At first level, you can take a Predator Form, which look like a Wolf, Jaguar, or any other terrain or culturally appropriate creature. No matter what it looks like, its ability scores are the same for all Shapeshifting Druids. You cannot speak or cast spell while Shapeshifting (Feat: Natural Spell does not work with Shapeshifting). All your possessions meld into your new form and become non-functional until you return to your normal form. Unless noted otherwise, you remain the same size. Any Natural Weapons that your form has receive an Enhancement bonus on attack & damage equal to ¼th your Druid level & at 4th level are treated as ‘magic’ for purposes of overcoming Damage Reduction. If you become Unconscious or are killed, you revert to your normal form. In effect, this is a simplified Wild Shape.

Predator Form – typically a Wolf, Panther, etc.

- a) +4 Enhancement bonus to Strength;
- b) +4 improvement to your Natural Armor;
- c) base Land speed becomes 50’;
- d) gain a Bite attack that does 1d6 if you are Medium;
- e) at 5th level, you gain Feat: Mobility when in this form.

Aerial Form – typically an Eagle, Vulture, Bat, etc.

- a) +2 Enhancement bonus to Strength;
- b) +2 Enhancement bonus to Reflex saves;
- c) +2 improvement to your Natural Armor;
- d) gain Fly speed 40’ with Good maneuverability;
- e) gain a Talon attack that does 1d6 if you are Medium;
- f) at 7th level, you gain Feat: Flyby Attack when in this form.

Ferocious Slayer Form – typically Tiger, Bear, Dire Wolf, etc.

- a) size increases by one category, which might grant Reach;
- b) +8 Enhancement bonus to Strength;
- c) +4 Enhancement bonus to Fortitude saves;
- d) +8 improvement to your Natural Armor;
- e) base Land speed becomes 40’;
- f) gain a primary Bite attack that does 1d8 if your original size is Medium;
- g) gain two secondary Claw attacks that do 1d6 if your original size is Medium;
- h) at 10th level, you gain Feat: Improved Critical (bite) and Feat: Improved Critical (claw) when in this form.

Forest Avenger Form – typically Treant, Shambling Mound, etc.

- a) size increases by one category, which might grant Reach;
- b) +12 Enhancement bonus to Strength;
- c) +4 Enhancement bonus to Fortitude & Will saves;
- d) +12 improvement to your Natural Armor;
- e) base Land speed becomes 20’;
- f) gain a Slam attack that does 1d8 if your original size is Medium;
- g) gain Damage Reduction 5 / slashing;
- h) at 14th level, you gain Feat: Improved Overrun.

Elemental Fury Form – an elemental form of Air, Earth, Fire or Water.

- a) size increases by two category, which probably grants you Reach;
- b) +16 Enhancement bonus to Strength;
- c) +4 Enhancement bonus to all saves;
- e) +16 improvement to your Natural Armor;
- f) base Land speed is unchanged and you do not gain a Burrow, Fly, or Swim speed;
- g) gain two primary Slam attacks that does 2d6 each if your original size is Medium;
- h) gain immunity to Critical Hits;
- i) you do not breathe;
- j) gain immunity to one type of energy determined by the elemental form you chose (can be different each time): Air – Electricity immunity, Earth – Acid immunity, Fire – Fire immunity, Water – Cold immunity;
- k) at 18th level, you gain Feat: Great Cleave.

Racial Substitution

Lvl	Druid (PH p33)	Goliath Druid – 1 st level substitution (RoS p151)	Goliath Druid – 6 th level substitution (RoS p151)	Goliath Druid – 12 th level substitution (RoS p151)	Goliath Druid – all level substitutions (RoS p151)
Class Features	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short-spear, Sickle, Sling. Class Skill Points: 4 Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short-spear, Sickle, Sling. Class Skill Points: 4 Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short-spear, Sickle, Sling. Class Skill Points: 4 Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short-spear, Sickle, Sling. Class Skill Points: 4 Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short-spear, Sickle, Sling. Class Skill Points: 4 Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.
	1	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy Elemental Bond	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy Elemental Bond
	2	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride
	3	Trackless Step	Trackless Step	Trackless Step	Trackless Step
	4	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure
	5	Wild Shape, 1/day	Wild Shape, 1/day	Wild Shape, 1/day	Wild Shape, 1/day
	6	Wild Shape, 2/day	Wild Shape, 2/day	Wild Shape, 2/day Earth Companion	Wild Shape, 2/day Earth Companion
	7	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 3/day
	8	Wild Shape (Large)	Wild Shape (Large)	Wild Shape (Large)	Wild Shape (Large)
	9	Venom Immunity	Venom Immunity	Venom Immunity	Venom Immunity
10	Wild Shape, 4/day	Wild Shape, 4/day	Wild Shape, 4/day	Wild Shape, 4/day	
11	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny)	
12	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants) Wild Shape (Earth)	
13	A Thousand Faces	A Thousand Faces	A Thousand Faces	A Thousand Faces	
14	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 5/day	
15	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	
16	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day	
17					
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	
19					
20	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	

Goliath Druid Class Abilities

Elemental Bond

When you use *Summon Nature's Ally* to summon a creature with the [earth] subtype, treat the spell as being the next level up (i.e., at 1st level, you could summon a Small Earth Elemental). In exchange, you can never summon a creature with the [air], [fire], or [water] subtype.

Earth Companion

Your animal companion becomes part Earth Elemental. It gains the [earth] subtype, +2 Strength, –2 Dexterity, DR 5 / magic, Burrow speed +10' (or 10' if it couldn't burrow before), Earth Mastery (+1 on attack & damage if it and its foe are both touching the ground, but –4 penalty on attack & damage if its foe is airborne or waterborne).

Wild Shape (earth)

You can become an Earth Elemental with the same size restriction as with your Animal forms. Also, the maximum HD for Earth Elementals is your Druid level +1.

Racial Substitution (continued)

Lvl	Druid (PH p33)	Halfling Druid – 1 st level substitution (RotW p157)	Halfling Druid – 5 th level substitution (RotW p157)	Halfling Druid – 13 th level substitution (RotW p157)	Halfling Druid – all level substitutions (RotW p157)	
Class Features	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 6 Str: Climb, Jump , Swim. Dex: Hide, Move Silently , Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 6 Str: Climb, Jump , Swim. Dex: Hide, Move Silently , Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 6 Str: Climb, Jump , Swim. Dex: Hide, Move Silently , Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 6 Str: Climb, Jump , Swim. Dex: Hide, Move Silently , Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	
	1	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Halfling Druid Spontaneous Casting Animal Companion Enhanced Link Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Halfling Druid Spontaneous Casting Animal Companion Enhanced Link Nature Sense Wild Empathy
	2	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride
	3	Trackless Step	Trackless Step	Trackless Step	Trackless Step	Trackless Step
	4	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure
	5	Wild Shape (Small & Medium), 1/day	Wild Shape (Small & Medium), 1/day	Wild Shape (Tiny & Small & Medium), 2 1/day	Wild Shape (Small & Medium), 1/day	Wild Shape (Tiny & Small & Medium), 2 1/day
	6	Wild Shape, 2/day	Wild Shape, 2/day	Wild Shape, 3 2/day	Wild Shape, 2/day	Wild Shape, 3 2/day
	7	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 4 3/day	Wild Shape, 3/day	Wild Shape, 4 3/day
	8	Wild Shape (Large)	Wild Shape (Large)	Wild Shape (Medium Large)	Wild Shape (Large)	Wild Shape (Medium Large)
	9	Venom Immunity	Venom Immunity	Venom Immunity	Venom Immunity	Venom Immunity
10	Wild Shape, 4/day	Wild Shape, 4/day	Wild Shape, 5 4/day	Wild Shape, 4/day	Wild Shape, 5 4/day	
11	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Diminutive Tiny)	Wild Shape (Tiny)	Wild Shape (Diminutive Tiny)	
12	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants)	
13	A Thousand Faces	A Thousand Faces	A Thousand Faces	A Thousand Faces Camouflage	A Thousand Faces Camouflage	
14	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 6 5/day	Wild Shape, 5/day	Wild Shape, 6 5/day	
15	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Large Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Large Huge)	
16	Wild Shape, Elemental (Small, Medium, & Large) 1/day	Wild Shape, Elemental (Small, Medium, & Large) 1/day	Wild Shape, Elemental (Tiny , Small, Medium, & Large) 1/day	Wild Shape, Elemental (Small, Medium, & Large) 1/day	Wild Shape, Elemental (Tiny , Small, Medium, & Large) 1/day	
17						
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 7 5/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 7 5/day Wild Shape, Elemental 2/day	
19						
20	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Large Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Large Huge), 3/day	

Halfling Druid Class Abilities

Halfling Druid Spontaneous Casting

You may “lose” a prepared spell to cast any spell from the following list of the same level or lower.

- 1st – *Jump*
- 2nd – *Spider Climb*
- 3rd – *Protection from Energy*
- 4th – *Freedom of Movement*
- 5th – *Tree Stride*
- 6th – *Summon Nature’s Ally VI*
- 7th – *Summon Nature’s Ally VII*
- 8th – *Summon Nature’s Ally VIII*
- 9th – *Summon Nature’s Ally IX*

Enhanced Link

When riding your Animal Companion, you receive the following:

- a) +4 Circumstance bonus on Ride checks;
- b) no penalty when not using a saddle; and
- c) if you have Trackless Step and/or Woodland Stride, your Animal Companion also gains it.

Camouflage

You may make a Hide check in natural terrain, even if it does not grant Cover or Concealment.

Racial Substitution (continued)

Lvl	Druid (PH p33)	Half-Orc Druid – 1 st level substitution (RoD p159)	Half-Orc Druid – 4 th level substitution (RoD p159)	Half-Orc Druid – 6 th level substitution (RoD p159)	Half-Orc Druid – all level substitutions (RoD p159)	
Class Features	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d10 d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal, Intimidate .	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d10 d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal, Intimidate .	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d10 d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal, Intimidate .	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d10 d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal, Intimidate .	
	1	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy Tough Animal Companion	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy Tough Animal Companion
	2	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride
	3	Trackless Step	Trackless Step	Trackless Step	Trackless Step	Trackless Step
	4	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure Bully Animal	Resist Nature's Lure	Resist Nature's Lure Bully Animal
	5	Wild Shape (Small & Medium), 1/day	Wild Shape (Small & Medium), 1/day	Wild Shape (Small & Medium), 1/day	Wild Shape (Small & Medium), 1/day	Wild Shape (Small & Medium), 1/day
	6	Wild Shape, 2/day	Wild Shape, 2/day	Wild Shape, 2/day	Wild Shape, 1 2 /day Augmented Nature's Allies	Wild Shape, 1 2 /day Augmented Nature's Allies
	7	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 2 3 /day	Wild Shape, 2 3 /day
	8	Wild Shape (Large)	Wild Shape (Large)	Wild Shape (Large)	Wild Shape (Large)	Wild Shape (Large)
	9	Venom Immunity	Venom Immunity	Venom Immunity	Venom Immunity	Venom Immunity
10	Wild Shape, 4/day	Wild Shape, 4/day	Wild Shape, 4/day	Wild Shape, 3 4 /day	Wild Shape, 3 4 /day	
11	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny)	
12	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants)	
13	A Thousand Faces	A Thousand Faces	A Thousand Faces	A Thousand Faces	A Thousand Faces	
14	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 4 5 /day	Wild Shape, 4 5 /day	
15	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	
16	Wild Shape, Elemental (Small, Medium, & Large) 1/day	Wild Shape, Elemental (Small, Medium, & Large) 1/day	Wild Shape, Elemental (Small, Medium, & Large) 1/day	Wild Shape, Elemental (Small, Medium, & Large) 1/day	Wild Shape, Elemental (Small, Medium, & Large) 1/day	
17						
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 5 6 /day Wild Shape, Elemental 2/day	Wild Shape, 5 6 /day Wild Shape, Elemental 2/day	
19						
20	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	

Half-Orc Druid Class Abilities

Tough Animal Companion

A Half-Orc Druid's Animal Companion receives
Feat: Toughness.

Bully Animal

When making Wild Empathy checks, a Half-Orc
Druid may add his/her Strength modifier instead
of his/her Charisma modifier.

Augmented Nature's Allies

Any Animal summoned by *Summon Nature's
Allies* receives +4 bonus to Strength and
Constitution. This does not stack with Feat:
Augment Summoning.

Racial Substitution (continued)

Lvl	Druid (PH p33)	Shifter Druid – 1 st level substitution (RoE p126)	Shifter Druid – 4 th level substitution (RoE p126)	Shifter Druid – 5 th level substitution (RoE p126)	Shifter Druid – all level substitutions (RoE p126)	
Class Features	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Climb , Jump , Swim. Dex: Balance , Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Climb , Jump , Swim. Dex: Balance , Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Climb , Jump , Swim. Dex: Balance , Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Alignment: NG, LN, N, CN, NE Combat: Rogue Good Save: Fort, Will Hit-Die: d8 Armor: Padded, Leather, Hide, Shield (wood only) Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short Spear, Sickle, Sling Skill Points: 4 Str: Climb , Jump , Swim. Dex: Balance , Ride. Con: Concentration. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	
	1	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy Beast Spirit	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy Beast Spirit
	2	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride
	3	Trackless Step	Trackless Step	Trackless Step	Trackless Step	Trackless Step
	4	Resist Nature's Lure	Resist Nature's Lure	Resist Nature's Lure Reckless Nature	Resist Nature's Lure	Resist Nature's Lure Reckless Nature
	5	Wild Shape, 1/day	Wild Shape, 1/day	Wild Shape, 1/day	Wild Shape, 1/day Wild Shifting +1/day	Wild Shape, 1/day Wild Shifting +1/day
	6	Wild Shape, 2/day	Wild Shape, 2/day	Wild Shape, 2/day	Wild Shape, 2/day Wild Shifting +2/day	Wild Shape, 2/day Wild Shifting +2/day
	7	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 3/day	Wild Shape, 3/day Wild Shifting +3/day	Wild Shape, 3/day Wild Shifting +3/day
	8	Wild Shape (Large)	Wild Shape (Large)	Wild Shape (Large)	Wild Shape (Large) Wild Shifting (improved dmg 1)	Wild Shape (Large) Wild Shifting (improved dmg 1)
	9	Venom Immunity	Venom Immunity	Venom Immunity	Venom Immunity	Venom Immunity
10	Wild Shape, 4/day	Wild Shape, 4/day	Wild Shape, 4/day	Wild Shape, 4/day Wild Shifting +4/day	Wild Shape, 4/day Wild Shifting +4/day	
11	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny)	Wild Shape (Tiny)	
12	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants)	Wild Shape (Plants)	
13	A Thousand Faces	A Thousand Faces	A Thousand Faces	A Thousand Faces	A Thousand Faces	
14	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 5/day	Wild Shape, 5/day Wild Shifting +5/day	Wild Shape, 5/day Wild Shifting +5/day	
15	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge) Wild Shape (Huge) Wild Shifting (improved dmg 2)	Timeless Body Wild Shape (Huge) Wild Shape (Huge) Wild Shifting (improved dmg 2)	
16	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day	
17						
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shifting +6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shifting +6/day Wild Shape, Elemental 2/day	
19						
20	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	

Racial Substitution (continued)

Shifter Druid Class Abilities

Beast Spirit

You receive bonuses based on your Druid level:

Level	Ability Bonus	Additional Abilities
1 – 2	+0	Gain <u>Feat: Alertness</u> . Extended Shifting – your Shifting lasts +2 rounds Feral Empathy – +4 bonus on Wild Empathy & Handle Animal checks with wild animals
3 – 5	+2	Will of the Spirit – if you fail a save vs. an Enchantment, you receive a new saving throw on the next round
6 – 8	+2	Transfer Spirit – as a Move Action, you can transfer your Beast Spirit into an animal summoned by <i>Summon Nature's Ally</i> that is within 30'. The animal gains the ability bonus and allows you to speak with the animal, but you temporarily lose the benefits of the Beast Spirit. The transfer lasts until the animal is killed or the summoning spell ends.
9 – 11	+4	Prepare Spell (up to 3 rd) – you may prepare an additional spell of up to 3 rd level, which can be cast as a Swift Action.
12 – 14	+4	Rapid Summons – You may cast <i>Summon Nature's Ally</i> spells as a Standard Action (instead of a Full Round Action).
15 – 17	+6	Prepare Spell (up to 6 th) – you may prepare an additional spell of up to 6 th level, which can be cast as a Swift Action.
18 – 20	+6	Manifest Spirit – gain <u>Feat: Extra Shifter Trait</u> , even if you already have it.

Ability Bonus – you gain the listed bonus to your Strength, Dexterity, or Constitution. You may change which ability score benefits by spending 1 minute meditating.

Reckless Nature

- +2 Insight bonus on Initiative checks
- +2 bonus on Reflex saves
- 2 penalty on Will saves

Wild Shifting +N / day

- You have the option of using your Wisdom modifier (instead of your Constitution modifier) when determining how long your Shifting lasts.
- Wild Shifting +N / day – you get N additional uses of Shifting each day

Wild Shifting (improved dmg 1)

- The natural weapons you gain (if you have Longtooth, etc.) do damage as if you were a creature 1 size larger.

Wild Shifting (improved dmg 2)

- The natural weapons you gain (if you have Longtooth, etc.) do damage as if you were a creature 2 sizes larger.

Environment-based Weapon Lists

<u>Environment</u>	Weapons
Aquatic / Coastal (DR331 p87)	Club, Dagger, Dart, Longspear, Net, Quarterstaff, Sling, Spear, Shortsppear, Trident
Artic / Tundra (DR331 p87)	Club, Dagger, Handaxe, Light Pick, Morningstar, Quarterstaff, Scythe, Sickle, Sling, Spear, Throwing Axe
Desert / Wasteland (DR331 p87)	Falchion, Javelin, Kukri, Scimitar, Shortsppear, Sling, Spear, Whip
Forrest (PH p33)	Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortsppear, Sling, Spear
Grassland / Savannah (DR331 p87)	Bola, Javelin, Longspear, Scythe, Shortbow, Shortsppear, Sickle, Sling, Spear
Mountain (DR331 p87)	Battleaxe, Club, Dagger, Handaxe, Heavy Pick, Light Pick, Quarterstaff, Sling, Warhammer
Subterranean / Underdark (DR331 p87)	Club, Dagger, Heavy Pick, Light Pick, Shortsppear, Shortsword, Sling, Whip

Organizations for Druids

The organization a Druid belongs to can effect his/her availability and proficiency with skills.

<u>Organization</u>	<u>Description</u>	<u>Bonus</u>	<u>Penalty</u>
Attendants of the Fey (DR337 p95)	Spend more time with the fey than with other humanoids.	+2 Circumstance bonus on Know(nature) checks regarding Fey.	-1 penalty on Diplomacy checks with non-Fey.
Glenendale Park Protectorate (DR337 p95)	Urban organization that protects and tends to a huge park in a city.	Know(local) becomes a class-skill.	-1 penalty on Survival checks.
Sisters of the Pounding Waves (DR337 p95)	Female sect focuses on the return of the land to the sea.	+1 Circumstance bonus on Swim checks.	Ride becomes an out-of-class skill.

Fighter

Alternate Base Classes

The following are specialized types of Fighters, in the same way a Necromancer is a specialized type of Wizard.

Lvl	Fighter (PH p37)	Bodyguard (DR310 p33)	Commander (DR310 p33)	Corsair (DR310 p33)	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Search. Wis: Sense Motive, Spot. Cha: Diplomacy, Gather Info, Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft, Know(arch & eng). Wis: Profession(siege engineer), Sense Motive, Spot. Cha: Diplomacy, Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Balance, Ride, Use Rope. Int: Appraise, Craft. Wis: Profession(sailor), Spot. Cha: Handle-Animals, Intimidate.	
	1	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Ability
	2	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Ability
	3				
	4	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Feat or Corsair Ability
	5				
	6	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Feat or Corsair Ability
	7				
	8	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Feat or Corsair Ability
	9				
10	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Feat or Corsair Ability	
11					
12	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Feat or Corsair Ability	
13					
14	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Feat or Corsair Ability	
15					
16	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Feat or Corsair Ability	
17					
18	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Feat or Corsair Ability	
19					
20	Fighter Feat	Bodyguard Feat or Bodyguard Ability	Commander Feat or Commander Ability	Corsair Feat or Corsair Ability	

Bodyguard Feat

Alertness, Animal Affinity, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Critical, Improved Disarm, Improved Initiative, Improved Shield Bash, Improved Trip, Investigator, Iron Will, Lightning Reflexes, Mobility, Negotiator, Persuasive, Power Attack, Quick Draw, Run, Spring Attack, Toughness, Weapon Focus, Weapon Specialization, Whirlwind Attack

Bodyguard Ability

Cover – The Bodyguard may transfer his/her Shield bonus to AC and / or his/her Dodge bonus to AC due to Combat Expertise to a creature in an adjacent hex (the two bonuses can apply to the same or different creatures). If the creature gaining protection moves more than 5’ away from the Bodyguard, it loses the AC bonus.

Clear the Path – The Bodyguard can use the Cleave & Great Cleave feats, but only when Fighting Defensively, using Combat Reflexes, and/or transferring his/her Shield bonus to AC to another using the ‘Cover’ ability.

Commander Feat

Alertness, Animal Affinity, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Great Fortitude, Greater Weapon Focus, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Overrun, Improved Shield Bash, Iron Will, Leadership, Mobility, Mounted Combat, Negotiator, Persuasive, Power Attack, Quick Draw, Spring Attack, Toughness, Weapon Focus, Whirlwind Attack.

Commander Ability

Helpful Hints – The Commander can make an ‘Aid Other’ action to grant a bonus to AC or attack rolls from up to 60’ away.

Rousing Speech – Either before or during battle, the Commander can make a speech as a Full Round Action. All allies within 60’ gain a +1 Morale bonus on attacks for 1 round + 1 round for every point the Commander beats a DC15 on a Diplomacy check. Usable once per 2 Commander levels. Cannot be taken until Commander level 2.

Corsair Feat

Acrobatic, Agile, Athletic, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Great Cleave, Great Fortitude, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Initiative, Improved Sunder, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Power Attack, Quick Draw, Skill Focus (any class skill), Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization.

Corsair Ability

Climb-Fighting – Not considered Flat-Footed while climbing.
Rope Movement – As long as riggings / hanging ropes are available, the Corsair may make a Use Rope check in place of a Tumble check to move through an opponent’s hex without generating an Attack of Opportunity.
Slow Fall – When falling near a sail, tapestry, etc., the Corsair can use a bladed weapon, rope, or pole to slow his fall by reducing the effective distance 30’.
Swinging Bull Rush – By swinging on a rope, the Corsair gains a bonus on Bull Rush checks equal to +1 per 5’ swung.
Big Breath – When holding his / her breath, the Corsair only needs to make a Constitution check once per two rounds.
Ocean Tangle – When grappling in water deep enough to swim in, the Corsair can use his/her Swim check instead of his/her Grapple check.

Alternate Base Classes (continued)

Lvl	Fighter (PH p37)	Exoticist (DR310 p35)	Fencer (DR310 p35)	Horseman (DR310 p36)
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, , Martial, any 4 Exotic Weapon Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride, Tumble. Int: Craft. Cha: Handle Animals, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shields, Buckler Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Bluff, Diplomacy, Gather Info, Handle Animals, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Balance, Ride, Tumble. Int: Craft. Cha: Handle Animal, Intimidate.
1	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat	Horseman Feat or Horseman Ability
2	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat	Horseman Feat or Horseman Ability
3				
4	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat or Fencer Ability	Horseman Feat or Horseman Ability
5				
6	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat or Fencer Ability	Horseman Feat or Horseman Ability
7				
8	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat or Fencer Ability	Horseman Feat or Horseman Ability
9				
10	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat or Fencer Ability	Horseman Feat or Horseman Ability
11				
12	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat or Fencer Ability	Horseman Feat or Horseman Ability
13				
14	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat or Fencer Ability	Horseman Feat or Horseman Ability
15				
16	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat or Fencer Ability	Horseman Feat or Horseman Ability
17				
18	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat or Fencer Ability	Horseman Feat or Horseman Ability
19				
20	Fighter Feat	Exoticist Feat or Exoticist Ability	Fencer Feat or Fencer Ability	Horseman Feat or Horseman Ability

Class Abilities

Exoticist Feat

Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Far Shot, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Disarm, Improved Feint, Improved Initiative, Improved Precise Shot, Improved Sunder, Improved Two-Weapon Fighting, Lightning Reflexes, Manyshot, Mobility, Point Blank Shot, Quick Draw, Rapid Reload, Rapid Shot, Shot on the Run, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Specialization, Whirlwind Attack.

Exoticist Ability

Dazzling Display – +4 bonus to Feint checks.
Exotic Attack – +2 bonus on Trip attempts that the Exoticist instantiates with an Exotic Weapon, & a +2 bonus on any Disarm roll.
Strange Strike – +1 Competence bonus on attack rolls when using an Exotic weapon that the opponent is not proficient in.

Fencer Feat

Acrobatic, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Greater Two-Weapon Fighting, Improved Critical, Improved Disarm, Improved Feint, Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Mobility, Persuasive, Quick Draw, Shield Proficiency, Skill Focus (any class skill), Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization.

Fencer Ability

Encouraging Blow – When the Fencer threatens a critical, he / she gains a +3 Morale bonus to AC against the threatened foe’s attacks for Charisma modifier rounds (min 1). If the threat becomes a critical, the Moral bonus increases to +6. Only affects creatures with 4+ Intelligence that are vulnerable to mind-influencing effects.
Denigrating Banter – This ability is a Standard Action, up to 3 + Charisma modifier times per day. The Fencer & the opponent make opposed Charisma checks. If the opponent loses, he / she receives a penalty to his / her Base Attack Bonus of –2 & an additional –1 per 5 points by which the check missed. The penalty lasts Charisma modifier + 1 rounds (min 1). The ability can be used multiple times, but the penalties do not stack. Loss in BAB may result in loss of extra attacks, inability to use certain feats, etc. This ability is a Language-Dependant, Sonic, Mind-Affecting effect.
Insurmountable Counter – +2 Dodge bonus to AC when attacked by an opponent using Power Attack or Combat Expertise.

Horseman Feat

Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Mounted Archery, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Trample, Weapon Finesse, Weapon Focus, Weapon Specialization.

Horseman Ability

Quick Turn – When making a charge on a mount, the mount may make one turn of up to 90 degree per point of Dexterity modifier. Each turn requires a Ride check vs. DC 15. Failure turns the charge into a double move.
Share Shield – As a Move Action, the Horseman & his / her mount may both gain the Horseman’s Shield bonus to AC. Requires a Ride check vs. DC 15.
Spur – The mount gains +10’ movement for 1 round. Usable once per the mount’s Constitution modifier times per day.
Steady Hand – Any time the mount must make a Will save vs. a Mind-Influencing effect, the Horseman may make a Ride check vs. DC 10 + spell DC. If successful, the mount makes its save.

Alternate Base Classes (continued)

Lvl	Fighter (PH p37)	Janissary (DR334 p88)	Kensai (DR310 p36)	Knight' (DR310 p36)
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim . Dex: Ride, Tumble . Int: Craft, any two Knowledges . Cha: Handle Animals, Intimidate, Speak Language	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial , + one Martial or Exotic weapon (the Chosen weapon) Skill Points: 2 Str: Climb, Jump, Swim. Dex: Balance, Ride, Tumble . Con: Concentration Int: Craft. Cha: Handle Animals, Intimidate .	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb , Jump, Swim . Dex: Ride. Int: Craft. Wis: Heal . Cha: Diplomacy , Handle Animals, Intimidate .
1	Fighter Feat	Fighter Feat	Fighter Feat Chosen Weapon receives a +1 bonus to attack and damage.	Knight Feat or Knight Ability
2	Fighter Feat	Fighter Feat	Kensai Feat or Kensai Ability	Knight Feat or Knight Ability
3				
4	Fighter Feat	Fighter Feat	Kensai Feat or Kensai Ability	Knight Feat or Knight Ability
5			Chosen Weapon receives a +2 bonus to attack and damage.	
6	Fighter Feat	Fighter Feat	Kensai Feat or Kensai Ability	Knight Feat or Knight Ability
7				
8	Fighter Feat	Fighter Feat	Kensai Feat or Kensai Ability	Knight Feat or Knight Ability
9				
10	Fighter Feat	Fighter Feat	Kensai Feat or Kensai Ability Chosen Weapon receives a +3 bonus to attack and damage.	Knight Feat or Knight Ability
11				
12	Fighter Feat	Fighter Feat	Kensai Feat or Kensai Ability	Knight Feat or Knight Ability
13				
14	Fighter Feat	Fighter Feat	Kensai Feat or Kensai Ability	Knight Feat or Knight Ability
15			Chosen Weapon receives a +4 bonus to attack and damage.	
16	Fighter Feat	Fighter Feat	Kensai Feat or Kensai Ability	Knight Feat or Knight Ability
17				
18	Fighter Feat	Fighter Feat	Kensai Feat or Kensai Ability	Knight Feat or Knight Ability
19				
20	Fighter Feat	Fighter Feat	Kensai Feat or Kensai Ability Chosen Weapon receives a +5 bonus to attack and damage.	Knight Feat or Knight Ability

Class Abilities

Kensai Feat

Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Improved Sunder, Improved Two-Weapon Fighting, Lighting Reflexes, Mobility, Power Attack, Quick Draw, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Kensai Ability

The following abilities only applies to the Chosen weapon:

Rain of Blows – As part of a Full Round Attack, the Kensai may take a –3 penalty to all attacks to receive an additional attack at the highest attack bonus.

Storm of Blows – (requires Rain of Blows) As part of a Full Round Attack, the Kensai may take a –6 penalty to all attacks to receive two additional attacks at the highest attack bonus.

Knight' Feat

Athletic, Cleave, Combat Reflexes, Exotic Weapon Proficiency, Great Cleave, Great Fortitude, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Overrun, Improved Sunder, Mobility, Mounted Combat, Negotiator, Power Attack, Ride-by Attack, Spirited Charge, Toughness, Trample, Weapon Focus, Weapon Specialization.

Knight' Abilities

The Knight may take on of the following in place of a Fighter feat:

Hard Charge – The Knight & mount both do +2 damage when charging at least the mount's movement.

Lounging Charge – If the Knight has a Heavy or Light Shield readied, he does suffer the –2 penalty to AC (but the mount still does).

Staggered Gait – (prerequisite: Trample) On a successful Overrun action, the mount can make two hoof attacks, though each hoof attack has a –2 penalty.

Vicious Mount – When ridden by the Knight, the mount gains a +1 bonus to damage.

Alternate Base Classes (continued)

Lvl	Fighter (PH p37)	Pugilist (DR310 p37)	Shield Bearer (DR310 p38)	Survivalist (DR310 p38)	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Sense Motive, Spot. Cha: Bluff, Handle Animals, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield, Tower Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Diplomacy, Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Int: Craft. Wis: Survival. Cha: Handle Animals, Intimidate.	
	1	Fighter Feat	Gain Feat: Improved Unarmed Strike and Feat: Endurance.	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat
	2	Fighter Feat	Pugilist Feat or Pugilist Ability	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat
	3				
	4	Fighter Feat	Pugilist Feat or Pugilist Ability	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat
	5				
	6	Fighter Feat	Pugilist Feat or Pugilist Ability	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat
	7				
	8	Fighter Feat	Pugilist Feat or Pugilist Ability	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat
	9				
	10	Fighter Feat	Pugilist Feat or Pugilist Ability	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat
	11				
	12	Fighter Feat	Pugilist Feat or Pugilist Ability	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat
	13				
	14	Fighter Feat	Pugilist Feat or Pugilist Ability	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat
	15				
	16	Fighter Feat	Pugilist Feat or Pugilist Ability	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat
	17				
	18	Fighter Feat	Pugilist Feat or Pugilist Ability	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat
	19				
20	Fighter Feat	Pugilist Feat or Pugilist Ability	Shield Bearer Feat or Shield Bearer Ability	Survivalist Feat	

Class Abilities

Pugilist Feat

Alertness, Athletic, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Diehard, Dodge, Great Cleave, Great Fortitude, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Overrun, Improved Trip, Improved Two-Weapon Fighting, Mobility, Persuasive, Power Attack, Snatch Arrows, Spring Attack, Stunning Fist, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Pugilist Ability

Combo – The 1st & 2nd unarmed strike per round can be a “Combo”, which have their BAB’s averaged.

Heavy Hitting – Unarmed strikes do +2 non-lethal damage. Can be taken multiple times. Min lvl is 2nd.

Iron Jaw – The Pugilist gains Damage Reduction equal to his/her Constitution modifier vs. non-lethal damage. Also, the Pugilist gains a +1 bonus to saves vs. being Stunned.

Shake It Off – Any Stunning effect has its duration reduced by 1 round (minimum of 1 round). Can be taken multiple times.

Shield Bearer Feat

Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Great Cleave, Great Fortitude, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Overrun, Improved Shield Bash, Improved Sunder, Improved Trip, Improved Two-Weapon Fighting, Mobility, Persuasive, Power Attack, Spring Attack, Stunning Fist, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Shield Bearer Ability

Armored Gait – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The armor is considered one category lighter when determining the Shield Bearer’s movement rate only. May be taken multiple times, each time applying to a different armor.

Armored Grace – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The maximum Dexterity modifier for the armor is considered one higher. May be taken multiple times, each time applying to a different armor.

Armor Optimization – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The

Shield Bearer gains a +1 Dodge bonus to AC when wearing this type of armor. May be taken multiple times, each time applying to a different armor.

Fortification – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The Shield Bearer gains a +2 bonus to AC against the confirmation of a critical only when wearing this type of armor. May be taken multiple times, each time applying to a different armor.

Shield Strike – The Shield Bearer may use a readied Shield as if it were a free hand for purposes of special maneuvers, such as Stunning Fist & Deflect Arrows.

Survivalist Feat

Blind-Fight, Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Far Shot, Great Fortitude, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Initiative, Improved Overrun, Improved Precise Shot, Improved Trip, Improved Unarmed Strike, Iron Will, Lighting Reflexes, Mobility, Point Blank Shot, Power Attack, Precise Shot, Run, Self-Sufficient, Shot on the Run, Skill Focus (any class skill), Spring Attack, Stealthy, Toughness, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization.

Alternate Base Classes (continued)

Lvl	Fighter (PH p37)	Targetteer (DR310 p38)	Thane (DR323 p96)	Thug (US p51)
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial, Ranged Martial, two Ranged Exotic Skill Points: 2 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride. Int: Craft. Wis: Profession. Cha: Handle Animals, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Diplomacy, Handle Animals, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shields Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride, Sleight of Hand. Int: Craft, Know(local). Cha: Bluff, Gather Information, Handle Animals, Intimidate.
	1	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat Thane's Vow
2	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat	Thug Feat
3				
4	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat	Thug Feat
5				
6	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat	Thug Feat
7				
8	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat	Thug Feat
9				
10	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat	Thug Feat
11				
12	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat	Thug Feat
13				
14	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat	Thug Feat
15				
16	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat	Thug Feat
17				
18	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat	Thug Feat
19				
20	Fighter Feat	Targetteer Feat or Targetteer Ability	Fighter Feat or Thane Feat	Thug Feat

Class Abilities

Targetteer Feat

Dodge, Exotic Weapon Proficiency, Far Shot, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Improved Precise Shot, Improved Unarmed Strike, Lightning Reflexes, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Run, Shot on the Run, Stealthy, Weapon Focus, Weapon Specialization,

Targetteer Ability

Arrow Swarm – (prerequisite: Rapid Shot) As a Full Round Attack, the Targetteer may make two extra ranged attacks at his/her highest attack bonus, but all attacks receive a –5 penalty.

Sniper – As a Full Round Attack, the Targetteer may “sacrifice” one shot to gain +1 critical threat range on a shot in that Full Round Attack. Multiple attacks may be sacrificed. The bonus is only for one shot & does not “carry over” from round to round.

Vital Aim – When shooting an opponent who is vulnerable to critical hits, the Targetteer may use his/her Dexterity modifier as a damage bonus instead of his/her Strength modifier. This ability can only be used if the Strength modifier is positive –or– both modifiers are negative.

Thane Feat

Aura of Bravery, Improved Aid Another, Stalwart.

Thane Vow

A Thane devotes himself/herself to one Master. If this master is killed, the Thane must exact revenge (or die trying). A masterless Thane receives –4 penalty on Charisma-based skill checks until a new Master is found.

Thug Feat

Blind-Fight, Combat Expertise, Combat Reflexes, Diehard, Deflect Arrows, Dodge, Exotic Weapon Proficiency, Far Shot, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Overrun, Improved Precise Shot, Improved Shield Bash, Improved Sunder, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Manyshot, Mobility, Mounted Archery, Mounted Combat, Pointer Blank Shot, Power Attack, Quick Draw, Rapid Reload, Rapid Shot, Ride-by Attack, Shot on the Run, Snatch Arrows, Spirited Charge, Spring Attack, Stunning Fist, Trample, Two-Weapon Defense, Two-Weapon Fighting, Urban Tracking, Weapon Finesse, Weapon Focus, Weapon Specialization Whirlwind Attack.

Variant Class Feature

Lvl	Fighter (PH p37)	Fighter variant, Counterattack (PH2 p45)	Fighter variant, Elusive Attack (PH2 p44)	Fighter variant, Overpowering Attack (PH2 p45)
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.
1	Fighter Feat	Fighter Feat	Fighter Feat	Fighter Feat
2	Fighter Feat	Fighter Feat	Fighter Feat	Fighter Feat
3				
4	Fighter Feat	Fighter Feat	Fighter Feat	Fighter Feat
5				
6	Fighter Feat	Fighter Feat	Fighter Feat Elusive Attack, +2	Fighter Feat
7				
8	Fighter Feat	Fighter Feat	Fighter Feat	Fighter Feat
9				
10	Fighter Feat	Fighter Feat	Fighter Feat	Fighter Feat
11			Elusive Attack, +4	
12	Fighter Feat	Fighter Feat Counterattack	Fighter Feat	Fighter Feat
13				
14	Fighter Feat	Fighter Feat	Fighter Feat	Fighter Feat
15				
16	Fighter Feat	Fighter Feat	Fighter Feat Elusive Attack, +6	Fighter Feat Overpowering Attack
17				
18	Fighter Feat	Fighter Feat	Fighter Feat	Fighter Feat
19				
20	Fighter Feat	Fighter Feat	Fighter Feat	Fighter Feat

Class Features

Counterattack

Make a Full Round Action with only one attack (at your best attack bonus). Before the start of your next turn, you may make a melee attack as an Immediate Action against an enemy that makes a melee attack on you (also at your best attack bonus).

Elusive Attack, +n

Make a Full Round Action with only one attack (at your best attack bonus). Gain '+n' Dodge bonus to AC until your next round.

Overpowering Attack

Make a Full Round Action with only one attack (at your best attack bonus). If it hits, it does double damage, as do any other attacks you make until the start of your next round.

Racial Substitution

Lvl	Fighter (PH p37)	Dwarven Fighter – 1 st level substitution (RoS p146)	Dwarven Fighter – 2 nd level substitution (RoS p146)	Dwarven Fighter – 8 th level substitution (RoS p146)	Dwarven Fighter – all level substitutions (RoS p146)	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d12 d+0 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft Know(dungeoneer). Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d12 d+0 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft Know(dungeoneer). Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d12 d+0 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft Know(dungeoneer). Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d12 d+0 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft Know(dungeoneer). Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d12 d+0 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft Know(dungeoneer). Cha: Handle Animal, Intimidate.
	1	Bonus Fighter Feat	Bonus Fighter Feat Axe Focus	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat Axe Focus
	2	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat Racial Foes	Bonus Fighter Feat	Bonus Fighter Feat Racial Foes
	3					
	4	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	5					
	6	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	7					
	8	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat Heavy Armor Expertise	Bonus Fighter Feat Heavy Armor Expertise
	9					
	10	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	11					
	12	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	13					
	14	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	15					
	16	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	17					
	18	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	19					
20	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	

Dwarven Fighter Class Features

Axe Focus

You are treated as having Weapon Focus with the following: Battleaxe, Dwarven Waraxe, Greateaxe, Handaxe, Throwing Axe, and the axe head of a Dwarven Urgrosh.

Racial Foes

+2 bonus to weapon damage vs. Orcs, Goblinoids, & Giants.

Heavy Armor Expertise

Gain an additional +1 Armor bonus to AC when wearing Heavy Armor.

Racial Substitution (continued)

Lvl	Fighter (PH p37)	Half-Elf Fighter – 1 st level substitution (RoD p157)	Half-Elf Fighter – 2 nd level substitution (RoD p157)	Half-Elf Fighter – 6 th level substitution (RoD p157)	Half-Elf Fighter – all level substitutions (RoD p157)	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: <u>Sense Motive</u> . Cha: <u>Bluff, Diplomacy</u> , Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: <u>Sense Motive</u> . Cha: <u>Bluff, Diplomacy</u> , Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: <u>Sense Motive</u> . Cha: <u>Bluff, Diplomacy</u> , Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: <u>Sense Motive</u> . Cha: <u>Bluff, Diplomacy</u> , Handle Animal, Intimidate.	
	1	Bonus Fighter Feat	Bonus Fighter Feat <u>Blade Focus</u>	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat <u>Blade Focus</u>
	2	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat <u>Main-Gauche</u>	Bonus Fighter Feat	Bonus Fighter Feat <u>Main-Gauche</u>
	3					
	4	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	5					
	6	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat <u>Confusing Banter</u>	Bonus Fighter Feat <u>Confusing Banter</u>
	7					
	8	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	9					
	10	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	11					
	12	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	13					
	14	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	15					
	16	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	17					
	18	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	19					
20	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	

Half-Elf Fighter Class Abilities

Blade Focus

Gain Feat: Weapon Focus (Longsword) and Feat: Weapon Focus (Rapier).

Main-Gauche

When wielding a Longsword or Rapier in your Primary Hand and a Dagger in your Off-Hand, you are treated as having Feat: Two-Weapon Fighting, plus you gain a +1 bonus to AC when Fighting Defensively in this manner. Counts as Feat: Two-Weapon Fighting for purposes of other Feats and Prestige Classes.

Confusing Banter

When Fighting Defensively, you may attempt to confuse your opponent as a Free Action by making a Bluff or Diplomacy check opposed by your foe's Sense Motive's check (which receives his/her Base Attack Bonus as a bonus on the check). If successful, you gain a +2 bonus on attack rolls against that foe until the end of your next turn. This is a Language-Dependent, Mind-Affecting ability that can only work on creatures with an intelligence of at least 3.

Racial Substitution (continued)

Lvl	Fighter (PH p37)	Raptoran Fighter – 1 st level substitution (RotW p161)	Raptoran Fighter – 4 th level substitution (RotW p161)	Raptoran Fighter – 8 th level substitution (RotW p161)	Raptoran Fighter – all level substitutions (RotW p161)	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy , Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy , Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.
	1	Bonus Fighter Feat	Bonus Fighter Feat Encumbered Flight	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat Encumbered Flight
	2	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	3					
	4	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat Airborne Strike	Bonus Fighter Feat	Bonus Fighter Feat Airborne Strike
	5					
	6	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	7					
	8	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat Fast Flight	Bonus Fighter Feat Fast Flight
	9					
	10	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	11					
	12	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	13					
	14	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	15					
	16	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	17					
	18	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	19					
	20	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat

Raptoran Fighter Class Abilities

Encumbered Flight

The Raptoran Fighter may Glide when encumbered with a Medium Load (other Raptorans are limited to a Light Load). When the Raptoran Fighter gains Flight, he/she may do this also with a Medium Load.

Airborne Strike

When flying or otherwise higher than his/her opponent, the Raptoran Fighter receives +2 damage on melee weapon attacks.

Fast Flight

+10' Racial bonus on Gliding and Flying speeds.

Racial Substitution (continued)

Lvl	Fighter (PH p37)	Warforged Fighter – 1 st level substitution (RoE p130)	Warforged Fighter – 2 nd level substitution (RoE p130)	Warforged Fighter – 4 th level substitution (RoE p130)	Warforged Fighter – all level substitutions (RoE p130)	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d12 d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animals, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d12 d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animals, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d12 d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animals, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d12 d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animals, Intimidate.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d12 d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animals, Intimidate.
	1	Bonus Fighter Feat	Bonus Fighter Feat Battle Hardened	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat Battle Hardened
	2	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat Bonus Warforged Feat	Bonus Fighter Feat	Bonus Fighter Feat Bonus Warforged Feat
	3					
	4	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat Body as Weapon	Bonus Fighter Feat Body as Weapon
	5					
	6	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	7					
	8	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat
	9					
10	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	
11						
12	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	
13						
14	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	
15						
16	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	
17						
18	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	
19						
20	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	Bonus Fighter Feat	

Warforged Fighter Class Abilities

Battle Hardened

+3 bonus on Initiative checks & saves vs. Fear.

Body as Weapon

+2 bonus on weapon damage with your Slam attack or any weapon attached to your body.

Monk

Alternate Base Classes

Lvl	Monk (PH p39)	Chaos Monk (DR335 p88)	Holy Monk (DR310 p45)	Hunting Monk (DR310 p45)	
In-Class Skills	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE CG, CN, CE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	
	1	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC Flailing Strike (–2), +1d4–1	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC Aura of Courage Smite Evil, Turn Undead May cross-class with Paladin	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC Favored Enemy May cross-class with Ranger
	2	Bonus Feat Evasion	Bonus Feat Evasion	Bonus Feat Evasion	Evasion Bonus Feat
	3	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement
	4	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'
	5	Purity of Body Flurry of Blows (–1) +1 bonus to AC	Purity of Body Flurry of Blows (–1) +1 bonus to AC Flailing Strike (–1), +1d4 Erratic Advance	Purity of Body Flurry of Blows (–1) +1 bonus to AC	Purity of Body Flurry of Blows (–1) +1 bonus to AC
	6	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement Favored Enemy
	7	Wholeness of Body	Wholeness of Body Displacing Stance (20%)	Wholeness of Body	Wholeness of Body
	8	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'	Slow Fall 40' Swift Tracker
	9	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement Flailing Strike (–0), +1d4	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement
10	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) <i>Ki</i> Strike (chaotic) Slow Fall 50' +2 bonus to AC Flailing Strike (–0), +1d6–1	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC Favored Enemy	
11	Diamond Body Greater Flurry	Diamond Body Greater Flurry Freedom of Thought	Diamond Body Greater Flurry	Diamond Body Greater Flurry	
12	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement Displacing Stance (50%)	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	
13	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul	
14	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	

Lvl	Monk (PH p39)	Chaos Monk (DR335 p88)	Holy Monk (DR310 p45)	Hunting Monk (DR310 p45)
15	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC Flailing Strike (-0), +1d6	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC Favored Enemy
16	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement
17	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon
18	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement
19	Empty Body	Empty Body	Empty Body	Empty Body
20	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC Anarchic Self	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC Favored Enemy

'Chaos Monk' Class Abilities

Flailing Strike (Penalty), Number of Extra Attacks

When making a Full Round Attack with either Unarmed Strike or a Kata (i.e., special monk) weapon, the Chaos Monk has the option of taking the listed Penalty (initially -2, reduced to -1 at 5th level, and becoming -0 at 9th level) to receive a random number of extra attacks (minimum +0).

Erratic Advance

When charging, the Chaos Monk's target is Dazed for 1 round (WillNeg, DC = 10 + Chaos Monk class level). Usable Wisdom modifier times per day (min 1).

Displacing Stance (Percent)

When active, attacks on the Chaos Monk have a 20% Miss Chance at 7th level and a 50% at 12th level. Activating this ability is a Standard Action and it can be used (½ Chaos Monk class level) rounds per day (not necessarily consecutive).

Freedom of Thought

If the Chaos Monk fails a Will save vs. a Mind-Affecting effect, he/she may immediately reroll the save, though the second roll must be kept. Usable 1/day.

Anarchic Self

As Perfect Self, but the Chaos Monk gains the (chaotic) subtype.

Alternate Base Classes (continued)

Lvl	Monk (PH p39)	Martial Monk (DR310 p45)	Raging Monk (DR310 p45)	Sidewinder Monk (DR331 p89)	
In-Class Skills	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 3 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Intimidate, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	
	1	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC	Bonus Feat (may be a Fighter feat) Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC May cross-class with Fighter	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC Rage, 1/day (stacks with Barbarian lvls)	Bonus Feat Feat: Persuasive or Stealthy Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC
	2	Bonus Feat Evasion	Bonus Feat (may be a Fighter feat) Evasion	Bonus Feat Evasion	Bonus Feat Feat: Improved Feint or Mobility Evasion +1 Competence to Bluff check
	3	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement +1d6 Sneak Attack
	4	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20' Rage, 2/day	Ki Strike (magic) Slow Fall 20' Fangs, 1/day +2 Competence to Bluff check +4 Competence to resist Bull Rush and Overrun
	5	Purity of Body Flurry of Blows (–1) +1 bonus to AC	Purity of Body Flurry of Blows (–1) +1 bonus to AC	Purity of Body Flurry of Blows (–1) +1 bonus to AC	Ki Strike (magic) Purity of Body Flurry of Blows (–1) +1 bonus to AC
	6	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat (may be a Fighter feat) Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Feat: Improved Disarm or Improved Trip Slow Fall 30' +20' to Movement +3 Competence to Bluff check +2d6 Sneak Attack
	7	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body
	8	Slow Fall 40'	Slow Fall 40'	Slow Fall 40' Rage, 3/day	Slow Fall 40' Fangs, 2/day +4 Competence to Bluff check +4 Competence to Intimidate
	9	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement +3d6 Sneak Attack
	10	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC +5 Competence to Bluff check
11	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry Greater Rage	Diamond Body Greater Flurry	

Lvl	Monk (PH p39)	Martial Monk (DR310 p45)	Raging Monk (DR310 p45)	Sidewinder Monk (DR331 p89)
12	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement Rage, 4/day	Abundant Step Slow Fall 60' +40' to Movement Fangs, 3/day +6 Competence to Bluff check +4d6 Sneak Attack
13	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul
14	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70' +7 Competence to Bluff check
15	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC Fangs (death) +5d6 Sneak Attack
16	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement Rage, 5/day	Ki Strike (adamantine) Slow Fall 80' +50' to Movement Fangs, 4/day +8 Competence to Bluff check
17	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon
18	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement +9 Competence to Bluff check +6d6 Sneak Attack
19	Empty Body	Empty Body	Empty Body	Empty Body
20	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC Mighty Rage Rage, 6/day	Perfect Self Slow Fall any distance +4 bonus to AC Fangs, 5/day +10 Competence to Bluff check

‘Sidewinder Monk’ Class Abilities

Fangs, n/day – you grow fangs that do 1d4 Piercing damage. This is an additional attack at highest attack bonus. Lasts for 1 + Constitution modifier rounds (minimum 1). As of 8th level, you gain a +6 Competence bonus on Intimidate checks when using your fangs.

Fangs (death) – Once per day, the creature you bite dies due to poison from your bite (FortNeg, DC is Constitution based).

Alternate Base Classes (continued)

Lvl	Monk (PH p39)	Steadfast Monk (DR310 p45)	Vigilant Monk (DR310 p45)	Wild Monk (DR324 p97)	
In-Class Skills	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist , Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana) , Know(religion) , Know(nature) . Wis: Listen, Profession, Sense Motive , Spot, Survival . Cha: Diplomacy , Perform .	
	1	Bonus Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC Detect Chaos	Bonus Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC
	2	Bonus Feat Evasion	Bonus Feat Evasion	Bonus Feat Evasion Uncanny Dodge	Bonus Feat Evasion
	3	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement Resist Nature's Lure
	4	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20'
	5	Purity of Body Flurry of Blows (-1) +1 bonus to AC	Purity of Body Flurry of Blows (-1) +1 bonus to AC	Purity of Body Flurry of Blows (-1) +1 bonus to AC Improved Uncanny Dodge	Purity of Body Flurry of Blows (-1) +1 bonus to AC Wild Shape, 1/day
	6	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement
	7	Wholeness of Body	Wholeness of Body Damage Reduction 1/-	Wholeness of Body	Wholeness of Body
	8	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'	Slow Fall 40' Wild Shape, 2/day
	9	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement
	10	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC Damage Reduction 2/-	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC Wild Shape, 3/day
	11	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry
	12	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement Wild Shape (large)
	13	Diamond Soul	Diamond Soul Damage Reduction 3/-	Diamond Soul	Diamond Soul
	14	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70' Wild Shape, 4/day
	15	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC Wild Shape (tiny)
16	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement Damage Reduction 4/-	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement Wild Shape (huge)	

Lvl	Monk <small>(PH p39)</small>	Steadfast Monk <small>(DR310 p45)</small>	Vigilant Monk <small>(DR310 p45)</small>	Wild Monk <small>(DR324 p97)</small>
17	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon
18	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement Wild Shape, 5/day
19	Empty Body	Empty Body Damage Reduction 5/-	Empty Body	Empty Body Wild Shape into an Elemental, 1/day
20	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC Wild Shape, 6/day Wild Shape into an Elemental, 2/day

Variant Class Feature

Lvl	Monk (PH p39)	Monk variant, Bane of the Clockwork (DR351 p93)	Monk variant, Decisive Strike (PH2 p51)	Monk variant, Sacred Strike (DR346 p91)	
In-Class Skills	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	
	1	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC You may use Stunning Fist on Constructs You may Critical with your Unarmed Strikes on Constructs	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC Decisive Strike (–2)	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC
	2	Bonus Feat Evasion	Bonus Feat Evasion	Bonus Feat Evasion	Bonus Feat Evasion
	3	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement
	4	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20' Sacred Strike
	5	Purity of Body Flurry of Blows (–1) +1 bonus to AC	Purity of Body Flurry of Blows (–1) +1 bonus to AC	Purity of Body Flurry of Blows (–1) +1 bonus to AC Decisive Strike (–1)	Purity of Body Flurry of Blows (–1) +1 bonus to AC
	6	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement
	7	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body
	8	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'
	9	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement Decisive Strike (–0)	Improved Evasion Flurry of Blows (+0) +30' to Movement
	10	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC Sacred Strike (stun)
	11	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry Greater Decisive Strike	Diamond Body Greater Flurry
	12	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement
	13	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul
	14	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'
	15	Quivering Palm +3 bonus to AC	Quivering Palm (can be used on Constructs) +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC
	16	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement Sacred Strike (blind)

Lvl	Monk (PH p39)	Monk variant, Bane of the Clockwork (DR351 p93)	Monk variant, Decisive Strike (PH2 p51)	Monk variant, Sacred Strike (DR346 p91)
17	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon
18	Slow Fall 90' +60' to Movement	Slow Fall 60' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement
19	Empty Body	Empty Body	Empty Body	Empty Body
20	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC

Class Features

Decisive Strike (-n)

As a Full Round Action, make a single attack at a '-n' penalty using your Unarmed Strike or a Special Monk Weapon. If it hits, you do double damage and your Stunning Fist (if you used it) has a +2 DC.

Greater Decisive Strike

As above, but you get two attacks at your best attack bonus.

Sacred Strike

When using your Deity's favored weapon, you may declare a 'Sacred Strike' before making an attack. If your opponent is a 'Sworn Enemy' of your Deity (see below), you receive +(Charisma modifier) as a bonus on your attack roll. If you hit, you do +(Monk level) damage. Usable (1 + Wisdom modifier) times per day (min 1).

Sacred Strike (stun)

as above, plus the 'Sworn Enemy' is Stunned for 1 round if he/she is vulnerable to critical hits (WillNeg, DC is Wisdom-based).

Sacred Strike (blind)

as above, plus the 'Sworn Enemy' is Blinded for 1d8 rounds if he/she is vulnerable to critical hits (no save).

Sworn Enemy – Deity specific

Heironeous, Moradin, Yondalla – any Evil

St. Cuthbert, Wee Jas – any Chaotic

Hextor – any Good

Variant Class Feature

Lvl	Monk (PH p39)	Monk variant, Sacred Strike ⁷ (DR346 p91)	Monk variant, Unwavering Dedication (DR346 p91)	Monk variant, Wholeness of Others (DR346 p91)	
In-Class Skills	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	Alignment: LG, LN, LE Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: d8 Armor: — Weapons: Club, Crossbow (light or heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Con: Concentration. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Cha: Diplomacy, Perform.	
	1	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows (–2) Wisdom bonus to AC
	2	Bonus Feat Evasion	Bonus Feat Evasion	Bonus Feat Evasion	Bonus Feat Evasion
	3	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement Unwavering Dedication	Still Mind +10' to Movement
	4	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20' Sacred Strike	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'
	5	Purity of Body Flurry of Blows (–1) +1 bonus to AC	Purity of Body Flurry of Blows (–1) +1 bonus to AC	Purity of Body Flurry of Blows (–1) +1 bonus to AC	Purity of Body Flurry of Blows (–1) +1 bonus to AC
	6	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement
	7	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body Wholeness of Others
	8	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'
	9	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement	Improved Evasion Flurry of Blows (+0) +30' to Movement
10	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC Sacred Strike (stun)	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	
11	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	
12	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	
13	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul	
14	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	
15	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	
16	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement Sacred Strike (blind)	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	
17	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	
18	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	
19	Empty Body	Empty Body	Empty Body	Empty Body	

Lvl	Monk (PH p39)	Monk variant, Sacred Strike ⁷ (DR346 p91)	Monk variant, Unwavering Dedication (DR346 p91)	Monk variant, Wholeness of Others (DR346 p91)
20	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC

Class Features

Unwavering Dedication

You may freely multiclass with Cleric, Paladin, and/or Blackguard (whichever is alignment appropriate).

Wholeness of Others

You may heal others by touch as a Standard Action, up to (2x Monk level) per day, broken up as desired. You may not heal yourself.

Racial Substitution

Lvl	Monk <small>(PH p39)</small>	Halfling Monk – 1 st level substitution <small>(RotW p158)</small>	Halfling Monk – 2 nd level substitution <small>(RotW p158)</small>	Halfling Monk – 7 th level substitution <small>(RotW p158)</small>	Halfling Monk – all level substitutions <small>(RotW p158)</small>
Class Features	Alignment: any Lawful. HD: d8 Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Alignment: any Lawful. HD: d6 d8 Class Skill Points: 6 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Alignment: any Lawful. HD: d6 d8 Class Skill Points: 6 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Alignment: any Lawful. HD: d6 d8 Class Skill Points: 6 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Alignment: any Lawful. HD: d6 d8 Class Skill Points: 6 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.
1	Bonus Monk Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC	Bonus Monk Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC Skirmish - +1d6	Bonus Monk Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC	Bonus Monk Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC	Bonus Monk Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC Skirmish - +1d6
2	Bonus Monk Feat Evasion	Bonus Monk Feat Evasion	Bonus Monk Feat Feat: Weapon Finesse Evasion	Bonus Monk Feat Evasion	Bonus Monk Feat Feat: Weapon Finesse Evasion
3	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement
4	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20'
5	Purity of Body Flurry of Blows (-1) +1 bonus to AC	Purity of Body Flurry of Blows (-1) +1 bonus to AC Skirmish - +1 AC	Purity of Body Flurry of Blows (-1) +1 bonus to AC	Purity of Body Flurry of Blows (-1) +1 bonus to AC	Purity of Body Flurry of Blows (-1) +1 bonus to AC Skirmish - +1 AC
6	Bonus Monk Feat Slow Fall 30' +20' to Movement	Bonus Monk Feat Slow Fall 30' +20' to Movement	Bonus Monk Feat Slow Fall 30' +20' to Movement	Bonus Monk Feat Slow Fall 30' +20' to Movement	Bonus Monk Feat Slow Fall 30' +20' to Movement
7	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body Size Matters Not	Wholeness of Body Size Matters Not
8	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'
9	Improved Evasion Flurry of Blows (-0) +30' to Movement	Improved Evasion Flurry of Blows (-0) +30' to Movement	Improved Evasion Flurry of Blows (-0) +30' to Movement	Improved Evasion Flurry of Blows (-0) +30' to Movement	Improved Evasion Flurry of Blows (-0) +30' to Movement
10	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC
11	Diamond Body Greater Flurry	Diamond Body Greater Flurry Skirmish - +2d6	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry Skirmish - +2d6
12	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement
13	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul
14	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'
15	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC Skirmish - +2 AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC Skirmish - +2 AC
16	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement
17	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon
18	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement
19	Empty Body	Empty Body	Empty Body	Empty Body	Empty Body
20	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC

Skirmish

When the Halfling Monk moves at least 10', he/she receives the indicated bonus. The damage bonus only applies to Unarmed Strikes or when using a Monk's Special Weapon. Creatures invulnerable to critical hits do not take extra Skirmish damage.

Size Matters Not

If you have Feat: Improved Grapple, you receive an additional +4 bonus on Grapple checks against a creature at least 2 size categories larger than you. If you have Feat: Stunning Fist, you receive a +4 bonus on the DC against a creature at least two size categories larger than you.

Astrological Substitutions

Lvl	Monk (PH p39)	Illuminated Monk – 1 st level substitution (DR340 p47)	Illuminated Monk – 2 nd level substitution (DR340 p47)	Illuminated Monk – 6 th level substitution (DR340 p47)	Illuminated Monk – all level substitutions (DR340 p47)
Class Features	Alignment: any Lawful. HD: d8 Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Alignment: any Lawful. HD: d6 d8 Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Alignment: any Lawful. HD: d6 d8 Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Alignment: any Lawful. HD: d6 d8 Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Alignment: any Lawful. HD: d6 d8 Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion) Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.
1	Bonus Monk Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC	Bonus Monk Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC Gain Skill Focus (any) Feat	Bonus Monk Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC	Bonus Monk Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC	Bonus Monk Feat Unarmed Strike Flurry of Blows (-2) Wisdom bonus to AC Gain Skill Focus (any) Feat
2	Bonus Monk Feat Evasion	Bonus Monk Feat Evasion	Bonus Monk Feat Evasion Gain Investigator or Negotiator Feat	Bonus Monk Feat Evasion	Bonus Monk Feat Evasion Gain Investigator or Negotiator Feat
3	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement
4	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'
5	Purity of Body Flurry of Blows (-1) +1 bonus to AC	Purity of Body Flurry of Blows (-1) +1 bonus to AC	Purity of Body Flurry of Blows (-1) +1 bonus to AC	Purity of Body Flurry of Blows (-1) +1 bonus to AC	Purity of Body Flurry of Blows (-1) +1 bonus to AC
6	Bonus Monk Feat Slow Fall 30' +20' to Movement	Bonus Monk Feat Slow Fall 30' +20' to Movement	Bonus Monk Feat Slow Fall 30' +20' to Movement	Bonus Monk Feat Slow Fall 30' +20' to Movement Meditative Focus	Bonus Monk Feat Slow Fall 30' +20' to Movement Meditative Focus
7	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body
8	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'
9	Improved Evasion Flurry of Blows (-0) +30' to Movement	Improved Evasion Flurry of Blows (-0) +30' to Movement	Improved Evasion Flurry of Blows (-0) +30' to Movement	Improved Evasion Flurry of Blows (-0) +30' to Movement	Improved Evasion Flurry of Blows (-0) +30' to Movement
10	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC
11	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry
12	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement
13	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul
14	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'
15	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC
16	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement	<i>Ki</i> Strike (adamantine) Slow Fall 80' +50' to Movement
17	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon
18	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement
19	Empty Body	Empty Body	Empty Body	Empty Body	Empty Body
20	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC

Illuminated Monk class abilities

Meditative Focus – Gain Skill Mastery in a skill of your choice. The skill can be changed each day at dawn after 15 minutes of meditation. Skill Mastery means you can always ‘Take 10’ with a skill, even under duress.

Fighting Styles

By taking the listed feats at 1st, 2nd, & 6th levels, the Monk gains a +2 bonus on a skill (starting at 1st). The Monk automatically meets the prerequisites for the indicated feats. If the Monk meets the additional prerequisites when taking the 6th level feat, he/she gains the Bonus Ability.

<u>Monk Fighting Styles</u>	Class Features	Additional Prerequisites by 6 th level	Bonus Ability
Cobra Strike (fast moving attack & defense of a snake) (DR310 p42)	Skill Bonus: Escape Artist 1 st lvl Feat: Dodge 2 nd lvl Feat: Mobility 6 th lvl Feat: Spring Attack	Balance: 4 ranks. Escape Artist: 9 ranks	Dodge feat now grants a +2 bonus to AC.
Denying Stance (focuses on creating an unbeatable defense) (DR310 p42)	Skill Bonus: Tumble 1 st lvl Feat: Improved Grapple 2 nd lvl Feat: Combat Reflexes 6 th lvl Feat: Improved Disarm	Tumble: 9 ranks. Feat: Combat Expertise.	When Fighting Defensively or using Combat Expertise, gain a +2 bonus on Grapple checks & Disarm attempts.
Hand and Foot (difficult to knock over) (DR310 p42)	Skill Bonus: Balance 1 st lvl Feat: Stunning Fist 2 nd lvl Feat: Deflect Arrows 6 th lvl Feat: Improved Trip	Balance: 9 ranks. Tumble: 4 ranks.	+2 bonus on Attacks of Opportunity against someone trying to Bull Rush or Trip you. +4 bonus on Dexterity or Strength checks to avoid being Bull Rushed or Tripped.
Invisible Eye (very good at being defensive) (DR310 p43)	Skill Bonus: Listen 1 st lvl Feat: Combat Reflexes 2 nd lvl Feat: Lightning Reflexes 6 th lvl Feat: Blind-Fight	Listen: 9 ranks. Feat: Agile.	Gain an additional +1 bonus to AC when unarmed & doing any of the following: Fighting Defensively, Total Defense, or using Combat Expertise.
Kyokushinkai Karate (tireless & almost unkillable) (DR334 p89)	Skill Bonus: Survival 1 st lvl Feat: Endurance 2 nd lvl Feat: Toughness 6 th lvl Feat: Weapon Focus (unarmed strike)	Concentration: 9 ranks. Feat: Die Hard.	+6 hp.
Metered Style (perfect focus on combat patterns) (DR337 p97)	Skill Bonus: Concentration 1 st lvl Feat: Defensive Metered Foot 2 nd lvl Feat: Offensive Metered Foot 6 th lvl Feat: Toughness	Concentration: 9 ranks. Skill Focus(any Strength-based –or– Dexterity-based skill).	You may ‘Take 10’ on any Strength-based or Dexterity-based skill check, even if distraction would normally not allow you to do so.
Overwhelming Attack (scare a foe, and then knock them down or run past) (DR310 p44)	Skill Bonus: Intimidate 1 st lvl Feat: Power Attack 2 nd lvl Feat: Improved Bull Rush 6 th lvl Feat: Improved Overrun	Intimidate: 4 ranks. Perform (dance): 4 ranks.	If you have used Intimidate to perform a Demoralize action against an opponent within 10 rounds, you gain a +4 bonus to Strength checks made to Bull Rush or Overrun that opponent.
Passive Way (signature move is feint followed by a trip) (DR310 p44)	Skill Bonus: Bluff 1 st lvl Feat: Combat Expertise 2 nd lvl Feat: Improved Trip 6 th lvl Feat: Improved Feint	Bluff: 4 ranks. Sense Motive: 4 ranks. Feat: Skill Focus (Bluff).	+4 bonus on a Strength check to Trip an opponent who is denied his/her Dexterity bonus to AC (typically due to a Feint maneuver).
Sacred Path of Heironeous (Lawful Good monks of the Deity of Righteous War) (DR346 p90)	Skill Bonus: Diplomacy 1 st lvl Feat: Endurance 2 nd lvl Feat: Negotiator 6 th lvl Feat: Weapon Specialization (longsword)	Diplomacy: 4 ranks. Proficiency with Longswords.	You may use the Flurry of Blows class ability with a Longsword.
Sacred Path of Hextor (Lawful Evil monks of the Deity of Unprovoked War) (DR346 p90)	Skill Bonus: Intimidate 1 st lvl Feat: Endurance 2 nd lvl Feat: Persuasive 6 th lvl Feat: Weapon Specialization (flail)	Intimidate: 4 ranks. Proficiency with Flails.	You may use the Flurry of Blows class ability with a Flail.
Sacred Path of Moradin (Lawful Good monks of the Deity of Dwarves) (DR346 p90)	Skill Bonus: Balance 1 st lvl Feat: Improved Sunder 2 nd lvl Feat: Cleave 6 th lvl Feat: Diehard	Balance: 9 ranks. Proficiency with Warhammers.	When making a Sunder action with a Warhammer, you receive a bonus to the damage equal to ½ Monk level.

<u>Monk Fighting Styles</u>	Class Features	Additional Prerequisites by 6 th level	Bonus Ability
Sacred Path of St. Cuthbert (Lawful Neutral monks of the Deity of Justice) (DR346 p91)	Skill Bonus: Survival 1 st lvl Feat: Track 2 nd lvl Feat: Alertness 6 th lvl Feat: Power Attack	Survival: 4 ranks. Spot: 9 ranks.	When you roll a 'Natural 20' on an attack roll, your opponent receives a –1 penalty on saving throws and AC for (½ Monk level) rounds. Multiple uses of this ability do not increase the penalty, but do reset the duration.
Sacred Path of Wee Jas (Lawful Neutral monks of the Deity of Magic) (DR346 p91)	Skill Bonus: Use Magic Device 1 st lvl Feat: Improved Initiative 2 nd lvl Feat: Skill Focus (Use Magical Device) 6 th lvl Feat: Blind-Fight	Use Magical Device: 4 ranks. Know (religion): 9 ranks.	Receive a bonus on Use Magical Device checks equal to (½ Monk level).
Sacred Path of Yondalla (Lawful Good monks of the Deity of Halflings) (DR346 p91)	Skill Bonus: Jump 1 st lvl Feat: Improved Initiative 2 nd lvl Feat: Weapon Finesse 6 th lvl Feat: Mobility	Jump: 9 ranks. Feat: Dodge	After using the Flurry of Blows class ability, you receive +1 bonus on all saving throws until the beginning of your next turn.
Sleeping Tiger (fast style that works well from an ambush) (DR310 p44)	Skill Bonus: Hide 1 st lvl Feat: Weapon Finesse 2 nd lvl Feat: Improved Initiative 6 th lvl Feat: Improved Sunder	Hide: 9 ranks. Feat: Power Attack.	When an opponent is denied his/her Dexterity bonus to AC, you do +1d6 damage with a melee attack made with a Light weapon (including Unarmed). Usable once per round & the opponent must be vulnerable to sneak attacks.
Undying Way (Dwarven style whose members are tough as stone) (DR310 p44)	Skill Bonus: Concentration 1 st lvl Feat: Toughness 2 nd lvl Feat: Endurance 6 th lvl Feat: Diehard	Concentration: 9 ranks.	When Fighting Defensively, using Total Defense, or using Combat Expertise, you gain Damage Reduction 2 / —.
Wing Chun Kuen (aware of his/her surroundings and how to use them) (DR334 p89)	Skill Bonus: Listen 1 st lvl Feat: Combat Reflexes 2 nd lvl Feat: Cleave 6 th lvl Feat: Weapon Critical (unarmed strike)	Listen: 9 ranks. Feat: Improved Initiative.	When you enter combat and are not surprised, gain your Wisdom modifier (if any) as a bonus to your Initiative check.
Wushu (smart tacticians who attack in unexpected directions) (DR334 p89)	Skill Bonus: Tumble 1 st lvl Feat: Improved Initiative 2 nd lvl Feat: Power Attack 6 th lvl Feat: Improved Feint	Bluff: 4 ranks. Sense Motive: 9 ranks.	When you make a Bluff check in order to Feint in combat, gain ½ Monk levels as a bonus.

Martial Arts Schools

Monk Schools	Mastery I Prerequisites	Mastery I Benefit	Mastery II Prerequisites	Mastery II Benefit
Black Panda School (Focuses on causing pain. Most students are Lawful Evil) (DR309 p65)	Dexterity 13+, Wisdom 15+ Feats: Combat Expertise, Dodge, Improved Unarmed Strike, Pain Touch, Stunning Fist.	+2 bonus to the DC of your Stunning Fist ability.	‘Black Panda Mastery I’ Dexterity 15+, Wisdom 19+ Balance: 4+ ranks. Feats: Extra Stunning Attacks, Freezing the Lifeblood, Distant Touch ^{DR309} .	The following attacks additionally cause 1 point of Constitution damage (FortNeg, DC is Wisdom- based): Distant Touch, Freezing the Lifeblood, Pain Touch, Stunning Fist.
Blue Mountain School (Fast style that focuses on kicks. Most students are Lawful Good) (DR309 p65)	Strength 13+, Dexterity 14+ Jump: 4+ ranks. Feats: Flying Kick, Improved Initiative, Improved Unarmed Strike, Ki Shout, Power Attack, Roundabout Kick.	On a successful Jump check, you may move an extra 5’.	‘Blue Mountain Mastery I’ Strength 14+, Dexterity 16+ Balance: 4+ ranks. Jump: 8+ ranks. Feats: Circle Kick, Flying Dragon Kick, Great Ki Shout.	+2 bonus on Initiative rolls.
Broken Fist School (Halfling style focusing on trips Most students are Lawful Neutral) (DR309 p68)	Strength 13+. Feats: Dirty Fighting, Improved Initiative, Improved Trip, Improved Unarmed Strike.	You are treated as one size- category larger when involved in a Trip attack.	‘Broken Fist Mastery I’. Feats: Knock-Down, Lightning Fists, Whirlwind Attack.	Gain a bonus on all Trip checks equal to half your character level.
Demon Wrestling School (Specialized in grappling Most students are Lawful Neutral) (DR309 p66)	Strength 15+. Feats: Chock Hold, Improved Grapple, Improved Unarmed Strike, Stunning Fist.	+2 bonus on Grapple checks.	‘Demon Wrestling Mastery I’ Strength 17+. Feats: Earth’s Embrace, Fists of Iron, Knock- Down, Power Attack, Ten Ox Stomp ^{???} .	An additional +2 bonus on Grapple checks.
Temerad School (Elvish fighting school based on moving like the wind & water. Most students are Lawful Good) (DR309 p68)	Dexterity 15+. Feats: Dodge, Improved Unarmed Strike, Mobility, Spring Attack.	Gains a second use of Dodge each round. This allows a +2 bonus against one target, or +1 bonus each against two targets.	‘Temerad Mastery I’ Dexterity 19+ Balance: 8+ ranks. Feats: Deflect Arrows, Extra Sunning Attacks, Lightning Fists ^{S&F} , Sunning Fist.	+1 Insight bonus to Armor Class.

Weapon Schools

Monk Schools	Kata (i.e., Special Monk) Weapons	Other Proficient Weapons
Default (i.e., Okinawa) (PH p40)	Kama Sai Nunchaku Shuriken Quarterstaff Siangham	Club Handaxe Crossbow, Light & Heavy Javelin Dagger Sling
Ghurka (DR330 p90)	Club Kukri Short Sword	Crossbow, Light & Heavy Javelin Dagger Quarterstaff Handaxe Sling
Kali, Arnis, Escrima (DR330 p90)	Club Quarterstaff Dagger Short Sword	Crossbow, Light & Heavy Longsword Handaxe Sling Javelin Whip
Krabi-Krabong (DR330 p90)	Club Spear Quarterstaff Short Spear Short Sword	Crossbow, Light & Heavy Javelin Dagger Sling Handaxe

^{DR309} – This feat contained in ‘Dragon #309’.

^{???} – Supposed to be in ‘Dragon #309’, but I couldn’t find it.

Paladin

Alternate Base Classes

Lvl	Paladin (PH p42)	Anarch (DR310 p47)	Anti-Paladin (DR312 p20)	Avenger (DR310 p49)
In-Class Skills	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: CN LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Craft, Disable Device, Know(arch & eng), Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive, Survival. Cha: Bluff, Diplomacy, Handle Animals, Intimidate.	Alignment: CE LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump. Dex: Hide, Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion), Know(the planes). Wis: Heal, Profession, Sense Motive, Survival. Cha: Bluff, Diplomacy, Handle Animals, Intimidate.	Alignment: CG LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Hide, Move Silently, Ride. Con: Concentration. Int: Craft, Know(local), Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Bluff, Diplomacy, Handle Animals, Intimidate.
1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good Aura of Chaos Detect Evil , at will <i>Detect Law</i> , at will Smite Evil, 1/day Smite Law, 1/day	Aura of Good Aura of Evil Detect Evil , at will <i>Detect Good</i> , at will Smite Evil, 1/day Smite Good, 1/day	Aura of Good Aura of Chaos Detect Evil , at will <i>Detect Law</i> , at will Smite Evil, 1/day Smite Law, 1/day
2	Divine Grace Lay on Hands	Divine Grace Lay on Hands <i>Destructive Strike</i>	Divine Grace Lay on Hands <i>Slaughter of the Weak</i>	Divine Grace Lay on Hands
3	Aura of Courage Divine Health	Aura of Courage Divine Health <i>Slippery Mind</i>	Aura of Courage Aura of Fear Divine Health <i>Death Knell</i> , 1/day	Aura of Courage Divine Health <i>Slippery Mind</i>
4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Cast spells from the Anarch spell list Turn Undead <i>Turn Construct</i>	Cast spells from the Paladin spell list Cast spells from the Anti-Paladin spell list Turn Undead <i>Turn or Rebuke Outsider</i>	Cast spells from the Paladin spell list Cast spells from the Avenger spell list Turn Undead
5	Smite Evil, 2/day Special Mount	Smite Evil , 2/day Smite Law, 2/day Special Mount	Smite Evil , 2/day Smite Good, 2/day Special Mount <i>Fiendish Mount</i>	Smite Evil , 2/day Smite Law, 2/day Special Mount <i>Animal Minion</i>
6	<i>Remove Disease</i> , 1/week	Remove Disease , 1/week	Remove Disease , 1/week <i>Contagion</i> , 1/week	Remove Disease , 1/week <i>Break Enchantment</i> , 1/week
7				
8		<i>Dispel Law</i> , 1/week	<i>Death Knell</i> , 2/day	
9	<i>Remove Disease</i> , 2/week	Remove Disease , 2/week	Remove Disease , 2/week <i>Contagion</i> , 2/week	Remove Disease , 1/week <i>Break Enchantment</i> , 1/week
10	Smite Evil, 3/day	Smite Evil , 3/day Smite Law, 3/day	Smite Evil , 3/day Smite Good, 3/day	Smite Evil , 3/day Smite Law, 3/day
11				
12	<i>Remove Disease</i> , 3/week	Remove Disease , 3/week <i>Dispel Law</i> , 2/week	Remove Disease , 3/week <i>Contagion</i> , 3/week	Remove Disease , 3/week <i>Break Enchantment</i> , 3/week
13			<i>Death Knell</i> , 3/day	
14				
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil , 4/day Smite Law, 4/day Remove Disease , 4/week	Smite Evil , 4/day Smite Law, 4/day Remove Disease , 4/week <i>Contagion</i> , 4/week	Smite Evil , 4/day Smite Law, 4/day Remove Disease , 4/week <i>Break Enchantment</i> , 4/week
16		<i>Dispel Law</i> , 3/week		
17				
18	<i>Remove Disease</i> , 5/week	Remove Disease , 5/week	Remove Disease , 5/week <i>Contagion</i> , 5/week <i>Death Knell</i> , 4/day	Remove Disease , 5/week <i>Break Enchantment</i> , 5/week
19				

Lvl	Paladin (PH p42)	Anarch (DR310 p47)	Anti-Paladin (DR312 p20)	Avenger (DR310 p49)
20	Smite Evil, 5/day	Smite Evil, 5/day Smite Law, 5/day Dispel Law, 4/week	Smite Evil, 5/day Smite Good, 5/day	Smite Evil, 5/day Smite Law, 5/day

Class Features

‘Anarch’ Class Abilities:

Destructive Strike(DR310 p48) – The Anarch is able to inflict critical hit damage on Constructs or objects, usable Charisma modifier times per day. The Destructive Strike is designated when a critical is threatened but before it is confirmed. If the threatened critical is not confirmed, that use of Destructive Strike is wasted.

Slippery Mind(DR310 p48) – If the Anarch fails his/her saving throw against an Enchantment, he/she receives a new saving throw after 1 round.

Turn Constructs(DR310 p48) – Able to Turn / Destroy Constructs as a Cleric three levels lower Turns / Destroys Undead. Usable 3 + Charisma mod. times per day.

‘Anti-Paladin’ Class Abilities:

Slaughter the Weak(DR312 p21) – The Anti-Paladin gains a +2 Morale bonus to attacks & damage when attacking a creature with fewer HD than he/she has. Also, a target with fewer HD than the Anti-Paladin receives a –2 penalty on saves vs. the spell *Death Knell* that the Anti-Paladin casts.

Aura of Fear(DR312 p21) – The Anti-Paladin is immune to Fear effects. All enemies within 10’ of the Anti-Paladin receive a –4 Morale penalty on saves vs. Fear effects. This ability may be suppressed or activated as a Free

Fiendish Mount(DR312 p21) – The Anti-Paladin gains a magical steed, typically a Heavy Warhorse or Warpony that has the Fiendish Template. If not dismissed earlier, the minion remains for 1 hour per Class level. It gains abilities as the Anti-Paladin goes up in level based on the “Paladin’s Mount” table(PH p45).

‘Avenger’ Class Abilities:

Slippery Mind(DR310 p48) – If the Avenger fails his/her saving throw against an Enchantment, he/she receives a new saving throw after 1 round.

Animal Minion(DR310 p49) – The Avenger gains a magical bird as a scout & guardian. It gains abilities based as the Avenger goes up in level based on the “Paladin’s Mount” table(PH p45).

Alternate Base Classes (continued)

Lvl	Paladin (PH p42)	Corrupter (DR312 p24)	Despot (DR312 p23)	Enforcer (DR310 p53)	
In-Class Skills	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: NE LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Hide , Ride. Con: Concentration. Int: Craft, Forgery , Know(history), Know(nobility & royalty), Know(religion). Wis: Heal , Profession, Sense Motive. Cha: Bluff , Diplomacy, Disguise , Handle Animals .	Alignment: LE LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion), Search. Wis: Heal , Profession, Sense Motive. Cha: Bluff , Diplomacy, Handle Animals , Intimidate.	Alignment: NE LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(history), Know(nobility & royalty), Know(religion), Search. Wis: Heal , Profession, Sense Motive. Cha: Diplomacy, Gather Information , Handle Animals , Intimidate.	
	1	Aura of Good Detect Evil , at will Smite Evil, 1/day	Aura of Good Aura of Evil Detect Evil , at will Detect Good , at will Smite Evil, 1/day Smite Heathen, 1/day	Aura of Good Aura of Law Detect Evil , at will Detect Chaos , at will Smite Evil, 1/day Smite Chaos, 1/day	Aura of Good Aura of Law Detect Evil , at will Detect Chaos , at will Smite Evil, 1/day Smite Chaos, 1/day
	2	Divine Grace Lay on Hands	Divine Grace Lay on Hands Hidden Faith	Divine Grace Lay on Hands Slippery Mind	Divine Grace Lay on Hands Subdue
	3	Cast spells from the Paladin spell list Turn Undead	Aura of Courage Aura of Fear Divine Health Disguise Self , Charisma modifier per day	Aura of Courage Divine Health Indomitable Will	Aura of Courage Divine Health Suggestion, 1/day
	4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Cast spells from the Corrupter spell list Turn Undead Rebuke Divine Magic	Cast spells from the Paladin spell list Cast spells from the Despot spell list Turn Undead Oppression	Cast spells from the Paladin spell list Cast spells from the Enforcer spell list Turn Undead Rebuke Undead
	5	Smite Evil, 2/day Special Mount	Smite Evil , 2/day Smite Heathen, 2/day Special Mount Fiendish Familiar	Smite Evil , 2/day Smite Chaos, 2/day Special Mount Leadership	Smite Evil , 2/day Smite Chaos, 2/day Special Mount Leadership
	6	Remove Disease, 1/week	Remove Disease , 1/week	Remove Disease , 1/week Mark of Justice, 1/week	Remove Disease , 1/week
	7				Dominate Person, 1/week
	8		Fallen Soul (DR312 p22), 1/week		Suggestion, 2/day
	9	Remove Disease, 2/week	Remove Disease , 2/week	Remove Disease , 2/week Mark of Justice, 2/week	Remove Disease , 2/week
10	Smite Evil, 3/day	Smite Evil , 3/day Smite Heathen, 3/day	Smite Evil , 3/day Smite Chaos, 3/day	Smite Evil , 3/day Smite Chaos, 3/day	
11				Dominate Person, 2/week	
12	Remove Disease, 3/week	Remove Disease , 3/week Fallen Soul , 2/week	Remove Disease , 3/week Mark of Justice, 3/week	Remove Disease , 3/week	
13				Suggestion, 3/day	
14					
15	Smite Evil, 4/day Remove Disease, 4/week	Smite Evil , 4/day Smite Heathen, 4/day Remove Disease , 4/week	Smite Evil , 4/day Smite Chaos, 4/day Remove Disease , 4/week Mark of Justice, 4/week	Smite Evil , 4/day Smite Chaos, 4/day Remove Disease , 4/week Dominate Person, 3/week	
16		Fallen Soul , 3/week			
17					
18	Remove Disease, 5/week	Remove Disease , 5/week	Remove Disease , 5/week Mark of Justice, 5/week	Remove Disease , 5/week Suggestion, 4/day	
19				Dominate Person, 4/week	
20	Smite Evil, 5/day	Smite Evil , 5/day Smite Heathen, 5/day Fallen Soul , 4/week	Smite Evil , 5/day Smite Chaos, 5/day	Smite Evil , 5/day Smite Chaos, 5/day	

Class Features

‘Corrupter’ Class Abilities:

Smite Heathen(DR312 p24) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not in a class that can cast Divine spells, then the smite has no effect. Does not affect those who share the Corrupter’s own faith.

Hidden Faith(DR312 p24) – 1) Receives a +4 Profane bonus on all Bluff, Disguise, & Forgery checks to maintain a deception.

2) Any magical attempt to discern the Corrupter’s actual alignment/faith must succeed on a Level check vs. DC (10 + Corrupter lvls).

Aura of Fear(DR312 p21) – The Corrupter is immune to Fear effects. All enemies within 10’ of the Corrupter receive a –4 Morale penalty on saves vs. Fear effects. This ability may be suppressed or activated as a Free Action.

Rebuke Divine Magic (i.e., Intercession) (DR312 p24) – The Corrupter can use a ‘Turning’-like ability on Divine spellcasters. He/she makes a Turn Check & Turn Damage rolls as a Cleric three levels lower. Casters that are “Turned” cannot cast Divine spells for 1 minute. If “Destroyed”, the caster cannot cast Divine spells for 24 hours. Either effect is cancelled if the Corrupter (but not his/her allies) attack the target –or– the target receives an *Atonement* spell.

‘Despot’ Class Abilities:

Slippery Mind(DR310 p48) – If the Despot fails his/her saving throw against an Enchantment, he/she receives a new saving throw after 1 round.

Indomitable Will(DR312 p23) – The Despot becomes immune to all spells of the ‘charm’ sub-school.

Leadership(DR310 p54) – The Despot gains Feat: Leadership & has a +1 bonus on his/her Leadership score, though this does not effect the maximum number & level of followers and cohorts.

Oppression(DR312 p23) – The Despot can use a ‘Turning’-like ability on living creatures. He/she makes a Turn Check & Turn Damage rolls as a Cleric three levels lower. Chaotic creatures within 60’ are affected first, and Lawful ones are affected last. The closer creatures of a given alignment category are effected first. Creatures that are “Turned” receive a –2 penalty on attacks, saves, skill checks, ability checks, and damage for 1 minute. If the Turn Check indicates that the Despot could affect a creature with 2x the target’s HD (i.e., “Destroyed”) are Nauseated for 1 minute. This is a Language-Dependant, Mind-Affecting ability.

‘Enforcer’ Class Abilities:

Subdue(DR310 p54) – The Enforcer can inflict non-lethal damage without taking a –4 attack penalty. If attacking with a weapon designed to do non-lethal damage (e.g., a sap), the Enforcer gains a +2 bonus on the weapon’s damage.

Leadership(DR310 p54) – The Enforcer gains Feat: Leadership & has a +1 bonus on his/her Leadership score, though this does not effect the maximum number & level of followers and cohorts.

Oppression(DR312 p23) – The Enforcer can use a ‘Turning’-like ability on living creatures. He/she makes a Turn Check & Turn Damage rolls as a Cleric three levels lower. Chaotic creatures within 60’ are affected first, and Lawful ones are affected last. The closer creatures of a given alignment category are effected first. Creatures that are “Turned” receive a –2 penalty on attacks, saves, skill checks, ability checks, and damage for 1 minute. If the Turn Check indicates that the Enforcer could affect a creature with 2x the target’s HD (i.e., “Destroyed”) are Nauseated for 1 minute. This is a Language-Dependant, Mind-Affecting ability.

Alternate Base Classes (continued)

Lvl	Paladin (PH p42)	Gnome Paladin ² (DR329 p94)	Incarnate (DR310 p52)	Non-Spellcasting Paladin (CWar p13)	
In-Class Skills	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal, Perform(comedy).	Alignment: N LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nature), Know(nobility & royalty), Know(religion), Search. Wis: Heal, Listen, Profession, Sense Motive, Sense Motive, Survival. Cha: Diplomacy, Handle Animals.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	
	1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good Elemental Affinity <i>Detect Evil</i>, at will Detect Imbalance , at will Smite Evil, 1/day Smite Extremist , 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day
	2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands Elemental Burst	Divine Grace Lay on Hands
	3	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health Energy Resistance	Aura of Courage Divine Health
	4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Cast spells from the Incarnate spell list Turn Undead Turn Outsider	Cast spells from the Paladin spell list Turn Undead
	5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Smite Extremist , 2/day Special Mount Elemental Minion	Smite Evil, 2/day Special Mount
	6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i>, 1/week	<i>Remove Disease</i> , 1/week Blessed Weapon
	7				
	8			Commune with Nature , 1/week	
	9	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i>, 2/week	<i>Remove Disease</i> , 1/week
10	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day Smite Extremist , 3/day	Smite Evil, 3/day	
11				Divine Might	
12	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i>, 3/week Commune with Nature , 2/week	<i>Remove Disease</i> , 1/week	
13				Tend to Mount	
14					
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day Smite Extremist , 4/day <i>Remove Disease</i>, 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 1/week	
16			Commune with Nature , 3/week	Holy Sword , 1/day	
17					
18	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i>, 5/week	<i>Remove Disease</i> , 1/week	
19					
20	Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil, 5/day Smite Extremist , 5/day Commune with Nature , 4/week	Smite Evil, 5/day	

² This is not being treated as a ‘Racial Substitution’, since the class has 20 levels.

Class Abilities

'Incarnate' Class Abilities:

- Elemental Affinity(DR310 p52) – The Incarnate gains an affinity to either Fire & Water –or– Air & Earth. Once chosen, the Incarnate cannot change his/her affinity. This choice affects the Elemental Burst, Energy Resistance, & Elemental Minion Class Features.
- Detect Imbalance(DR310 p52) – Similar to *Detect Undead*, but detects creatures with an alignment subtype, but not the specific subtype.
- Smite Extremist(DR310 p52) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil, then the smite has no effect.
- Elemental Burst(DR310 p52) – The Incarnate is able to make a ranged touch attack (max range of 60') that does 1d4 + Charisma modifier damage of both of his/her Elemental Affinity energies (i.e., a total of 2d4 + (2 x Charisma modifier damage)). Incarnates with 'Fire & Water' affinity do Fire & Cold damage, while 'Air & Earth' affinity do Electricity & Acid damage. Usable Charisma bonus times per day.
- Elemental Minion(DR310 p52) – The Incarnate can summon a Medium-sized Elemental of a type matching the Incarnate's Elemental Affinity. If not dismissed earlier, the minion remains for 1 hour per Class level. It gains abilities based as the Incarnate goes up in level based on the "Paladin's Mount" table(PH p45).
- Energy Resistance(DR310 p52) – The Incarnate gains Energy Resistance 5 against Fire & Cold –or– Electricity & Acid, based on his/her Elemental Affinity.
- Turn Outsider(DR310 p51) – Able to Turn / Destroy Outsiders as a Cleric three levels lower Turns / Destroys Undead. Usable 3 + Charisma mod. times per day.

'Non-Spellcasting Paladin' Class Abilities:

- Blessed Weapon(CWar p13) – Weapons wielded by the Non-Spellcasting Paladin are treated as 'Good' for purposes of overcoming Damage Reduction.
- Divine Might(CWar p13) – As a Standard Action, gain a +4 bonus to Strength, Wisdom, -or- Charisma for 1 minute per Class level. Usable 1/day.
- Tend to Mount(CWar p13) – You may use your Lay on Hand to help your Mount:
- convert 1hp of healing into 5hp for your mount;
 - convert 1hp of healing into 1 point of ability damage restored
 - convert 5hp of healing to remove one of the following: Blindness, Confusion, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, Feebleminded, Insanity, Nauseated, Sickened, Stunned, or Poisoned.

Alternate Base Classes (continued)

Lvl	Paladin of Honor (i.e., standard Paladin) <small>(PH p42)</small>	Paladin of Freedom <small>(UA p53)</small>	Paladin of Slaughter <small>(UA p54)</small>	Paladin of Tyranny <small>(UA p54)</small>
In-Class Skills	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: CG LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Bluff , Diplomacy , Handle Animal.	Alignment: CE LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy , Handle Animals, Intimidate .	Alignment: LE LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.
1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good Aura of Evil <i>Detect Evil</i>, at will <i>Detect Good</i>, at will Smite Evil, 1/day Smite Good, 1/day	Aura of Good Aura of Evil <i>Detect Evil</i>, at will <i>Detect Good</i>, at will Smite Evil, 1/day Smite Good, 1/day
2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands Deadly Touch	Divine Grace Lay on Hands Deadly Touch
3	Aura of Courage Divine Health	Aura of Courage Aura of Resolve Divine Health	Aura of Courage Debilitating Aura Divine Health	Aura of Courage Aura of Despair Divine Health
4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Cast spells from the Paladin of Freedom spell list Turn Undead	Cast spells from the Paladin spell list Cast spells from the Paladin of Slaughter spell list Turn Undead Rebuke Undead	Cast spells from the Paladin spell list Cast spells from the Paladin of Tyranny spell list Turn Undead Rebuke Undead
5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Smite Good, 2/day Special Mount	Smite Evil, 2/day Smite Good, 2/day Special Mount
6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i>, 1/week Cause Disease, 1/week	<i>Remove Disease</i>, 1/week Cause Disease, 1/week
7				
8				
9	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i>, 2/week Cause Disease, 2/week	<i>Remove Disease</i>, 2/week Cause Disease, 2/week
10	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day Smite Good, 3/day	Smite Evil, 3/day Smite Good, 3/day
11				
12	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i>, 3/week Cause Disease, 3/week	<i>Remove Disease</i>, 3/week Cause Disease, 3/week
13				
14				
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 1/week	Smite Evil, 4/day Smite Good, 4/day <i>Remove Disease</i>, 4/week Cause Disease, 4/week	Smite Evil, 4/day Smite Good, 4/day <i>Remove Disease</i>, 4/week Cause Disease, 4/week
16				
17				
18	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i>, 5/week Cause Disease, 5/week	<i>Remove Disease</i>, 5/week Cause Disease, 5/week
19				
20	Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil, 5/day Smite Good, 5/day	Smite Evil, 5/day Smite Good, 5/day

Class Features

‘Paladin of Freedom’ Class Abilities:

Aura of Resolve(UA p53) – The Paladin of Freedom is immune to Compulsion effects. All allies within 10’ of the Paladin of Freedom gain a +4 Morale bonus on saves vs. Compulsion effects.

‘Paladin of Slaughter’ Class Abilities:

Debilitation Aura(UA p53) – All enemies within a 10’ radius of a Paladin of Slaughter receive a –1 penalty to AC.

Deadly Touch(UA p54) – Able to inflict of damage through a touch attack or heal damage to Undead. A total of (Class level * Charisma modifier) hit points may be inflicted / healed each day. The target of inflicted damage receives a Will save for half damage (DC = 10 + ½ Class level + Charisma modifier).

Cause Disease(UA p54) – *Contagion*, by touch.

‘Paladin of Tyranny’ Class Abilities:

Aura of Despair(UA p54) – All enemies within a 10’ radius of a Paladin of Tyranny receive a –2 penalty to all Saving Throws.

Deadly Touch(UA p54) – Able to inflict of damage through a touch attack or heal damage to Undead. A total of (Class level * Charisma modifier) hit points may be inflicted / healed each day. The target of inflicted damage receives a Will save for half damage (DC = 10 + ½ Class level + Charisma modifier).

Cause Disease(UA p54) – *Contagion*, by touch.

Alternate Base Classes (continued)

Lvl	Paladin (PH p42)	Sentinel (DR310 p50)	Wyrmslayer (DR332 p90)	
In-Class Skills	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: NG LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride . Con: Concentration. Int: Craft, Know(nobility & royalty) , Know(religion), Know(the planes) , Search. Wis: Heal , Listen, Profession , Sense Motive, Spot , Survival . Cha: Diplomaey , Handle Animals .	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(arcana), Know(nobility & royalty) , Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	
	1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day May freely Cross-Class with Ranger if 1 st Favored Enemy is Dragons
	2	Divine Grace Lay on Hands	Divine Grace Lay on Hands Resist Fiendish Lure	Divine Grace Lay on Hands
	3	Aura of Courage Divine Health	Aura of Courage Divine Health Celestial Fortitude	Aura of Courage Divine Health
	4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Cast spells from the Sentinel spell list Turn Undead Turn Outsider	Turn Undead Able to cast Prepared Divine spells from the Paladin spell list
	5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount Celestial Minion	Smite Evil, 2/day Special Mount
	6	<i>Remove Disease</i> , 1/week	Remove Disease , 1/week	Remove Disease , 1/week Resist Energy , 1/day
	7			
	8		Dispel Evil , 1/week	
	9	<i>Remove Disease</i> , 2/week	Remove Disease , 2/week	Remove Disease , 2/week Resist Energy , 2/day
10	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day	
11				
12	<i>Remove Disease</i> , 3/week	Remove Disease , 3/week Dispel Evil , 2/week	Remove Disease , 3/week Resist Energy , 3/day	
13				
14				
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day Remove Disease , 4/week	Smite Evil, 4/day Remove Disease , 3/week Resist Energy , 3/day	
16		Dispel Evil , 3/week		
17				
18	<i>Remove Disease</i> , 5/week	Remove Disease , 5/week	Remove Disease , 5/week Resist Energy , 5/day	
19				
20	Smite Evil, 5/day	Smite Evil, 5/day Dispel Evil , 4/week	Smite Evil, 5/day	

‘Sentinel’ Class Abilities:

[Resist Fiendish Lure](#)(DR310 p51) – The Sentinel gains a +4 Sacred bonus on saving throws against Mind-Affecting attacks of Evil Outsiders.

[Celestial Fortitude](#)(DR310 p51) – The Sentinel gains a +2 Sacred bonus on saving throws against the effects of Evil Outsiders & Evil Spells. If the effect or spell normally causes half or partial damage on a successful save, the effect does no damage on a successful save to the Sentinel.

[Celestial Minion](#)(DR310 p51) – The Sentinel can summon a Medium-size (or smaller) animal with the Celestial Template once per day. If not dismissed earlier, the minion remains for 1 hour per Class level. It gains abilities based as the Sentinel goes up in level based on the “Paladin’s Mount” table(PH p45).

Variant Class Features

Lvl	Paladin (PH p42)	Paladin variant, Angel's Sight (DR349 p93)	Paladin variant, Aura of Banishment (DR349 p93)	Paladin variant, Aura of Sanctity (DR349 p93)
Class Features	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.
	1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day
	2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands
	3	Aura of Courage Divine Health	Aura of Courage Divine Health Gain Darkvision 60' & Low-light Vision	Aura of Courage Divine Health
	4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead
	5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount
	6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i>, 1/week Aura of Banishment +2 bonus on Intimidate checks vs. Evil Outsiders
	7			
	8			
	9	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i>, 2/week
10	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day	
11				
12	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i>, 3/week	
13				
14				
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i>, 4/week	
16				
17				
18	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i>, 5/week	
19				
20	Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil, 5/day	

Paladin, Aura of Banishment variant class abilities

Aura of Banishment – Within a 30' radius Emanation around you, the following applies:

1. No Evil Outsider with fewer HD than your Paladin level may be summoned;
2. An Evil Outsider with fewer HD than your Paladin level may not use Summoning or Teleporting effects.

Paladin, Aura of Sanctity variant class abilities

Aura of Sanctity – Choose one of the following: Compulsion effects (including Possession), Death effects, or Petrification. You are immune to the chosen effect and your allies within your Aura of Courage gain a +4 bonus on saves against the chosen effect.

Variant Class Features (continued)

Lvl	Paladin (PH p42)	Paladin variant, Charging Smite (PH2 p53)	Paladin variant, Gaze of Truth (DR349 p93)	Paladin variant, Hunter of Fiends (DR349 p93)
Class Features	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion), Know(the planes). Wis: Heal, Profession, Sense Motive, Survival. Cha: Diplomacy, Handle Animal.
1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day Gaze of Truth	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day Feat: Track Hunter of Fiends
2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands
3	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health
4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Add <i>Detect Evil</i> to the 1st level spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead
5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount Charging Smite	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount
6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week
7				
8				
9	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week
10	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day
11				
12	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week
13				
14				
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week
16				
17				
18	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week
19				
20	Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil, 5/day

Paladin, Charging Smite variant class abilities

Charging Smite – if you use your Smite Evil ability at the end of a Charge action, you do +(2 x Paladin level) damage.

Paladin, Hunter of Fiends variant class abilities

Hunter of Fiends – Gain Favored Enemy (Evil Outsiders) as the Ranger class ability, except the bonus is ½ Paladin level (min +1).

Paladin, Aura of Sanctity variant class abilities

Gaze of Truth – *Discern Lies*, usable (1 + Charisma modifier) times per day. DC is Charisma-based. If the save is successful, that creature may not be targeted again for 24 hours.

Variant Class Features (continued)

Lvl	Paladin (PH p42)	Paladin variant, Power of Self (DR347 p91)	Paladin variant, Smiting Arrow (DR349 p93)	Paladin variant, Sword of Celestia (DR349 p93)
Class Features	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.
	1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day You may use Smite Evil with a ranged attack within 30'
2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands
3	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health
4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead Bonus Fighter Feat	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead
5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount Sword of Celestia, +1
6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week
7				
8		Bonus Fighter Feat		
9	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week
10	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day Sword of Celestia, +2
11				
12	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week Bonus Fighter Feat	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week
13				
14				
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week Sword of Celestia, +2 Holy
16		Bonus Fighter Feat		
17				
18	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week
19				
20	Smite Evil, 5/day	Smite Evil, 5/day Bonus Fighter Feat	Smite Evil, 5/day	Smite Evil, 5/day Sword of Celestia, +2 Holy Lawful

Paladin, Sword of Celestia variant class abilities

Sword of Celestia, +N – Gain a Celestial-forged weapon (does not need to be a sword) of great beauty. You may summon or dismiss the weapon as a Free Action. You may summon your weapon (1 + Wisdom modifier) times per day (min 1). You must give an oath to never sell or loan your weapon to anyone. You may upgrade the weapon as if you had **Feat: Craft Magic Arms and Armor** (still costs gold & XP). If damaged, the weapon may be repaired with normal healing spells. If destroyed, you must wait 1 year + 1 day to have a new one forged.

Racial Substitutions

Lvl	Paladin (PH p46)	Elf Paladin – 1 st level substitution (RotW p155)	Elf Paladin – 3 rd level substitution (RotW p155)	Elf Paladin – 5 th level substitution (RotW p155)	Elf Paladin – all level substitutions (RotW p155)	
Class Features	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive, Survival . Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive, Survival . Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive, Survival . Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive, Survival . Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive, Survival . Cha: Diplomacy, Handle Animal.
	1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day Ranged Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day Ranged Smite Evil, 1/day
	2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands
	3	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Aura of Freedom Divine Health	Aura of Courage Divine Health	Aura of Courage Aura of Freedom Divine Health
	4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead
	5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Ranged Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount Unicorn Mount	Smite Evil, 2/day Ranged Smite Evil, 2/day Special Mount Unicorn Mount
	6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week
	7					
	8					
	9	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week
10	Smite Evil, 3/day	Smite Evil, 3/day Ranged Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day Ranged Smite Evil, 3/day	
11						
12	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	
13						
14						
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day Ranged Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day Ranged Smite Evil, 4/day <i>Remove Disease</i> , 4/week	
16						
17						
18	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	
19						
20	Smite Evil, 5/day	Smite Evil, 5/day Ranged Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil, 5/day Ranged Smite Evil, 5/day	

Elf Paladin Class Abilities

Ranged Smite Evil, N/day

You may use the normal Paladin class ability ‘Smite Evil’ only with a straight bow on a target within 30’.

Aura of Freedom

All allies within 30’ gain a +4 Morale bonus on saves vs. Enchantment effects as long as the Elf Paladin is conscious.

Unicorn Mount

The Elf Paladin (of either gender) gains a Unicorn as its Special Mount. It gains Special Mount abilities as if the Elf Paladin were 6 levels lower than he/she actually is.

Racial Substitution (continued)

Lvl	Paladin (PH p46)	Half-Orc Paladin – 1 st level substitution (RoD p160)	Half-Orc Paladin – 3 rd level substitution (RoD p160)	Half-Orc Paladin – 6 th level substitution (RoD p160)	Half-Orc Paladin – all level substitutions (RoD p160)	
Class Features	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d12 d+0 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomaey , Handle Animals, Intimidate .	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d12 d+0 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomaey , Handle Animals, Intimidate .	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d12 d+0 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomaey , Handle Animals, Intimidate .	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d12 d+0 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomaey , Handle Animals, Intimidate .	
	1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day Righteous Fury, +2, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day Righteous Fury, +2, 1/day
	2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands
	3	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health Aura of Awe	Aura of Courage Divine Health	Aura of Courage Divine Health Aura of Awe
	4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead Righteous Fury, +3, 1/day	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead Righteous Fury, +3, 1/day
	5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Righteous Fury, +3, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Righteous Fury, +3, 2/day Special Mount
	6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i>, 1/week Remove Fatigue, 1/week	<i>Remove Disease</i>, 1/week Remove Fatigue, 1/week
	7					
	8		Righteous Fury, +4, 2/day			Righteous Fury, +4, 2/day
	9	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i>, 2/week Remove Fatigue, 2/week	<i>Remove Disease</i>, 2/week Remove Fatigue, 2/week
	10	Smite Evil, 3/day	Smite Evil, 3/day Righteous Fury, +4, 3/day	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day Righteous Fury, +4, 3/day
	11					
	12	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week Righteous Fury, +5, 3/day	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i>, 3/week Remove Fatigue, 3/week	<i>Remove Disease</i>, 3/week Remove Fatigue, 3/week Righteous Fury, +5, 3/day
	13					
	14					
	15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day Righteous Fury, +5, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i>, 4/week Remove Fatigue, 4/week	Smite Evil, 4/day Righteous Fury, +5, 4/day <i>Remove Disease</i>, 4/week Remove Fatigue, 4/week
	16		Righteous Fury, +6, 4/day			Righteous Fury, +6, 4/day
	17					
	18	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i>, 5/week Remove Fatigue, 5/week	<i>Remove Disease</i>, 5/week Remove Fatigue, 5/week
	19					
20	Smite Evil, 5/day	Smite Evil, 5/day Righteous Fury, +7, 5/day	Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil, 5/day Righteous Fury, +7, 5/day	

Half-Orc Paladin Class Abilities

Righteous Fury, +N

As a Free Action, a Half-Orc Paladin may enter a ‘Righteous Fury’, which grants a +N Morale bonus on melee weapon damage for (1 + Charisma modifier) rounds (minimum 1 round).

Aura of Awe

The Half-Orc Paladin becomes immune to all Fear effects. In addition, Evil creatures within 10’ take a –2 penalty on saves vs. Fear effects & checks to resist Intimidation attempts.

Remove Fatigue

The Half-Orc Paladin can remove the Fatigued condition from all allies within a 30’ Burst centered on the himself/herself.

Racial Substitution (continued)

Lvl	Paladin (PH p42)	Warforged Paladin – 1 st level substitution (RoE p130)	Warforged Paladin – 2 nd level substitution (RoE p130)	Warforged Paladin – 3 rd level substitution (RoE p130)	Warforged Paladin – all level substitutions (RoE p130)
Class Features	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal , Profession, Sense Motive . Cha: Diplomaey , Handle Animals .	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal , Profession, Sense Motive . Cha: Diplomaey , Handle Animals .	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal , Profession, Sense Motive . Cha: Diplomaey , Handle Animals .	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal , Profession, Sense Motive . Cha: Diplomaey , Handle Animals .
1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil or Construct , 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil or Construct , 1/day
2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Durable Will Lay on Hands Repair Damage	Divine Grace Lay on Hands	Divine Grace Durable Will Lay on Hands Repair Damage
3	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health Immunity to Stunning	Aura of Courage Divine Health Immunity to Stunning
4	Turn Undead Able to cast Prepared Divine spells from the Paladin spell list	Turn Undead Able to cast Prepared Divine spells from the Paladin spell list	Turn Undead Able to cast Prepared Divine spells from the Paladin spell list	Turn Undead Able to cast Prepared Divine spells from the Paladin spell list	Turn Undead Able to cast Prepared Divine spells from the Paladin spell list
5	Smite Evil, 2/day Special Mount	Smite Evil or Construct , 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil or Construct , 2/day Special Mount
6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week
7					
8					
9	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week
10	Smite Evil, 3/day	Smite Evil or Construct , 3/day	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil or Construct , 3/day
11					
12	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week
13					
14					
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil or Construct , 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil or Construct , 4/day <i>Remove Disease</i> , 4/week
16					
17					
18	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week
19					
20	Smite Evil, 5/day	Smite Evil or Construct , 5/day	Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil or Construct , 5/day

Warforged Paladin Class Abilities:

Smite Construct – This ability works just like ‘Smite Evil’, except the Construct can be of any alignment.

Durable Will – Add your Constitution modifier (if any) to all Will saving throws.

Repair Damage – You can repair (Constitution modifier * Paladin level) hit-points of damage to any Living Construct (including yourself) each day, broken up however you wish. You can also use this ability to heal living creatures, though it takes 2 point from the pool to heal 1 hit-point.

Immunity to Stunning – You cannot be Stunned.

Astrological Substitutions

Lvl	Paladin (PH p46)	Paladin of Light – 1 st level substitution (DR340 p47)	Paladin of Light – 2 nd level substitution (DR340 p47)	Paladin of Light – 6 th level substitution (DR340 p47)	Paladin of Light – all level substitutions (DR340 p47)
Class Features	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.
	1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil, at will</i> <i>Detect Night Creature, at will</i> Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil, at will</i> <i>Detect Night Creature, at will</i> Smite Evil, 1/day
	2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace <i>Lay on Hands</i> <i>Cooling Touch</i>	Divine Grace <i>Lay on Hands</i> <i>Cooling Touch</i>
	3	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health
	4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead
	5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount
	6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease, 1/week</i> <i>Remove Curse, 1/week</i>
	7				
	8				
	9	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease, 2/week</i> <i>Remove Curse, 2/week</i>
10	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day	Smite Evil, 3/day	
11					
12	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease, 3/week</i> <i>Remove Curse, 3/week</i>	
13					
14					
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease, 4/week</i> <i>Remove Curse, 4/week</i>	
16					
17					
18	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease, 5/week</i> <i>Remove Curse, 5/week</i>	
19					
20	Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil, 5/day	Smite Evil, 5/day	

Paladin of Light Class Abilities

Cooling Touch

The Paladin of Light can grant (Charisma modifier * Class levels) points of Fire Resistance per day. These may be divided up however the Paladin of Light desires. Each application lasts 10 minutes per Class level and is applied by Touch with a Standard Action.

Astrological Substitutions (continued)

Lvl	Paladin <small>(PH p46)</small>	Solstice Knight – 3 rd level substitution <small>(DR338 p95)</small>	Solstice Knight – 5 th level substitution <small>(DR338 p95)</small>	Solstice Knight – all level substitutions <small>(DR338 p95)</small>
Class Features	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.	Alignment: LG Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(nobility & royalty), Know(religion). Wis: Heal, Profession, Sense Motive. Cha: Diplomacy, Handle Animal.
1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day Blessed Radiance , 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day
2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace Lay on Hands
3	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health	Aura of Courage Divine Health
4	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead	Cast spells from the Paladin spell list Turn Undead
5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount Blessed Radiance , 2/day	Smite Evil, 2/day Smite Evil, 1/day Special Mount Darkvision 30' (stacks with any racial Darkvision) Strike of the Faithful	Smite Evil, 2/day Smite Evil, 1/day Special Mount Darkvision 30' (stacks with any racial Darkvision) Strike of the Faithful Blessed Radiance , 1/day
6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week
7				
8				
9	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week	<i>Remove Disease</i> , 2/week
10	Smite Evil, 3/day	Smite Evil, 3/day Blessed Radiance , 3/day	Smite Evil, 3/day Smite Evil, 2/day	Smite Evil, 3/day Smite Evil, 2/day Blessed Radiance , 2/day
11				
12	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week	<i>Remove Disease</i> , 3/week
13				
14				
15	Smite Evil, 4/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day <i>Remove Disease</i> , 4/week Blessed Radiance , 4/day	Smite Evil, 4/day Smite Evil, 3/day <i>Remove Disease</i> , 4/week	Smite Evil, 4/day Smite Evil, 3/day <i>Remove Disease</i> , 4/week Blessed Radiance , 3/day
16				
17				
18	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week	<i>Remove Disease</i> , 5/week
19				
20	Smite Evil, 5/day	Smite Evil, 5/day Blessed Radiance , 5/day	Smite Evil, 5/day Smite Evil, 4/day	Smite Evil, 5/day Smite Evil, 4/day Blessed Radiance , 4/day

Solstice Knight Class Abilities

[Blessed Radiance](#), N/day

Cast *Daylight* as a Free Action. The spell is always centered on you and is cast at your Paladin level.

[Strike of the Faithful](#)

If you use 'Smite Evil' on an Undead, it takes double the standard Smite damage.

Specific Domains for Paladins

Described in (DR328 p90)

In place of the ability to Turn Undead at 3rd level, a Paladin can select one Domain granted by his/her Patron Deity. The Paladin receives no additional spells, but gains the Special Ability listed below.

Domain	Special Ability
Death	Special Death Ward – As a Standard Action, you may grant yourself or an ally of Good alignment a bonus on saving throws vs. Death effects equal to (Paladin level – 2). The bonus lasts for 1 minute and may be granted (3 + Charisma modifier) times per day.
Knowledge	Special Divine Inspiration – You may make a Bardic Knowledge check up to (1 + Charisma modifier) times per day, except your bonus on the roll is (Paladin level + Charisma modifier).
Luck	You may reroll one roll you have just made before the DM declares whether it was a success or a failure. You must take the new roll. This is an extraordinary ability.
Magic	Know (arcana) and Spellcraft are class skills for you. You may use Scrolls, Wands, and other Spell Completion or Spell Trigger items as if you were a Wizard of (Paladin level / 2) + your Wizard levels (if any).
Protection	Protective Ward – As a Standard Action, you may grant yourself or an ally a Resistance bonus on his/her <u>next</u> saving throws equal to (Paladin level – 2). The effect fades if not used in 1 hour. Usable once per day.
Strength	Feat of Strength – As a Free Action, you gain an Enhancement bonus to your Strength equal to (Paladin level – 2). Lasts for 1 round and is usable once per day.
War	Special True Warrior Ability – As a Free Action, you can bypass the Damage Reduction of any Evil-Aligned creature. Lasts for 1 round is usable once per day.

Ranger

Alternate Base Classes

The following are specialized types of Rangers, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Ranger must be done when the 1st level of Ranger is taken. A character can only be the member of one Ranger class.

Lvl	Ranger (PH p46)	Mystic Ranger (DR336 p105)	Non-Spellcasting Ranger (CWar p13)	Planar Ranger (UA p55)	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: LG, NG, CG, LN, N, CN Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shields Weapons: Simple, Martial Martial (ranged only) Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search, Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal. Speak Language (Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran)	
	1	1 st Favored Enemy Creature-Type Gain Feat: Track Wild Empathy Spells per Day: 1 st 2 nd 3 rd 4 th - - - -	1st Favored Enemy Creature-Type Gain Feat: Track Wild Empathy Able to cast Prepared Divine spells from the Ranger Spell List and the Mystic Ranger Supplemental Spell List (see page 185) Spells per Day: 0 th 1 st 2 nd 3 rd 4 th 5 th 2 - - - - -	1 st Favored Enemy Creature-Type Gain Feat: Track Wild Empathy Spells per Day: 1 st 2 nd 3 rd 4 th - - - -	1 st Favored Enemy Creature-Type Gain Feat: Track Wild Empathy, at no penalty with Magical Beasts with Celestial or Fiendish templates, but a -4 penalty with Animals Spells per Day: 1 st 2 nd 3 rd 4 th - - - -
	2	Combat Style Spells - - - -	Combat Style 1 st Favored Enemy Creature-Type 2 1 - - - -	Combat Style Spells - - - -	Combat Style Spells - - - -
	3	Gain Feat: Endurance Spells - - - -	Gain Feat: Endurance Combat Style 2 2 - - - -	Gain Feat: Endurance Spells - - - -	Gain Feat: Endurance Spells - - - -
	4	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List Spells 0 - - - -	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List Gain Feat: Endurance 3 2 1 - - - -	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List Spells - - - -	Animal Companion, may have the Celestial or Fiendish template Able to cast Prepared Divine spells from the Ranger Spell List, but Magical Beasts with Celestial or Fiendish templates count as Animals Spells 0 - - - -
	5	2 nd Favored Enemy Creature-Type Spells 0 - - - -	2nd Favored Enemy Creature-Type 3 2 2 - - - -	2 nd Favored Enemy Creature-Type Spells - - - -	2 nd Favored Enemy Creature-Type Spells 0 - - - -
	6	Improved Combat Style Spells 1 - - - -	Improved Combat Style 3 3 2 1 - - - -	Improved Combat Style +10' movement when not in Heavy Armor or Heavily Encumbered Spells - - - -	Improved Combat Style Spells 1 - - - -
	7	Woodland Stride Spells 1 - - - -	Woodland Stride Improved Combat Style 3 3 2 2 - - - -	Woodland Stride Spells - - - -	Woodland Stride Spells 1 - - - -
	8	Swift Tracker Spells 1 0 - - - -	Swift Tracker 2 nd Favored Enemy Creature-Type 4 3 3 2 1 - - - -	Swift Tracker Spells - - - -	Swift Tracker Spells 1 0 - - - -
	9	Evasion Spells 1 0 - - - -	Evasion 4 4 3 2 2 - - - -	Evasion Spells - - - -	Evasion Spells 1 0 - - - -
	10	3 rd Favored Enemy Creature-Type Spells 1 1 - - - -	3rd Favored Enemy Creature-Type 4 4 3 3 2 1 - - - -	3 rd Favored Enemy Creature-Type Spells - - - -	3 rd Favored Enemy Creature-Type Spells 1 1 - - - -
11	Combat Style Mastery Spells 1 1 0 - - - -	Combat Style Mastery 4 4 4 3 2 2 - - - -	Combat Style Mastery As a Standard Action, gain a +4 bonus to Constitution, Dexterity, -or- Wisdom for 1 minute per Class level. Usable 1/day. Spells - - - -	Combat Style Mastery Spells 1 1 0 - - - -	

Lvl	Ranger (PH p46)	Mystic Ranger (DR336 p105)	Non-Spellcasting Ranger (CWar p13)	Planar Ranger (UA p55)
12	Spells 1 1 1 –	Combat Style Mastery 4 4 4 3 3 2	Spells – – – –	Spells 1 1 1 –
13	Camouflage Spells 1 1 1 –	Camouflage 5 4 4 4 3 3	Camouflage <i>Neutralize Poison –or– Remove Disease, 1/day.</i> Spells – – – –	Camouflage Spells 1 1 1 –
14	Spells 2 1 1 0	3 rd Favored Enemy Creature-Type 5 4 4 4 3 3	Spells – – – –	Spells 2 1 1 0
15	4 th Favored Enemy Creature-Type Spells 2 1 1 1	4th Favored Enemy Creature-Type 5 5 4 4 4 3	4 th Favored Enemy Creature-Type Spells – – – –	4 th Favored Enemy Creature-Type Spells 2 1 1 1
16	Spells 2 2 1 1	5 5 5 4 4 3	<i>Freedom of Movement (self only), 1/day</i> Spells – – – –	Spells 2 2 1 1
17	Hide in Plain Sight Spells 2 2 2 1	Hide in Plain Sight 5 5 5 4 4 4	Hide in Plain Sight Spells – – – –	Hide in Plain Sight Spells 2 2 2 1
18	Spells 3 2 2 1	5 5 5 4 4 4	Spells – – – –	Spells 3 2 2 1
19	Spells 3 3 3 2	5 5 5 4 4 4	Spells – – – –	Spells 3 3 3 2
20	5 th Favored Enemy Creature-Type Spells 3 3 3 3	5th Favored Enemy Creature-Type 4 th Favored Enemy Creature-Type 5 5 5 4 4 4	5 th Favored Enemy Creature-Type Spells – – – –	5 th Favored Enemy Creature-Type Spells 3 3 3 3

Alternate Base Classes (continued)

Lvl	Ranger (PH p46)	Urban Ranger (DR310 p59) (UA p55)	Wild Defender (DR324 p95)
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(local), Know(nature), Search. Wis: Heal, Listen, Profession, Sense Motive, Spot, Survival. Cha: Gather Info., Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.
	1 st Favored Enemy Creature-Type Gain Feat: Track Wild Empathy	1st Favored Enemy Creature-Type 1 st Favored Enemy Organization Gain Feat: Track Gain Feat: Urban Tracking Wild Empathy, at ½ Class level	1st Favored Enemy Creature-Type Gain Feat: Track Wild Empathy Able to cast Prepared Divine spells from the Ranger Spell List Nature Lore: +2 on Survival & Know(nature) checks. Smite (evil), 1/day.
2	Combat Style	Combat Style	Combat Style Woodland Stride
3	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance Trackless Step
4	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion, no larger than Medium size Able to cast Prepared Divine spells from the Ranger Spell List Urban Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List Resist Nature's Lure
5	2 nd Favored Enemy Creature-Type	2nd Favored Enemy Creature-Type 2 nd Favored Enemy Organization	2nd Favored Enemy Creature-Type Smite (evil), 2/day.
6	Improved Combat Style	Improved Combat Style	Improved Combat Style Rebuke Nature (animals only)
7	Woodland Stride	Woodland Stride	Woodland Stride
8	Swift Tracker	Swift Tracker May make a Urban Tracking check every 30 minutes without a -5 penalty	Swift Tracker Rebuke Nature (vermin & animals)
9	Evasion	Evasion	Evasion
10	3 rd Favored Enemy Creature-Type	3rd Favored Enemy Creature-Type 3 rd Favored Enemy Organization	3rd Favored Enemy Creature-Type Smite (evil), 3/day.
11	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery Evasion
12			Rebuke Nature (plants, vermin, & animals)
13	Camouflage	Camouflage	Camouflage
14			Rebuke Nature (fey, plants, vermin, & animals)
15	4 th Favored Enemy Creature-Type	4th Favored Enemy Creature-Type 4 th Favored Enemy Organization	4th Favored Enemy Creature-Type Smite (evil), 4/day.
16			
17	Hide in Plain Sight	Hide in Plain Sight, usable in any terrain (including urban)	Hide in Plain Sight
18			Rebuke Nature (oozes, fey, plants, vermin, & animals)
19			
20	5 th Favored Enemy Creature-Type	5th Favored Enemy Creature-Type 5 th Favored Enemy Organization	5th Favored Enemy Creature-Type Smite (evil), 5/day. Rebuke Nature (elementals, oozes, fey, plants, vermin, & animals)

Variant Class Features

Lvl	Ranger (PH p46)	Ranger variant, Distracting Attack (PH2 p55)	Ranger variant, Solitary Hunter (DR347 p91)	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	
	1	1 st Favored Enemy Creature-Type Gain Feat: Track Wild Empathy Spells per Day: 1 st 2 nd 3 rd 4 th - - - -	1 st Favored Enemy Creature-Type Gain Feat: Track Wild Empathy Spells per Day: 1 st 2 nd 3 rd 4 th - - - -	1 st Favored Enemy Creature-Type Solitary Hunting Gain Feat: Track Wild Empathy Spells per Day: 1 st 2 nd 3 rd 4 th - - - -
	2	Combat Style Spells - - - -	Combat Style Spells - - - -	Combat Style Spells - - - -
	3	Gain Feat: Endurance Spells - - - -	Gain Feat: Endurance Spells - - - -	Gain Feat: Endurance Spells - - - -
	4	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List Spells 0 - - - -	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List Distracting Attack Spells 0 - - - -	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List Spells 0 - - - -
	5	2 nd Favored Enemy Creature-Type Spells 0 - - - -	2 nd Favored Enemy Creature-Type Spells 0 - - - -	2 nd Favored Enemy Creature-Type Spells 0 - - - -
	6	Improved Combat Style Spells 1 - - - -	Improved Combat Style Spells 1 - - - -	Improved Combat Style Spells 1 - - - -
	7	Woodland Stride Spells 1 - - - -	Woodland Stride Spells 1 - - - -	Woodland Stride Spells 1 - - - -
	8	Swift Tracker Spells 1 0 - - - -	Swift Tracker Spells 1 0 - - - -	Swift Tracker Spells 1 0 - - - -
	9	Evasion Spells 1 0 - - - -	Evasion Spells 1 0 - - - -	Evasion Spells 1 0 - - - -
10	3 rd Favored Enemy Creature-Type Spells 1 1 - - - -	3 rd Favored Enemy Creature-Type Spells 1 1 - - - -	3 rd Favored Enemy Creature-Type Spells 1 1 - - - -	
11	Combat Style Mastery Spells 1 1 0 - - - -	Combat Style Mastery Spells 1 1 0 - - - -	Combat Style Mastery Spells 1 1 0 - - - -	
12	Spells 1 1 1 - - - -	Spells 1 1 1 - - - -	Spells 1 1 1 - - - -	
13	Camouflage Spells 1 1 1 - - - -	Camouflage Spells 1 1 1 - - - -	Camouflage Spells 1 1 1 - - - -	
14	Spells 2 1 1 0 - - - -	Spells 2 1 1 0 - - - -	Spells 2 1 1 0 - - - -	
15	4 th Favored Enemy Creature-Type Spells 2 1 1 1 - - - -	4 th Favored Enemy Creature-Type Spells 2 1 1 1 - - - -	4 th Favored Enemy Creature-Type Spells 2 1 1 1 - - - -	
16	Spells 2 2 1 1 - - - -	Spells 2 2 1 1 - - - -	Spells 2 2 1 1 - - - -	
17	Hide in Plain Sight Spells 2 2 2 1 - - - -	Hide in Plain Sight Spells 2 2 2 1 - - - -	Hide in Plain Sight Spells 2 2 2 1 - - - -	
18	Spells 3 2 2 1 - - - -	Spells 3 2 2 1 - - - -	Spells 3 2 2 1 - - - -	
19	Spells 3 3 3 2 - - - -	Spells 3 3 3 2 - - - -	Spells 3 3 3 2 - - - -	
20	5 th Favored Enemy Creature-Type Spells 3 3 3 3 - - - -	5 th Favored Enemy Creature-Type Spells 3 3 3 3 - - - -	5 th Favored Enemy Creature-Type Spells 3 3 3 3 - - - -	

Class Abilities

Distracting Attack – When you hit an enemy with a melee or ranged weapon attack, the enemy is considered Flanked by you for the purpose of adjudicating your allies’ attacks. This allows you to grant a Rogue his/her Sneak Attack with a ranged attack or a Spring Attack. The effect lasts until one of your allies attacks or the start of your next turn. Does not affect creatures that cannot be Flanked.

Solitary Hunting – Your ‘Favored Enemy’ bonus applies to your attack rolls against that enemy.

Racial Substitution

Lvl	Ranger <small>(PH p46)</small>	Elf Ranger – 1 st level substitution <small>(RotW p155)</small>	Elf Ranger – 4 th level substitution <small>(RotW p155)</small>	Elf Ranger – 10 th level substitution <small>(RotW p155)</small>	Elf Ranger – all level substitutions <small>(RotW p155)</small>	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d6 d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance , Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d6 d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance , Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d6 d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance , Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d6 d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance , Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	
	1 st Favored Enemy Gain Feat: Track Wild Empathy	1st Favored Enemy 1st Elf Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy	1st Favored Enemy 1st Elf Favored Enemy Gain Feat: Track Wild Empathy	
	2	Combat Style	Combat Style	Combat Style	Combat Style	
	3	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance	
	4	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Elven Hound Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Elven Hound Companion Able to cast Prepared Divine spells from the Ranger Spell List
	5	2 nd Favored Enemy	2nd Favored Enemy 2nd Elf Favored Enemy	2 nd Favored Enemy	2 nd Favored Enemy	2nd Favored Enemy 2nd Elf Favored Enemy
	6	Improved Combat Style	Improved Combat Style	Improved Combat Style	Improved Combat Style	Improved Combat Style
	7	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride
	8	Swift Tracker	Swift Tracker	Swift Tracker	Swift Tracker	Swift Tracker
	9	Evasion	Evasion	Evasion	Evasion	Evasion
	10	3 rd Favored Enemy	3rd Favored Enemy 3rd Elf Favored Enemy	3 rd Favored Enemy	3rd Favored Enemy Strongheart Slayer	3rd Favored Enemy Strongheart Slayer
	11	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery
	12					
	13	Camouflage	Camouflage	Camouflage	Camouflage	Camouflage
	14					
	15	4 th Favored Enemy	4th Favored Enemy 4th Elf Favored Enemy	4 th Favored Enemy	4th Favored Enemy 3rd Favored Enemy	4th Favored Enemy 3rd Elf Favored Enemy
	16					
	17	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight
	18					
	19					
20	5 th Favored Enemy	5th Favored Enemy 5th Elf Favored Enemy	5 th Favored Enemy	5th Favored Enemy 4th Favored Enemy	5th Favored Enemy 4th Elf Favored Enemy	

Elf Ranger Class Abilities

Elf Favored Enemy

As the Ranger Class Ability ‘Favored Enemy’, except that if you choose Humanoid (orc), Undead, or “Servants of Lolth” (i.e., Drow, Driders, & Monstrous Spiders) as your Favored Enemy, the bonus is +3 (instead of +2).

Elven Hound Companion

Gain an Elven Hound(RotW p189) as your Animal Companion. For purposes of your skills, class abilities, & spells, treat it as an Animal (instead of a Magical Beast).

Strongheart Slayer

Gain a +4 Morale bonus on Will save vs. spell & spell-like abilities of Drow & Driders –and– a +4 Morale bonus on Fortitude save vs. the Poison of Monstrous Spiders.

Racial Substitution (continued)

Lvl	Ranger (PH p46)	Gnome Ranger – 1 st level substitution (RoS p149)	Gnome Ranger – 4 th level substitution (RoS p149)	Gnome Ranger – 8 th level substitution (RoS p149)	Gnome Ranger – all level substitutions (RoS p149)
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.
	1	1 st Favored Enemy Gain <u>Feat: Track</u> Wild Empathy	1st Favored Enemy Gain <u>Feat: Track</u> Wild Empathy <u>1st Gnome Favored Enemy</u>	1 st Favored Enemy Gain <u>Feat: Track</u> Wild Empathy	1 st Favored Enemy Gain <u>Feat: Track</u> Wild Empathy <u>1st Gnome Favored Enemy</u>
	2	Combat Style	Combat Style	Combat Style	Combat Style
	3	Gain <u>Feat: Endurance</u>	Gain <u>Feat: Endurance</u>	Gain <u>Feat: Endurance</u>	Gain <u>Feat: Endurance</u>
	4	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List <u>Burrowing Animal Companion</u>	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List <u>Burrowing Animal Companion</u>
	5	2 nd Favored Enemy	2nd Favored Enemy <u>2nd Gnome Favored Enemy</u>	2 nd Favored Enemy	2nd Favored Enemy <u>2nd Gnome Favored Enemy</u>
	6	Improved Combat Style	Improved Combat Style	Improved Combat Style	Improved Combat Style
	7	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride
	8	Swift Tracker	Swift Tracker	Swift Tracker	Swift Tracker <u>Gnome Ranger Spells</u>
	9	Evasion	Evasion	Evasion	Evasion
10	3 rd Favored Enemy	3rd Favored Enemy <u>3rd Gnome Favored Enemy</u>	3 rd Favored Enemy	3rd Favored Enemy <u>3rd Gnome Favored Enemy</u>	
11	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery	
12					
13	Camouflage	Camouflage	Camouflage	Camouflage	
14					
15	4 th Favored Enemy	4th Favored Enemy <u>4th Gnome Favored Enemy</u>	4 th Favored Enemy	4th Favored Enemy <u>4th Gnome Favored Enemy</u>	
16					
17	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	
18					
19					
20	5 th Favored Enemy	5th Favored Enemy <u>5th Gnome Favored Enemy</u>	5 th Favored Enemy	5th Favored Enemy <u>5th Gnome Favored Enemy</u>	

Gnome Ranger Class Abilities

Gnome Favored Enemy

As the Ranger Class Ability ‘Favored Enemy’, except that if you choose Humanoid (goblinoid), Humanoid (reptilian), or Giant as your Favored Enemy, the bonus is +3 (instead of +2).

Burrowing Animal Companion

If you take a Badger, a Dire Badger, a Wolverine, or any other mammal with a burrowing speed, your effective Druid level for gaining Animal Companion abilities is (Ranger level / 2) + 3 (instead of Ranger level / 2). In addition, you may use your Racial *Speak with Animals* ability to speak with your Animal Companion at will. This ability replaces the ‘Share Spells’ ability Rangers normally have with their Animal Companions.

Gnome Ranger Spells

Your Ranger spell list changes as follows:

Lvl	Add	Remove
2 nd	<i>Blur</i>	<i>Barkskin</i>
	<i>Invisibility</i>	<i>Snare</i>
	<i>Misdirection</i>	<i>Wind Wall</i>
4 th	<i>Greater Invisibility</i>	<i>Commune with Nature</i>
	<i>Phantasmal Killer</i>	<i>Tree Stride</i>

Racial Substitution (continued)

Lvl	Ranger (PH p46)	Half-Elf Ranger – 1 st level substitution (RoD p158)	Half-Elf Ranger – 4 th level substitution (RoD p158)	Half-Elf Ranger – 13 th level substitution (RoD p158)	Half-Elf Ranger – all level substitutions (RoD p158)
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeon.), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeon.), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Gather Information, Handle Animal. Speak Language.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeon.), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Gather Information, Handle Animal. Speak Language.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeon.), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Gather Information, Handle Animal. Speak Language.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeon.), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Gather Information, Handle Animal. Speak Language.
	1 st Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy Gain Feat: Urban Tracking	1 st Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy Gain Feat: Urban Tracking
	2	Combat Style	Combat Style	Combat Style	Combat Style
	3	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance
	4	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List, modified by the Street Magic list	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List, modified by the Street Magic list
	5	2 nd Favored Enemy	2 nd Favored Enemy	2 nd Favored Enemy	2 nd Favored Enemy
	6	Improved Combat Style	Improved Combat Style	Improved Combat Style	Improved Combat Style
	7	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride
	8	Swift Tracker	Swift Tracker Accelerated Urban Tracking	Swift Tracker	Swift Tracker Accelerated Urban Tracking
	9	Evasion	Evasion	Evasion	Evasion
	10	3 rd Favored Enemy	3 rd Favored Enemy	3 rd Favored Enemy	3 rd Favored Enemy
	11	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery
	12				
	13	Camouflage	Camouflage	Camouflage	Camouflage Skill Mastery
	14				
	15	4 th Favored Enemy	4 th Favored Enemy	4 th Favored Enemy	4 th Favored Enemy
	16				
	17	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight
	18				
	19				
	20	5 th Favored Enemy	5 th Favored Enemy	5 th Favored Enemy	5 th Favored Enemy

Half-Elf Ranger Class Abilities tbd

Accelerated Urban Tracking

The Half-Elf Ranger may make accelerated Gather Information checks without the standard –5 penalty.

Skill Mastery

Choose (3 + Intelligence modifier) skills. The Half-Elf Ranger may always “Take 10” with these skills, even if under stress.

Street Magic

The Half-Elf Ranger spell list changes as follows:

Lvl	Add	Remove
1 st	<i>Comprehend Languages</i> <i>Detect Secret Doors</i> <i>Message</i>	<i>Detect Animals or Plants</i> <i>Detect Snares and Pits</i> <i>Entangle</i> <i>Summon Nature's Ally I</i>
2 nd	<i>Detect Thoughts</i> <i>Tongues</i>	<i>Snare</i> <i>Speak with Plants</i> <i>Summon Nature's Ally II</i>
3 rd	<i>Phantom Steed</i>	<i>Command Plants</i> <i>Diminish Plants</i> <i>Summon Nature's Ally III</i>
4 th	<i>Dimension Door</i>	<i>Commune with Nature</i> <i>Summon Nature's Ally IV</i> <i>Tree Stride</i>

Racial Substitution (continued)

Lvl	Ranger (PH p46)	Shifter Ranger – 1 st level substitution (RoE p128)	Shifter Ranger – 4 th level substitution (RoE p128)	Shifter Ranger – 9 th level substitution (RoE p128)	Shifter Ranger – all level substitutions (RoE p128)	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	
	1	1 st Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy based on Wisdom modifier instead of Charisma modifier	1 st Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy based on Wisdom modifier instead of Charisma modifier
	2	Combat Style	Combat Style	Combat Style	Combat Style	Combat Style
	3	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance
	4	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion, but cannot Share Spells Share Shifting Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion, but cannot Share Spells Share Shifting Able to cast Prepared Divine spells from the Ranger Spell List
	5	2 nd Favored Enemy	2 nd Favored Enemy	2 nd Favored Enemy	2 nd Favored Enemy	2 nd Favored Enemy
	6	Improved Combat Style	Improved Combat Style	Improved Combat Style	Improved Combat Style	Improved Combat Style
	7	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride
	8	Swift Tracker	Swift Tracker	Swift Tracker	Swift Tracker	Swift Tracker
	9	Evasion	Evasion	Evasion	Evasion Enhanced Shifting	Evasion Enhanced Shifting
10	3 rd Favored Enemy	3 rd Favored Enemy	3 rd Favored Enemy	3 rd Favored Enemy	3 rd Favored Enemy	
11	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery	Combat Style Mastery	
12						
13	Camouflage	Camouflage	Camouflage	Camouflage	Camouflage	
14						
15	4 th Favored Enemy	4 th Favored Enemy	4 th Favored Enemy	4 th Favored Enemy	4 th Favored Enemy	
16						
17	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	
18						
19						
20	5 th Favored Enemy	5 th Favored Enemy	5 th Favored Enemy	5 th Favored Enemy	5 th Favored Enemy	

Shifter Ranger Class Abilities

Share Shifting

If your Animal Companion is adjacent to you when you Shift, it gains all the benefits that you do (including those caused by your Shifter feats). The Animal Companion does not need to stay next to you to retain the benefits, but they end when your Shifting ends, when you go unconscious, etc.

Your Animal Companion does not gain Natural Weapons, but if a Natural Weapon you gain matches your Animal Companion's attack, it receives a damage bonus of +1 for each of your four Ranger levels.

Enhanced Shifting

When you Shift, receive the following bonus:

Strength-based (Gorebrute, Longtooth, Razorclaw) – your Natural Weapons are treated as Adamantine for the purpose of overcoming Damage Reduction.

Dexterity-based (Cliffwalk, Longstrike, Swiftwing) – gain Improved Evasion.

Constitution-based (Beasthide, Truedive, Wildhunt) – gain Fast Healing equal to (1 + number of Shifter feats).

Wisdom-based (Dreamsight) – gain immunity to Enchantments.

Astrological Substitution

Lvl	Ranger (PH p46)	Moon-Warded Ranger – 2 nd level substitution (DR340 p55)	Moon-Warded Ranger – 6 th level substitution (DR340 p55)	Moon-Warded Ranger – 11 th level substitution (DR340 p55)	Moon-Warded Ranger – all level substitution (DR340 p55)	
Class Features	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 6 Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Con: Concentration. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Handle Animal.	
	1	1 st Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy	1 st Favored Enemy Gain Feat: Track Wild Empathy	
	2	Combat Style	Combat Style Armor of the Senses	Combat Style	Combat Style	Combat Style Armor of the Senses
	3	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance
	4	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List
	5	2 nd Favored Enemy	2 nd Favored Enemy	2 nd Favored Enemy	2 nd Favored Enemy	2 nd Favored Enemy
	6	Improved Combat Style	Improved Combat Style Combat Style	Improved Combat Style Skin of the Moon	Improved Combat Style	Improved Combat Style Skin of the Moon
	7	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride	Woodland Stride
	8	Swift Tracker	Swift Tracker	Swift Tracker	Swift Tracker	Swift Tracker
	9	Evasion	Evasion	Evasion	Evasion	Evasion
	10	3 rd Favored Enemy	3 rd Favored Enemy	3 rd Favored Enemy	3 rd Favored Enemy	3 rd Favored Enemy
	11	Combat Style Mastery	Combat Style Mastery Improved Combat Style	Combat Style Mastery Improved Combat Style	Combat Style Mastery Indomitable Mind	Combat Style Mastery Indomitable Mind
	12					
13	Camouflage	Camouflage	Camouflage	Camouflage	Camouflage	
14						
15	4 th Favored Enemy	4 th Favored Enemy	4 th Favored Enemy	4 th Favored Enemy	4 th Favored Enemy	
16						
17	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	
18						
19						
20	5 th Favored Enemy	5 th Favored Enemy	5 th Favored Enemy	5 th Favored Enemy	5 th Favored Enemy	

Moon-Warded Ranger class abilities

Armor of the Senses

Add your Wisdom modifier to your AC. This bonus applies to your Touch AC and you keep this bonus even if you are Flat-Footed. The bonus is lost when you are Immobilized, Helpless, wearing Medium (or heavier) armor, or when carrying a Medium (or heavier) load.

Skin of the Moon

At night, you receive Damage Reduction 2 / —. If you are in direct moon light, your Damage Reduction improves to 3 / —. Stacks with other ‘n / —’ Damage Reductions (such as received from being a Barbarian).

Indomitable Mind

You are immune to harmful Mind-affecting spells & abilities.

Combat Styles for Rangers

Combat Style	Combat Style (2 nd lvl)	Improved Combat Style (6 th lvl)	Combat Style Mastery (11 th lvl)
Bear-Wrestling (DR326 p97)	Improved Unarmed Strike	Improved Grapple	Stunning Fist
Mounted-Combat (DR326 p97)	Ride-By Attack	Spirited Charge	Trample
Piscator (DR326 p97)	Exotic Weapon Proficiency (net)	Improved Trip	Improved Critical
Ranged (PH p46)	Rapid Shot	Manyslot	Improved Precise Shot
Strong-Arm (DR326 p97)	Power Attack	Improved Sunder	Great Cleave
Throwing (DR326 p97)	Quick Draw	Point Blank Shot	Far Shot
Two-Weapon (PH p46)	Two-Weapon Fighting	Improved Two-Weapon Fighting	Greater Two-Weapon Fighting

Rogue

Alternate Base Classes

The following are specialized types of Rogues, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Rogue must be done when the 1st level of Rogue is taken. A character can only be the member of one Rogue class.

Lvl	Rogue <small>(PH p49)</small>	Wilderness Rogue <small>(UA p56)</small>	
Class Features	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, Use Rope. Int: Appraise , Craft, Decipher Script , Disable Device, Forgery , Know(local), Know(geography), Know(nature), Search. Wis: Listen, Profession, Sense Motive, Spot, Survival. Cha: Bluff, Diplomacy , Disguise, Gather Information , Handle Animal, Intimidate, Perform, Use Magical Device.	
	1	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding
	2	Evasion	Evasion
	3	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1
	4	Uncanny Dodge	Uncanny Dodge
	5	Sneak Attack +3d6	Sneak Attack +3d6
	6	Trap Sense +2	Trap Sense +2
	7	Sneak Attack +4d6	Sneak Attack +4d6
	8	Improved Uncanny Dodge	Improved Uncanny Dodge
	9	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3
10	Rogue Special Ability	Wilderness Rogue Special Ability	
11	Sneak Attack +6d6	Sneak Attack +6d6	
12	Trap Sense +4	Trap Sense +4	
13	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Wilderness Rogue Special Ability	
14			
15	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	
16	Rogue Special Ability	Wilderness Rogue Special Ability	
17	Sneak Attack +9d6	Sneak Attack +9d6	
18	Trap Sense +6	Trap Sense +6	
19	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Wilderness Rogue Special Ability	
20			

Variant Class Features

Lvl	Rogue (PH p49)	Rogue variant, Disruptive Attack (PH2 p57)	
Class Features	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	
	1	Sneak Attack +1d6 Trapfinding	
	2	Evasion	
	3	Sneak Attack +2d6 Trap Sense +1	
	4	Uncanny Dodge	Uncanny Dodge Disruptive Attack
	5	Sneak Attack +3d6	Sneak Attack +3d6
	6	Trap Sense +2	Trap Sense +2
	7	Sneak Attack +4d6	Sneak Attack +4d6
	8	Improved Uncanny Dodge	Improved Uncanny Dodge Uncanny Dodge
	9	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3
10	Rogue Special Ability	Rogue Special Ability	
11	Sneak Attack +6d6	Sneak Attack +6d6	
12	Trap Sense +4	Trap Sense +4	
13	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability	
14			
15	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	
16	Rogue Special Ability	Rogue Special Ability	
17	Sneak Attack +9d6	Sneak Attack +9d6	
18	Trap Sense +6	Trap Sense +6	
19	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability	
20			

'Rogue variant, Disruptive Attack' class abilities

Disruptive Attack

When you hit a creature that is Flat-Footed or Flanked, you may forgo your Sneak Attack damage to inflict a –5 penalty on the creature's AC for 1 round.

This ability is usable on creatures that are immune to Sneak Attack damage.

Racial Substitution

Lvl	Rogue (PH p49)	Changeling Rogue – 1 st level substitution (RoE p112)	Changeling Rogue – 3 rd level substitution (RoE p112)	Changeling Rogue – 8 th level substitution (RoE p112)	Changeling Rogue – all level substitutions (RoE p112)	
Class Features	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 10 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Know(any one) , Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 10 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Know(any one) , Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 10 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Know(any one) , Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 10 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Know(any one) , Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	
	1	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding Social Intuition	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding Social Intuition
	2	Evasion	Evasion	Evasion	Evasion	Evasion
	3	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1 Minor Lore	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1 Minor Lore
	4	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge
	5	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6
	6	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2
	7	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6
	8	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge Mutable Anatomy	Improved Uncanny Dodge Mutable Anatomy
	9	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3
	10	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>
	11	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6
	12	Trap Sense +4	Trap Sense +4	Trap Sense +4	Trap Sense +4	Trap Sense +4
	13	Sneak Attack +7d6 <u>Rogue Special Ability</u>	Sneak Attack +7d6 <u>Rogue Special Ability</u>	Sneak Attack +7d6 <u>Rogue Special Ability</u>	Sneak Attack +7d6 <u>Rogue Special Ability</u>	Sneak Attack +7d6 <u>Rogue Special Ability</u>
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	15	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5
	16	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>
	17	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6
	18	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6
	19	Sneak Attack +10d6 <u>Rogue Special Ability</u>	Sneak Attack +10d6 <u>Rogue Special Ability</u>	Sneak Attack +10d6 <u>Rogue Special Ability</u>	Sneak Attack +10d6 <u>Rogue Special Ability</u>	Sneak Attack +10d6 <u>Rogue Special Ability</u>
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Class Features

Social Intuition

Gather Information checks to gain knowledge only take (1d4+1 x 10) minutes, instead of 1d4+1 hours.

Sense Motive checks to receive a gut assessment of a social situation only take a Full Round Action, instead of 1 minute.

Can always 'Take 10' on Bluff, Diplomacy, Gather Information, Intimidate, & Sense Motive checks.

Minor Lore

Gain a bonus on Knowledge checks of +1 per 3 levels.

If you 'Aid Other' on a Knowledge check, the person you aided receives the above bonus in addition to the normal +2.

Mutable Anatomy

Gain 50% Fortification against Critical Hits and Sneak Attacks.

Racial Substitution (continued)

Lvl	Rogue (PH p49)	Dwarven Rogue – 1 st level substitution (DR338 p96)	Dwarven Rogue – 3 rd level substitution (DR338 p96)	Dwarven Rogue – 5 th level substitution (DR338 p96)	Dwarven Rogue – all level substitutions (DR338 p96)	
Class Features	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(arch & eng), Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(arch & eng), Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(arch & eng), Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(arch & eng), Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	
	1	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding Demolitionist	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding Demolitionist
	2	Evasion	Evasion	Evasion	Evasion	Evasion
	3	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1 Expert Demolitionist	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1 Expert Demolitionist
	4	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge
	5	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6 Rapid Demolitionist	Sneak Attack +3d6 Rapid Demolitionist
	6	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2
	7	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6 Sneak Attack +3d6	Sneak Attack +4d6 Sneak Attack +3d6
	8	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge
	9	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Sneak Attack +4d6 Trap Sense +3	Sneak Attack +5d6 Sneak Attack +4d6 Trap Sense +3
	10	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>
	11	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6 Sneak Attack +5d6	Sneak Attack +6d6 Sneak Attack +5d6
	12	Trap Sense +4	Trap Sense +4	Trap Sense +4	Trap Sense +4	Trap Sense +4
	13	Sneak Attack +7d6 <u>Rogue Special Ability</u>	Sneak Attack +7d6 <u>Rogue Special Ability</u>	Sneak Attack +7d6 <u>Rogue Special Ability</u>	Sneak Attack +7d6 Sneak Attack +6d6 <u>Rogue Special Ability</u>	Sneak Attack +7d6 Sneak Attack +6d6 <u>Rogue Special Ability</u>
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	15	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Sneak Attack +7d6 Trap Sense +5	Sneak Attack +8d6 Sneak Attack +7d6 Trap Sense +5
	16	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>	<u>Rogue Special Ability</u>
	17	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6 Sneak Attack +8d6	Sneak Attack +9d6 Sneak Attack +8d6
	18	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6
	19	Sneak Attack +10d6 <u>Rogue Special Ability</u>	Sneak Attack +10d6 <u>Rogue Special Ability</u>	Sneak Attack +10d6 <u>Rogue Special Ability</u>	Sneak Attack +10d6 Sneak Attack +9d6 <u>Rogue Special Ability</u>	Sneak Attack +10d6 Sneak Attack +9d6 <u>Rogue Special Ability</u>
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Demolitionist

+1d6 damage against Constructs and/or objects.
Any Hardness or Damage Reduction still applies.

Expert Demolitionist

+2d6 damage against Constructs and/or objects.
Any Hardness or Damage Reduction still applies.
+2 Competence bonus on Craft, Disable Device, and Knowledge (architecture & engineering) checks to demolish, tunnel through, or otherwise degrade the structural integrity of an object or building (or to plan to do so).

Rapid Demolitionist

+3d6 damage against Constructs and/or objects.
Any Hardness or Damage Reduction still applies.
Craft, Disable Device, & Knowledge (architecture & engineering) checks to demolish, tunnel through, or otherwise degrade the structural integrity of an object or building (or to plan to do so) take ½ the normal time.
Full Round Action → Standard Action.
Standard Action → Move Action.
Move Action → Free Action.

Racial Substitution (continued)

Lvl	Rogue <small>(PH p49)</small>	Goliath Rogue – 2 nd level substitution <small>(RoS p152)</small>	Goliath Rogue – 3 rd level substitution <small>(RoS p152)</small>	Goliath Rogue – 8 th level substitution <small>(RoS p152)</small>	Goliath Rogue – all level substitutions <small>(RoS p152)</small>	
Class Features	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d8 d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot, Survival . Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d8 d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot, Survival . Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d8 d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot, Survival . Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d8 d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot, Survival . Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	
	1	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding
	2	Evasion	Evasion Mettle of Mountains	Evasion	Evasion	Evasion Mettle of Mountains
	3	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1 Wild Sense +1	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1 Wild Sense +1
	4	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge
	5	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6
	6	Trap Sense +2	Trap Sense +2	Trap Sense +2 Wild Sense +2	Trap Sense +2	Trap Sense +2 Wild Sense +2
	7	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6
	8	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge Fortification	Improved Uncanny Dodge Fortification
	9	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3 Wild Sense +3	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3 Wild Sense +3
	10	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability
	11	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6
	12	Trap Sense +4	Trap Sense +4	Trap Sense +4 Wild Sense +4	Trap Sense +4	Trap Sense +4 Wild Sense +4
	13	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability
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	15	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5 Wild Sense +5	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5 Wild Sense +5
	16	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability
	17	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6
	18	Trap Sense +6	Trap Sense +6	Trap Sense +6 Wild Sense +6	Trap Sense +6	Trap Sense +6 Wild Sense +6
	19	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability
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Goliath Rogue Class Abilities

Mettle of Mountains

Gain a +4 bonus on Fortitude saves.

If the saving throw reduces an effect, you take no damage at all if you make your save. Effects with “Fortitude partial” or “Fortitude half” supersede this ability.

As a Special Rogue Ability, you may take Improved Mettle of Mountains, which means you take no damage on a successful Fortitude save. On a failed save, you take the effect others would take on a successful save.

Wild Sense +N

Receives a +N bonus on Knowledge (nature) and Survival checks when aboveground.

Fortification

25% chance that Sneak Attacks and Critical Hits will not do their extra damage.

Racial Substitution (continued)

Lvl	Rogue <small>(PH p49)</small>	Halfling Rogue – 1 st level substitution <small>(RotW p159)</small>	Halfling Rogue – 3 rd level substitution <small>(RotW p159)</small>	Halfling Rogue – 10 th level substitution <small>(RotW p159)</small>	Halfling Rogue – all level substitutions <small>(RotW p159)</small>	
Class Features	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	
	1	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Ranged Sneak Attack +2d6 Trapfinding	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Ranged Sneak Attack +2d6 Trapfinding
	2	Evasion	Evasion	Evasion	Evasion	Evasion
	3	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Melee Sneak Attack +3d6 Ranged Sneak Attack +1d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1 Thief's Luck, 1/day	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Melee Sneak Attack +1d6 Ranged Sneak Attack +3d6 Trap Sense +1 Thief's Luck, 1/day
	4	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge
	5	Sneak Attack +3d6	Sneak Attack +3d6 Melee Sneak Attack +2d6 Ranged Sneak Attack +4d6	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6 Melee Sneak Attack +2d6 Ranged Sneak Attack +4d6
	6	Trap Sense +2	Trap Sense +2	Trap Sense +2 Thief's Luck, 2/day	Trap Sense +2	Trap Sense +2 Thief's Luck, 2/day
	7	Sneak Attack +4d6	Sneak Attack +4d6 Melee Sneak Attack +3d6 Ranged Sneak Attack +5d6	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6 Melee Sneak Attack +3d6 Ranged Sneak Attack +5d6
	8	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge	Improved Uncanny Dodge
	9	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Melee Sneak Attack +4d6 Ranged Sneak Attack +6d6 Trap Sense +3	Sneak Attack +5d6 Thief's Luck, 3/day	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Melee Sneak Attack +4d6 Ranged Sneak Attack +6d6 Trap Sense +3 Thief's Luck, 3/day
	10	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability Sniping Mastery	Rogue Special Ability Sniping Mastery
	11	Sneak Attack +6d6	Sneak Attack +6d6 Melee Sneak Attack +5d6 Ranged Sneak Attack +7d6	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6 Melee Sneak Attack +5d6 Ranged Sneak Attack +7d6
	12	Trap Sense +4	Trap Sense +4	Trap Sense +4 Thief's Luck, 4/day	Trap Sense +4	Trap Sense +4 Thief's Luck, 4/day
	13	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Melee Sneak Attack +6d6 Ranged Sneak Attack +8d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Melee Sneak Attack +6d6 Ranged Sneak Attack +8d6 Rogue Special Ability
	14					

Lvl	Rogue (PH p49)	Halfling Rogue – 1 st level substitution (RotW p159)	Halfling Rogue – 3 rd level substitution (RotW p159)	Halfling Rogue – 10 th level substitution (RotW p159)	Halfling Rogue – all level substitutions (RotW p159)
15	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Melee Sneak Attack +7d6 Ranged Sneak Attack +9d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5 Thief's Luck, 5/day	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Melee Sneak Attack +7d6 Ranged Sneak Attack +9d6 Trap Sense +5 Thief's Luck, 5/day
16	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability
17	Sneak Attack +9d6	Sneak Attack +9d6 Melee Sneak Attack +8d6 Ranged Sneak Attack +10d6	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6 Melee Sneak Attack +8d6 Ranged Sneak Attack +10d6
18	Trap Sense +6	Trap Sense +6	Trap Sense +6 Thief's Luck, 6/day	Trap Sense +6	Trap Sense +6 Thief's Luck, 6/day
19	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Melee Sneak Attack +9d6 Ranged Sneak Attack +11d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Melee Sneak Attack +9d6 Ranged Sneak Attack +11d6 Rogue Special Ability
20					

Halfling Rogue Class Abilities

Ranged Sneak Attack, +Nd6

When making a Ranged Sneak Attack with a Thrown weapon or a Sling, add the listed Sneak Attack dice. All standard Ranged Sneak Attack rules apply (30' limit, etc.).

Note: The damage dice listed in 'Races of the Wild p160' make no sense, since taking the 1st level substitution reduced the Melee Sneak Attack damage and leaves the Ranged Sneak Attack damage the same, while not making any changes to Ranged Sneak Attack (such as increasing range, etc.). By not talking the substitution level, you do the same damage with both melee and ranged. I changed the number to what I think they meant to do.

Thief's Luck, N/day

You may reroll a failed Reflex saving throw, though you must keep the new result. You may only use this ability once per round.

Sniping Mastery

You may make one or more ranged attacks and then make a Hide check with a –10 penalty as a Free Action. You must be at least 10' from your target. Normally, 'Sniping' is a Move Action with a –20 penalty.

Astrological Substitution

Lvl	Rogue (PH p49)	Lunar Rogue – 4 th level substitution (DR340 p55)	Lunar Rogue – 8 th level substitution (DR340 p55)	Lunar Rogue – 10 th level substitution (DR340 p55)	Lunar Rogue – all level substitutions (DR340 p55)	
Class Features	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Short Sword Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	
	1	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding
	2	Evasion	Evasion	Evasion	Evasion	Evasion
	3	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1
	4	Uncanny Dodge	Uncanny Dodge Raging Rogue	Uncanny Dodge	Uncanny Dodge	Uncanny Dodge Raging Rogue
	5	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6	Sneak Attack +3d6
	6	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2	Trap Sense +2
	7	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6	Sneak Attack +4d6
	8	Improved Uncanny Dodge	Improved Uncanny Dodge Uncanny Dodge	Improved Uncanny Dodge Changing Rogue	Improved Uncanny Dodge	Improved Uncanny Dodge Changing Rogue
	9	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3
	10	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability Empowered Rogue	Rogue Special Ability Empowered Rogue
	11	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6	Sneak Attack +6d6
	12	Trap Sense +4	Trap Sense +4	Trap Sense +4	Trap Sense +4	Trap Sense +4
	13	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability	Sneak Attack +7d6 Rogue Special Ability
	14					
	15	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5
	16	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability	Rogue Special Ability
	17	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6	Sneak Attack +9d6
	18	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6	Trap Sense +6
	19	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability	Sneak Attack +10d6 Rogue Special Ability
20						

Lunar Rogue class abilities:

Raging Rogue

Rage (as a Barbarian), 1/day.

Changing Rogue

Gain *Greater Invisibility (self only)* –or–
Polymorph (self only) (choose one). This is a
Spell-like Ability that is usable 1/day.

Empowered Rogue

Gain *Dominate Person* (DC is Charisma-based)
–or– *True Seeing (self only)* (choose one).
This is a Spell-like Ability that is usable 1/day.

Special Abilities for Rogues

Gained at Rogue level 10th, 13th, 16th, & 19th.

Name	Page	Description	Rogue	Wilderness Rogue																
<any general feat>	(PH p51)	—	+	+																
Accurate Fall	(DR332 p92)	Prerequisite: Survive taking 20d6 from falling. When you fall, half the damage you take is nonlethal if you can make a Reflex save whose DC is determined by the surface upon which you are falling. <table border="0" style="margin-left: 40px;"> <tr> <td style="text-align: center;">DC</td> <td style="text-align: center;">Surface</td> <td style="text-align: center;">DC</td> <td style="text-align: center;">Surface</td> </tr> <tr> <td style="text-align: center;">18</td> <td>Liquid (water, quicksand)</td> <td style="text-align: center;">24</td> <td>Hard (stone, building roof)</td> </tr> <tr> <td style="text-align: center;">20</td> <td>Soft (mud, haystack)</td> <td style="text-align: center;">26</td> <td>Uneven (spikes, stalagmites)</td> </tr> <tr> <td style="text-align: center;">22</td> <td>Yielding (underbrush, tent canopy)</td> <td></td> <td></td> </tr> </table>	DC	Surface	DC	Surface	18	Liquid (water, quicksand)	24	Hard (stone, building roof)	20	Soft (mud, haystack)	26	Uneven (spikes, stalagmites)	22	Yielding (underbrush, tent canopy)			+	
DC	Surface	DC	Surface																	
18	Liquid (water, quicksand)	24	Hard (stone, building roof)																	
20	Soft (mud, haystack)	26	Uneven (spikes, stalagmites)																	
22	Yielding (underbrush, tent canopy)																			
Adrenaline Rush	(DR334 p92)	Prerequisite: Must have succeeded at a Fortitude save to avoid death due to massive damage. You may automatically receive a “natural 20” on a Strength roll, once per day.	+																	
Camouflage	(PH p48)	You may make a Hide check, even if you do not Cover or Concealment. You cannot be observed at the time.		+																
Cartilaginous Skeleton	(DR334 p92)	Prerequisite: Must have been reduced to less than 0 hp due to a Bludgeoning or Crushing attack. 1. +4 bonus on Escape Artist checks. 2. +2 bonus when attempting to escape a Grapple (stacks with bonus above). 3. You may make on an Attack of Opportunity when a Grapple attempt starts, even if the opponent has Improved Grapple feat or the Improved Grab special quality.	+																	
Crippling Strike	(PH p51)	Your Sneak Attacks also do 2 Strength damage.	+	+																
Defensive Roll	(PH p51)	On a hit that would take you to 0 or less hp, make a Reflex save for half damage (DC is damage done by the hit). You must be aware of the attack	+	+																
Enriched Bone Marrow	(DR334 p92)	Prerequisite: Must have had your Constitution reduced to below 3 due to a blood-draining attack. If you are recovering from Strength, Dexterity, or Constitution damage, you may heal 1 extra point if you make a Fortitude save (DC = 15 + current amount of ability damage).	+																	
Façade	(DR326 p93)	Your disguises resist Divinations spells & abilities. If a Divination spell is cast on you while in Disguise, the caster must make a Spot check opposed by your Disguise check to detect the truth. Otherwise, the Divination spell or effect learns information that is consistent with your disguise.	+																	
Face in the Crowd	(DR326 p93)	You may make a Hide check while being observed as long as you are in a “crowd” – 10+ creatures of at least half your size within a 10’ radius of you.	+																	
Fear Mirror	(DR332 p92)	Prerequisite: Must have succeeded at a Fortitude save to resist <i>Phantasmal Killer</i> . If you are targeted by a Fear effect, both you and the source of the effect are affected by it, though both are allowed any normal saving throws and immunities.	+																	
Frostfell Terrain Mastery	(Frost p45)	When in cold terrain or a region of Frostfell (including a city in the region), you gain a +2 Competence bonus on Initiative checks & +10’ land movement. You lose these bonuses if in Medium (or heavier) Armor and/or carrying a Medium (or heavier) load	+																	
Handwriting Analysis	(DR326 p93)	When you successfully make a Decipher Script check or an opposed Forgery check, you can determine details about the author of the document being examined. The more you exceed the DC by, the more you learn. <table border="0" style="margin-left: 40px;"> <tr> <td style="text-align: center;">Exceed DC by ...</td> <td style="text-align: center;">Learn the Writer’s ...</td> </tr> <tr> <td style="text-align: center;">+0</td> <td>Gender</td> </tr> <tr> <td style="text-align: center;">+2</td> <td>Race</td> </tr> <tr> <td style="text-align: center;">+5</td> <td>Age Category (i.e., Child, Adult, Middle Aged, Old, Venerable)</td> </tr> <tr> <td style="text-align: center;">+10</td> <td>Highest Class Level</td> </tr> <tr> <td style="text-align: center;">+15</td> <td>Law vs. Chaos Alignment Axis</td> </tr> <tr> <td style="text-align: center;">+20</td> <td>Good vs. Evil Alignment Axis</td> </tr> </table>	Exceed DC by ...	Learn the Writer’s ...	+0	Gender	+2	Race	+5	Age Category (i.e., Child, Adult, Middle Aged, Old, Venerable)	+10	Highest Class Level	+15	Law vs. Chaos Alignment Axis	+20	Good vs. Evil Alignment Axis	+			
Exceed DC by ...	Learn the Writer’s ...																			
+0	Gender																			
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+10	Highest Class Level																			
+15	Law vs. Chaos Alignment Axis																			
+20	Good vs. Evil Alignment Axis																			
Happier Days	(DR334 p92)	Prerequisite: Must have made a saving throw to resist a Death effect. Instead of making a Will save, you have the option of “setting your mind adrift”, allowing you to bypass the save. At this point, you become Helpless. At the end of your round, you may make a Will save (DC equals the DC of the effect you avoided) to return to yourself. You remain Helpless until this save succeeds.	+																	
Heart of Stone	(DR332 p92)	Prerequisite: Must have successfully resisted a Petrification attack. 1. Gain Damage Reduction 5 / — against Sneak Attacks and the extra damage from a Critical Hit. 2. Add your Class level to the amount of damage required to trigger a saving throw to avoid ‘death due to massive damage’.	+																	
Hide in Plain Sight	(PH p48)	Prerequisite: <u>Camouflage</u> Special Ability. You may make a Hide check, even if being observed.		+																
Ice in the Veins	(DR332 p92)	Prerequisite: Must have been reduced to fewer than 0 hp by a cold attack. If a creature vulnerable to sleep and cold hits you with a Bite attack, it becomes Fatigued for 1 round per two Rogue levels (FortNeg, DC is Constitution-based). If the creature bites you again, the effect does not change, but the duration is extended.	+																	

Name	Page	Description	Rogue	Wilderness Rogue
Improved Evasion	(PH p51)	As Evasion, but ½ damage on a <u>failed</u> save.	+	+
Knockout Blow	(DR310 p70)	On a Sneak Attack that would do nonlethal damage, you may instead attempt a Knockout Blow. If the attack succeeds, the opponent takes no damage, but is Stunned for 1d3 rounds (FortNeg, DC 15 + number of Sneak Attack dice).	+	
Light Sleeper	(DR326 p93)	You no longer receive a –10 penalty on Listen checks while asleep.	+	
Opportunist	(PH p51)	Receive an Attack of Opportunity against an opponent struck for damage in melee. Usable once per round.	+	+
Painful Strike	(DR310 p70)	On a Sneak Attack with an Unarmed Strike, you may forego the bonus Sneak Attack damage to put the opponent into lingering pain (FortNeg, DC 10 + Intelligence modifier + number of Sneak Attack dice). If the opponent fails his/her save, any use of a spell or spell-like ability for 1d6 rounds requires a Concentration check vs. DC 15 + number of Sneak Attack dice + spell level.	+	
Rainbow Stare	(DR334 p92)	Prerequisite: Must have survived passing through at least 4 layers of either a <i>Prismatic Sphere</i> or a <i>Prismatic Wall</i> . 1. +2 bonus on saves vs. Illusion (figment) or Illusion (glamer). 2. Immunity to Illusion (pattern).	+	
Saboteur	(DR326 p93)	When striking an object or making a Sunder action, you ignore an amount of the object's Hardness equal to half your Rogue level. You may make Sneak Attacks on Constructs.	+	
Skill Mastery	(PH p51)	Choose 3 + Intelligence modifier skills. You make 'Take 10' with these skill even under stress.	+	+
Slippery Mind	(PH p51)	On a failed save against an Enchantment spell or effect, you gain a new save one round later at the same DC.	+	+
Swift Kick	(DR326 p93)	You no longer receive a penalty on Disable Device checks if you do not have tool (though you still receive the benefit if you have Masterwork tools). The time a Disable Device check takes is reduced by one category: Difficult & Wicked – 1d4 rounds Tricky – 1 round Simple – Free Action	+	
Toxic Blood	(DR332 p92)	Prerequisite: Must have been reduced to fewer than 3 Constitution due to Poison. If a creature vulnerable to poison hits you with a Bite attack, it takes 1 point of Constitution damage (FortNeg, DC is Constitution-based). This ability then stops working for 1 hour.	+	
Woodland Stride	(PH p36)	You may move through non-magical undergrowth at your normal movement rate without injury.		+

Sorcerer

Alternate Base Classes

The following are specialized types of Sorcerers, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Sorcerer must be done when the 1st level of Sorcerer is taken. A character can only be the member of one Sorcerer class.

Lvl	Sorcerer (PH p51)	Battle Sorcerer (UA p56)	Poltergeist (DR336 p107)	Witch (DMG p175)
Class Features	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Rogue Good Save: Will Hit-Die: d4 d8 Armor: — Weapons: Simple, plus one Light or One-Handed Martial weapon Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff, Intimidate.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.
	1	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 - - - - - - - -	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar Ignore Arcane Failure chance due to Light armor Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 3 1 - - - - - - - -	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar Poltergeist Ability Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 2 2 - - - - - - - -
2	5 2 - - - - - - - -	4 1 - - - - - - - -	3 2 - - - - - - - -	5 2 - - - - - - - -
3	5 3 - - - - - - - -	4 2 - - - - - - - -	3 3 - - - - - - - -	5 3 - - - - - - - -
4	6 3 1 - - - - - - - -	5 2 1 - - - - - - - -	4 3 1 - - - - - - - -	6 3 1 - - - - - - - -
5	6 4 2 - - - - - - - -	5 3 1 - - - - - - - -	4 4 2 - - - - - - - -	6 4 2 - - - - - - - -
6	7 4 2 1 - - - - - - - -	6 3 1 1 - - - - - - - -	5 4 2 1 - - - - - - - -	7 4 2 1 - - - - - - - -
7	7 5 3 2 - - - - - - - -	6 4 2 1 - - - - - - - -	5 5 3 2 - - - - - - - -	7 5 3 2 - - - - - - - -
8	8 5 3 2 1 - - - - - - - -	7 4 2 1 1 - - - - - - - -	6 5 3 2 1 - - - - - - - -	8 5 3 2 1 - - - - - - - -
9	8 5 4 3 2 - - - - - - - -	7 4 3 2 1 - - - - - - - -	6 5 4 3 2 - - - - - - - -	8 5 4 3 2 - - - - - - - -
10	9 5 4 3 2 1 - - - - - - - -	8 4 3 2 1 1 - - - - - - - -	7 5 4 3 2 1 - - - - - - - -	9 5 4 3 2 1 - - - - - - - -
11	9 5 5 4 3 2 - - - - - - - -	8 4 4 3 2 1 - - - - - - - -	7 5 5 4 3 2 - - - - - - - -	9 5 5 4 3 2 - - - - - - - -
12	9 5 5 4 3 2 1 - - - - - - - -	8 4 4 3 2 1 1 - - - - - - - -	7 5 5 4 3 2 1 - - - - - - - -	9 5 5 4 3 2 1 - - - - - - - -
13	9 5 5 4 4 3 2 - - - - - - - -	8 4 4 3 3 2 1 - - - - - - - -	7 5 5 4 4 3 2 - - - - - - - -	9 5 5 4 4 3 2 - - - - - - - -
14	9 5 5 4 4 3 2 1 - - - - - - - -	8 4 4 3 3 2 1 1 - - - - - - - -	7 5 5 4 4 3 2 1 - - - - - - - -	9 5 5 4 4 3 2 1 - - - - - - - -
15	9 5 5 4 4 4 3 2 - - - - - - - -	8 4 4 3 3 3 2 1 - - - - - - - -	7 5 5 4 4 4 3 2 - - - - - - - -	9 5 5 4 4 4 3 2 - - - - - - - -
16	9 5 5 4 4 4 3 2 1 - - - - - - - -	8 4 4 3 3 3 2 1 1 - - - - - - - -	7 5 5 4 4 4 3 2 1 - - - - - - - -	9 5 5 4 4 4 3 2 1 - - - - - - - -
17	9 5 5 4 4 4 3 3 2 - - - - - - - -	8 4 4 3 3 3 2 2 1 - - - - - - - -	7 5 5 4 4 4 3 3 2 - - - - - - - -	9 5 5 4 4 4 3 3 2 - - - - - - - -
18	9 5 5 4 4 4 3 3 2 1 - - - - - - - -	8 4 4 3 3 3 2 2 1 1 - - - - - - - -	7 5 5 4 4 4 3 3 2 1 - - - - - - - -	9 5 5 4 4 4 3 3 2 1 - - - - - - - -
19	9 5 5 4 4 4 3 3 3 2 - - - - - - - -	8 4 4 3 3 3 2 2 2 1 - - - - - - - -	7 5 5 4 4 4 3 3 3 2 - - - - - - - -	9 5 5 4 4 4 3 3 3 2 - - - - - - - -
20	9 5 5 4 4 4 3 3 3 3 - - - - - - - -	8 4 4 3 3 3 2 2 2 2 - - - - - - - -	7 5 5 4 4 4 3 3 3 3 - - - - - - - -	9 5 5 4 4 4 3 3 3 3 - - - - - - - -

Spells per Day

Lvl	Sorcerer (PH p51)	Battle Sorcerer (UA p56)	Poltergeist (DR336 p107)	Witch (DMG p175)
1	Spells per Day 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 5 3 - - - - - - - -	Spells per Day 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 - - - - - - - -	Spells per Day 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 5 3 - - - - - - - -	Spells per Day 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 5 3 - - - - - - - -
2	6 4 - - - - - - - -	4 2 - - - - - - - -	6 4 - - - - - - - -	6 4 - - - - - - - -
3	6 5 - - - - - - - -	4 3 - - - - - - - -	6 5 - - - - - - - -	6 5 - - - - - - - -
4	6 6 3 - - - - - - - -	4 4 1 - - - - - - - -	6 6 3 - - - - - - - -	6 6 3 - - - - - - - -
5	6 6 4 - - - - - - - -	4 4 2 - - - - - - - -	6 6 4 - - - - - - - -	6 6 4 - - - - - - - -
6	6 6 5 3 - - - - - - - -	4 4 3 1 - - - - - - - -	6 6 5 3 - - - - - - - -	6 6 5 3 - - - - - - - -
7	6 6 6 4 - - - - - - - -	4 4 4 2 - - - - - - - -	6 6 6 4 - - - - - - - -	6 6 6 4 - - - - - - - -
8	6 6 6 5 3 - - - - - - - -	4 4 4 3 1 - - - - - - - -	6 6 6 5 3 - - - - - - - -	6 6 6 5 3 - - - - - - - -
9	6 6 6 6 4 - - - - - - - -	4 4 4 4 2 - - - - - - - -	6 6 6 6 4 - - - - - - - -	6 6 6 6 4 - - - - - - - -
10	6 6 6 6 5 3 - - - - - - - -	4 4 4 4 3 1 - - - - - - - -	6 6 6 6 5 3 - - - - - - - -	6 6 6 6 5 3 - - - - - - - -
11	6 6 6 6 6 4 - - - - - - - -	4 4 4 4 4 2 - - - - - - - -	6 6 6 6 6 4 - - - - - - - -	6 6 6 6 6 4 - - - - - - - -
12	6 6 6 6 6 5 3 - - - - - - - -	4 4 4 4 4 3 1 - - - - - - - -	6 6 6 6 6 5 3 - - - - - - - -	6 6 6 6 6 5 3 - - - - - - - -
13	6 6 6 6 6 6 4 - - - - - - - -	4 4 4 4 4 4 2 - - - - - - - -	6 6 6 6 6 6 4 - - - - - - - -	6 6 6 6 6 6 4 - - - - - - - -
14	6 6 6 6 6 6 5 3 - - - - - - - -	4 4 4 4 4 4 3 1 - - - - - - - -	6 6 6 6 6 6 5 3 - - - - - - - -	6 6 6 6 6 6 5 3 - - - - - - - -
15	6 6 6 6 6 6 6 4 - - - - - - - -	4 4 4 4 4 4 4 2 - - - - - - - -	6 6 6 6 6 6 6 4 - - - - - - - -	6 6 6 6 6 6 6 4 - - - - - - - -
16	6 6 6 6 6 6 6 5 3 - - - - - - - -	4 4 4 4 4 4 4 3 1 - - - - - - - -	6 6 6 6 6 6 6 5 3 - - - - - - - -	6 6 6 6 6 6 6 5 3 - - - - - - - -
17	6 6 6 6 6 6 6 6 4 - - - - - - - -	4 4 4 4 4 4 4 4 2 - - - - - - - -	6 6 6 6 6 6 6 6 4 - - - - - - - -	6 6 6 6 6 6 6 6 4 - - - - - - - -
18	6 6 6 6 6 6 6 6 5 3 - - - - - - - -	4 4 4 4 4 4 4 4 3 1 - - - - - - - -	6 6 6 6 6 6 6 6 5 3 - - - - - - - -	6 6 6 6 6 6 6 6 5 3 - - - - - - - -
19	6 6 6 6 6 6 6 6 6 4 - - - - - - - -	4 4 4 4 4 4 4 4 4 2 - - - - - - - -	6 6 6 6 6 6 6 6 6 4 - - - - - - - -	6 6 6 6 6 6 6 6 6 4 - - - - - - - -
20	6 6 6 6 6 6 6 6 6 6 - - - - - - - -	4 4 4 4 4 4 4 4 4 4 - - - - - - - -	6 6 6 6 6 6 6 6 6 6 - - - - - - - -	6 6 6 6 6 6 6 6 6 6 - - - - - - - -

Class Features

Poltergeist Ability

At 1st level, the Poltergeist chooses two 0th level spells that he/she can never learn. Based on the two spells lost, the Poltergeist gains a Supernatural ability. The following examples should be used as templates for other abilities.

Crawling Coins – a) You may use Sleight of Hand to conceal objects on your body even if you have no ranks. b) Any attempt to use Sleight of Hand on you to take something receives a –4 penalty. Lost Spells: *Open/Close* and *Prestidigitation*.

Fanfare – Your entrance into rooms is announced with a fanfare of sounds and lights, granting you a +2 bonus on Diplomacy and Intimidate checks for 1 hour upon anyone who was witness. Lost Spells: *Dancing Lights* and *Ghost Sounds*.

Frost Fingers – When you first touch an object whose Hardness is 2 or less, it takes damage equal to your Charisma modifier (FortNeg, DC = 10 + Charisma modifier). Lost Spells: *Ray of Frost* and *Touch of Fatigue*.

That’ll Leave a Mark! – When you successfully make a Unarmed Attack or Touch Attack, your opponent develops a bruise at the point of contact (FortNeg, DC = 10 + Charisma modifier). The bruise’s shape is designated by you. Any magical healing will remove it, otherwise the bruise heals in one week. Lost Spells: *Acid Splash* and *Arcane Mark*.

The Pinch – You may force a spellcaster to make a Concentration check vs. DC (15 + spell level) to maintain concentration on an existing spell. Using this ability is a Standard Action and is usable once per day. Lost Spells: *Flare* and *Mage Hand*.

Variant Class Features

Unlike ‘Alternate Classes’ (see above), you may take multiple ‘Variant Class Features’.

Lvl	Sorcerer (PH p51)	Sorcerer variant, Arcane Reabsorbtion (DR348 p88)	Sorcerer variant, Draconic Ray (DR332 p93)	Sorcerer variant, Focus Caster (DR348 p88)
Class Features	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.
	1	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 – – – – –	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar Arcane Reabsorbtion Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 – – – – –	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar Draconic Ray, 1/day Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 – – – – –
2	5 2 – – – – –	5 2 – – – – –	5 2 – – – – –	5 2 – – – – –
3	5 3 – – – – –	5 3 – – – – –	5 3 – – – – –	5 3 – – – – –
4	6 3 1 – – – – –	6 3 1 – – – – –	6 3 1 – – – – –	6 3 1 – – – – –
5	6 4 2 – – – – –	6 4 2 – – – – –	6 4 2 – – – – –	6 4 2 – – – – –
6	7 4 2 1 – – – – –	7 4 2 1 – – – – –	7 4 2 1 – – – – –	7 4 2 1 – – – – –
7	7 5 3 2 – – – – –	7 5 3 2 – – – – –	7 5 3 2 – – – – –	Focus Caster (improved) 7 5 3 2 – – – – –
8	8 5 3 2 1 – – – – –	8 5 3 2 1 – – – – –	8 5 3 2 1 – – – – –	8 5 3 2 1 – – – – –
9	8 5 4 3 2 – – – – –	8 5 4 3 2 – – – – –	8 5 4 3 2 – – – – –	8 5 4 3 2 – – – – –
10	9 5 4 3 2 1 – – – – –	9 5 4 3 2 1 – – – – –	9 5 4 3 2 1 – – – – –	9 5 4 3 2 1 – – – – –
11	9 5 5 4 3 2 – – – – –	9 5 5 4 3 2 – – – – –	9 5 5 4 3 2 – – – – –	9 5 5 4 3 2 – – – – –
12	9 5 5 4 3 2 1 – – – – –	9 5 5 4 3 2 1 – – – – –	9 5 5 4 3 2 1 – – – – –	9 5 5 4 3 2 1 – – – – –
13	9 5 5 4 4 3 2 – – – – –	9 5 5 4 4 3 2 – – – – –	9 5 5 4 4 3 2 – – – – –	9 5 5 4 4 3 2 – – – – –
14	9 5 5 4 4 3 2 1 – – – – –	9 5 5 4 4 3 2 1 – – – – –	9 5 5 4 4 3 2 1 – – – – –	9 5 5 4 4 3 2 1 – – – – –
15	9 5 5 4 4 4 3 2 – – – – –	9 5 5 4 4 4 3 2 – – – – –	9 5 5 4 4 4 3 2 – – – – –	Focus Caster (greater) 9 5 5 4 4 4 3 2 – – – – –
16	9 5 5 4 4 4 3 2 1 – – – – –	9 5 5 4 4 4 3 2 1 – – – – –	9 5 5 4 4 4 3 2 1 – – – – –	9 5 5 4 4 4 3 2 1 – – – – –
17	9 5 5 4 4 4 3 3 2 – – – – –	9 5 5 4 4 4 3 3 2 – – – – –	9 5 5 4 4 4 3 3 2 – – – – –	9 5 5 4 4 4 3 3 2 – – – – –
18	9 5 5 4 4 4 3 3 2 1 – – – – –	9 5 5 4 4 4 3 3 2 1 – – – – –	9 5 5 4 4 4 3 3 2 1 – – – – –	9 5 5 4 4 4 3 3 2 1 – – – – –
19	9 5 5 4 4 4 3 3 3 2 – – – – –	9 5 5 4 4 4 3 3 3 2 – – – – –	9 5 5 4 4 4 3 3 3 2 – – – – –	9 5 5 4 4 4 3 3 3 2 – – – – –
20	9 5 5 4 4 4 3 3 3 3 – – – – –	9 5 5 4 4 4 3 3 3 3 – – – – –	9 5 5 4 4 4 3 3 3 3 – – – – –	9 5 5 4 4 4 3 3 3 3 – – – – –

Class Features

Arcane Reabsorbition

If a spell you cast is Countered –or– fails to overcome the target’s Spell Resistance, you may “reabsorb” the spell as an Immediate Action by making a Spellcraft check vs. DC 20 + [3 * spell level]. If successful, you retain the Spell Slot, but take (spell level) nonlethal damage (which bypasses your Damage Reduction / resistances). Note: to use this ability, the spell must have had no effect whatsoever.

Focus Caster

A chosen masterwork-quality object now become a required Focus for all your spells. The Focus is associated with one school of magic and grants you benefits associated with that school (see below). The Focus has the following properties:

- bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).
- if destroyed, you may replace it with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;
- if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).
- if you enchant your Focus, the XP & base materials cost is reduced by 10%.
- additional bonus is School of Magic specific:

Abjuration – Bracers, Buckler, Small Shield

- 1st level – any non-Personal Abjuration spell you cast with at least one target affects one extra target, but that target only has ½ the normal duration.
- 7th level – any non-Personal Abjuration spell you cast with at least one target affects one extra target, who now get the full duration.
- 15th level – you may cast Personal Abjuration spells as a Touch spells.

Conjuration – Quarterstaff, Polearm

- 1st level – your Conjuration spells have +1 round duration, including ‘Concentration’ spells, which last 1 round after you stop concentrating.
- 7th level – your Conjuration spells have +2 round duration, including ‘Concentration’ spells, which last 2 round after you stop concentrating.
- 15th level – your Conjuration spells have +3 round duration, including ‘Concentration’ spells, which last 3 round after you stop concentrating.

Divination – Large Crystal (may be mounted on a Rod or Staff), Ornate Holy Symbol

- 1st level – cast Divination spells at +1 Caster level.
- 7th level – your Divination spells have 2x duration.
- 15th level – receive a (1 + Intelligence modifier (min +1)) bonus vs. Divinations spells.

Enchantment – Ornate Clothing

- 1st level – your Enchantment spells have +1 round duration, including ‘Concentration’ spells, which last 1 round after you stop concentrating.
- 7th level – your Enchantment spells have +2 round duration, including ‘Concentration’ spells, which last 2 round after you stop concentrating.
- 15th level – your Enchantment spells have +3 round duration, including ‘Concentration’ spells, which last 3 round after you stop concentrating.

Evocation – Longsword, Dagger, other Bladed Weapon

- 1st level – your Evocation spells do +1 hp of damage (applies to all in area-of-effect or one if there are multiple missiles).
- 7th level – your Evocation spells bypass the first 5 points of a target’s Energy Resistance (though Energy Immunity still applies).
- 15th level – one Evocation spell per day may ignore one Target’s Energy Immunity.

Illusion – Mask, Cloak, other Apparel used to conceal

- 1st level – cast Illusion spells at +1 Caster level.
- 7th level – your Illusion spells receive a bonus on Caster checks to bypass Spell Resistance of +(½ Caster level).
- 15th level – you may cast Personal Illusion spells as a Touch spells.

Necromancy – Flail, Kama, Sickle, Scythe, other Harvesting-inspired Weapon

- 1st level – your Necromancy spells can be cast at +25% range.
- 7th level – your Necromancy spells that inflict Ability Penalties, Ability Damage, or Ability Drain do +1 point.
- 15th level – a target that fails a Fortitude save vs. one of your Necromancy spells is also Fatigued.

Transmutation – Instrument, Tools

- 1st level – any non-Personal Transmutation spell you cast with at least one target affects one extra target, but that target only has ½ the normal duration.
- 7th level – any non-Personal Transmutation spell you cast with at least one target affects one extra target, who now get the full duration.
- 15th level – one Transmutation spell per day that grants a bonus to an Ability Score gives a 2x bonus (e.g., *Bull’s Strength* would give a +8 bonus).

Draconic Ray

At 1st level, the Draconic Ray Sorcerer chooses the type of Dragon with which he/she is associated.

Gains a ray as a Spell-Like ability, which does 1d4 + 1 per Draconic Ray Sorcerer level of energy damage which matches the chosen Dragon type. In addition, the ray has an additional effect based on the Dragon type.

<u>Ancestor Dragon</u>	<u>Energy Type</u>	<u>Secondary Effect</u>
Black	Acid	Shadow Eyes (WillNeg) – target’s eyes are obscured for 1d6 rounds, granting everything the target is fighting Concealment.
Blue	Electricity	Dehydration (FortNeg) – target also takes 1d4 per 2 level of nonlethal damage.
Green	Acid	Command (WillNeg) – as the spell
Red	Fire	Burning (RefNeg) – target takes 1d4 Fire damage per round for one round per 2 levels
White	Cold	Rime of Ice (RefNeg) – target drops whatever it is holding and falls prone
Brass	Fire	Sleep (WillNeg) – target falls asleep for 1d6 rounds
Bronze	Electricity	Fear (WillNeg) – target becomes panicked for 1d4 rounds
Copper	Acid	Slow (FortNeg) – target is Slowed for 1d6 rounds
Gold	Fire	Weakening (FortNeg) – target takes 1d4 penalty to Strength for 1 round per 2 levels
Silver	Cold	Hold Person (WillNeg) – target is paralyzed for 1d4 rounds

Variant Class Features (continued)

Lvl	Sorcerer (PH p51)	Sorcerer variant, Blood of Eberon (DR351 p79)	Sorcerer variant, Blood of Khyber (DR351 p79)	Sorcerer variant, Blood of Siberys (DR351 p79)
Class Features	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Know(nature), Spellcraft. Wis: Heal, Profession. Cha: Bluff, Diplomacy, Handle Animal.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Know(dungeoneering), Spellcraft. Wis: Profession. Cha: Bluff, Intimidate.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Know(the planes), Spellcraft. Wis: Profession. Cha: Bluff, Diplomacy.
	1	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 - - - - -	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar Gain an Animal Companion as a Druid of ½ your Sorcerer level (levels stacks with Druid & Ranger). If you take Feat: Natural Spell , its benefits apply also if you are in Animal Form due to <i>Polymorph</i> , etc. Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 - - - - -	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar +1 effective Caster Level when you cast Conjuration (sum) & Transmutation spells. -1 effective Caster Level when you cast Abjuration & Divination spells (min 1 st lvl). You cannot summon creatures with a Good alignment. Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 - - - - -
2	5 2 - - - - -	5 2 - - - - -	5 2 - - - - -	5 2 - - - - -
3	5 3 - - - - -	5 3 - - - - -	5 3 - - - - -	5 3 - - - - -
4	6 3 1 - - - - -	6 3 1 - - - - -	6 3 1 - - - - -	6 3 1 - - - - -
5	6 4 2 - - - - -	6 4 2 - - - - -	6 4 2 - - - - -	6 4 2 - - - - -
6	7 4 2 1 - - - - -	7 4 2 1 - - - - -	7 4 2 1 - - - - -	7 4 2 1 - - - - -
7	7 5 3 2 - - - - -	7 5 3 2 - - - - -	7 5 3 2 - - - - -	7 5 3 2 - - - - -
8	8 5 3 2 1 - - - - -	8 5 3 2 1 - - - - -	8 5 3 2 1 - - - - -	8 5 3 2 1 - - - - -
9	8 5 4 3 2 - - - - -	8 5 4 3 2 - - - - -	8 5 4 3 2 - - - - -	8 5 4 3 2 - - - - -
10	9 5 4 3 2 1 - - - - -	9 5 4 3 2 1 - - - - -	9 5 4 3 2 1 - - - - -	9 5 4 3 2 1 - - - - -
11	9 5 5 4 3 2 - - - - -	9 5 5 4 3 2 - - - - -	9 5 5 4 3 2 - - - - -	9 5 5 4 3 2 - - - - -
12	9 5 5 4 3 2 1 - - - - -	9 5 5 4 3 2 1 - - - - -	9 5 5 4 3 2 1 - - - - -	9 5 5 4 3 2 1 - - - - -
13	9 5 5 4 4 3 2 - - - - -	9 5 5 4 4 3 2 - - - - -	9 5 5 4 4 3 2 - - - - -	9 5 5 4 4 3 2 - - - - -
14	9 5 5 4 4 3 2 1 - - - - -	9 5 5 4 4 3 2 1 - - - - -	9 5 5 4 4 3 2 1 - - - - -	9 5 5 4 4 3 2 1 - - - - -
15	9 5 5 4 4 4 3 2 - - - - -	9 5 5 4 4 4 3 2 - - - - -	9 5 5 4 4 4 3 2 - - - - -	9 5 5 4 4 4 3 2 - - - - -
16	9 5 5 4 4 4 3 2 1 - - - - -	9 5 5 4 4 4 3 2 1 - - - - -	9 5 5 4 4 4 3 2 1 - - - - -	9 5 5 4 4 4 3 2 1 - - - - -
17	9 5 5 4 4 4 3 3 2 - - - - -	9 5 5 4 4 4 3 3 2 - - - - -	9 5 5 4 4 4 3 3 2 - - - - -	9 5 5 4 4 4 3 3 2 - - - - -
18	9 5 5 4 4 4 3 3 2 1 - - - - -	9 5 5 4 4 4 3 3 2 1 - - - - -	9 5 5 4 4 4 3 3 2 1 - - - - -	9 5 5 4 4 4 3 3 2 1 - - - - -
19	9 5 5 4 4 4 3 3 3 2 - - - - -	9 5 5 4 4 4 3 3 3 2 - - - - -	9 5 5 4 4 4 3 3 3 2 - - - - -	9 5 5 4 4 4 3 3 3 2 - - - - -
20	9 5 5 4 4 4 3 3 3 3 - - - - -	9 5 5 4 4 4 3 3 3 3 - - - - -	9 5 5 4 4 4 3 3 3 3 - - - - -	9 5 5 4 4 4 3 3 3 3 - - - - -

Variant Class Features (continued)

Lvl	Sorcerer (PH p51)	Sorcerer, variant, Metamagic Specialist (PH2 p61)
Class Features	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.
1	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 - - - - - - - -	Casts Impromptu Arcane spells based on Charisma from the Sorcerer / Wizard Spell List Summon Familiar Metamagic Specialist Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 - - - - - - - -
2	5 2 - - - - - - - -	5 2 - - - - - - - -
3	5 3 - - - - - - - -	5 3 - - - - - - - -
4	6 3 1 - - - - - - - -	6 3 1 - - - - - - - -
5	6 4 2 - - - - - - - -	6 4 2 - - - - - - - -
6	7 4 2 1 - - - - - - - -	7 4 2 1 - - - - - - - -
7	7 5 3 2 - - - - - - - -	7 5 3 2 - - - - - - - -
8	8 5 3 2 1 - - - - - - - -	8 5 3 2 1 - - - - - - - -
9	8 5 4 3 2 - - - - - - - -	8 5 4 3 2 - - - - - - - -
10	9 5 4 3 2 1 - - - - - - - -	9 5 4 3 2 1 - - - - - - - -
11	9 5 5 4 3 2 - - - - - - - -	9 5 5 4 3 2 - - - - - - - -
12	9 5 5 4 3 2 1 - - - - - - - -	9 5 5 4 3 2 1 - - - - - - - -
13	9 5 5 4 4 3 2 - - - - - - - -	9 5 5 4 4 3 2 - - - - - - - -
14	9 5 5 4 4 3 2 1 - - - - - - - -	9 5 5 4 4 3 2 1 - - - - - - - -
15	9 5 5 4 4 4 3 2 - - - - - - - -	9 5 5 4 4 4 3 2 - - - - - - - -
16	9 5 5 4 4 4 3 2 1 - - - - - - - -	9 5 5 4 4 4 3 2 1 - - - - - - - -
17	9 5 5 4 4 4 3 3 2 - - - - - - - -	9 5 5 4 4 4 3 3 2 - - - - - - - -
18	9 5 5 4 4 4 3 3 2 1 - - - - - - - -	9 5 5 4 4 4 3 3 2 1 - - - - - - - -
19	9 5 5 4 4 4 3 3 3 2 - - - - - - - -	9 5 5 4 4 4 3 3 3 2 - - - - - - - -
20	9 5 5 4 4 4 3 3 3 3 - - - - - - - -	9 5 5 4 4 4 3 3 3 3 - - - - - - - -

Class Features

Metamagic Specialist

You may apply Metamagics to your Impromptu Spells without increasing the casting time to a Full Round. This also allows you to benefit from Feat: Quicken Spell.

Racial Substitution

Lvl	Sorcerer (PH p30)	Dwarven Sorcerer – 1 st level substitution (RoS p147)	Dwarven Sorcerer – 5 th level substitution (RoS p147)	Dwarven Sorcerer – 9 th level substitution (RoS p147)	Dwarven Sorcerer – all level substitutions (RoS p147)
Class Features	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d6 d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Know(dungeoneer), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d6 d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Know(dungeoneer), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d6 d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Know(dungeoneer), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d6 d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Know(dungeoneer), Spellcraft. Wis: Profession. Cha: Bluff.
	1	2	3	4	5
2	5 2 - - - - - - - -	5 2 - - - - - - - -	5 2 - - - - - - - -	5 2 - - - - - - - -	5 2 - - - - - - - -
3	5 3 - - - - - - - -	5 3 - - - - - - - -	5 3 - - - - - - - -	5 3 - - - - - - - -	5 3 - - - - - - - -
4	6 3 1 - - - - - - - -	6 3 1 - - - - - - - -	6 3 1 - - - - - - - -	6 3 1 - - - - - - - -	6 3 1 - - - - - - - -
5	6 4 2 - - - - - - - -	6 4 2 - - - - - - - -	6 4 1 - - - - - - - - Power of Stone	6 4 2 - - - - - - - -	6 4 1 - - - - - - - - Power of Stone
6	7 4 2 1 - - - - - - - -	7 4 2 1 - - - - - - - -	7 4 1 1 - - - - - - - -	7 4 2 1 - - - - - - - -	7 4 1 1 - - - - - - - -
7	7 5 3 2 - - - - - - - -	7 5 3 2 - - - - - - - -	7 5 2 2 - - - - - - - -	7 5 3 2 - - - - - - - -	7 5 2 2 - - - - - - - -
8	8 5 3 2 1 - - - - - - - -	8 5 3 2 1 - - - - - - - -	8 5 2 2 1 - - - - - - - -	8 5 3 2 1 - - - - - - - -	8 5 2 2 1 - - - - - - - -
9	8 5 4 3 2 - - - - - - - -	8 5 4 3 2 - - - - - - - -	8 5 3 3 2 - - - - - - - -	8 5 4 3 1 - - - - - - - - Earth Meditation	8 5 3 3 1 - - - - - - - - Earth Meditation
10	9 5 4 3 2 1 - - - - - - - -	9 5 4 3 2 1 - - - - - - - -	9 5 3 3 2 1 - - - - - - - -	9 5 4 3 1 1 - - - - - - - -	9 5 3 3 1 1 - - - - - - - -
11	9 5 5 4 3 2 1 - - - - - - - -	9 5 5 4 3 2 1 - - - - - - - -	9 5 4 4 3 2 1 - - - - - - - -	9 5 5 4 2 2 1 - - - - - - - -	9 5 4 4 2 2 1 - - - - - - - -
12	9 5 5 4 3 3 2 - - - - - - - -	9 5 5 4 3 3 2 - - - - - - - -	9 5 4 4 3 3 2 - - - - - - - -	9 5 5 4 2 3 2 - - - - - - - -	9 5 4 4 2 3 2 - - - - - - - -
13	9 5 5 5 4 3 2 - - - - - - - -	9 5 5 5 4 3 2 - - - - - - - -	9 5 4 5 4 3 2 - - - - - - - -	9 5 5 5 3 3 2 - - - - - - - -	9 5 4 5 3 3 2 - - - - - - - -
14	9 5 5 5 4 3 3 1 - - - - - - - -	9 5 5 5 4 3 3 1 - - - - - - - -	9 5 4 5 4 3 3 1 - - - - - - - -	9 5 5 5 3 3 3 1 - - - - - - - -	9 5 4 5 3 3 3 1 - - - - - - - -
15	9 5 5 5 5 4 3 2 - - - - - - - -	9 5 5 5 5 4 3 2 - - - - - - - -	9 5 4 5 5 4 3 2 - - - - - - - -	9 5 5 5 4 4 3 2 - - - - - - - -	9 5 4 5 4 4 3 2 - - - - - - - -
16	9 5 5 5 5 4 3 2 1 - - - - - - - -	9 5 5 5 5 4 3 2 1 - - - - - - - -	9 5 4 5 5 4 3 2 1 - - - - - - - -	9 5 5 5 4 4 3 2 1 - - - - - - - -	9 5 4 5 4 4 3 2 1 - - - - - - - -
17	9 5 5 5 5 4 4 3 2 - - - - - - - -	9 5 5 5 5 4 4 3 2 - - - - - - - -	9 5 4 5 5 4 4 3 2 - - - - - - - -	9 5 5 5 4 4 4 3 2 - - - - - - - -	9 5 4 5 4 4 4 3 2 - - - - - - - -
18	9 5 5 5 5 4 4 3 2 1 - - - - - - - -	9 5 5 5 5 4 4 3 2 1 - - - - - - - -	9 5 4 5 5 4 4 3 2 1 - - - - - - - -	9 5 5 5 4 4 4 3 2 1 - - - - - - - -	9 5 4 5 4 4 4 3 2 1 - - - - - - - -
19	9 5 5 5 5 5 4 4 3 2 - - - - - - - -	9 5 5 5 5 5 4 4 3 2 - - - - - - - -	9 5 4 5 5 5 4 4 3 2 - - - - - - - -	9 5 5 5 4 5 4 4 3 2 - - - - - - - -	9 5 4 5 4 5 4 4 3 2 - - - - - - - -
20	9 5 5 5 5 5 4 4 3 3 - - - - - - - -	9 5 5 5 5 5 4 4 3 3 - - - - - - - -	9 5 4 5 5 5 4 4 3 3 - - - - - - - -	9 5 5 5 4 5 4 4 3 3 - - - - - - - -	9 5 4 5 4 5 4 4 3 3 - - - - - - - -

Dwarven Sorcerer Class Features

Arcane Earthbond

While touching the ground, the Sorcerer gains ‘Damage Reduction 1 / adamantine’ –and–
Feat: Alertness.
Requires a one-time 24 hour ritual that has 100 gp of material components.

Power of Stone

If both the Sorcerer and the target of your spell are touching the ground, the spell’s range increases by 50% and its DC increases by +1. If a spell has multiple targets, all must be touching the ground for the benefit to apply.

Earth Meditation

If the Sorcerer spends 8 hours resting and 15 minutes preparing his/her spells while in contact with the earth, the Sorcerer may add his/her Constitution modifier to his/her Charisma modifier for determining bonus Sorcerer spell slots.

Racial Substitution (continued)

Lvl	Sorcerer (PH p30)	Raptoran Sorcerer – 1 st level substitution (RotW p162)	Raptoran Sorcerer – 5 th level substitution (RotW p162)	Raptoran Sorcerer – 11 th level substitution (RotW p162)	Raptoran Sorcerer – all level substitutions (RotW p162)
Class Features	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Simple Skill Points: 2 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.
1	Casts Impromptu Arcane spells based on Charisma Summon Familiar Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 – – – – –	Casts Impromptu Arcane spells based on Charisma Summon Familiar Air Magic Air Elemental Familiar Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 – – – – –	Casts Impromptu Arcane spells based on Charisma Summon Familiar Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 – – – – –	Casts Impromptu Arcane spells based on Charisma Summon Familiar Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 – – – – –	Casts Impromptu Arcane spells based on Charisma Summon Familiar Air Magic Air Elemental Familiar Known Spells 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 4 2 – – – – –
2	5 2 – – – – –	5 2 – – – – –	5 2 – – – – –	5 2 – – – – –	5 2 – – – – –
3	5 3 – – – – –	5 3 – – – – –	5 3 – – – – –	5 3 – – – – –	5 3 – – – – –
4	6 3 1 – – – – –	6 3 1 – – – – –	6 3 1 – – – – –	6 3 1 – – – – –	6 3 1 – – – – –
5	6 4 2 – – – – –	6 4 2 – – – – –	Air Magic Command of the Winds 6 4 1 – – – – –	6 4 2 – – – – –	Command of the Winds 6 4 1 – – – – –
6	7 4 2 1 – – – – –	7 4 2 1 – – – – –	7 4 1 1 – – – – –	7 4 2 1 – – – – –	7 4 1 1 – – – – –
7	7 5 3 2 – – – – –	7 5 3 2 – – – – –	7 5 2 2 – – – – –	7 5 3 2 – – – – –	7 5 2 2 – – – – –
8	8 5 3 2 1 – – – – –	8 5 3 2 1 – – – – –	8 5 2 2 1 – – – – –	8 5 3 2 1 – – – – –	8 5 2 2 1 – – – – –
9	8 5 4 3 2 – – – – –	8 5 4 3 2 – – – – –	8 5 3 3 2 – – – – –	8 5 4 3 2 – – – – –	8 5 3 3 2 – – – – –
10	9 5 4 3 2 1 – – – – –	9 5 4 3 2 1 – – – – –	9 5 3 3 2 1 – – – – –	9 5 4 3 2 1 – – – – –	9 5 3 3 2 1 – – – – –
11	9 5 5 4 3 2 1 – – – – –	9 5 5 4 3 2 1 – – – – –	9 5 4 4 3 2 1 – – – – –	Air Magic Spell on the Wing 9 5 5 4 3 1 1 – – – – –	Spell on the Wing 9 5 4 4 3 1 1 – – – – –
12	9 5 5 4 3 3 2 – – – – –	9 5 5 4 3 3 2 – – – – –	9 5 4 4 3 3 2 – – – – –	9 5 5 4 3 2 2 – – – – –	9 5 4 4 3 2 2 – – – – –
13	9 5 5 5 4 3 2 – – – – –	9 5 5 5 4 3 2 – – – – –	9 5 4 5 4 3 2 – – – – –	9 5 5 5 4 2 2 – – – – –	9 5 4 5 4 2 2 – – – – –
14	9 5 5 5 4 3 3 1 – – – – –	9 5 5 5 4 3 3 1 – – – – –	9 5 4 5 4 3 3 1 – – – – –	9 5 5 5 4 2 3 1 – – – – –	9 5 4 5 4 2 3 1 – – – – –
15	9 5 5 5 5 4 3 2 – – – – –	9 5 5 5 5 4 3 2 – – – – –	9 5 4 5 5 4 3 2 – – – – –	9 5 5 5 5 3 3 2 – – – – –	9 5 4 5 5 3 3 2 – – – – –
16	9 5 5 5 5 4 3 2 1 – – – – –	9 5 5 5 5 4 3 2 1 – – – – –	9 5 4 5 5 4 3 2 1 – – – – –	9 5 5 5 5 3 3 2 1 – – – – –	9 5 4 5 5 3 3 2 1 – – – – –
17	9 5 5 5 5 4 4 3 2 – – – – –	9 5 5 5 5 4 4 3 2 – – – – –	9 5 4 5 5 4 4 3 2 – – – – –	9 5 5 5 5 3 4 3 2 – – – – –	9 5 4 5 5 3 4 3 2 – – – – –
18	9 5 5 5 5 4 4 3 2 1 – – – – –	9 5 5 5 5 4 4 3 2 1 – – – – –	9 5 4 5 5 4 4 3 2 1 – – – – –	9 5 5 5 5 3 4 3 2 1 – – – – –	9 5 4 5 5 3 4 3 2 1 – – – – –
19	9 5 5 5 5 5 4 4 3 2 – – – – –	9 5 5 5 5 5 4 4 3 2 – – – – –	9 5 4 5 5 5 4 4 3 2 – – – – –	9 5 5 5 5 4 4 4 3 2 – – – – –	9 5 4 5 5 4 4 4 3 2 – – – – –
20	9 5 5 5 5 5 4 4 3 3 – – – – –	9 5 5 5 5 5 4 4 3 3 – – – – –	9 5 4 5 5 5 4 4 3 3 – – – – –	9 5 5 5 5 4 4 4 3 3 – – – – –	9 5 4 5 5 4 4 4 3 3 – – – – –

Raptoran Sorcerer Class Abilities

Air Magic

The following spells are added to the Raptoran Sorcerer spell list at the indicated levels, and are available to be learned as normal.

- 4th – *Air Walk*
- 5th – *Control Winds*
- 7th – *Wind Walk*
- 8th – *Whirlwind*

Air Elemental Familiar

The Raptoran Sorcerer gains a Small Air Elemental as your Familiar. It never gains the ability to speak with other animals, but otherwise is a standard Familiar.

Command the Winds

The following spells are added to the Raptoran Sorcerer’s Known Spell List: *Gust of Wind*, *Whispering Wind*, and *Wind Wall* (as a 2nd level spell).

Spell on the Wing

When airborne and casting a spell whose cast time is no more than 1 Standard Action, the Raptoran Sorcerer may move before and after casting, though the total distance can be no more than his/her speed (effectively Spring Attack with spells).

Spheres for Sorcerers

(DR330 p95)

At 1st level, a Sorcerer can choose a Sphere. Spells from this sphere are cast at +1 Caster level, while spell from the Opposite Sphere are cast at –2 Caster level, which means that such spells are available later than normal (i.e., a Sorcerer with Fire as the Opposite Sphere could not cast *Fireball* until 8th level). Spheres are organized by spell subtype, not by School. Each Sphere as an Opposite Sphere.

Sphere	Opposite Sphere
Acid – spells with the [acid] subtype	Electricity – spells with the [electricity] subtype
Air – spells with the [air] subtype	Earth – spells with the [earth] subtype
Fire – spells with the [fire] subtype	Cold – spells with the [cold] subtype
Shadow – spells with the (shadow) subschool	Light – spells with the [light] subtype
Summoning – spells with the (summoning) subschool	Creation – spells with the (creation) subschool

Wizard

Alternate Base Classes

Lvl	Wizard (PH p55)	Anagakok (DR344 p104)	Deathwalker (DR312 p30)	Filidh (DR324 p90)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession, Survival .	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script , Know(any), Spellcraft. Wis: Profession. Cha: Bluff .	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow , Quarterstaff, Short Bow Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession , Sense Motive , Survival . Cha: Gather Info. , Intimidate
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll . May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list plus the spells in the Anagakok Supplemental spell list (see page 169) Gain Feat: Scribe Scroll . May specialize in a school of magic. Specialized in the Anagakok 'School' . Anagakok Spontaneous Casting Anagakok Illiteracy Wilderness Lore Good Fortune, 2 points Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic. Specialized in the Necromancy School Can summon a Familiar. Can summon an Undead Familiar Master of the Dead	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic. Can summon a Familiar. Bardic Knowledge
2				
3				
4				
5	Bonus Wizard Feat	Bonus Wizard Feat Good Fortune, 4 points	Bonus Wizard Feat Aura of the Grave	Bonus Wizard Feat Greater Diving +1
6				
7				
8				
9				
10	Bonus Wizard Feat	Bonus Wizard Feat Good Fortune, 6 points	Bonus Wizard Feat Shroud of Death	Bonus Wizard Feat Greater Diving +2
11				
12				
13				
14				
15	Bonus Wizard Feat	Bonus Wizard Feat Good Fortune, 8 points	Bonus Wizard Feat Mastery of Undeath	Bonus Wizard Feat Greater Diving +3
16				
17				
18				
19				
20	Bonus Wizard Feat	Bonus Wizard Feat Good Fortune, 10 points	Bonus Wizard Feat Mantle of Undeath	Bonus Wizard Feat Greater Diving +4

Alternate Base Classes (continued)'Anagakok' Class Abilities:

Anagakok 'School' – An Anagakok is treated like any other specialized wizard, except that instead of a School of Magic, Anagakoks specialize in a list of nature-related spells (see page 169). These spells can be learned by the Anagakok as Arcane spells, though only these spells may be memorized in his/her bonus slot. An Anagakok's Prohibited Schools of Magic are always Illusion and Necromancy.

Anagakok Spontaneous Casting – An Anagakok may loose a prepared spell of at least 1st level in order to cast *Endure Elements*.

Anagakok Illiteracy – An Anagakok understands his/her own spellbook (often transcribed on bark), but cannot otherwise read unless he/she spends 2 skill points –or– takes a level in a literate class.

Wilderness Lore – +2 bonus on Knowledge (nature) and Survival checks.

Good Fortune, N points – Each day, you may add a total of N points of Luck bonus as an Immediate Action to your own attacks, saving throws, skill checks, and/or ability checks. You may use the bonus on one roll, or broken up as you wish. You may even grant the bonus to a touched creature as a Readied Action.

'Deathwalker' Class Abilities:Master of the Dead

1. Can control up to (Class level * 5) HD of Skeletons and Zombies by making a Charisma check vs. DC (15 + HD). If the Deathwalker or his/her allies attack the target (before or after the check), it cannot be controlled.
2. Receives a –2 penalty on Fortitude saves vs. Negative Levels
3. Has pale skin, a low body temperature, & glassy-looking eyes.

Undead Familiar – Use the standard Familiar rules, but change the familiar into an Undead.

Aura of the Grave

1. No longer sleeps & is immune to Sleep effects.
2. Is immune to Disease.
3. His/her skin becomes stretched & eyes look hollow.
4. Know(arcana) check vs. DC 25 will identify the person as a Death Walker.

Shroud of Death

1. +4 Circumstance bonus on saves vs. Poison, Paralysis, & Mind-Affecting Effects.
2. Gains 50% resistance to Sneak Attacks & Critical Hits.
3. No longer eats & drinks.
4. Receives a –2 penalty on Charisma, Bluff, & Diplomacy checks vs. non-Undead.

Mastery of Undeath

1. Can Rebuke / Command Undead as a Cleric of the same level, (1 + Charisma modifier) times per day.
2. Begins looking very corpse-like.

Mantle of Undeath – Becomes an Undead.

'Filidh' Class Abilities:

Greater Divining +N – When casting Divination spells, the caster level increases by (N).

'Fleshcrafter' Class Abilities:

Reaper's Touch – May sabotage a patient's healing by making a Heal check vs. the DC to help – 5. If successful, the patient loses hit-points and/or ability scores twice as fast. To realize that patient is being purposely harmed requires a contested Heal check.

Stitched Flesh Familiar – The Fleshcrafter "builds" his/her familiar from body parts & his/her own life force. Follow the Familiar rules on (DR312 p34).

Brink of Life and Death – May make a Coup de Grace as a Standard Action. The Stitched Flesh Familiar may use this ability also, as long as it is within empathic range and the Fleshcrafter spends a Full Round Action to mentally help it.

Forge Flesh – Can create animated objects made from body parts that are under the Fleshcrafter's control. He/she is limited to 2HD per Class level & the available body parts.

Master of Life and Death – Spells that target a living creature are at +1 DC.

Forge Life – Leans how to create Flesh Golems that are much cheaper than usual.

Alternate Base Classes (continued)

Lvl	Wizard (PH p55)	Fleshcrafter (DR312 p32)	Soul Reaper (DR312 p34)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script , Know(any), Spellcraft. Wis: Profession , Heal.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script , Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> . May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. Gain Feat: Craft Construct. May specialize in a school of magic. Specialized in the Necromancy School Can summon a Familiar. <u>Can summon a Stitched Flesh Familiar</u> <u>Reaper's Touch</u>	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic. Specialized in the Necromancy School Can summon a Familiar. <u>Spiritual Vassal</u> <u>Speak with Dead</u> , 1/day as a Spell-like ability
2			
3			
4			
5	Bonus Wizard Feat	Bonus Wizard Feat <u>Brink of Life and Death</u>	Bonus Wizard Feat <u>Bind Spirit</u>
6			
7			
8			
9			
10	Bonus Wizard Feat	Bonus Wizard Feat <u>Forge Flesh</u>	Bonus Wizard Feat <u>Bonus Soul Reaper Feat</u>
11			
12			
13			
14			
15	Bonus Wizard Feat	Bonus Wizard Feat <u>Master of Life and Death</u>	Bonus Wizard Feat <u>Spawn Undead Servant</u>
16			
17			
18			
19			
20	Bonus Wizard Feat	Bonus Wizard Feat <u>Forge Life</u>	Bonus Wizard Feat <u>Bonus Soul Reaper Feat</u>

‘Soul Reaper’ Class Abilities:

Spiritual Vassal – The Soul Reaper can perform a ritual (that includes sacrificing a humanoid) to summon a Spirit to use as his/her familiar. The Spiritual Vassal looks like a ball of light (similar to a Will-O'-Wisp), but can grant its master temporary skills, languages, & feats gleaned from the afterlife. Follow the Familiar rules on (DR312 p36).

Bind Spirit – The Soul Reaper can trap the Spirit of a creature in a 500gp gem. The Soul Reaper must Ready the action for the moment the target dies (i.e., –10 hp, etc.) & it receives a Will save to avoid the effect (DC = 15 + Intelligence modifier). If trapped, the target cannot be restored to life, etc., until its Spirit is free again (either by 1 day per Class level passing or by breaking the gem). The Soul Reaper may do one of the following once per day: get the answer to a “yes” / “no” question, speak one of the spirit’s languages for 1 hour, or use the ranks of one of the spirit’s skills for 1 minute.

Bonus Soul Reaper Feat – Choose a Metamagic, Item Creation, or Necromantic Feat(DR312 p37).

Spawn Undead Servitor – The Soul Reaper imprints a Skeleton or Zombie with a Spirit trapped by the Bind Spirit ability. The Undead gain the Spirit’s Intelligence, Wisdom, Charisma, Base Attack Bonus, Skill Ranks, Weapon & Armor Proficiencies, & Feats. The new Undead Servitor has the Soul Reaper’s alignment, but must be controlled normally. The Spirit used to make the imprint is freed once the process is finished.

Variant Class Features – any Wizard

Unlike ‘Alternate Classes’ (see above), you may take multiple ‘Variant Class Features’.

Lvl	Wizard (PH p55)	Wizard variant, Arcane Reabsorbtion (DR348 p88)	Wizard variant, Focus Caster (DR348 p88)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain <u>Feat: Scribe Scroll</u> . May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain <u>Feat: Scribe Scroll</u> . May specialize in a school of magic Summon Familiar Arcane Reabsorbtion	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain <u>Feat: Scribe Scroll</u> . May specialize in a school of magic Summon Familiar Focus Caster (least)
2			
3			
4			
5	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
6			
7			Focus Caster (improved)
8			
9			
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
11			
12			
13			
14			
15	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat Focus Caster (greater)
16			
17			
18			
19			
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat

Class Features

Arcane Reabsorption

If a spell you cast is Countered –or– fails to overcome the target’s Spell Resistance, you may “reabsorb” the spell as an Immediate Action by making a Spellcraft check vs. DC 20 + [3 * spell level]. If successful, you retain the Spell Slot, but take (spell level) nonlethal damage (which bypasses your Damage Reduction / resistances). Note: to use this ability, the spell must have had no effect whatsoever.

Focus Caster

A chosen masterwork-quality object now become a required Focus for all your spells. The Focus is associated with one school of magic and grants you benefits associated with that school (see below). The Focus has the following properties:

- a) bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).
- b) if destroyed, you may replace it with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;
- c) if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).
- d) if you enchant your Focus, the XP & base materials cost is reduced by 10%.
- e) additional bonus is School of Magic specific (note: if you are a Specialized Wizard, your Focus has the same School of Magic as your specialty):

Abjuration – Bracers, Buckler, Small Shield

- 1st level – any non-Personal Abjuration spell you cast with at least one target affects one extra target, but that target only has ½ the normal duration.
- 7th level – any non-Personal Abjuration spell you cast with at least one target affects one extra target, who now get the full duration.
- 15th level – you may cast Personal Abjuration spells as a Touch spells.

Conjuration – Quarterstaff, Polearm

- 1st level – your Conjuration spells have +1 round duration, including ‘Concentration’ spells, which last 1 round after you stop concentrating.
- 7th level – your Conjuration spells have +2 round duration, including ‘Concentration’ spells, which last 2 round after you stop concentrating.
- 15th level – your Conjuration spells have +3 round duration, including ‘Concentration’ spells, which last 3 round after you stop concentrating.

Divination – Large Crystal (may be mounted on a Rod or Staff), Ornate Holy Symbol

- 1st level – cast Divination spells at +1 Caster level.
- 7th level – your Divination spells have 2x duration.
- 15th level – receive a (1 + Intelligence modifier (min +1)) bonus vs. Divinations spells.

Enchantment – Ornate Clothing

- 1st level – your Enchantment spells have +1 round duration, including ‘Concentration’ spells, which last 1 round after you stop concentrating.
- 7th level – your Enchantment spells have +2 round duration, including ‘Concentration’ spells, which last 2 round after you stop concentrating.
- 15th level – your Enchantment spells have +3 round duration, including ‘Concentration’ spells, which last 3 round after you stop concentrating.

Evocation – Longsword, Dagger, other Bladed Weapon

- 1st level – your Evocation spells do +1 hp of damage (applies to all in area-of-effect or one if there are multiple missiles).
- 7th level – your Evocation spells bypass the first 5 points of a target’s Energy Resistance (though Energy Immunity still applies).
- 15th level – one Evocation spell per day may ignore one Target’s Energy Immunity.

Illusion – Mask, Cloak, other Apparel used to conceal

- 1st level – cast Illusion spells at +1 Caster level.
- 7th level – your Illusion spells receive a bonus on Caster checks to bypass Spell Resistance of +(½ Caster level).
- 15th level – you may cast Personal Illusion spells as a Touch spells.

Necromancy – Flail, Kama, Sickle, Scythe, other Harvesting-inspired Weapon

- 1st level – your Necromancy spells can be cast at +25% range.
- 7th level – your Necromancy spells that inflict Ability Penalties, Ability Damage, or Ability Drain do +1 point.
- 15th level – a target that fails a Fortitude save vs. one of your Necromancy spells is also Fatigued.

Transmutation – Instrument, Tools

- 1st level – any non-Personal Transmutation spell you cast with at least one target affects one extra target, but that target only has ½ the normal duration.
- 7th level – any non-Personal Transmutation spell you cast with at least one target affects one extra target, who now get the full duration.
- 15th level – one Transmutation spell per day that grants a bonus to an Ability Score gives a 2x bonus (e.g., *Bull’s Strength* would give a +8 bonus).

Variant Class Features – Abjurer

Lvl	Abjurer (PH p55)	Abjurer variant, Resistance to Energy (UA p59)	Abjurer variant, Urgent Shield (PH2 p70)	Abjurer variant, Focus Caster (DR348 p88)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
	1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Abjuration +1 1 st lvl Abjuration spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Abjuration +1 1 st lvl Abjuration spell/day <u>Resistance to Energy</u>	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Abjuration +1 1 st lvl Abjuration spell/day <u>Urgent Shield</u>
2				
3	+1 2 nd lvl Abjuration spell/day	+1 2 nd lvl Abjuration spell/day	+1 2 nd lvl Abjuration spell/day	+1 2 nd lvl Abjuration spell/day
4				
5	Bonus Wizard Feat +1 3 rd lvl Abjuration spell/day	Bonus Wizard Feat +1 3 rd lvl Abjuration spell/day	Bonus Wizard Feat +1 3 rd lvl Abjuration spell/day	Bonus Wizard Feat +1 3 rd lvl Abjuration spell/day
6				
7	+1 4 th lvl Abjuration spell/day	+1 4 th lvl Abjuration spell/day	+1 4 th lvl Abjuration spell/day	+1 4 th lvl Abjuration spell/day <u>Focus Caster (improved)</u>
8				
9	+1 5 th lvl Abjuration spell/day	+1 5 th lvl Abjuration spell/day	+1 5 th lvl Abjuration spell/day	+1 5 th lvl Abjuration spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
11	+1 6 th lvl Abjuration spell/day	+1 6 th lvl Abjuration spell/day	+1 6 th lvl Abjuration spell/day	+1 6 th lvl Abjuration spell/day
12				
13	+1 7 th lvl Abjuration spell/day	+1 7 th lvl Abjuration spell/day	+1 7 th lvl Abjuration spell/day	+1 7 th lvl Abjuration spell/day
14				
15	Bonus Wizard Feat +1 8 th lvl Abjuration spell/day	Bonus Wizard Feat +1 8 th lvl Abjuration spell/day	Bonus Wizard Feat +1 8 th lvl Abjuration spell/day	Bonus Wizard Feat +1 8 th lvl Abjuration spell/day <u>Focus Caster (greater)</u>
16				
17	+1 9 th lvl Abjuration spell/day	+1 9 th lvl Abjuration spell/day	+1 9 th lvl Abjuration spell/day	+1 9 th lvl Abjuration spell/day
18				
19				
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat

Class Features

Resistance to Energy

Grant yourself or a touched creature Energy Resistance against one chosen energy type of 5 + ½ Class level. The Supernatural Ability is activated as a Standard Action and lasts for 1 hour. Usable 1/day.

Urgent Shield

Grant yourself a +2 Shield bonus to AC against one attack as an Immediate Action. Usable (Intelligence modifier) times per day.

Focus Caster

A chosen masterwork-quality Bracers, Buckler, or Small Shield now become a required Focus for all your spells. The Focus has the following properties:

- at 1st level, your Conjuraction spells have +1 round duration, including ‘Concentration’ spells, which last 1 round after you stop concentrating.
- at 7th level, your Conjuraction spells have +2 round duration, including ‘Concentration’ spells, which last 2 round after you stop concentrating.
- at 15th level, your Conjuraction spells have +3 round duration, including ‘Concentration’ spells, which last 3 round after you stop concentrating.
- the Focus receives a bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).
- if destroyed, you may replace the Focus with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;
- if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).
- if you enchant your Focus, the XP & base materials cost are 10% less.

Variant Class Features – Abjurer (continued)

Lvl	Abjurer (PH p55)	Abjurer variant, Aura of Protection (UA p59)	Abjurer variant, Spontaneous Dispelling (UA p59)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Abjuration +1 1 st lvl Abjuration spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Abjuration +1 1 st lvl Abjuration spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Abjuration +1 1st lvl Abjuration spell/day
2			
3	+1 2 nd lvl Abjuration spell/day	+1 2 nd lvl Abjuration spell/day	+1 2nd lvl Abjuration spell/day
4			
5	Bonus Wizard Feat +1 3 rd lvl Abjuration spell/day	Bonus Wizard Feat +1 3 rd lvl Abjuration spell/day Aura of Protection, 1/day	Bonus Wizard Feat +1 3rd lvl Abjuration spell/day Spontaneous Dispelling
6			
7	+1 4 th lvl Abjuration spell/day	+1 4 th lvl Abjuration spell/day	+1 4th lvl Abjuration spell/day
8			
9	+1 5 th lvl Abjuration spell/day	+1 5 th lvl Abjuration spell/day	+1 5th lvl Abjuration spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat Aura of Protection, 2/day	Bonus Wizard Feat
11	+1 6 th lvl Abjuration spell/day	+1 6 th lvl Abjuration spell/day	+1 6th lvl Abjuration spell/day Spontaneous Dispelling (greater)
12			
13	+1 7 th lvl Abjuration spell/day	+1 7 th lvl Abjuration spell/day	+1 7th lvl Abjuration spell/day
14			
15	Bonus Wizard Feat +1 8 th lvl Abjuration spell/day	Bonus Wizard Feat +1 8 th lvl Abjuration spell/day Aura of Protection, 3/day	Bonus Wizard Feat +1 8th lvl Abjuration spell/day
16			
17	+1 9 th lvl Abjuration spell/day	+1 9 th lvl Abjuration spell/day	+1 9th lvl Abjuration spell/day
18			
19			
20	Bonus Wizard Feat	Bonus Wizard Feat Aura of Protection, 4/day	Bonus Wizard Feat

Class Features

Aura of Protection, n/day

You receive a Deflection bonus to AC—or—a Resistance bonus to all Saving Throws equal to your Intelligence modifier. This Extraordinary ability only applies to the next single attack or saving throw that applies to you. Activated as a Standard Action and it dissipates in 1 minute is not used.

Spontaneous Dispelling

You may “loose” four levels of Prepared spells to cast *Dispel Magic* spontaneously. Any combination of Prepared spells (not counting 0th) may be lost to use this Extraordinary ability. At 11th level, you may “loose” seven levels of Prepared spells to cast *Greater Dispel Magic*

Variant Class Features – Conjurer

Lvl	Conjurer (PH p55)	Conjurer variant, Abrupt Jaunt (PH2 p70)	Conjurer variant, Rapid Summoning (UA p59)	Conjurer variant, Focus Caster (DR348 p88)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Conjunction +1 1 st lvl Conjunction spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Conjunction +1 1 st lvl Conjunction spell/day Abrupt Jaunt	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Conjunction +1 1 st lvl Conjunction spell/day Rapid Summoning	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Conjunction +1 1 st lvl Abjuration spell/day Focus Caster (least)
2				
3	+1 2 nd lvl Conjunction spell/day	+1 2 nd lvl Conjunction spell/day	+1 2 nd lvl Conjunction spell/day	+1 2 nd lvl Abjuration spell/day
4				
5	Bonus Wizard Feat +1 3 rd lvl Conjunction spell/day	Bonus Wizard Feat +1 3 rd lvl Conjunction spell/day	Bonus Wizard Feat +1 3 rd lvl Conjunction spell/day	Bonus Wizard Feat +1 3 rd lvl Abjuration spell/day
6				
7	+1 4 th lvl Conjunction spell/day	+1 4 th lvl Conjunction spell/day	+1 4 th lvl Conjunction spell/day	+1 4 th lvl Abjuration spell/day Focus Caster (improved)
8				
9	+1 5 th lvl Conjunction spell/day	+1 5 th lvl Conjunction spell/day	+1 5 th lvl Conjunction spell/day	+1 5 th lvl Abjuration spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
11	+1 6 th lvl Conjunction spell/day	+1 6 th lvl Conjunction spell/day	+1 6 th lvl Conjunction spell/day	+1 6 th lvl Abjuration spell/day
12				
13	+1 7 th lvl Conjunction spell/day	+1 7 th lvl Conjunction spell/day	+1 7 th lvl Conjunction spell/day	+1 7 th lvl Abjuration spell/day
14				
15	Bonus Wizard Feat +1 8 th lvl Conjunction spell/day	Bonus Wizard Feat +1 8 th lvl Conjunction spell/day	Bonus Wizard Feat +1 8 th lvl Conjunction spell/day	Bonus Wizard Feat +1 8 th lvl Abjuration spell/day Focus Caster (greater)
16				
17	+1 9 th lvl Conjunction spell/day	+1 9 th lvl Conjunction spell/day	+1 9 th lvl Conjunction spell/day	+1 9 th lvl Conjunction spell/day
18				
19				
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat

Class Features

Abrupt Jaunt

Teleport yourself (and only yourself) up to 10' as an Immediate Action.
Usable (Intelligence modifier) times per day

Rapid Summoning

You may cast *Summon Monster* spells as a Standard Action (instead of a Full Round Action). The summoned creatures may only take a Standard Action on the round they are summoned.

Focus Caster

A chosen masterwork-quality **Quarterstaff** or **Polearm** now become a required Focus for all your spells. The Focus has the following benefits / properties:

- at 1st level, your Conjunction spells have +1 round duration, including 'Concentration' spells, which last 1 round after you stop concentrating.
- at 7th level, your Conjunction spells have +2 round duration, including 'Concentration' spells, which last 2 round after you stop concentrating.
- at 15th level, your Conjunction spells have +3 round duration, including 'Concentration' spells, which last 3 round after you stop concentrating.
- the Focus receives a bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).
- if destroyed, you may replace the Focus with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;
- if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).
- if you enchant your Focus, the XP & base materials cost are 10% less.

Variant Class Features – Conjurer (continued)

Lvl	Conjurer (PH p55)	Conjurer variant, Enhanced Summoning (UA p59)	Conjurer variant, Spontaneous Summoning (UA p59)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list <u>Gain Feat: Scribe Scroll</u> Can summon a Familiar Specialized in the School of Conjunction +1 1 st lvl Conjunction spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Conjunction +1 1 st lvl Conjunction spell/day <u>Feat: Augmented Summoning</u>	Cast Prepared Arcane Intelligence-based spells from the Wizard list <u>Gain Feat: Scribe Scroll</u> Can summon a Familiar Specialized in the School of Conjunction +1 1st lvl Conjunction spell/day
2			
3	+1 2 nd lvl Conjunction spell/day	+1 2 nd lvl Conjunction spell/day	+1 2nd lvl Conjunction spell/day <u>Spontaneous Summoning</u>
4			
5	Bonus Wizard Feat +1 3 rd lvl Conjunction spell/day	Bonus Wizard Feat +1 3 rd lvl Conjunction spell/day <u>Enh Summon (vs. Dispel +2)</u>	Bonus Wizard Feat +1 3rd lvl Conjunction spell/day
6			
7	+1 4 th lvl Conjunction spell/day	+1 4 th lvl Conjunction spell/day	+1 4th lvl Conjunction spell/day
8			
9	+1 5 th lvl Conjunction spell/day	+1 5 th lvl Conjunction spell/day	+1 5th lvl Conjunction spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat <u>Enh Summon (Str & Con +2)</u>	Bonus Wizard Feat
11	+1 6 th lvl Conjunction spell/day	+1 6 th lvl Conjunction spell/day	+1 6th lvl Conjunction spell/day
12			
13	+1 7 th lvl Conjunction spell/day	+1 7 th lvl Conjunction spell/day	+1 7th lvl Conjunction spell/day
14			
15	Bonus Wizard Feat +1 8 th lvl Conjunction spell/day	Bonus Wizard Feat +1 8 th lvl Conjunction spell/day <u>Enh Summon (vs. Dispel +4)</u>	Bonus Wizard Feat +1 8th lvl Conjunction spell/day
16			
17	+1 9 th lvl Conjunction spell/day	+1 9 th lvl Conjunction spell/day	+1 9th lvl Conjunction spell/day
18			
19			
20	Bonus Wizard Feat	Bonus Wizard Feat <u>Enh Summon (Str & Con +4)</u>	Bonus Wizard Feat

Class Features

Enh Summon (Dispel +n)

Your summoned creatures have +n to resist being dispelled.

Enh Summon (Str & Con +n)

Your summoned creatures gain +n Strength and Constitution (stacks with Feat: Augmented Summoning).

Spontaneous Summoning

You may “loose” a Prepared spell to cast a *Summon Monster* spell of a lower level (i.e., loosing a 4th level spell allows you to spontaneously cast *Summon Monster III*, *Summon Monster II*, or even *Summon Monster I*).

Variant Class Features – Diviner

Lvl	Diviner (PH p55)	Diviner variant, Enhanced Awareness (UA p59)	Diviner variant, Glimpse Peril (PH2 p70)	Diviner variant, Focus Caster (DR348 p88)	
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession, Sense Motive	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	
	1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Divination +1 1 st lvl Divination spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Divination +1 1 st lvl Divination spell/day Enhanced Awareness	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Divination +1 1 st lvl Divination spell/day Glimpse Peril	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Divination +1 1 st lvl Divination spell/day Focus Caster (least)
	2				
	3	+1 2 nd lvl Divination spell/day	+1 2 nd lvl Divination spell/day	+1 2 nd lvl Divination spell/day	+1 2 nd lvl Divination spell/day
	4				
	5	Bonus Wizard Feat +1 3 rd lvl Divination spell/day	Bonus Wizard Feat +1 3 rd lvl Divination spell/day	Bonus Wizard Feat +1 3 rd lvl Divination spell/day	Bonus Wizard Feat +1 3 rd lvl Divination spell/day
	6				
	7	+1 4 th lvl Divination spell/day	+1 4 th lvl Divination spell/day	+1 4 th lvl Divination spell/day	+1 4 th lvl Divination spell/day Focus Caster (improved)
	8				
	9	+1 5 th lvl Divination spell/day	+1 5 th lvl Divination spell/day	+1 5 th lvl Divination spell/day	+1 5 th lvl Divination spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	
11	+1 6 th lvl Divination spell/day	+1 6 th lvl Divination spell/day	+1 6 th lvl Divination spell/day	+1 6 th lvl Divination spell/day	
12					
13	+1 7 th lvl Divination spell/day	+1 7 th lvl Divination spell/day	+1 7 th lvl Divination spell/day	+1 7 th lvl Divination spell/day	
14					
15	Bonus Wizard Feat +1 8 th lvl Divination spell/day	Bonus Wizard Feat +1 8 th lvl Divination spell/day	Bonus Wizard Feat +1 8 th lvl Divination spell/day	Bonus Wizard Feat +1 8 th lvl Divination spell/day Focus Caster (greater)	
16					
17	+1 9 th lvl Divination spell/day	+1 9 th lvl Divination spell/day	+1 9 th lvl Divination spell/day	+1 9 th lvl Divination spell/day	
18					
19					
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	

Class Features

Enhanced Awareness

- a) *Identify* only takes 10 minutes to cast (instead of 1 hour).
- b) *Arcane Eye* moves at 20' per round when studying its surroundings (instead of 10').
- c) Divination spells have +1 DC (stacks with Feat: Spell Focus).

Glimpse Peril

Gain a +2 Insight bonus on your next saving throw you make before your next turn as an Immediate Action. Usable (Intelligence modifier) times per day.

Focus Caster

- A chosen masterwork-quality [Large Crystal](#) (may be mounted on a [Rod or Staff](#)) or [Ornate Holy Symbol](#) now become a required Focus for all your spells. The Focus has the following benefits / properties:
- a) at 1st level, cast Divination spells at +1 Caster level.
 - b) at 7th level, your Divination spells have 2x duration.
 - c) at 15th level, you receive a (1 + Intelligence modifier (min +1)) bonus on saves vs. Divinations spells.
 - d) the Focus receives a bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).
 - e) if destroyed, you may replace the Focus with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;
 - f) if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).
 - g) if you enchant your Focus, the XP & base materials cost are 10% less.

Variant Class Features – Diviner (continued)

Lvl	Diviner (PH p55)	Diviner variant, Bonus Diviner Feat (UA p59)	Diviner variant, Prescience (UA p59)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Divination +1 1 st lvl Divination spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Divination +1 1 st lvl Divination spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Divination +1 1st lvl Divination spell/day Prescience, 1/day
2			
3	+1 2 nd lvl Divination spell/day	+1 2 nd lvl Divination spell/day	+1 2nd lvl Divination spell/day
4			
5	Bonus Wizard Feat +1 3 rd lvl Divination spell/day	Bonus Wizard Feat +1 3 rd lvl Divination spell/day Bonus Diviner Feat	Bonus Wizard Feat +1 3rd lvl Divination spell/day Prescience, 2/day
6			
7	+1 4 th lvl Divination spell/day	+1 4 th lvl Divination spell/day	+1 4th lvl Divination spell/day
8			
9	+1 5 th lvl Divination spell/day	+1 5 th lvl Divination spell/day	+1 5th lvl Divination spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat Bonus Diviner Feat	Bonus Wizard Feat Prescience, 3/day
11	+1 6 th lvl Divination spell/day	+1 6 th lvl Divination spell/day	+1 6th lvl Divination spell/day
12			
13	+1 7 th lvl Divination spell/day	+1 7 th lvl Divination spell/day	+1 7th lvl Divination spell/day
14			
15	Bonus Wizard Feat +1 8 th lvl Divination spell/day	Bonus Wizard Feat +1 8 th lvl Divination spell/day Bonus Diviner Feat	Bonus Wizard Feat +1 8th lvl Divination spell/day Prescience, 4/day
16			
17	+1 9 th lvl Divination spell/day	+1 9 th lvl Divination spell/day	+1 9th lvl Divination spell/day
18			
19			
20	Bonus Wizard Feat	Bonus Wizard Feat Bonus Diviner Feat	Bonus Wizard Feat Prescience, 5/day

Class Features

Bonus Diviner Feat

Caster can choose one of the following for which he/she has the prerequisites: Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Skill Focus (Spot), Skill Focus (Listen), Skill Focus (Sense Motive), any Item Creation, and Spell Mastery.

Prescience, n/day

You may gain an Insight bonus equal to your Intelligence modifier on any attack roll, saving throw, skill check, or level check as a Free Action. This ability is usable 1/day at 1st and an additional time per day for every 5 levels. You must decide you are using this Extraordinary ability before you make your roll.

Variant Class Features – Enchanter

Lvl	Enchanter (PH p55)	Enchanter variant, Cohort (UA p59)	Enchanter variant, Instant Daze (PH2 p70)	Enchanter variant, Focus Caster (DR348 p88)	
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	
	1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Enchantment +1 1 st lvl Enchantment spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Enchantment +1 1 st lvl Enchantment spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Enchantment +1 1 st lvl Enchantment spell/day <u>Instant Daze</u>	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Enchantment +1 1 st lvl Enchantment spell/day <u>Focus Caster (least)</u>
	2				
	3	+1 2 nd lvl Enchantment spell/day	+1 2 nd lvl Enchantment spell/day	+1 2 nd lvl Enchantment spell/day	+1 2 nd lvl Enchantment spell/day
	4				
	5	Bonus Wizard Feat +1 3 rd lvl Enchantment spell/day	Bonus Wizard Feat +1 3 rd lvl Enchantment spell/day	Bonus Wizard Feat +1 3 rd lvl Enchantment spell/day	Bonus Wizard Feat +1 3 rd lvl Enchantment spell/day
	6		<u>Cohort</u>		
	7	+1 4 th lvl Enchantment spell/day	+1 4 th lvl Enchantment spell/day	+1 4 th lvl Enchantment spell/day	+1 4 th lvl Enchantment spell/day <u>Focus Caster (improved)</u>
	8				
	9	+1 5 th lvl Enchantment spell/day	+1 5 th lvl Enchantment spell/day	+1 5 th lvl Enchantment spell/day	+1 5 th lvl Enchantment spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	
11	+1 6 th lvl Enchantment spell/day	+1 6 th lvl Enchantment spell/day	+1 6 th lvl Enchantment spell/day	+1 6 th lvl Enchantment spell/day	
12					
13	+1 7 th lvl Enchantment spell/day	+1 7 th lvl Enchantment spell/day	+1 7 th lvl Enchantment spell/day	+1 7 th lvl Enchantment spell/day	
14					
15	Bonus Wizard Feat +1 8 th lvl Enchantment spell/day	Bonus Wizard Feat +1 8 th lvl Enchantment spell/day	Bonus Wizard Feat +1 8 th lvl Enchantment spell/day	Bonus Wizard Feat +1 8 th lvl Enchantment spell/day <u>Focus Caster (greater)</u>	
16					
17	+1 9 th lvl Enchantment spell/day	+1 9 th lvl Enchantment spell/day	+1 9 th lvl Enchantment spell/day	+1 9 th lvl Enchantment spell/day	
18					
19					
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	

Class Features

Cohort

Gain a loyal Cohort of the player’s choice. The Cohort starts at 4th level and increases under the standard Leadership rules (DMG p106), though you count as 2 levels lower than normal. You cannot gain Followers with this ability. If you take Feat: Leadership, the penalty to your level is removed and you automatically qualify for the “special power” Leadership modifier.

Instant Daze

Daze an opponent that is making a melee attack against you & who has no more HD than you have Wizard levels as an Immediate Action (WillNeg). Usable (Intelligence modifier) times per day.

Focus Caster

A chosen masterwork-quality Ornate Clothing now become a required Focus for all your spells. The Focus has the following benefits / properties:

- at 1st level, your Enchantment spells have +1 round duration, including ‘Concentration’ spells, which last 1 round after you stop concentrating.
- at 7th level, your Enchantment spells have +2 round duration, including ‘Concentration’ spells, which last 2 round after you stop concentrating.
- at 15th level, your Enchantment spells have +3 round duration, including ‘Concentration’ spells, which last 3 round after you stop concentrating.
- the Focus receives a bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).
- if destroyed, you may replace the Focus with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;
- if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).
- if you enchant your Focus, the XP & base materials cost are 10% less.

Variant Class Features – Enchanter (continued)

Lvl	Enchanter (PH p55)	Enchanter variant, Social Proficiency (UA p59)	Enchanter variant, Extended Enchantments(UA p59)	
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession, Sense Motive Cha: Bluff , Diplomacy , Gather Info , Intimidate .	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	
	1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Enchantment +1 1 st lvl Enchantment spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Enchantment +1 1 st lvl Enchantment spell/day +1 1st lvl Enchantment spell/day Extended Enchantments	
	2			
	3	+1 2 nd lvl Enchantment spell/day	+1 2 nd lvl Enchantment spell/day	+1 2nd lvl Enchantment spell/day
	4			
	5	Bonus Wizard Feat +1 3 rd lvl Enchantment spell/day	Bonus Wizard Feat +1 3 rd lvl Enchantment spell/day Social Proficiency	Bonus Wizard Feat +1 3rd lvl Enchantment spell/day
	6			
	7	+1 4 th lvl Enchantment spell/day	+1 4 th lvl Enchantment spell/day	+1 4th lvl Enchantment spell/day
	8			
	9	+1 5 th lvl Enchantment spell/day	+1 5 th lvl Enchantment spell/day	+1 5th lvl Enchantment spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat Social Proficiency	Bonus Wizard Feat	
11	+1 6 th lvl Enchantment spell/day	+1 6 th lvl Enchantment spell/day	+1 6th lvl Enchantment spell/day	
12				
13	+1 7 th lvl Enchantment spell/day	+1 7 th lvl Enchantment spell/day	+1 7th lvl Enchantment spell/day	
14				
15	Bonus Wizard Feat +1 8 th lvl Enchantment spell/day	Bonus Wizard Feat +1 8 th lvl Enchantment spell/day Social Proficiency	Bonus Wizard Feat +1 8th lvl Enchantment spell/day	
16				
17	+1 9 th lvl Enchantment spell/day	+1 9 th lvl Enchantment spell/day	+1 9th lvl Enchantment spell/day	
18				
19				
20	Bonus Wizard Feat	Bonus Wizard Feat Social Proficiency	Bonus Wizard Feat	

Class Features

Social Proficiency

Gain a +2 Competence bonus on one of the following skills: Bluff, Diplomacy, Gather Information, Intimidate, or Sense Motive.

Extended Enchantments

You may apply [Feat: Extend Spell](#) to an Enchantment spell you cast with no increase in its level. This Supernatural ability may be used 1/day plus 1 per 2 levels.

Variant Class Features – Evoker

Lvl	Evoker (PH p55)	Evoker variant, Energy Affinity (UA p59)	Evoker variant, Counterfire (PH2 p70)	Evoker variant, Focus Caster (DR348 p88)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Evocation +1 1 st lvl Evocation spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Evocation +1 1 st lvl Evocation spell/day Energy Affinity	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Evocation +1 1 st lvl Evocation spell/day Counterfire	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Evocation +1 1 st lvl Evocation spell/day Focus Caster (least)
2				
3	+1 2 nd lvl Evocation spell/day	+1 2 nd lvl Evocation spell/day	+1 2 nd lvl Evocation spell/day	+1 2 nd lvl Evocation spell/day
4				
5	Bonus Wizard Feat +1 3 rd lvl Evocation spell/day	Bonus Wizard Feat +1 3 rd lvl Evocation spell/day	Bonus Wizard Feat +1 3 rd lvl Evocation spell/day	Bonus Wizard Feat +1 3 rd lvl Evocation spell/day
6				
7	+1 4 th lvl Evocation spell/day	+1 4 th lvl Evocation spell/day	+1 4 th lvl Evocation spell/day	+1 4 th lvl Evocation spell/day Focus Caster (improved)
8				
9	+1 5 th lvl Evocation spell/day	+1 5 th lvl Evocation spell/day	+1 5 th lvl Evocation spell/day	+1 5 th lvl Evocation spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
11	+1 6 th lvl Evocation spell/day	+1 6 th lvl Evocation spell/day	+1 6 th lvl Evocation spell/day	+1 6 th lvl Evocation spell/day
12				
13	+1 7 th lvl Evocation spell/day	+1 7 th lvl Evocation spell/day	+1 7 th lvl Evocation spell/day	+1 7 th lvl Evocation spell/day
14				
15	Bonus Wizard Feat +1 8 th lvl Evocation spell/day	Bonus Wizard Feat +1 8 th lvl Evocation spell/day	Bonus Wizard Feat +1 8 th lvl Evocation spell/day	Bonus Wizard Feat +1 8 th lvl Evocation spell/day Focus Caster (greater)
16				
17	+1 9 th lvl Evocation spell/day	+1 9 th lvl Evocation spell/day	+1 9 th lvl Evocation spell/day	+1 9 th lvl Evocation spell/day
18				
19				
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat

Class Features

Energy Affinity

At 1st level, chose an Energy Type (i.e., Acid, Cold, Electricity, Fire, or Sonic). When you cast an Evocation spell with the designated subtype, it is cast at +1 effective Caster level.

Counterfire

Make a ranged touch attack on a visible foe within 60' who is targeting you with a spell or ranged attack as an Immediate Action. Effect does 1d6 per three levels of Force damage. Attacks are simultaneous, so neither needs to make a Concentration check. Usable (Intelligence modifier) times per day.

Focus Caster

A chosen masterwork-quality Longsword, Dagger, or other Bladed Weapon now become a required Focus for all your spells. The Focus has the following benefits / properties:

- at 1st level, your Evocation spells do +1 hp of damage (applies to all in area-of-effect or one if there are multiple missiles).
- at 7th level, your Evocation spells bypass the first 5 points of a target's Energy Resistance (though Energy Immunity still applies).
- at 15th level, one Evocation spell per day may ignore one Target's Energy Immunity.
- the Focus receives a bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).
- if destroyed, you may replace the Focus with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;
- if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).
- if you enchant your Focus, the XP & base materials cost are 10% less.

Variant Class Features – Evoker (continued)

Lvl	Evoker (PH p55)	Evoker variant, Energy Substitution (UA p59)	Evoker variant, Overcome Resistance (UA p59)	
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	
	1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Evocation +1 1 st lvl Evocation spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Evocation +1 1 st lvl Evocation spell/day +1 1st lvl Evocation spell/day Overcome Resistance, 1/day	
	2			
	3	+1 2 nd lvl Evocation spell/day	+1 2 nd lvl Evocation spell/day +1 2nd lvl Evocation spell/day Overcome Resistance, 2/day	
	4			
	5	Bonus Wizard Feat +1 3 rd lvl Evocation spell/day	Bonus Wizard Feat +1 3 rd lvl Evocation spell/day Energy Substitution, 1/day	Bonus Wizard Feat +1 3rd lvl Evocation spell/day Overcome Resistance, 3/day
	6			
	7	+1 4 th lvl Evocation spell/day	+1 4 th lvl Evocation spell/day +1 4th lvl Evocation spell/day Overcome Resistance, 4/day	
	8			
	9	+1 5 th lvl Evocation spell/day	+1 5 th lvl Evocation spell/day +1 5th lvl Evocation spell/day Overcome Resistance, 5/day	
10	Bonus Wizard Feat	Bonus Wizard Feat Energy Substitution, 2/day	Bonus Wizard Feat	
11	+1 6 th lvl Evocation spell/day	+1 6 th lvl Evocation spell/day +1 6th lvl Evocation spell/day Overcome Resistance, 6/day		
12				
13	+1 7 th lvl Evocation spell/day	+1 7 th lvl Evocation spell/day +1 7th lvl Evocation spell/day Overcome Resistance, 7/day		
14				
15	Bonus Wizard Feat +1 8 th lvl Evocation spell/day	Bonus Wizard Feat +1 8 th lvl Evocation spell/day Energy Substitution, 3/day	Bonus Wizard Feat +1 8th lvl Evocation spell/day Overcome Resistance, 8/day	
16				
17	+1 9 th lvl Evocation spell/day	+1 9 th lvl Evocation spell/day +1 9th lvl Evocation spell/day Overcome Resistance, 9/day		
18				
19			Overcome Resistance, 10/day	
20	Bonus Wizard Feat	Bonus Wizard Feat Energy Substitution, 4/day	Bonus Wizard Feat	

Class Features

Energy Substitution, n/day

You may change the Energy Type of a designated spell to another of your choosing. This is done as a Free Action just before you cast the spell. Usable 'n' times per day.

Overcome Resistance, n/day

You may ignore 10 points Energy Resistance of every creature affected by a designated spell. This is done as a Free Action just before you cast the designated spell. This ability has no effect on a creature with Immunity to the designated spell's energy type. Usable 'n' times per day.

Variant Class Features – Illusionist

Lvl	Illusionist (PH p55)	Illusionist variant, Chain of Disbelief (UA p59)	Illusionist variant, Brief Figment (PH2 p70)	Illusionist variant, Focus Caster (DR348 p88)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Illusion +1 1 st lvl Illusion spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Illusion +1 1 st lvl Illusion spell/day Chain of Disbelief	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Illusion +1 1 st lvl Illusion spell/day Brief Figment	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Illusion +1 1 st lvl Illusion spell/day Focus Caster (least)
2				
3	+1 2 nd lvl Illusion spell/day	+1 2 nd lvl Illusion spell/day	+1 2 nd lvl Illusion spell/day	+1 2 nd lvl Illusion spell/day
4				
5	Bonus Wizard Feat +1 3 rd lvl Illusion spell/day	Bonus Wizard Feat +1 3 rd lvl Illusion spell/day	Bonus Wizard Feat +1 3 rd lvl Illusion spell/day	Bonus Wizard Feat +1 3 rd lvl Illusion spell/day
6				
7	+1 4 th lvl Illusion spell/day	+1 4 th lvl Illusion spell/day	+1 4 th lvl Illusion spell/day	+1 4 th lvl Illusion spell/day Focus Caster (improved)
8				
9	+1 5 th lvl Illusion spell/day	+1 5 th lvl Illusion spell/day	+1 5 th lvl Illusion spell/day	+1 5 th lvl Illusion spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
11	+1 6 th lvl Illusion spell/day	+1 6 th lvl Illusion spell/day	+1 6 th lvl Illusion spell/day	+1 6 th lvl Illusion spell/day
12				
13	+1 7 th lvl Illusion spell/day	+1 7 th lvl Illusion spell/day	+1 7 th lvl Illusion spell/day	+1 7 th lvl Illusion spell/day
14				
15	Bonus Wizard Feat +1 8 th lvl Illusion spell/day	Bonus Wizard Feat +1 8 th lvl Illusion spell/day	Bonus Wizard Feat +1 8 th lvl Illusion spell/day	Bonus Wizard Feat +1 8 th lvl Illusion spell/day Focus Caster (greater)
16				
17	+1 9 th lvl Illusion spell/day	+1 9 th lvl Illusion spell/day	+1 9 th lvl Illusion spell/day	+1 9 th lvl Illusion spell/day
18				
19				
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat

Class Features

Chain of Disbelief

If a creature is being told that something is an Illusion, the creature does not get the standard +4 bonus on its save.

If the creature is shown absolute proof that something is an Illusion, it still must make a save, though it gets a +10 bonus.

Brief Figment

Create a single Mirror Image as an Immediate Action. Lasts until your turn starts. Usable (Intelligence modifier) times per day.

Focus Caster

A chosen masterwork-quality [Mask, Cloak, or other Apparel](#) used to conceal oneself now become a required Focus for all your spells. The Focus has the following benefits / properties:

- at 1st level, cast Illusion spells at +1 Caster level.
- at 7th level, your Illusion spells receive a bonus on Caster checks to bypass Spell Resistance of +(½ Caster level).
- at 15th level, you may cast Personal Illusion spells as a Touch spells.
- the Focus receives a bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).
- if destroyed, you may replace the Focus with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;
- if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).
- if you enchant your Focus, the XP & base materials cost are 10% less.

Variant Class Features – Illusionist (continued)

Lvl	Illusionist (PH p55)	Illusionist variant, Shadow Shaper (UA p59)	Illusionist variant, Illusion Master (UA p59)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Dex: Hide . Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Illusion +1 1 st lvl Illusion spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Illusion +1 1 st lvl Illusion spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Illusion +1 1st lvl Illusion spell/day Illusion Master
2			
3	+1 2 nd lvl Illusion spell/day	+1 2 nd lvl Illusion spell/day	+1 2nd lvl Illusion spell/day
4			
5	Bonus Wizard Feat +1 3 rd lvl Illusion spell/day	Bonus Wizard Feat +1 3 rd lvl Illusion spell/day Shadow Shaper (Hide bonus)	Bonus Wizard Feat +1 3rd lvl Illusion spell/day
6			
7	+1 4 th lvl Illusion spell/day	+1 4 th lvl Illusion spell/day	+1 4th lvl Illusion spell/day
8			
9	+1 5 th lvl Illusion spell/day	+1 5 th lvl Illusion spell/day	+1 5th lvl Illusion spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat +1 DC with Illusions	Bonus Wizard Feat
11	+1 6 th lvl Illusion spell/day	+1 6 th lvl Illusion spell/day	+1 6th lvl Illusion spell/day
12			
13	+1 7 th lvl Illusion spell/day	+1 7 th lvl Illusion spell/day	+1 7th lvl Illusion spell/day
14			
15	Bonus Wizard Feat +1 8 th lvl Illusion spell/day	Bonus Wizard Feat +1 8 th lvl Illusion spell/day Shadow Shaper (Hide in Sight)	Bonus Wizard Feat +1 8th lvl Illusion spell/day
16			
17	+1 9 th lvl Illusion spell/day	+1 9 th lvl Illusion spell/day	+1 9th lvl Illusion spell/day
18			
19			
20	Bonus Wizard Feat	Bonus Wizard Feat Shadow Shaper (Total Conc.)	Bonus Wizard Feat

Class Features

[Shadow Shaper \(Hide bonus\)](#)

Gain your Intelligence modifier as a bonus to your Hide checks.

[Shadow Shaper \(Hide in Sight\)](#)

You may make a Hide check even if there is no Cover or Concealment.

[Shadow Shaper \(Total Conc.\)](#)

If you are in an environment that grants Concealment, you receive the bonus of having Total Concealment.

[Illusion Master](#)

Gain 2 additional Illusionist spells every time you gain a new spell level.

All Illusionist spells you learn are treated as being mastered with Feat: Spell Mastery.

Variant Class Features – Necromancer

Lvl	Necromancer (PH p55)	Necromancer variant, Skeletal Minion (UA p59)	Necromancer variant, Cursed Glance (PH2 p70)	Necromancer variant, Focus Caster (DR348 p88)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Necromancy +1 1 st lvl Necromancy spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Necromancy +1 1 st lvl Necromancy spell/day <u>Skeletal Minion</u>	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Necromancy +1 1 st lvl Necromancy spell/day <u>Cursed Glance</u>	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Necromancy +1 1 st lvl Necromancy spell/day <u>Cursed Glance</u>
2				
3	+1 2 nd lvl Necromancy spell/day	+1 2 nd lvl Necromancy spell/day	+1 2 nd lvl Necromancy spell/day	+1 2 nd lvl Necromancy spell/day
4				
5	Bonus Wizard Feat +1 3 rd lvl Necromancy spell/day	Bonus Wizard Feat +1 3 rd lvl Necromancy spell/day	Bonus Wizard Feat +1 3 rd lvl Necromancy spell/day	Bonus Wizard Feat +1 3 rd lvl Necromancy spell/day
6				
7	+1 4 th lvl Necromancy spell/day	+1 4 th lvl Necromancy spell/day	+1 4 th lvl Necromancy spell/day	+1 4 th lvl Necromancy spell/day
8				
9	+1 5 th lvl Necromancy spell/day	+1 5 th lvl Necromancy spell/day	+1 5 th lvl Necromancy spell/day	+1 5 th lvl Necromancy spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
11	+1 6 th lvl Necromancy spell/day	+1 6 th lvl Necromancy spell/day	+1 6 th lvl Necromancy spell/day	+1 6 th lvl Necromancy spell/day
12				
13	+1 7 th lvl Necromancy spell/day	+1 7 th lvl Necromancy spell/day	+1 7 th lvl Necromancy spell/day	+1 7 th lvl Necromancy spell/day
14				
15	Bonus Wizard Feat +1 8 th lvl Necromancy spell/day	Bonus Wizard Feat +1 8 th lvl Necromancy spell/day	Bonus Wizard Feat +1 8 th lvl Necromancy spell/day	Bonus Wizard Feat +1 8 th lvl Necromancy spell/day
16				
17	+1 9 th lvl Necromancy spell/day	+1 9 th lvl Necromancy spell/day	+1 9 th lvl Necromancy spell/day	+1 9 th lvl Necromancy spell/day
18				
19				
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat

Class Features

Skeletal Minion

Gain an Undead Minion (initially a human warrior skeleton or the equivalent) as a loyal servant.

If your Minion is destroyed, you receive no penalty and can replace it by spending 24 hours and consuming 100gp of materials.

Your Minion starts as a standard skeleton, but gains the following as you gain Class levels:

- its HD are equivalent to your Class level
- +½ Class level as a bonus to its Natural Armor
- +1/3 Class level as a bonus to its Strength and Dexterity scores.

Cursed Glance

Target a visible foe within 60' who is targeting you with a spell or ranged attack as an Immediate Action. Foe receives a –2 penalty on AC & saving throws for 1 round (WillNeg). Usable (Intelligence modifier) times per day.

Focus Caster

A chosen masterwork-quality Flail, Kama, Sickle, Scythe, or other Harvesting-inspired Weapon now become a required Focus for all your spells. The Focus has the following benefits / properties:

- a) at 1st level, your Necromancy spells can be cast at +25% range.
- b) at 7th level, your Necromancy spells that inflict Ability Penalties, Ability Damage, or Ability Drain do +1 point.
- c) at 15th level, a target that fails a Fortitude save vs. one of your Necromancy spells is also Fatigued.
- d) the Focus receives a bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).
- e) if destroyed, you may replace the Focus with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;
- f) if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).
- g) if you enchant your Focus, the XP & base materials cost are 10% less.

Variant Class Features – Necromancer (continued)

Lvl	Necromancer (PH p55)	Necromancer variant, Undead Apotheosis (UA p59)	Necromancer variant, Enhance Undead (UA p59)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Necromancy +1 1 st lvl Necromancy spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Necromancy +1 1 st lvl Necromancy spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Necromancy +1 1st lvl Necromancy spell/day Enhanced Undead
2			
3	+1 2 nd lvl Necromancy spell/day	+1 2 nd lvl Necromancy spell/day	+1 2nd lvl Necromancy spell/day
4			
5	Bonus Wizard Feat +1 3 rd lvl Necromancy spell/day	Bonus Wizard Feat +1 3 rd lvl Necromancy spell/day +2 on saves vs. Sleep, Stun, Paralysis, Poison, & Disease	Bonus Wizard Feat +1 3rd lvl Necromancy spell/day
6			
7	+1 4 th lvl Necromancy spell/day	+1 4 th lvl Necromancy spell/day	+1 4th lvl Necromancy spell/day
8			
9	+1 5 th lvl Necromancy spell/day	+1 5 th lvl Necromancy spell/day	+1 5th lvl Necromancy spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat +4 on saves vs. Ability Damage, Ability Drain, & Energy Drain	Bonus Wizard Feat
11	+1 6 th lvl Necromancy spell/day	+1 6 th lvl Necromancy spell/day	+1 6th lvl Necromancy spell/day Spontaneous Dispelling (greater)
12			
13	+1 7 th lvl Necromancy spell/day	+1 7 th lvl Necromancy spell/day	+1 7th lvl Necromancy spell/day
14			
15	Bonus Wizard Feat +1 8 th lvl Necromancy spell/day	Bonus Wizard Feat +1 8 th lvl Necromancy spell/day +4 on saves vs. Sleep, Stun, Paralysis, Poison, & Disease	Bonus Wizard Feat +1 8th lvl Necromancy spell/day
16			
17	+1 9 th lvl Necromancy spell/day	+1 9 th lvl Necromancy spell/day	+1 9th lvl Necromancy spell/day
18			
19			
20	Bonus Wizard Feat	Bonus Wizard Feat Light Fortification	Bonus Wizard Feat

Class Features

Enhanced Undead

Any Undead that you create with *Animate Dead*, *Create Undead*, etc., gain a +4 Enhancement bonus to Strength & Dexterity, and +2 hit-points per HD.

Variant Class Features – Transmuter

Lvl	Transmuter (PH p55)	Transmuter variant, Enhance Attribute (UA p59)	Transmuter variant, Sudden Shift (PH2 p70)	Transmuter variant, Focus Caster (DR348 p88)	
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	
	1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Transmutation +1 1 st Transmutation spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Transmutation +1 1 st Transmutation spell/day <u>Enhance Attribute, 1/day</u>	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Transmutation +1 1 st Transmutation spell/day <u>Sudden Shift</u>	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: <u>Scribe Scroll</u> Can summon a Familiar Specialized in the School of Transmutation +1 1 st Transmutation spell/day <u>Focus Caster (least)</u>
	2				
	3	+1 2 nd Transmutation spell/day	+1 2 nd Transmutation spell/day	+1 2 nd Transmutation spell/day	+1 2 nd Transmutation spell/day
	4				
	5	Bonus Wizard Feat +1 3 rd Transmutation spell/day	Bonus Wizard Feat +1 3 rd Transmutation spell/day <u>Enhance Attribute, 2/day</u>	Bonus Wizard Feat +1 3 rd Transmutation spell/day	Bonus Wizard Feat +1 3 rd Transmutation spell/day
	6				
	7	+1 4 th Transmutation spell/day	+1 4 th Transmutation spell/day	+1 4 th Transmutation spell/day	+1 4 th Transmutation spell/day <u>Focus Caster (improved)</u>
	8				
	9	+1 5 th Transmutation spell/day	+1 5 th Transmutation spell/day	+1 5 th Transmutation spell/day	+1 5 th Transmutation spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat <u>Enhance Attribute, 3/day</u>	Bonus Wizard Feat	Bonus Wizard Feat	
11	+1 6 th Transmutation spell/day	+1 6 th Transmutation spell/day	+1 6 th Transmutation spell/day	+1 6 th Transmutation spell/day	
12					
13	+1 7 th Transmutation spell/day	+1 7 th Transmutation spell/day	+1 7 th Transmutation spell/day	+1 7 th Transmutation spell/day	
14					
15	Bonus Wizard Feat +1 8 th Transmutation spell/day	Bonus Wizard Feat +1 8 th Transmutation spell/day <u>Enhance Attribute, 4/day</u>	Bonus Wizard Feat +1 8 th Transmutation spell/day	Bonus Wizard Feat +1 8 th Transmutation spell/day <u>Focus Caster (greater)</u>	
16					
17	+1 9 th Transmutation spell/day	+1 9 th Transmutation spell/day	+1 9 th Transmutation spell/day	+1 9 th Transmutation spell/day	
18					
19					
20	Bonus Wizard Feat	Bonus Wizard Feat <u>Enhance Attribute, 5/day</u>	Bonus Wizard Feat	Bonus Wizard Feat	

Class Features

Enhance Attribute, n/day

Gain a +2 Enhancement bonus to one of your Ability scores for one minute per Caster level. Activated as a Swift Action.

Sudden Shift

You gain a Climb, Fly, or Swim speed equal to your Land speed as an Immediate Action. Lasts until the end of your turn. Usable (Intelligence modifier) times per day.

Focus Caster

A chosen masterwork-quality Instrument or Tool now become a required Focus for all your spells. The Focus has the following benefits / properties:

- a) at 1st level, any non-Personal Transmutation spell you cast with at least one target affects one extra target, but that target only has ½ duration.

- b) at 7th level, any non-Personal Transmutation spell you cast with at least one target affects one extra target, who now get the full duration.

- c) at 15th level, one Transmutation spell per day that grants a bonus to an Ability Score gives a 2x bonus (e.g., *Bull's Strength* would give a +8 Enhancement bonus to Strength).

- d) the Focus receives a bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).

- e) if destroyed, you may replace the Focus with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;

- f) if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).

- g) if you enchant your Focus, the XP & base materials cost are 10% less.

Variant Class Features – Transmuter (continued)

Lvl	Transmuter (PH p55)	Transmuter variant, Spell Versatility (UA p59)	Transmuter variant, Transmutable Memory(UA p59)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Transmutation +1 1 st Transmutation spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Transmutation +1 1 st Transmutation spell/day	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll Can summon a Familiar Specialized in the School of Transmutation +1 1st Transmutation spell/day
2			
3	+1 2 nd Transmutation spell/day	+1 2 nd Transmutation spell/day	+1 2nd Transmutation spell/day
4			
5	Bonus Wizard Feat +1 3 rd Transmutation spell/day	Bonus Wizard Feat +1 3 rd Transmutation spell/day Spell Versatility	Bonus Wizard Feat +1 3rd Transmutation spell/day Spontaneous Dispelling
6			
7	+1 4 th Transmutation spell/day	+1 4 th Transmutation spell/day	+1 4th Transmutation spell/day
8			
9	+1 5 th Transmutation spell/day	+1 5 th Transmutation spell/day	+1 5th Transmutation spell/day
10	Bonus Wizard Feat	Bonus Wizard Feat Spell Versatility	Bonus Wizard Feat
11	+1 6 th Transmutation spell/day	+1 6 th Transmutation spell/day	+1 6th Transmutation spell/day
12			
13	+1 7 th Transmutation spell/day	+1 7 th Transmutation spell/day	+1 7th Transmutation spell/day
14			
15	Bonus Wizard Feat +1 8 th Transmutation spell/day	Bonus Wizard Feat +1 8 th Transmutation spell/day Spell Versatility	Bonus Wizard Feat +1 8th Transmutation spell/day
16			
17	+1 9 th Transmutation spell/day	+1 9 th Transmutation spell/day	+1 9th Transmutation spell/day
18			
19			
20	Bonus Wizard Feat	Bonus Wizard Feat Spell Versatility	Bonus Wizard Feat

Class Features

Spell Versatility

You may choose one Wizard spell of a level you can cast (including one from your Prohibited school) and learn it as a Transmutation spell. Once picked, the spell cannot be changed.

For example, if your Prohibited school was Abjuration, at 5th level you could learn *Dispel Magic* as a Transmutation spell.

Transmutable Memory

You may change Prepared spells into other Prepared spells once per day. You may change up to half your Class level of spell levels. To do this, you must meditate for a number of minutes equal to the number of spell levels being changed. If you are interrupted, you lose the old spells and do not gain the new spells.

Racial Substitution

Lvl	Wizard (PH p55)	Changeling Wizard – 1 st level substitution (RoE p123)	Changeling Wizard – 5 th level substitution (RoE p123)	Changeling Wizard – 10 th level substitution (RoE p123)	Changeling Wizard – all level substitutions (RoE p123)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 4 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 4 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 4 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 4 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain <u>Feat: Scribe Scroll</u> . May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain <u>Feat: Scribe Scroll</u> . May specialize in a school of magic <u>Dual Specialization</u> Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain <u>Feat: Scribe Scroll</u> . May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain <u>Feat: Scribe Scroll</u> . May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain <u>Feat: Scribe Scroll</u> . May specialize in a school of magic <u>Dual Specialization</u> Can summon a Familiar
2					
3					
4					
5	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat <u>Limited Spell Knowledge</u> <u>Morphic Familiar</u>	Bonus Wizard Feat	Bonus Wizard Feat <u>Limited Spell Knowledge</u> <u>Morphic Familiar</u>
6					
7					
8					
9					
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat <u>Limited Spell Knowledge</u> <u>Override Transmutation</u>	Bonus Wizard Feat <u>Limited Spell Knowledge</u> <u>Override Transmutation</u>
11					
12					
13					
14					
15	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
16					
17					
18					
19					
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat

Changeling Wizard Class Features

Dual Specialization

Become specialized in Illusions and Transmutation, but loose access to three schools of magic from the following list: Abjuration, Conjuration, Enchantment, Evocation, Necromancy.

+2 bonus on Spellcraft checks to learn Illusions and Transmutation spells.

Able to prepare 1 extra spell per day from either the School of Illusion or the School of Transmutation at each level.

Limited Spell Knowledge

Instead of the normal two spells you gain at each level, you gain three Illusion and/or Transmutation spells.

Morphic Familiar

As a Full Round Action, your Familiar can change into another type of familiar available to a 1st level Wizard. You loose the previous Familiar Bonus (such as +3 bonus on Climb for a Lizard familiar) and gain the bonus for your familiar's new form.

Override Transmutation

If you fail your saving throw on a Transmutation spell or spell-like ability that has a duration of greater than Instantaneous, you receive a second saving throw one round later.

Racial Substitution (continued)

Lvl	Wizard (PH p55)	Elf Wizard – 1 st level substitution (RotW p157)	Elf Wizard – 3 rd level substitution (RotW p157)	Elf Wizard – 5 th level substitution (RotW p157)	Elf Wizard – all level substitutions (RotW p157)
Class Features	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Search , Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Search , Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Search , Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Search , Spellcraft. Wis: Profession.
	1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic Can summon a Familiar – Share Spells – Empathic Link – gains Improved Evasion – Master gains Alertness	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic Generalist Wizardry Can summon a Familiar – Share Spells – Empathic Link – gains Improved Evasion – Master gains Alertness	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic Can summon a Familiar – Share Spells – Empathic Link – gains Improved Evasion – Master gains Alertness	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic Can summon a Familiar – Share Spells – Empathic Link – gains Improved Evasion – Master gains Alertness
2					
3	Familiar – Touch Spells	Familiar – Touch Spells	Familiar – Touch Spells Natural Link	Familiar – Touch Spells	Familiar – Touch Spells
4					
5	Bonus Wizard Feat Familiar – speak with Master	Bonus Wizard Feat Familiar – speak with Master	Bonus Wizard Feat Familiar – speak with Master	Bonus Wizard Feat Bow Feat Familiar – speak with Master	Bonus Wizard Feat Familiar – speak with Master
6					
7	Familiar – Animal Speech	Familiar – Animal Speech	Familiar – Animal Speech	Familiar – Animal Speech	Familiar – Animal Speech
8					
9					
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
11	Familiar – gains SR	Familiar – gains SR	Familiar – gains SR	Familiar – gains SR	Familiar – gains SR
12					
13	Familiar – Scry	Familiar – Scry	Familiar – Scry	Familiar – Scry	Familiar – Scry
14					
15	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
16					
17					
18					
19					
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat

Elf Wizard Class Abilities

Generalist Wizardry

1. On Wizard level where you gain a new spell level, you gain an additional spell in your book for free.
2. You may prepare one additional spell of your highest spell level each day.

Natural Link

When your Familiar is within arm’s reach, you gain double the normal skill, saving throw, or hit point bonus your Familiar normally grants you (i.e., a Weasel familiar would grant a +4 bonus on Reflex saves, etc.).

Bow Feat

Choose one of the following Feats (you must meet the prerequisites): Defensive Archery, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Focus (shortbow).

Wizard Variants

Racial Substitution (continued)

Lvl	Wizard (PH p55)	Gnome Illusionist – 1 st level substitution (RoS p148)	Gnome Illusionist – 5 th level substitution (RoS p148)	Gnome Illusionist – 10 th level substitution (RoS p148)	Gnome Illusionist – all level substitutions (RoS p148)
In-Class Skills	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll . May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll . May specialize in a school of magic. Specialized in the School of Illusions Can summon a Familiar Gnome Illusion Spells	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll . May specialize in a school of magic. Specialized in the School of Illusions Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll . May specialize in a school of magic. Specialized in the School of Illusions Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll . May specialize in a school of magic. Specialized in the School of Illusions Can summon a Familiar Gnome Illusion Spells
2					
3					
4					
5	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat Extended Illusions	Bonus Wizard Feat	Bonus Wizard Feat Extended Illusions
6					
7					
8					
9					
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat Insidious Illusions	Bonus Wizard Feat Extended Illusions
11					
12					
13					
14					
15	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
16					
17					
18					
19					
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat

Gnome Illusionist Class Features

Gnome Illusion Spells

- All your Racial Spell-Like abilities are cast at your Wizard level (instead of at 1st level).
- You gain access some Illusion spells at an earlier level than normal (indicated below):
0th – *Silent Image, Ventriloquism*.
1st – *Leomund’s Trap, Minor Image*.
2nd – *Illusory Script, Major Image*.
3rd – *Illusory Wall*.
4th – *Persistent Image*.
5th – *Programmed Image*.
- Choose one of the following School (may not be one of your Prohibited Schools): Conjuration, Evocation, Transmutation. You cast spells from this School at –1 Caster level. At 1st level, you may not cast spells from this School at all.

Extend Illusions

All your Illusion spells last longer than normal:

<u>Normal Duration</u>	<u>New Duration</u>	<u>Example</u>
Concentration	Concentration+1d4	<i>Silent Image</i>
Concentration+N	Concentration+2N	<i>Minor Image</i>
Instantaneous	<unchanged>	<i>Nightmare</i>
<others>	2 x Normal Duration	<i>Mirror Image</i>

Insidious Illusions

In order to see through or detect one of your Illusions with a Divination spell, spell-like ability, or magic item, your opponent must make a Caster level check vs. DC (11 + your Caster level).

Racial Substitution (continued)

Lvl	Wizard (PH p55)	Halfling Wizard – 3 rd level substitution (DR336 p102)	Halfling Wizard – 5 th level substitution (DR336 p102)	Halfling Wizard – 12 th level substitution (DR336 p102)	Halfling Wizard – all level substitutions (DR336 p102)
Class Features	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d4 Armor: — Weapons: Club, Dagger, Crossbow, Quarterstaff Skill Points: 2 Con: Concentration. Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain Feat: Scribe Scroll. May specialize in a school of magic Can summon a Familiar
2					
3		Alternative Spell			Alternative Spell
4					
5	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat Lore	Bonus Wizard Feat	Bonus Wizard Feat Lore
6					
7					
8					
9					
10	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
11					
12				Greater Alternative Spell	Greater Alternative Spell
13					
14					
15	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat
16					
17					
18					
19					
20	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat	Bonus Wizard Feat

Halfling Wizard Class Abilities

Alternative Spell

Gain one spell from any class' 1st level spell list. If it is not on the Wizard spell list, treat it as a 2nd level spell. You loose the two automatic spells added to your spell book this level.

Lore

You may make Bardic Knowledge checks, based on your Wizard level and your Intelligence modifier. You loose the two automatic spells added to your spell book this level.

Greater Alternative Spell

Gain one spell from any class' 5th level or lower spell list. If it is on the Wizard spell list, it is learned at the normal level (even if available at a lower level by another class). Otherwise, treat the spell as one level higher than it is on the target spell list. You loose the two automatic spells added to your spell book this level.

New Base Classes

Beguiler

(PH2 p6)

Class Features	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d6 Armor: Light Weapons: Simple + Hand Crossbow, Rapier, Shortbow, Short Sword Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Decipher Script, Disable Device, Forgery, Know(arcana), Know(local), Search, Spellcraft. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Info., Use Magic Device. Speak Language	Spells per Day									
		0 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	<u>Armored Mage (light armor)</u> <u>Trapfinding</u>	5	3	-	-	-	-	-	-	-	-
2	<u>Cloaked Casting (+1 DC)</u> <u>Surprise Casting</u>	6	4	-	-	-	-	-	-	-	-
3	<u>Advanced Learning</u>	6	5	-	-	-	-	-	-	-	-
4	—	6	6	3	-	-	-	-	-	-	-
5	Feat: Silent Spell	6	6	4	-	-	-	-	-	-	-
6	<u>Surprise Casting (move action)</u>	6	6	5	3	-	-	-	-	-	-
7	<u>Advanced Learning</u>	6	6	6	4	-	-	-	-	-	-
8	<u>Cloaked Casting (+2 to overcome SR)</u>	6	6	6	5	3	-	-	-	-	-
9	—	6	6	6	6	4	-	-	-	-	-
10	Feat: Still Spell	6	6	6	6	5	3	-	-	-	-
11	<u>Advanced Learning</u>	6	6	6	6	6	4	-	-	-	-
12	—	6	6	6	6	6	5	3	-	-	-
13	—	6	6	6	6	6	6	4	-	-	-
14	<u>Cloaked Casting (+2 DC)</u>	6	6	6	6	6	6	5	3	-	-
15	<u>Advanced Learning</u>	6	6	6	6	6	6	6	4	-	-
16	—	6	6	6	6	6	6	6	5	3	-
17	—	6	6	6	6	6	6	6	6	4	—
18	—	6	6	6	6	6	6	6	6	5	3
19	<u>Advanced Learning</u>	6	6	6	6	6	6	6	6	6	4
20	<u>Cloaked Casting (overcomes SR)</u>	6	6	6	6	6	6	6	6	6	5

Class Features:

Spellcasting – Able to cast Spontaneous Intelligence-based Arcane spell from the Beguiler spell list (see page 174).

Armored Mage (light armor) – A Beguiler ignores the Arcane Failure chance of Light Armor when casting Beguiler spells.

Cloaked Casting – when casting a spell on an opponent that would be denied a Dexterity bonus to AC (typically because he/she is unaware of you, due to a Feint in Combat, etc.), you receive the indicated bonus. At 20th level, you automatically overcome the target’s Spell Resistance.

Surprise Casting – by using Feint in Combat, your opponent loses his/her Dexterity bonus to AC against you for your next attack or next spell, as long as it is cast by the end of your next round. You must stay in melee with the target, so your opponent still is allowed an Attack of Opportunity against you if you do not cast defensively.

At 6th level, you may Feint in Combat as a Move Action (instead of a Standard Action). If you have Feat: Improved Feint, you may Feint as a Swift Action.

Advanced Learning – you may permanently add one Sorcerer / Wizard spell of the Enchantment or Illusion School to your Beguiler spell list. Its spell level may not be higher than the highest level Beguiler spell you can currently cast.

Duskblade

(PH2 p19)

Class Features	Alignment: any Combat: Fighter Good Save: Fort, Will Hit-Die: d8 Armor: Light, Shield Weapons: Simple, Martial Skill Points: 2 Str: Climb, Jump, Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(any), Spellcraft. Wis: Sense Motive.						
		Spells Per Day					
		0 th	1 st	2 nd	3 rd	4 th	5 th
1	<u>Arcane Attunement</u> <u>Armored Mage (light armor & shield)</u>	3	2	-	-	-	-
2	Feat: Combat Casting	4	3	-	-	-	-
3	<u>Arcane Channeling (standard attack)</u>	5	4	-	-	-	-
4	<u>Armored Mage (medium armor)</u>	6	5	-	-	-	-
5	<u>Quick Cast, 1/day</u>	6	5	2	-	-	-
6	<u>Spell Power +2</u>	6	7	3	-	-	-
7	<u>Armored Mage (heavy shield)</u>	6	6	5	-	-	-
8	—	6	7	6	-	-	-
9	—	6	7	6	2	-	-
10	<u>Quick Cast, 1/day</u>	6	8	7	3	-	-
11	<u>Spell Power +3</u>	6	8	7	5	-	-
12	—	6	8	8	6	-	-
13	<u>Arcane Channeling (full attack)</u>	6	9	8	6	2	-
14	—	6	9	8	7	3	-
15	<u>Quick Cast, 2/day</u>	6	9	8	7	5	-
16	<u>Spell Power +4</u>	6	9	9	8	6	-
17	—	6	10	9	8	6	2
18	<u>Spell Power +5</u>	6	10	9	8	7	3
19	—	6	10	10	9	7	5
20	<u>Quick Cast, 2/day</u>	6	10	10	10	8	6

Class Features:

Spellcasting – Able to cast Spontaneous Intelligence-based Arcane spell from the Duskblade spell list (see page 180). At 1st level, a Duskblade knows two 0th level spells and two 1st level spells. Each subsequent levels, a Duskblade learns one spell of any level he/she can cast. Starting at 5th level (and every odd-numbered level afterwards), a Duskblade may replace one Known spell with another of the same level and they both must two levels below the highest the Duskblade is able to cast).

Arcane Attunement – Able to cast the following as Spell-like Abilities: *Dancing Lights, Detect Magic, Flare, Ghost Sound, & Read Magic*. Castable 3 + Intelligence modifier times per day total. Does not count against the normal spell per day.

Armored Mage (xxx) – A Duskblade ignores the Arcane Failure chance of certain types of armors when casting Duskblade spells:

- 1st – Light Armor & Light Shields
- 4th – Medium Armor
- 7th – Heavy Shields

Arcane Channeling (standard attack) – As a Standard Attack, a Duskblade may cast a ‘touch attack’ spell and deliver the spell through a melee weapon attack. This action does not provoke an Attack of Opportunity. The spell’s casting time must be no more than 1 Standard Action.

Quick Cast, N/day – The Duskblade may reduce the cast time of N spells per day to 1 Swift Action. The spell must have a casting time of 1 Standard Action.

Arcane Channeling (full attack) – As a Full Round Attack, a Duskblade may cast a ‘touch attack’ spell and deliver the spell through every attack that is part of a Full Round Attack. This action does not provoke an Attack of Opportunity. The spell’s casting time must be no more than 1 Standard Action. The ‘touch attack’ spell’s duration is reduced down to 1 round when used this way.

Spell Power +N – If a Duskblade has injured an opponent in melee the current battle, he/she receives a +N bonus on checks to overcome the Spell Resistance of that creature for the duration of the encounter.

Dragon Shaman

(PH2 p11)

Lvl	Black Dragon Shaman	Blue Dragon Shaman	Brass Dragon Shaman	Bronze Dragon Shaman	Copper Dragon Shaman
Class Features	Alignment: CN, NE, CE Combat: Rogue Good Save: Fort, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple Skill Points: 2 Str: Climb, Swim. Dex: Hide, Move Silently. Int: Craft, Know(nature), Search. Cha: Intimidate.	Alignment: LN, LE, NE Combat: Rogue Good Save: Fort, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple Skill Points: 2 Str: Climb. Dex: Hide. Int: Craft, Know(nature), Search, Spellcraft. Cha: Bluff, Intimidate.	Alignment: NG, CG, CN Combat: Rogue Good Save: Fort, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple Skill Points: 2 Str: Climb. Int: Craft, Know(nature), Search. Wis: Survival. Cha: Bluff, Gather Info., Intimidate.	Alignment: LG, NG, LN Combat: Rogue Good Save: Fort, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple Skill Points: 2 Str: Climb, Swim. Int: Craft, Know(nature), Search. Wis: Survival. Cha: Disguise, Intimidate.	Alignment: NG, CG, CN Combat: Rogue Good Save: Fort, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple Skill Points: 2 Str: Climb, Jump. Dex: Hide. Int: Craft, Know(nature), Search. Cha: Bluff, Intimidate.
	1	<u>Draconic Aura</u> +1 <u>Draconic Auras Known</u> : 3	<u>Draconic Aura</u> +1 <u>Draconic Auras Known</u> : 3	<u>Draconic Aura</u> +1 <u>Draconic Auras Known</u> : 3	<u>Draconic Aura</u> +1 <u>Draconic Auras Known</u> : 3
2	Skill Focus (Hide or Move Silently or Swim) <u>Draconic Auras Known</u> : 4	Skill Focus (Bluff or Hide or Spellcraft) <u>Draconic Auras Known</u> : 4	Skill Focus (Bluff or Gather Info or Survival) <u>Draconic Auras Known</u> : 4	Skill Focus (Disguise or Survival or Swim) <u>Draconic Auras Known</u> : 4	Skill Focus (Bluff or Hide or Jump) <u>Draconic Auras Known</u> : 4
3	Draconic Adaptation – Water Breathing, always on	Draconic Adaptation – <i>Ventriloquism</i> , at will	Draconic Adaptation – <i>Endure Elements</i> (self only), at will	Draconic Adaptation – Water Breathing, always on	Draconic Adaptation – <i>Spider Climb</i> (self only), at will
4	<u>Breath Weapon</u> , 2d6 Acid in a 30' Line <u>Draconic Resolve</u>	<u>Breath Weapon</u> , 2d6 Electricity in a 30' Line <u>Draconic Resolve</u>	<u>Breath Weapon</u> , 2d6 Fire in a 30' Line <u>Draconic Resolve</u>	<u>Breath Weapon</u> , 2d6 Electricity in a 30' Line <u>Draconic Resolve</u>	<u>Breath Weapon</u> , 2d6 Acid in a 30' Line <u>Draconic Resolve</u>
5	<u>Draconic Aura</u> +2 <u>Draconic Auras Known</u> : 5	<u>Draconic Aura</u> +2 <u>Draconic Auras Known</u> : 5	<u>Draconic Aura</u> +2 <u>Draconic Auras Known</u> : 5	<u>Draconic Aura</u> +2 <u>Draconic Auras Known</u> : 5	<u>Draconic Aura</u> +2 <u>Draconic Auras Known</u> : 5
6	<u>Breath Weapon</u> , 3d6 Acid in a 30' Line <u>Touch of Vitality</u> (heal wounds)	<u>Breath Weapon</u> , 3d6 Electricity in a 30' Line <u>Touch of Vitality</u> (heal wounds)	<u>Breath Weapon</u> , 3d6 Fire in a 30' Line <u>Touch of Vitality</u> (heal wounds)	<u>Breath Weapon</u> , 3d6 Electricity in a 30' Line <u>Touch of Vitality</u> (heal wounds)	<u>Breath Weapon</u> , 3d6 Acid in a 30' Line <u>Touch of Vitality</u> (heal wounds)
7	<u>Draconic Auras Known</u> : 6 Natural Armor +1	<u>Draconic Auras Known</u> : 6 Natural Armor +1	<u>Draconic Auras Known</u> : 6 Natural Armor +1	<u>Draconic Auras Known</u> : 6 Natural Armor +1	<u>Draconic Auras Known</u> : 6 Natural Armor +1
8	<u>Breath Weapon</u> , 4d6 Acid in a 30' Line Skill Focus (Hide or Move Silently or Swim)	<u>Breath Weapon</u> , 4d6 Electricity in a 30' Line Skill Focus (Bluff or Hide or Spellcraft)	<u>Breath Weapon</u> , 4d6 Fire in a 30' Line Skill Focus (Bluff or Gather Info or Survival)	<u>Breath Weapon</u> , 4d6 Electricity in a 30' Line Skill Focus (Disguise or Survival or Swim)	<u>Breath Weapon</u> , 4d6 Acid in a 30' Line Skill Focus (Bluff or Hide or Jump)
9	Immunity to Acid <u>Draconic Auras Known</u> : 7	Immunity to Electricity <u>Draconic Auras Known</u> : 7	Immunity to Fire <u>Draconic Auras Known</u> : 7	Immunity to Electricity <u>Draconic Auras Known</u> : 7	Immunity to Acid <u>Draconic Auras Known</u> : 7
10	<u>Breath Weapon</u> , 5d6 Acid in a 30' Line Draconic Aura +3	<u>Breath Weapon</u> , 5d6 Electricity in a 30' Line Draconic Aura +3	<u>Breath Weapon</u> , 5d6 Fire in a 30' Line Draconic Aura +3	<u>Breath Weapon</u> , 5d6 Electricity in a 30' Line Draconic Aura +3	<u>Breath Weapon</u> , 5d6 Acid in a 30' Line Draconic Aura +3
11	<u>Touch of Vitality</u> (remove conditions)	<u>Touch of Vitality</u> (remove conditions)	<u>Touch of Vitality</u> (remove conditions)	<u>Touch of Vitality</u> (remove conditions)	<u>Touch of Vitality</u> (remove conditions)
12	<u>Breath Weapon</u> , 6d6 Acid in a 60' Line Natural Armor +2	<u>Breath Weapon</u> , 6d6 Electricity in a 60' Line Natural Armor +2	<u>Breath Weapon</u> , 6d6 Fire in a 60' Line Natural Armor +2	<u>Breath Weapon</u> , 6d6 Electricity in a 60' Line Natural Armor +2	<u>Breath Weapon</u> , 6d6 Acid in a 60' Line Natural Armor +2
13	Draconic Adaptation (share with allies)	Draconic Adaptation (share with allies)	Draconic Adaptation (share with allies)	Draconic Adaptation (share with allies)	Draconic Adaptation (share with allies)
14	<u>Breath Weapon</u> , 7d6 Acid in a 60' Line <u>Commune with Dragon Spirit</u>	<u>Breath Weapon</u> , 7d6 Electricity in a 60' Line <u>Commune with Dragon Spirit</u>	<u>Breath Weapon</u> , 7d6 Fire in a 60' Line <u>Commune with Dragon Spirit</u>	<u>Breath Weapon</u> , 7d6 Electricity in a 60' Line <u>Commune with Dragon Spirit</u>	<u>Breath Weapon</u> , 7d6 Acid in a 60' Line <u>Commune with Dragon Spirit</u>
15	<u>Draconic Aura</u> +4	<u>Draconic Aura</u> +4	<u>Draconic Aura</u> +4	<u>Draconic Aura</u> +4	<u>Draconic Aura</u> +4
16	<u>Breath Weapon</u> , 8d6 Acid in a 60' Line Skill Focus (Hide or Move Silently or Swim)	<u>Breath Weapon</u> , 8d6 Electricity in a 60' Line Skill Focus (Bluff or Hide or Spellcraft)	<u>Breath Weapon</u> , 8d6 Fire in a 60' Line Skill Focus (Bluff or Gather Info or Survival)	<u>Breath Weapon</u> , 8d6 Electricity in a 60' Line Skill Focus (Disguise or Survival or Swim)	<u>Breath Weapon</u> , 8d6 Acid in a 60' Line Skill Focus (Bluff or Hide or Jump)
17	Natural Armor +3	Natural Armor +3	Natural Armor +3	Natural Armor +3	Natural Armor +3
18	<u>Breath Weapon</u> , 9d6 Acid in a 60' Line	<u>Breath Weapon</u> , 9d6 Electricity in a 60' Line	<u>Breath Weapon</u> , 9d6 Fire in a 60' Line	<u>Breath Weapon</u> , 9d6 Electricity in a 60' Line	<u>Breath Weapon</u> , 9d6 Acid in a 60' Line
19	<u>Draconic Wings</u>	<u>Draconic Wings</u>	<u>Draconic Wings</u>	<u>Draconic Wings</u>	<u>Draconic Wings</u>
20	<u>Breath Weapon</u> , 10d6 Acid in a 120' Line <u>Draconic Aura</u> +5	<u>Breath Weapon</u> , 10d6 Electricity in a 120' Line <u>Draconic Aura</u> +5	<u>Breath Weapon</u> , 10d6 Fire in a 120' Line <u>Draconic Aura</u> +5	<u>Breath Weapon</u> , 10d6 Electricity in a 120' Line <u>Draconic Aura</u> +5	<u>Breath Weapon</u> , 10d6 Acid in a 120' Line <u>Draconic Aura</u> +5

Dragon Shaman (continued)

Lvl	Gold Dragon Shaman	Green Dragon Shaman	Red Dragon Shaman	Silver Dragon Shaman	White Dragon Shaman	
Class Features	Alignment: LG, NG, LN Combat: Rogue Good Save: Fort, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple Skill Points: 2 Str: Climb, Swim. Dex: Hide, Move Silently. Int: Craft, Know(nature), Search. Wis: Heal. Cha: Disguise, Intimidate.	Alignment: LN, LE, NE Combat: Rogue Good Save: Fort, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple Skill Points: 2 Str: Climb. Dex: Hide, Move Silently. Int: Craft, Know(nature), Search. Cha: Bluff, Intimidate.	Alignment: CN, NE, CE Combat: Rogue Good Save: Fort, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple Skill Points: 2 Str: Climb, Jump. Int: Appraise, Craft, Know(nature), Search. Cha: Bluff, Intimidate.	Alignment: LG, NG, LN Combat: Rogue Good Save: Fort, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple Skill Points: 2 Str: Climb, Jump. Int: Craft, Know(nature), Search. Cha: Bluff, Disguise, Intimidate.	Alignment: CN, NE, CE Combat: Rogue Good Save: Fort, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple Skill Points: 2 Str: Climb, Swim. Dex: Hide, Move Silently. Int: Craft, Know(nature), Search. Cha: Intimidate.	
	1	<u>Draconic Aura +1</u> <u>Draconic Auras Known: 3</u>	<u>Draconic Aura +1</u> <u>Draconic Auras Known: 3</u>	<u>Draconic Aura +1</u> <u>Draconic Auras Known: 3</u>	<u>Draconic Aura +1</u> <u>Draconic Auras Known: 3</u>	
	2	Skill Focus (Disguise or Heal or Swim) <u>Draconic Auras Known: 4</u>	Skill Focus (Bluff or Hide or Move Silently) <u>Draconic Auras Known: 4</u>	Skill Focus (Appraise or Bluff or Jump) <u>Draconic Auras Known: 4</u>	Skill Focus (Bluff or Disguise or Jump) <u>Draconic Auras Known: 4</u>	Skill Focus (Hide or Move Silently or Swim) <u>Draconic Auras Known: 4</u>
	3	Draconic Adaptation – Water Breathing, always on	Draconic Adaptation – Water Breathing, always on	Draconic Adaptation – +5 Competence bonus on Appraise & Search checks.	Draconic Adaptation – <i>Feather Fall</i> (self only), at will	Draconic Adaptation – Icewalker (may walk across icy surfaces without reducing speed or Balance checks)
	4	<u>Breath Weapon</u> , 2d6 Fire in a 15' Cone <u>Draconic Resolve</u>	<u>Breath Weapon</u> , 2d6 Acid in a 15' Cone <u>Draconic Resolve</u>	<u>Breath Weapon</u> , 2d6 Fire in a 15' Cone <u>Draconic Resolve</u>	<u>Breath Weapon</u> , 2d6 Cold in a 15' Cone <u>Draconic Resolve</u>	<u>Breath Weapon</u> , 2d6 Cold in a 15' Cone <u>Draconic Resolve</u>
	5	<u>Draconic Aura +2</u> <u>Draconic Auras Known: 5</u>	<u>Draconic Aura +2</u> <u>Draconic Auras Known: 5</u>	<u>Draconic Aura +2</u> <u>Draconic Auras Known: 5</u>	<u>Draconic Aura +2</u> <u>Draconic Auras Known: 5</u>	<u>Draconic Aura +2</u> <u>Draconic Auras Known: 5</u>
	6	<u>Breath Weapon</u> , 3d6 Fire in a 15' Cone <u>Touch of Vitality (heal wounds)</u>	<u>Breath Weapon</u> , 3d6 Acid in a 15' Cone <u>Touch of Vitality (heal wounds)</u>	<u>Breath Weapon</u> , 3d6 Fire in a 15' Cone <u>Touch of Vitality (heal wounds)</u>	<u>Breath Weapon</u> , 3d6 Cold in a 15' Cone <u>Touch of Vitality (heal wounds)</u>	<u>Breath Weapon</u> , 3d6 Cold in a 15' Cone <u>Touch of Vitality (heal wounds)</u>
	7	<u>Draconic Auras Known: 6</u> Natural Armor +1	<u>Draconic Auras Known: 6</u> Natural Armor +1	<u>Draconic Auras Known: 6</u> Natural Armor +1	<u>Draconic Auras Known: 6</u> Natural Armor +1	<u>Draconic Auras Known: 6</u> Natural Armor +1
	8	<u>Breath Weapon</u> , 4d6 Fire in a 15' Cone Skill Focus (Disguise or Heal or Swim)	<u>Breath Weapon</u> , 4d6 Acid in a 15' Cone Skill Focus (Bluff or Hide or Move Silently)	<u>Breath Weapon</u> , 4d6 Fire in a 15' Cone Skill Focus (Appraise or Bluff or Jump)	<u>Breath Weapon</u> , 4d6 Cold in a 15' Cone Skill Focus (Bluff or Disguise or Jump)	<u>Breath Weapon</u> , 4d6 Cold in a 15' Cone Skill Focus (Hide or Move Silently or Swim)
	9	Immunity to Fire <u>Draconic Auras Known: 7</u>	Immunity to Acid <u>Draconic Auras Known: 7</u>	Immunity to Fire <u>Draconic Auras Known: 7</u>	Immunity to Cold <u>Draconic Auras Known: 7</u>	Immunity to Cold <u>Draconic Auras Known: 7</u>
10	<u>Breath Weapon</u> , 5d6 Fire in a 15' Cone Draconic Aura +3	<u>Breath Weapon</u> , 5d6 Acid in a 15' Cone Draconic Aura +3	<u>Breath Weapon</u> , 5d6 Fire in a 15' Cone Draconic Aura +3	<u>Breath Weapon</u> , 5d6 Cold in a 15' Cone Draconic Aura +3	<u>Breath Weapon</u> , 5d6 Cold in a 15' Cone Draconic Aura +3	
11	<u>Touch of Vitality (remove conditions)</u>	<u>Touch of Vitality (remove conditions)</u>	<u>Touch of Vitality (remove conditions)</u>	<u>Touch of Vitality (remove conditions)</u>	<u>Touch of Vitality (remove conditions)</u>	
12	<u>Breath Weapon</u> , 6d6 Fire in a 30' Cone Natural Armor +2	<u>Breath Weapon</u> , 6d6 Acid in a 30' Cone Natural Armor +2	<u>Breath Weapon</u> , 6d6 Fire in a 30' Cone Natural Armor +2	<u>Breath Weapon</u> , 6d6 Cold in a 30' Cone Natural Armor +2	<u>Breath Weapon</u> , 6d6 Cold in a 30' Cone Natural Armor +2	
13	Draconic Adaptation (share with allies)	Draconic Adaptation (share with allies)	Draconic Adaptation (share with allies)	Draconic Adaptation (share with allies)	Draconic Adaptation (share with allies)	
14	<u>Breath Weapon</u> , 7d6 Fire in a 30' Cone <u>Commune with Dragon Spirit</u>	<u>Breath Weapon</u> , 7d6 Acid in a 30' Cone <u>Commune with Dragon Spirit</u>	<u>Breath Weapon</u> , 7d6 Fire in a 30' Cone <u>Commune with Dragon Spirit</u>	<u>Breath Weapon</u> , 7d6 Cold in a 30' Cone <u>Commune with Dragon Spirit</u>	<u>Breath Weapon</u> , 7d6 Cold in a 30' Cone <u>Commune with Dragon Spirit</u>	
15	<u>Draconic Aura +4</u>	<u>Draconic Aura +4</u>	<u>Draconic Aura +4</u>	<u>Draconic Aura +4</u>	<u>Draconic Aura +4</u>	
16	<u>Breath Weapon</u> , 8d6 Fire in a 30' Cone Skill Focus (Disguise or Heal or Swim)	<u>Breath Weapon</u> , 8d6 Acid in a 30' Cone Skill Focus (Bluff or Hide or Move Silently)	<u>Breath Weapon</u> , 8d6 Fire in a 30' Cone Skill Focus (Appraise or Bluff or Jump)	<u>Breath Weapon</u> , 8d6 Cold in a 30' Cone Skill Focus (Bluff or Disguise or Jump)	<u>Breath Weapon</u> , 8d6 Cold in a 30' Cone Skill Focus (Hide or Move Silently or Swim)	
17	Natural Armor +3	Natural Armor +3	Natural Armor +3	Natural Armor +3	Natural Armor +3	
18	<u>Breath Weapon</u> , 9d6 Fire in a 30' Cone	<u>Breath Weapon</u> , 9d6 Acid in a 30' Cone	<u>Breath Weapon</u> , 9d6 Fire in a 30' Cone	<u>Breath Weapon</u> , 9d6 Cold in a 30' Cone	<u>Breath Weapon</u> , 9d6 Cold in a 30' Cone	
19	<u>Draconic Wings</u>	<u>Draconic Wings</u>	<u>Draconic Wings</u>	<u>Draconic Wings</u>	<u>Draconic Wings</u>	
20	<u>Breath Weapon</u> , 10d6 Fire in a 60' Cone <u>Draconic Aura +5</u>	<u>Breath Weapon</u> , 10d6 Acid in a 60' Cone <u>Draconic Aura +5</u>	<u>Breath Weapon</u> , 10d6 Fire in a 60' Cone <u>Draconic Aura +5</u>	<u>Breath Weapon</u> , 10d6 Cold in a 60' Cone <u>Draconic Aura +5</u>	<u>Breath Weapon</u> , 10d6 Cold in a 60' Cone <u>Draconic Aura +5</u>	

Dragon Shaman (continued)

Class Features:

Draconic Aura +N – You and all allies within a 30' radius Emanation gain benefits from one of the following Auras. Activated, suppressed, or swapped as a Swift Action. Only one Aura may be active at a time. No duration, though you must be conscious. The number of Auras you have access to is based on your level (up to all seven aura at 9th level):

Energy Shield – if any subject is struck with a Natural Attack or a non-reach weapon, the attacker takes (2 * N) damage of the same type as your Breath Weapon.

Power – subjects melee attacks do +N damage.

Presence – subjects gain +N on Bluff, Diplomacy, & Intimidate checks.

Resistance – all subjects gain Resistance (5 * N) to the energy type of your Breath Weapon.

Senses – subjects gain +N on Listen, Spot, & Initiative checks.

Toughness – subjects gain Damage Reduction (N) / magic.

Vigor – subjects gain Fast Healing (N) when below ½ normal hit-points.

Breath Weapon – Reflex save for ½ damage. DC is Constitution-based. Usable every 1d4 rounds.

Draconic Resolve – Gain immunity to Paralysis & Sleep effects, and the Frightful Presence of Dragons.

Touch of Vitality – You may heal yourself or others. You may heal (2 * Class level * Charisma modifier) hp per day, divided as you wish. Using this ability is a Standard Action with a range of 'touch'. This ability has no effect on Undead.

Starting at 11th level, you may heal also 'conditions' by expending some of the hit-points of healing:

5 hp – 1 point of Ability Damage, removal of Daze, Fatigued, or Sickened.

10 hp – removal of Exhausted, Nauseated, Poisoned, or Stunned.

20 hp – removal of 1 Negative Level, Blinded, Deafened, or Diseased.

Draconic Adaptation (share with others) – As a Swift Action, you may share the Draconic Adaptation you received at 4th level with one or more allies within 30'.

Commune with Dragon Spirit – *Commune*, but with no Material Component, Focus, or XP cost –and– only one question per 3 Class levels may be asked. Cannot be used again for 7 days.

Draconic Wings – Gain wings that grant Fly 60' (Good maneuverability). If carrying a Medium load, speed drops to 40'.

Favored Soul

	Favored Soul (CDiv p6)	Favored Soul variant, Deity's Favor (PH2 p43)	Spells	
Class Features	Alignment: any Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple + deity's Favored Weapon Skill Points: 2 Str: Jump. Con: Concentration. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession, Sense Motive. Cha: Diplomacy.	Alignment: any Combat: Rogue Good Save: Fort, Ref, Will Hit-Die: TBD Armor: Light, Medium, Shield Weapons: Simple + deity's Favored Weapon Skill Points: 2 Str: Jump. Con: Concentration. Int: Craft, Know(arcana), Know(religion), Spellcraft. Wis: Heal, Profession, Sense Motive. Cha: Diplomacy.		
			Spells per Day 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th	
	1		5 3 - - - - - - -	
	2		6 4 - - - - - - -	
	3	Weapon Focus (deity's Favored Weapon)	Weapon Focus (deity's Favored Weapon) Deity's Favor (one ally)	6 5 - - - - - - -
	4		6 6 3 - - - - - - -	
	5	Energy Resistance 10 (vs. energy type of choice)	Energy Resistance 10 (vs. energy type of choice)	6 6 4 - - - - - - -
	6		6 6 5 3 - - - - - - -	
	7		6 6 6 4 - - - - - - -	
	8		6 6 6 5 3 - - - - - - -	
	9		6 6 6 6 4 - - - - - - -	
	10	Energy Resistance 10 (vs. a different energy type)	Energy Resistance 10 (vs. a different energy type)	6 6 6 6 5 3 - - - - - - -
	11		6 6 6 6 6 4 - - - - - - -	
	12	Weapon Specialization (deity's Favored Weapon)	Weapon Specialization (deity's Favored Weapon) Deity's Favor (all allies)	6 6 6 6 6 6 5 3 - - - - - - -
	13		6 6 6 6 6 6 4 - - - - - - -	
	14		6 6 6 6 6 6 5 3 - - - - - - -	
	15	Energy Resistance 10 (vs. a 3 rd energy type)	Energy Resistance 10 (vs. a 3 rd energy type)	6 6 6 6 6 6 6 4 - - - - - - -
	16		6 6 6 6 6 6 6 5 3 - - - - - - -	
	17	<u>Wings</u>	<u>Wings</u>	6 6 6 6 6 6 6 6 4 - - - - - - -
	18		6 6 6 6 6 6 6 6 5 3 - - - - - - -	
19		6 6 6 6 6 6 6 6 6 4 - - - - - - -		
20	<u>Damage Reduction</u>	<u>Damage Reduction</u>	6 6 6 6 6 6 6 6 6 5 - - - - - - -	

'Favored Soul' Class Abilities

Spellcasting – Able to cast Spontaneous Charisma-based Divine spells from the Cleric spell list.

Wings – The Favored Soul grows wings that grant Fly 60' with Good maneuverability. A Favored Soul with a Good alignment gains bird wings, while one with an Evil alignment gains bat wings. A Neutrally aligned Favored Soul is allowed to choose.

Damage Reduction – The Favored Soul with a Lawful alignment gains Damage Reduction 10 / silver, while one with a Chaotic alignment gains DR 10 / cold iron. A Neutrally aligned Favored Soul can choose either.

'Favored Soul' Class Abilities

Deity's Favor (one ally) – Whenever you cast a Favored Soul spell on yourself and/or your allies, choose one affected person to gains (3 * spell level)

Temporary HP that last for up to 1 minute per spell level. As usual, multiple applications of Temporary HP do not stack; the subject simple keeps the best.

Deity's Favor (all allies) – As above, but all affected allies gain the Temporary HP.

Hexblade

Class Features	Hexblade <small>(CWar p5)</small>	Hexblade variant, Dark Companion <small>(PH2 p47)</small>	Hexblade variant, Focus Caster <small>(DR348 p88)</small>
		Alignment: LN, N, CN, LE, NE, CE Combat: Fighter Good Save: Fort, Will Hit-Die: d10 Armor: Light Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff, Diplomacy, Intimidate.	Alignment: LN, N, CN, LE, NE, CE Combat: Fighter Good Save: Fort, Will Hit-Die: d10 Armor: Light Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff, Diplomacy, Intimidate.
1	<u>Hexblade's Curse, 1/day</u> Spells per Day [Known Spells] 1 st 2 nd 3 rd 4 th -[-] -[-] -[-] -[-]	<u>Hexblade's Curse, 1/day</u> Spells per Day [Known Spells] 1 st 2 nd 3 rd 4 th -[-] -[-] -[-] -[-]	<u>Hexblade's Curse, 1/day</u> Spells per Day [Known Spells] 1 st 2 nd 3 rd 4 th -[-] -[-] -[-] -[-]
2	<u>Arcane Resistance</u> Spells -[-] -[-] -[-] -[-]	<u>Arcane Resistance</u> Spells -[-] -[-] -[-] -[-]	<u>Arcane Resistance</u> Spells -[-] -[-] -[-] -[-]
3	<u>Mettle</u> Spells -[-] -[-] -[-] -[-]	<u>Mettle</u> Spells -[-] -[-] -[-] -[-]	<u>Mettle</u> Spells -[-] -[-] -[-] -[-]
4	<u>Summon Familiar</u> Spells 0 [2] -[-] -[-] -[-]	Summon Familiar Dark Companion Spells 0 [2] -[-] -[-] -[-]	Summon Familiar Focus Caster (least) Spells 0 [2] -[-] -[-] -[-]
5	<u>Bonus Hexblade Feat</u> <u>Hexblade's Curse, 2/day</u> Spells 0 [2] -[-] -[-] -[-]	<u>Bonus Hexblade Feat</u> <u>Hexblade's Curse, 2/day</u> Spells 0 [2] -[-] -[-] -[-]	<u>Bonus Hexblade Feat</u> <u>Hexblade's Curse, 2/day</u> Spells 0 [2] -[-] -[-] -[-]
6	Spells 0 [3] -[-] -[-] -[-]	Spells 0 [3] -[-] -[-] -[-]	Spells 0 [3] -[-] -[-] -[-]
7	<u>Greater Hexblade's Curse</u> Spells 1 [3] -[-] -[-] -[-]	<u>Greater Hexblade's Curse</u> Spells 1 [3] -[-] -[-] -[-]	<u>Greater Hexblade's Curse</u> Focus Caster (improved) Spells 1 [3] -[-] -[-] -[-]
8	Spells 1 [4] 0 [2] -[-] -[-]	Spells 1 [4] 0 [2] -[-] -[-]	Spells 1 [4] 0 [2] -[-] -[-]
9	<u>Hexblade's Curse, 3/day</u> Spells 1 [4] 0 [2] -[-] -[-]	<u>Hexblade's Curse, 3/day</u> Spells 1 [4] 0 [2] -[-] -[-]	<u>Hexblade's Curse, 3/day</u> Spells 1 [4] 0 [2] -[-] -[-]
10	<u>Bonus Hexblade Feat</u> Spells 1 [4] 1 [3] -[-] -[-]	<u>Bonus Hexblade Feat</u> Spells 1 [4] 1 [3] -[-] -[-]	<u>Bonus Hexblade Feat</u> Spells 1 [4] 1 [3] -[-] -[-]
11	Spells 1 [4] 1 [3] 0 [2] -[-]	Spells 1 [4] 1 [3] 0 [2] -[-]	Spells 1 [4] 1 [3] 0 [2] -[-]
12	<u>Aura of Unluck, 1/day</u> Spells 1 [4] 1 [4] 1 [3] -[-]	<u>Aura of Unluck, 1/day</u> Spells 1 [4] 1 [4] 1 [3] -[-]	<u>Aura of Unluck, 1/day</u> Spells 1 [4] 1 [4] 1 [3] -[-]
13	<u>Hexblade's Curse, 4/day</u> Spells 1 [4] 1 [4] 1 [3] -[-]	<u>Hexblade's Curse, 4/day</u> Spells 1 [4] 1 [4] 1 [3] -[-]	<u>Hexblade's Curse, 4/day</u> Spells 1 [4] 1 [4] 1 [3] -[-]
14	Spells 2 [4] 1 [4] 1 [4] 0 [2]	Spells 2 [4] 1 [4] 1 [4] 0 [2]	Spells 2 [4] 1 [4] 1 [4] 0 [2]
15	<u>Bonus Hexblade Feat</u> Spells 2 [4] 1 [4] 1 [4] 1 [3]	<u>Bonus Hexblade Feat</u> Spells 2 [4] 1 [4] 1 [4] 1 [3]	<u>Bonus Hexblade Feat</u> Focus Caster (greater) Spells 2 [4] 1 [4] 1 [4] 1 [3]
16	<u>Aura of Unluck, 2/day</u> Spells 2 [4] 2 [4] 1 [4] 1 [3]	<u>Aura of Unluck, 2/day</u> Spells 2 [4] 2 [4] 1 [4] 1 [3]	<u>Aura of Unluck, 2/day</u> Spells 2 [4] 2 [4] 1 [4] 1 [3]
17	<u>Hexblade's Curse, 5/day</u> Spells 2 [5] 2 [4] 2 [4] 1 [4]	<u>Hexblade's Curse, 5/day</u> Spells 2 [5] 2 [4] 2 [4] 1 [4]	<u>Hexblade's Curse, 5/day</u> Spells 2 [5] 2 [4] 2 [4] 1 [4]
18	Spells 3 [5] 2 [5] 2 [4] 1 [4]	Spells 3 [5] 2 [5] 2 [4] 1 [4]	Spells 3 [5] 2 [5] 2 [4] 1 [4]
19	<u>Dire Hexblade's Curse</u> Spells 3 [5] 3 [5] 3 [5] 2 [4]	<u>Dire Hexblade's Curse</u> Spells 3 [5] 3 [5] 3 [5] 2 [4]	<u>Dire Hexblade's Curse</u> Spells 3 [5] 3 [5] 3 [5] 2 [4]
20	<u>Aura of Unluck, 3/day</u> <u>Bonus Hexblade Feat</u> Spells 3 [5] 3 [5] 3 [5] 3 [5]	<u>Aura of Unluck, 3/day</u> <u>Bonus Hexblade Feat</u> Spells 3 [5] 3 [5] 3 [5] 3 [5]	<u>Aura of Unluck, 3/day</u> <u>Bonus Hexblade Feat</u> Spells 3 [5] 3 [5] 3 [5] 3 [5]

'Hexblade' Class Features:

Hexblade's Curse, N/day – A visible opponent within 60' can be targeted with a curse as a Free Action. The opponent receives a –2 penalty on attacks, damage, saves, ability checks, & skill checks for one hour (WillNeg DC = 10 + ½ Class level + Charisma modifier). Multiple curses do not stack & an opponent that successfully saves cannot be targeted again by that Hexblade for 24 hours. The effect is ended by anything that removes or dispels curses.

Arcane Resistance – Receive your Charisma modifier (minimum +1) as a bonus on Saving Throws vs. Spells & Spell-like effects.

Mettle – If you make a Will save or Fortitude save that has an effect on a successful save (such as the damage on a successful save vs. *Disintegrate*), you take no effect on a successful save (i.e., 'Will half' & 'Fortitude partial' become 'Will none' and 'Fortitude' none for you).

Hexblade Spells – You receive Charisma-based Arcane Spontaneous Spells from the Hexblade Spell List (see page **Error! Bookmark not defined.**). You ignore Arcane Spell Failure due to Light armor. At 12th, 15th, & 18th level, you may change one of your Known spells for a different Known spell at the same level.

Bonus Hexblade Feat – Choose one feat whose prerequisites you meet from the following list: Combat Casting, Greater Spell Focus (enchantment, necromancy, or transmutation only), Greater Spell Penetration, Spell Focus (enchantment, necromancy, or transmutation only), or Spell Penetration.

Greater Hexblade's Curse – Your Hexblade's Curse now causes a –4 penalty (instead of –2).

Aura of Unluck, N/day – All melee and ranged attacks targeting you receive a 20% Miss Chance. Activated as a Free Action and lasts for (3 + Charisma modifier) rounds.

Dire Hexblade's Curse – Your Hexblade's Curse now causes a –6 penalty.

'Hexblade with Dark Companion' Class Features:

Dark Companion – By expending 100 gp and 24 hours, you can summon a Dark Companion, a shadowy extension of your will. If it is in its own 5' square, all of your enemies that are adjacent to the Dark Companion receive a –2 penalty on saves & AC. It cannot be harmed, but can be Dispelled (effective spell level is ¼th your Hexblade level). If dispelled, it reappears in 24 hours. The Dark Companion moves at your speed and instantly returns to your side if ever more than 120' from you at the start of a turn.

'Hexblade with Focus Caster' Class Features:

Focus Caster – A chosen masterwork-quality object now become a required Focus for all your spells. The Focus is associated with one school of magic and grants you benefits associated with that school (see below). The Focus has the following properties:

- bonus to Hardness equal to ½ Caster level (max 2x original Hardness) & bonus to hit-point equal to Caster level (max 2x original hp).
- if destroyed, you may replace it with by bonding with a new masterwork-quality (but not magical) object of the same type, spending 24 hours, and expending 100 gp of reagents;
- if your Focus is a weapon or a shield, you are Proficient with it (but not any other weapons / shields of the same type).
- if you enchant your Focus, the XP & base materials cost is reduced by 10%.
- additional bonus is School of Magic specific:

Abjuration – Bracers, Buckler, Small Shield

4th level – any non-Personal Abjuration spell you cast with at least one target affects one extra target, but that target only has ½ the normal duration.

7th level – any non-Personal Abjuration spell you cast with at least one target affects one extra target, who now get the full duration.

15th level – you may cast Personal Abjuration spells as a Touch spells.

Conjuration – Quarterstaff, Polearm

4th level – your Conjuration spells have +1 round duration, including 'Concentration' spells, which last 1 round after you stop concentrating.

7th level – your Conjuration spells have +2 round duration, including 'Concentration' spells, which last 2 round after you stop concentrating.

15th level – your Conjuration spells have +3 round duration, including 'Concentration' spells, which last 3 round after you stop concentrating.

Divination – Large Crystal (may be mounted on a Rod or Staff), Ornate Holy Symbol

4th level – cast Divination spells at +1 Caster level.

7th level – your Divination spells have 2x duration.

15th level – receive a (1 + Intelligence modifier (min +1)) bonus vs. Divinations spells.

Enchantment – Ornate Clothing

4th level – your Enchantment spells have +1 round duration, including 'Concentration' spells, which last 1 round after you stop concentrating.

7th level – your Enchantment spells have +2 round duration, including 'Concentration' spells, which last 2 round after you stop concentrating.

15th level – your Enchantment spells have +3 round duration, including 'Concentration' spells, which last 3 round after you stop concentrating.

Evocation – Longsword, Dagger, other Bladed Weapon

4th level – your Evocation spells do +1 hp of damage (applies to all in area-of-effect or one if there are multiple missiles).

7th level – your Evocation spells bypass the first 5 points of a target's Energy Resistance (though Energy Immunity still applies).

15th level – one Evocation spell per day may ignore one Target's Energy Immunity.

Illusion – Mask, Cloak, other Apparel used to conceal

4th level – cast Illusion spells at +1 Caster level.

7th level – your Illusion spells receive a bonus on Caster checks to bypass Spell Resistance of +(½ Caster level).

15th level – you may cast Personal Illusion spells as a Touch spells.

Necromancy – Flail, Kama, Sickle, Scythe, other Harvesting-inspired Weapon

4th level – your Necromancy spells can be cast at +25% range.

7th level – your Necromancy spells that inflict Ability Penalties, Ability Damage, or Ability Drain do +1 point.

15th level – a target that fails a Fortitude save vs. one of your Necromancy spells is also Fatigued.

Transmutation – Instrument, Tools

4th level – any non-Personal Transmutation spell you cast with at least one target affects one extra target, but that target only has ½ the normal duration.

7th level – any non-Personal Transmutation spell you cast with at least one target affects one extra target, who now get the full duration.

15th level – one Transmutation spell per day that grants a bonus to an Ability Score gives a 2x bonus (e.g., *Bull's Strength* would give a +8 bonus).

Knight

(PH2 p24)

Class Features	Alignment: LN, LN, LE	
	Combat: Fighter	
	Good Save: Will	
	Hit-Die: d12	
	Armor: Light, Medium, Heavy Shields	
	Weapons: Simple, Martial	
	Skill Points: 2	
	Str: Climb, Jump, Swim.	
	Dex: Ride.	
	Int: Know(nobility & royalty).	
	Cha: Handle Animal, Intimidate.	
	1	<u>Fighting Challenge +1</u> <u>Knight's Challenge</u> <u>Knight's Code</u>
	2	Feat: Mounted Combat <u>Shield Block +1</u>
	3	<u>Bulwark of Defense</u>
	4	<u>Armor Master (medium)</u> <u>Test of Mettle</u>
	5	<u>Bonus Knight Feat</u> <u>Vigilant Defender</u>
	6	<u>Shield Ally</u>
	7	<u>Fighting Challenge +2</u>
	8	<u>Call to Battle</u>
	9	<u>Armor Master (heavy)</u>
10	<u>Bonus Knight Feat</u>	
11	<u>Shield Block +2</u>	
12	<u>Daunting Challenge</u>	
13	<u>Fighting Challenge +3</u>	
14	<u>Improved Shield Ally</u>	
15	<u>Bonus Knight Feat</u>	
16	<u>Bond of Loyalty</u>	
17	<u>Impetuous Endurance</u>	
18	—	
19	<u>Fighting Challenge +4</u>	
20	<u>Loyal beyond Death</u> <u>Shield Block +3</u>	

Class Features:

Knight's Code – A Knight desires to win due to skill, not trickery. He/she follows the following rule:

- You forgo the +2 bonus you receive when Flanking, though your ‘partner’ still receives the bonus.
- Never strike a Flat-Footed Opponent. Allow the opponent to become ready before attacking.
- Never do lethal damage to a Helpless Opponent. Nonlethal damage is acceptable.

Violating any of these rules causes you to loose a daily use of Knight's Challenge. If they are all expended, you receive a –2 penalty on attacks & saves for the rest of the day.

You do not require non-Knights to follow your Code (since if they were honorable, they would already be following it).

Knight's Challenge – Usable ½ Knight level + Charisma modifier times per day (minimum 1). More challenges become available at higher levels.

Fighting Challenge +N – Consumes one daily use of Knight's Challenge, is activated as a Swift Action & lasts for 5 + Charisma modifier round. Your challenge targets a single foe. If this foe has an Intelligence of at least 5, has some sort of language, & has a CR of (your Character level – 2) or higher, the challenge takes effect and you receive a

+N Morale bonus on all Will saves, and a +N Morale bonus on attack & damage vs. that foe. If that foe brings you to 0 (or lower) hp, you loose 2 uses of your Knight's Challenge for the day. You may not make another Fighting Challenge in a single encounter unless you defeat your foe.

Test of Mettle – Consumes one daily use of Knight's Challenge, is activated as a Swift Action & lasts for 5 + Charisma modifier round. Your challenge targets all foes within 100' that are within your 'line of sight' and 'line of effect'. Each foe that has an Intelligence of at least 5, has some sort of language, & has a CR of (your Character level – 2) or higher is forced to attacks at you (WillNeg, DC is Charisma-based). A foe using an area-of-effect attack (such as a *Fireball* or Dragon's breath) must include you in the area of effect. Note that this ability does not force your foes to attack you unintelligently. Any given foe may only be affected by your 'Test of Mettle' once per day. If a foe under the effect of your 'Test of Mettle' brings you to 0 (or lower) hp, you gain an additional use of your Knight's Challenge for the day (limit of one can be gained in a given day).

Call to Battle – Consumes one daily use of Knight's Challenge, is activated as a Swift Action. Grant an ally who failed a save vs. a Fear effect a new saving throw.

Daunting Challenge – Consumes one daily use of Knight's Challenge, is activated as a Swift Action & lasts for 5 + Charisma modifier round. Your challenge targets all foes within 100' that are within your 'line of sight' and 'line of effect'. Each foe that has an Intelligence of at least 5, has some sort of language, & has a CR of (your Character level – 2) or lower is Shaken (WillNeg, DC is Charisma-based). Any given foe may only be affected by your 'Daunting Challenge' once per day.

Bond of Loyalty – Consume one daily use of Knight's Challenge to grant yourself a new save vs. a Mind-Affecting spell or ability. Usable once per round.

Loyal beyond Death – Consume one daily use of Knight's Challenge to continue to function normally even if at 0 or lower hp. The ability even applies if you are below –10 hp as long as your body is still intact (i.e., not *Disintegrate*'d). As long as you have –9 or greater hp when you stop using this ability (because you run out of daily uses, the danger is over, etc.), you survive.

Shield Block +N – Against one designated foe, your Shield bonus to AC improves by +N. You must be using a shield to collect this bonus.

Bulwark of Defense – If an opponent begins his/her round in a square threatened by you, he/she treats all squares threatened by you as Difficult Terrain for the round.

Armor Master (medium / heavy) – Your speed in the indicated type of armor is as fast as if you were in light armor.

Bonus Knight Feat – Choose one of the following for which you qualify: Animal Affinity, Diehard, Endurance, Great Fortitude, Iron Will, Quick Draw, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance).

Vigilant Defender – Any attempt to Tumble adjacent or through your square to avoid an Attack of Opportunity has its DC increased by your Knight level.

Shield Ally – As an Immediate Action, you can take half the damage from a melee or ranged attack that is being taken by an adjacent ally. The ally takes the other half of the damage.

Improved Shield Ally – Once per round, you can take all the damage from a melee or ranged attack that is about to be taken by an adjacent ally. The decision must be made after the hit is successful, but before damage is rolled. You may still use your Shield Ally class ability in the same round.

Impetuous Endurance – A 'natural 1' on a saving throw is not an automatic failure.

Marshal

Class Features	Marshal <small>(Mini p11) (DR348 p92)+</small>	Marshal variant, Adrenaline Boost <small>(PH2 p49) (DR348 p92)+</small>	Number of Auras Minor Major	
	Alignment: any Combat: Fighter Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 4 Str: Swim. Dex: Ride. Int: Know(any). Wis: Listen, Profession (siege engineer), Sense Motive, Spot. Cha: Bluff, Diplomacy, Handle, Animal, Intimidate, Perform. Speak Language	Alignment: any Combat: Fighter Good Save: Fort, Will Hit-Die: d8 Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skill Points: 4 Str: Swim. Dex: Ride. Int: Know(any). Wis: Listen, Profession (siege engineer), Sense Motive, Spot. Cha: Bluff, Diplomacy, Handle, Animal, Intimidate, Perform. Speak Language		
1	Skill Focus (Diplomacy) <u>Minor Aura</u>	Skill Focus (Diplomacy) <u>Minor Aura</u>	1	–
2	<u>Major Aura +1</u>	<u>Major Aura +1</u>	1	1
3	—	—	2	1
4	<u>Grant Move Action, 1/day</u>	Grant Move Action, 1/day <u>Adrenaline Boost, 1/day</u>	2	1
5	—	—	3	2
6	—	—	3	2
7	<u>Major Aura +2</u>	<u>Major Aura +2</u>	4	2
8	<u>Grant Move Action, 2/day</u>	Grant Move Action, 2/day <u>Adrenaline Boost, 2/day</u>	4	2
9	—	—	5	3
10	—	—	5	3
11	—	—	5	3
12	<u>Grant Move Action, 3/day</u>	Grant Move Action, 3/day <u>Adrenaline Boost, 3/day</u>	6	3
13	—	—	6	3
14	<u>Major Aura +3</u>	<u>Major Aura +3</u>	6	4
15	—	—	7	4
16	<u>Grant Move Action, 4/day</u>	Grant Move Action, 4/day <u>Adrenaline Boost, 4/day</u>	7	4
17	—	—	7	4
18	—	—	7	4
19	—	—	8	4
20	<u>Grant Move Action, 5/day</u> <u>Major Aura +4</u>	Grant Move Action, 5/day <u>Major Aura +4</u> <u>Adrenaline Boost, 5/day</u>	8	5

‘Marshal’ Class Features:

Aura – The Marshal can maintain one Minor Aura – and– one Major Aura continuously, as long as he/she is able to communicate with the surrounding allies. An aura is activated as a Swift Action and Dismissed as a Free Action. The Aura ends if the Marshal is Dazed, Unconscious, Stunned, Paralyzed, etc. The Aura affects all allies within a 60’ radius (including the Marshal) who can hear the Marshal, share a language, & have at least a 3 Intelligence.

Minor Aura – grant a bonus equal to the Marshal’s Charisma modifier:

- Accurate Strike – bonus on confirming a Critical.
- Art of War – bonus Disarm, Trip, Bull Rush, & Sunder attempts.
- Demand Fortitude – bonus on Fortitude saves.
- Determined Caster – bonus on rolls to overcome Spell Resistance.
- Force of Will – bonus on Will saves.
- Master of Opportunity – bonus to AC vs. Attacks of Opportunity.
- Master of Tactics – bonus on damage rolls when flanking.
- Motivate Charisma – bonus on Charisma checks & Charisma-based Skill checks.
- Motivate Constitution – bonus on Constitution checks & Constitution-based Skill checks.
- Motivate Dexterity – bonus on Dexterity checks & Dexterity-based Skill checks.
- Motivate Intelligence – bonus on Intelligence checks & Intelligence-based Skill checks.
- Motivate Strength – bonus on Strength checks & Strength-based Skill checks.
- Motivate Wisdom – bonus on Wisdom checks & Wisdom-based Skill checks.
- Over the Top – bonus on damage rolls when charging.
- Watchful Eye – bonus on Reflex saves

Major Aura +N – grant a bonus equal to ‘N’ (determined by level):

- Hardy Soldiers – allies gain Damage Reduction ‘N’ / —
- Motivated Ardor – +N bonus on damage.
- Motivate Attack – +N bonus on melee attacks.
- Motivate Care – +N bonus to AC.
- Motivate Urgency – Land speed increases by + (2*N)’.
- Resilient Troops – +N bonus on all saving throws.
- Steady Hand – +N bonus on ranged attacks.

Grant Move Action, N/day – As a Standard Action, the Marshal grants all allies within 30’ (but not himself/herself) an extra Move Action to be taken immediately. This does not change the allies’ location in the initiative order. A person can only benefit from this class ability once per round (in the case of multiple Marshals).

‘Marshal variant, Adrenaline Boost’ Class Features:

Adrenaline Boost, N/day – As a Standard Action, the Marshal grants all allies with a 3+ Intelligence within 30’ (but not himself/herself) Temporary HP equal to his/her Marshal level that last of up to 1 minute per Marshal level. Note that Temporary HP do not stack.

Ninja

(CAAdv p5)(DR348 p86)+

Class Features	Alignment: any Hit Dice: d6 Attack Table: Rogue Good Save: Ref Armor: — Weapons: Simple + Hand Crossbow, Kama, Kukri, Nunchaku, Sai, Shortbow, Short Sword, Shuriken, Siangham, & Ghost Spike(DR348 p86). Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble. Con: Concentrate. Int: Craft, Disable Device, Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Disguise, Gather Info.
	1 <u>Ki Power</u> [‡] <u>Sudden Strike +1d6</u> Trapfinding <u>+(Wisdom modifier) bonus to AC</u> [‡]
2	<u>Ghost Step (invisible)</u> [‡]
3	<u>Sudden Strike +2d6</u> <u>Poison Use</u>
4	<u>Great Leap</u> [‡]
5	<u>Sudden Strike +3d6</u> <u>+(Wisdom modifier + 1) bonus to AC</u> [‡]
6	<u>Acrobatics +2</u> <u>Ki Dodge</u> [‡]
7	<u>Sudden Strike +4d6</u> <u>Speed Climb</u> [‡]
8	<u>Ghost Strike</u> [‡]
9	<u>Sudden Strike +5d6</u> <u>Improved Poison Use</u>
10	<u>Ghost Step (ethereal)</u> [‡] <u>+(Wisdom modifier + 2) bonus to AC</u> [‡]
11	<u>Sudden Strike +6d6</u>
12	<u>Acrobatics +4</u> Evasion
13	<u>Sudden Strike +7d6</u>
14	<u>Ghost Mind</u>
15	<u>Sudden Strike +8d6</u> <u>+(Wisdom modifier + 3) bonus to AC</u> [‡]
16	<u>Ghost Sight</u>
17	<u>Sudden Strike +9d6</u>
18	—
19	<u>Acrobatics +4</u> <u>Greater Ki Dodge</u> [‡]
20	<u>Ghost Walk</u> [‡] <u>+(Wisdom modifier + 4) bonus to AC</u> [‡]

Class Features:

+(Wisdom modifier + N) bonus to AC – receive the indicated bonus to AC. Only the class level specific part of this bonus (i.e., “N”) stacks with the Monk class’ bonus to AC (i.e., you do not receive your Wisdom modifier twice). This bonus applies even when you are Flat-Footed, but not when immobilized.[‡]

Ki Power – receive ½ Ninja level (min 1) + Wisdom modifier uses of your *Ki* powers (see below) each day. As long as you have at least one use left, you receive a +2 bonus on Will saves.[‡]

Sudden Strike +Nd6 – When attacking a creature vulnerable to Sneak Attack who is denied his/her Dexterity bonus to AC, do +Nd6 of damage. May not be used to do non-lethal damage. May be used with a Melee weapon or a Ranged weapon within 30’. For purposes of qualifying for Prestige Classes, this counts as ‘Sneak Attack’.

Note: The main difference from Sneak Attack is that it does not applied to Flanked foes.

Ghost Step (invisible) – become Invisible for 1 round by expending one use of your *Ki* Power as a Swift Action that does not Provoke an Attack of Opportunity.

Poison Use – you never accidentally poison yourself when envenoming a weapon.

Giant Leap – all your Jump checks are treated as if you were running and had Feat: Run.[‡]

Acrobatics +N – receive a +N bonus on Climb, Jump, & Tumble checks.

Ki Dodge – receive a 20% Miss Chance due to Concealment by expending one use of your *Ki* Power as a Swift Action that does not Provoke an Attack of Opportunity.

Speed Climb – you may Climb your speed as a Move Action as long as you start and end your movement on a horizontal surface (e.g., starting on a street and ending on a roof). Only requires one free hand.[‡]

Ghost Strike – become able to strike Ethereal / Incorporeal creatures –or– strike Corporeal creatures while Ethereal until the start of your next round by expending one use of your *Ki* Power as a Move Action that does not Provoke an Attack of Opportunity.

Improved Poison Use – you may apply poison to a weapon as a Move Action (instead of a Standard Action).

Ghost Step (ethereal) – become Ethereal for 1 round by expending one use of your *Ki* Power as a Swift Action that does not Provoke an Attack of Opportunity.

Ghost Mind – Spells of the Sery sub-school must make a Caster check vs. DC + Class level in order to see you. If you were the target, the spell does not work. If the spell was targeted around you, you are simply not seen.

Ghost Sight – you are able to see Invisible and Ethereal creature without difficulty.

Greater Ki Dodge – receive a 50% Miss Chance due to Concealment by expending one use of your *Ki* Power as a Swift Action that does not Provoke an Attack of Opportunity.

Ghost Walk – *Ethereal Jaunt* at Class level as a Supernatural ability by expending two uses of your *Ki* Power.

[‡] This class ability is suppressed if you are wearing any armor, using a shield, or when carrying a Medium (or heavier) load.

Samurai

(CWar p8)

Class Features	Alignment: LG, LN, LE Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light, Medium, Heavy Weapons: Simple, Martial Skill Points: 2 Dex: Ride. Int: Craft, Know(history), Know(nobility & royalty). Wis: Sense Motive. Cha: Diplomacy, Intimidate.
1	<u>Daisho Proficiency</u>
2	<u>Two Swords as One</u>
3	<u>Kiai Smite, 1/day</u>
4	—
5	<u>Iaijutsu Master</u>
6	<u>Staredown</u>
7	<u>Kiai Smite, 2/day</u>
8	<u>Feat: Improved Initiative</u>
9	—
10	<u>Mass Staredown</u>
11	<u>Improved Two Swords as One</u>
12	<u>Kiai Smite, 3/day</u>
13	—
14	<u>Improved Staredown</u>
15	—
16	<u>Greater Two Swords as One</u>
17	<u>Kiai Smite, 4/day</u>
18	—
19	—
20	<u>Frightful Presence</u>

Class Features:

Daisho Proficiency – Gain Feat: Exotic Weapon Proficiency (Bastard Sword).

Two Swords as One – When fighting with a Bastard Sword and a Short Sword, you are treated as having Feat: Two-Weapon Fighting.

Kiai Smite, N/day – As a Free Action, you shout and gain a bonus on your next attack & damage roll equal to your Charisma modifier (minimum +1).

Iaijutsu Master – When drawing a Bastard Sword and/or a Short Sword, you are treated as having Feat: Quick Draw.

Staredown – +4 bonus on Intimidate checks.

Mass Staredown – You may attempt the Demoralize action on all opponents within 30' as a Standard Action.

Improved Two Swords as One – When fighting with a Bastard Sword and a Short Sword, you are treated as having Feat: Improved Two-Weapon Fighting.

Improved Staredown – You may attempt the Demoralize action as a Move Action (instead of a Standard Action).

Greater Two Swords as One – When fighting with a Bastard Sword and a Short Sword, you are treated as having Feat: Greater Two-Weapon Fighting.

Frightful Presence – When you draw your blade, all opponents within 30' must make a Will save (DC = 20 + Charisma modifier) or become Panicked for 4d6 rounds (up to 4 HD) or Shaken for 4d6 rounds (5 – 19 HD). Creatures with 20+ HD are not affected. A creature that makes its save is immune to your Frightful Presence for 24 hours.

Scout

Class Features	Scout (CAAdv p10) (CAAdvErrata)+	Scout variant, Light Cavalry (DR346 p87)	Scout variant, Dungeon Specialist (PH2 p59)	Scout variant, Sniper (DR346 p87)
		Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d8 Armor: Light Weapons: Simple + Handaxe, Throwing Axe, Short Sword, & Short Bow Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Ride, Tumble, Use Rope. Int: Craft, Disable Device, Know(dungeoneering), Know(geography), Know(nature), Search, Spellcraft. Wis: Listen, Sense Motive, Spot. Speak Language.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d8 Armor: Light Weapons: Simple + Handaxe, Throwing Axe, Short Sword, & Short Bow Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Ride, Tumble, Use Rope. Int: Craft, Disable Device, Know(dungeoneering), Know(geography), Know(nature), Search, Spellcraft. Wis: Listen, Sense Motive, Spot. Speak Language.	Alignment: any Combat: Rogue Good Save: Ref Hit-Die: d8 Armor: Light Weapons: Simple + Handaxe, Throwing Axe, Short Sword, & Short Bow Skill Points: 8 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Ride, Tumble, Use Rope. Int: Craft, Disable Device, Know(dungeoneering), Know(geography), Know(nature), Search, Spellcraft. Wis: Listen, Sense Motive, Spot. Speak Language.
1	Skirmish +1d6 Trapfinding	Skirmish +1d6 Trapfinding	Skirmish +1d6 Trapfinding	Skirmish +1d6 Trapfinding Sniper Shot +1d6
2	Battle Fortitude +1 † Uncanny Dodge	Battle Fortitude +1 † Uncanny Dodge	Battle Fortitude +1 Uncanny Dodge	Battle Fortitude +1 † Uncanny Dodge
3	Fast Movement +10' † Skirmish +1d6, +1 AC Trackless Step	Fast Movement +10' Skirmish +1d6, +1 AC Trackless Step	Fast Movement +10' Skirmish +1d6, +1 AC Trackless Step Gain Climb speed of ½ land movement & fight with Light weapons while climbing †	Fast Movement +10' Skirmish +1d6, +1 AC Trackless Step
4	Bonus Scout Feat	Bonus Scout Feat	Bonus Scout Feat	Bonus Scout Feat
5	Evasion Skirmish +2d6, +1 AC	Evasion Skirmish +2d6, +1 AC Light Cavalry Mount (+10')	Evasion Skirmish +2d6, +1 AC When on the ground & adjacent to a wall, receive +2 AC & if you are flanked, you opponent does not receive a bonus on his/her attack roll †	Evasion Skirmish +2d6, +1 AC Sniper Shot +2d6
6	Flawless Stride †	Flawless Stride †	Flawless Stride †	Flawless Stride †
7	Skirmish +2d6, +2 AC	Skirmish +2d6, +2 AC	Skirmish +2d6, +2 AC	Skirmish +2d6, +2 AC
8	Camouflage † Bonus Scout Feat	Camouflage Bonus Scout Feat	Camouflage † Bonus Scout Feat	Camouflage † Bonus Scout Feat
9	Skirmish +3d6, +2 AC	Skirmish +3d6, +2 AC	Skirmish +3d6, +2 AC	Skirmish +3d6, +2 AC Sniper Shot +3d6
10	Blindsense 30'	Blindsense 30'	Blindsense 30'	Blindsense 30'
11	Battle Fortitude +2 † Fast Movement +20' Skirmish +3d6, +3 AC	Battle Fortitude +2 † Fast Movement +20' Skirmish +3d6, +3 AC Light Cavalry Mount (+20', trackless)	Battle Fortitude +2 † Fast Movement +20' Skirmish +3d6, +3 AC Gain Climb speed of your land move †	Battle Fortitude +2 † Fast Movement +20' Skirmish +3d6, +3 AC
12	Bonus Scout Feat	Bonus Scout Feat	Bonus Scout Feat	Bonus Scout Feat
13	Skirmish +4d6, +3 AC	Skirmish +4d6, +3 AC	Skirmish +4d6, +3 AC	Skirmish +4d6, +3 AC Sniper Shot +4d6
14	Hide in Plain Sight †	Hide in Plain Sight	Hide in Plain Sight †	Hide in Plain Sight †
15	Skirmish +4d6, +3 AC	Skirmish +4d6, +3 AC	Skirmish +4d6, +3 AC	Skirmish +4d6, +3 AC
16	Bonus Scout Feat	Bonus Scout Feat	Bonus Scout Feat	Bonus Scout Feat
17	Skirmish +5d6, +4 AC	Skirmish +5d6, +4 AC	Skirmish +5d6, +4 AC	Skirmish +5d6, +4 AC Sniper Shot +5d6
18	Free Movement †	Free Movement Light Cavalry Mount (freedom of move)	Free Movement †	Free Movement †
19	Skirmish +5d6, +5 AC	Skirmish +5d6, +5 AC	Skirmish +5d6, +5 AC	Skirmish +5d6, +5 AC
20	Battle Fortitude +3 † Blindsight 30' Bonus Scout Feat	Battle Fortitude +3 † Blindsight 30' Bonus Scout Feat	Battle Fortitude +3 † Blindsight 30' Bonus Scout Feat	Battle Fortitude +3 † Blindsight 30' Bonus Scout Feat

† This class ability is suppressed when you are in Medium (or heavier) armor –or– when carrying a Medium (or heavier) load.

‘Scout’ Class Features:

Skirmish +Nd6, +X AC – in a round where the Scout moves 10’ or more from his/her starting position, the Scout does +Nd6 damage with all melee attacks & all ranged attack within 30’. Only creatures vulnerable to critical hits are vulnerable to the extra damage. Also, the Scout receives a +X Competence bonus to AC in those same rounds. This class feature does not apply when mounted.

Battle Fortitude +N – receive a +N bonus on Initiative checks and Fortitude saves. †

Flawless Stride – able to move through all non-magical terrain at his/her normal movement. †

Free Movement – as an extraordinary ability, *Freedom of Movement*, always on. †

Bonus Scout Feat – the Scout may choose on of the following which he/she qualifies for: Acrobatic, Acrobatic Skirmisher, Agile, Alertness, Athletic, Blind-Fight, Brachiation, Combat Expertise, Danger Dense, Dodge, Endurance, Far Shot, Great Fortitude, Hear the Unseen, Hinder(DR344 p103), Improved Acrobatic Skirmisher, Improved Initiative, Improved Swimming, Iron Will, Lightning Reflexes, Mobility, Mounted Fighting, Passive Reconnoiter, Point Blank Shot, Precise Shot, Quick Draw, Quick Reconnoiter, Ranged Skirmisher, Rapid Reload, Scout the Path, Shot on the Run, Skill Focus, Spring Attack, Track.

Camouflage – able to make Hide checks in natural terrain without Cover or Concealment, as long as he/she is not being observed. †

Hide in Plain Sight – able to make Hide checks in natural terrain without Cover or Concealment while being observed. †

‘Light Cavalry’ Class Features:

Light Cavalry Mount (bonus feature) – as a Paladin’s Special Mount, but it does not allow the sharing of spells or the ability to *Command* similar creatures. It also gains the indicated ‘bonus feature’ at the indicated level.

‘Sniper’ Class Features:

Sniper Shot +Nd6 – as a Full Round Action (that does not allow a 5’ Step), make a single shot with a projectile weapon. If it hits no matter what the range, it does +Nd6 damage. The target must be alive, corporeal, vulnerable to Critical Hits, not benefiting from Cover or Concealment, etc.

Spellthief

(CAdv p13)

Class Features	Alignment: any Hit Dice: d6 Attack Table: Rogue Good Save: Will Armor: Light Weapons: Simple Skill Points: 6 Str: Jump, Swim Dex: Escape Artist, Hide, Move Silently, Open Lock, Tumble. Int: Craft, Decipher Script, Disable Device, Know(arcana), Know(local), Search. Wis: Listen, Sense Motive, Spot. Cha: Bluff, Gather Info., Use Magic Device. Speak Language	Spells per Day 1 st 2 nd 3 rd 4 th	Known Spells 1 st 2 nd 3 rd 4 th
	1	Sneak Attack +1d6 Steal Spell – 0 th or 1 st Trapfinding	-- -- -- --
	2	Detect Magic Spellgrace +1 Steal Spell Effect	-- -- -- --
	3	Steal Energy Resistance 10	-- -- -- --
	4	Steal Spell – 2 nd	0 -- -- --
	5	Sneak Attack +2d6 Steal Spell-Like Ability	0 -- -- --
	6	Steal Spell – 3 rd	1 -- -- --
	7	Absorb Spell	1 -- -- --
	8	Steal Spell – 4 th	1 0 -- --
	9	Arcane Sight Sneak Attack +3d6	1 0 -- --
	10	Steal Spell – 5 th	1 1 -- --
	11	Spellgrace +2 Steal Energy Resistance 20	1 1 0 --
	12	Steal Spell – 6 th	1 1 1 --
	13	Discover Spell Sneak Attack +4d6	1 1 1 --
	14	Steal Spell – 7 th	2 1 1 0
	15	Steal Spell Resistance	2 1 1 1
	16	Steal Spell – 8 th	2 2 1 1
	17	Sneak Attack +5d6	2 2 2 1
	18	Steal Spell – 9 th	3 2 2 1
	19	Steal Energy Resistance 30	3 3 3 2
20	Absorb Spell (Immediate Casting) Spellgrace +3	3 3 3 3	

Class Features:

Steal XXX – a Spell Thief may “steal” spells, energy resistance, etc. from a target creature and benefit himself / herself. These class features have the following details in common:

1. A touched, willing target may be “stolen” from as a Standard Action.
2. Stealing from an unwilling target requires a Sneak Attack & the Spell Thief must forgo the number of d6 of damage indicated in the table below
3. The Spell Thief may try to steal a specific spell, energy resistance, etc. If it is unavailable, then what is taken is random.
4. Unless indicated otherwise, the target loses access to what is stolen for the Duration of the Theft. At the end of the duration, the XXX returns to the target.

Steal Spell – the Spell Thief may “steal” a Prepared or Spontaneous spell and then cast it when desired. When casting, the Spell Thief uses the original caster’s level & ability scores to determine effects, DC’s, etc. The Spell Thief must provide the Material components, the Focus, & pay any XP, plus be able to perform the Verbal & Somatic components. If an Impromptu Spell is stolen (such as those cast by Bards, Sorcerers, and Favored Souls), the target cannot cast the stolen spell for 1 minute. The Spell Thief has the option of using the stolen spell levels to power his/her own spells. Only (Class level) spell levels may be “stolen” at one time.

Steal Spell Effect – the Spell Thief may “steal” a spell that is in effect on the target and use it on himself/herself. Only spells that could target the Spell Thief (i.e., not “Personal”) –and– which are vulnerable to *Dispel Magic* can be stolen.

Steal Energy Resistance N – the Spell Thief may “steal” up to N points of one type of Energy Resistance / Immunity possessed by a target and gain N Resistance for himself/herself. A target with Energy Immunity retains its immunity. Multiple stealings of the same energy do not stack for the Spell Thief and a given creature may only have each type of energy resistance stolen once by a given Spell Thief at a time.

Steal Spell-Like Ability – the Spell Thief may “steal” a Spell-Like Ability from the target, removing one of its daily uses for that day. Until the Spell Thief uses the ability (or 1 minute elapses), the target may not use the ability, even if it has remaining daily uses.

Steal Spell Resistance – the Spell Thief may “steal” 5 points of Spell Resistance from the target and gain a Spell Resistance of (5 + Class level, up to the target’s Spell Resistance). Spell Resistances do not stack. Can’t be used on the same creature again until the effect ends.

Detect Magic – usable (Charisma modifier) times per day. Cast at Class level.

Spell Grace +N – receive a +N Competence bonus on saves vs. spells.

Spells – able to cast Sorcerer/Wizard spells from the Schools of Abjuration, Divination, Enchantment, Illusion, & Transmutation. These are Charisma-based Impromptu Arcane spells. Caster level is ½ Class level. Light armor does not cause a chance of Spell Failure.

Absorb Spell – if the Spell Thief makes his/her saving throw against a targeted spell, he/she may attempt to add it to his/her pool of Stolen Spells by making a Level Check vs. DC (10 + target spell’s Caster level). All limits on spell level and total number of spell levels apply.

Absorb Spell (immediate) – As ‘Absorb Spell’, but the Spell Thief may cast the absorbed spell or cast one of his/her own with the levels gained from it as an Immediate Action.

Arcane Sight – usable (Charisma modifier) times per day. Cast at Class level as an Immediate Action.

Discover Spells – if the Spell Thief successfully use ‘Steal Spell’, he/she knows all the other spells Prepared / Known by the target.

Stolen	Sneak Attack Cost	Max Level / Amount (units)	Duration of Theft
Spell	1d6	By Class level (Spell level)	Until cast, up to 1 hour
Spell Effect	1d6	Class level + Cha mod (Caster level)	Spell’s duration, up to 1 minute per Class level
Energy Resistance	1d6	By Class level	1 minute
Spell-Like Ability	1d6	Class level / 3 (Caster level)	Until used, up to 1 minute
Spell Resistance	3d6	5	1 round per Charisma modifier

Spirit Shaman

(CDiv p14)

Class Features	Alignment: any. Hit Dice: d8 Attack Table: Rogue Good Save: Fort, Will Armor: Light + Light Shields Weapons: Club, Dagger, Dart, Hand Axe, Javelin, Longspear, Quarterstaff, Shortspear, Spear, Sling, Short Bow, Throwing Ax. Skill Points: 4 Str: Swim. Dex: Ride. Con: Concentrate. Int: Craft, Know(arcana), Know(geography), Know(history), Know(local), Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	Spells per Day									Spells Retrieved per Day									
		0 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	0 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th
1	<u>Spirit Guide</u> Wild Empathy	3	2	-	-	-	-	-	-	-	3	1	-	-	-	-	-	-	-	-
2	<u>Chastise Spirits</u>	4	3	-	-	-	-	-	-	-	3	2	-	-	-	-	-	-	-	-
3	<u>Detect Spirits</u>	5	4	2	-	-	-	-	-	-	3	2	1	-	-	-	-	-	-	-
4	<u>Blessing of the Spirits</u>	6	5	3	-	-	-	-	-	-	3	3	1	-	-	-	-	-	-	-
5	<u>Follow the Guide</u>	6	6	4	2	-	-	-	-	-	3	3	1	1	-	-	-	-	-	-
6	<u>Ghost Warrior</u>	6	6	5	3	-	-	-	-	-	3	3	2	1	-	-	-	-	-	-
7	<u>Warding of the Spirits</u>	6	6	6	4	2	-	-	-	-	3	3	2	1	1	-	-	-	-	-
8	—	6	6	6	5	3	-	-	-	-	3	3	2	2	1	-	-	-	-	-
9	<u>Spirit Form, 1/day</u>	6	6	6	6	4	2	-	-	-	3	3	3	2	1	1	-	-	-	-
10	<u>Guide Magic</u>	6	6	6	6	5	3	-	-	-	3	3	3	2	2	1	-	-	-	-
11	<u>Recall Spirit</u>	6	6	6	6	6	4	2	-	-	3	3	3	3	2	1	1	-	-	-
12	—	6	6	6	6	6	5	3	-	-	3	3	3	3	2	2	1	-	-	-
13	<u>Exorcism</u>	6	6	6	6	6	6	4	2	-	3	3	3	3	3	2	1	1	-	-
14	—	6	6	6	6	6	6	5	3	-	3	3	3	3	3	2	2	1	-	-
15	<u>Spirit Form, 2/day</u>	6	6	6	6	6	6	6	4	2	-	3	3	3	3	3	2	1	1	-
16	<u>Weaken Spirits</u>	6	6	6	6	6	6	6	5	3	-	3	3	3	3	3	2	2	1	-
17	<u>Spirit Journey</u>	6	6	6	6	6	6	6	6	4	2	3	3	3	3	3	3	2	1	1
18	—	6	6	6	6	6	6	6	6	5	3	3	3	3	3	3	3	2	2	1
19	<u>Favored of the Spirits</u>	6	6	6	6	6	6	6	6	6	4	3	3	3	3	3	3	3	2	2
20	<u>Spirit Form, 3/day</u> <u>Spirit Who Walks</u>	6	6	6	6	6	6	6	6	6	5	3	3	3	3	3	3	3	3	2

Class Features:

Spirit Guide – Gain Feat: Alertness.

Spells – Casts Impromptu Divine spells from the Druid Spell List. DC’s of the spells are based on your Charisma, but access is based on Wisdom (i.e., you need a Wisdom of at least 16 to use a 6th level spell). You may change your ‘Retrieved’ (i.e., Known) spells each day after 1 hour of meditation.

Chastise Spirit – Spirits³ (even if Incorporeal) within a 30’ radius Burst of you take 1d6 per Class level (Will½, DC is Charisma-base). Usable as a Standard Action, 3 + Charisma modifier times per day.

Detect Spirits – Usable at will as a Spell-Like Ability. Same as Detect Undead, but applies to Spirits³.

Blessing of the Spirits – Activated with a 10 minute ritual. Usable at will as a Spell-Like Ability. As Protection from Evil (self only), except it applies to Spirits³ and has a duration of Permanent (may be dispelled or dismissed).

Follow the Guide – If you fail a saving throw vs. an Enchantment, you receive a save the next round at the same DC.

Ghost Warrior – 1. Any weapon you hold gains ‘Ghost Touch’. 2. Incorporeal creatures attempting to make a Touch Attack on you must hit your normal AC instead (i.e., all your bonuses to AC are ‘Ghost Touch’ too).

Warding of the Spirits – Activated with a 10 minute ritual. Usable once per day as a Spell-Like Ability. As Magic Circle against Evil, except it applies to Spirits and has a duration of 10 minutes per level.

³ For this class, ‘spirits’ are defined as the following: Incorporeal Undead, Fey, Creatures in Astral Form or with Astral Bodies, Creatures with the ‘spirit’ subtype (see Oriental Adventures), Spirit Folk, Telthors, & spirit creatures created by spells such as Dream Sight & Wood Wose.

Spirit Form, N/day – You become Incorporeal. This is a Supernatural ability which is activated with a Standard Action and has a duration of 1 minute. In addition to the standard benefits of being Incorporeal, you gain a Touch Attack (attack roll is Dexterity based) that does 1d6 damage and is treated as ‘magic’ for purposes of overcoming Damage Reduction.

Guide Magic – Your “guide” (i.e., a second sentence within your mind) can maintain Concentration on spells for you. Conditions affecting your body (such as damage and being entangled) do not apply to it, so it does not normally have to make Concentration checks. If a spell requires a check, it uses your Concentration check bonus.

Recall Spirit – Raise Dead, usable once per week as a Spell-Like Ability. Only usable within 1 round of the target’s death, but does not result in loss of level.

Exorcism – Drive a Spirit out of a body it is possessing by making an Class Level Check + Charisma modifier vs. DC 10 + possessing creature’s HD + possessing creature’s Charisma modifier. An exorcized Spirit cannot attempt to possess the same victim for 24 hours. Usable as a will as a Full Round action.

Weaken Spirits – When using the Chastise Spirit class ability, you may forgo damage to remove some of the defenses of every Spirit in the area of effect (WillNeg). Each affected Spirit has the following suppressed: Spell Resistance, Damage Reduction (except vs. ‘adamantine’ or everything (i.e., ‘-’), and an Incorporeal creature loses its immunity to non-magic attacks, the 50% miss chance of corporeal attacks, & its ability to move through solid objects. The effect lasts for 1 round per 3 HD of damage forgone.

Spirit Journey – Shadow Walk (self only), usable 1/day as a Spell-Like Ability. Travels through the Plane of Spirit (instead of the Plane of Shadow), so does not need to enter through shadows.

Favored of the Spirits – Activated with an 8 hour ritual & expenditure of 1,000 XP. You gain a Contingency affect that activates a Heal if your hit-points or ability score drop to 0 (or lower). Permanent until dispelled or discharged.

Spirit Who Walks – You become a ‘fey’ and gain Damage Reduction 5 / cold iron.

Swashbuckler

Class Features	Swashbuckler <small>(CWar p11)</small>	Swashbuckler variant, Shield of Blades <small>(PH2 p63)</small>
		Alignment: any Combat: Fighter Good Save: Fort Hit-Die: d10 Armor: Light Weapons: Simple, Martial Skill Points: 4 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Tumble, Use Rope. Int: Craft. Wis: Profession, Sense Motive. Cha: Bluff, Diplomacy.
1	Feat: Weapon Finesse	Feat: Weapon Finesse
2	Grace +1 [†]	Grace +1 [†]
3	Insightful Strike [†]	Insightful Strike [†]
4	—	—
5	Dodge Bonus +1 [†]	Dodge Bonus +1 [†] Shield of Blades +2 [†]
6	—	—
7	Acrobatic Charge	Acrobatic Charge
8	Improved Flanking	Improved Flanking
9	—	—
10	Dodge Bonus +2 [†]	Dodge Bonus +2 [†] Shield of Blades +3 [†]
11	Grace +2 Lucky	Grace +2 Lucky
12	—	—
13	Acrobatic Mastery	Acrobatic Mastery
14	Weakening Critical	Weakening Critical
15	Dodge Bonus +3 [†]	Dodge Bonus +3 [†] Shield of Blades +4 [†]
16	—	—
17	Slippery Mind	Slippery Mind
18	—	—
19	Wounding Critical	Wounding Critical
20	Grace +3 [†] Dodge Bonus +4 [†]	Grace +3 [†] Dodge Bonus +4 [†] Shield of Blades +5 [†]

‘Swashbuckler’ class features:

Grace +N – +N Competence bonus on Reflex saves.

Insightful Strike – When using a Finesse weapon, add your Intelligence modifier to your weapon damage (in addition to your Strength modifier). Only applies to creatures vulnerable to Critical Hits.[†]

Dodge Bonus +N – Receive a +N Dodge Bonus to AC against one of your melee opponents. You may designate a new opponent each round. If you have the Feat Dodge, you must designate the same opponent for the feat and the class ability, though the bonuses stack.[†]

Acrobatic Charge – You may Charge over difficult terrain, though skill checks (such as Jump or Tumble) may be necessary.

Improved Flanking – When you Flank an opponent, you receive a +4 bonus on your attack roll (instead of +2).

Lucky – You may reroll one failed Attack roll, Skill check, Ability check, or Saving Throw per day, though you must keep the new roll.

Acrobatic Skill Mastery – You may always “Take 10” on Jump and Tumble checks.

Weakening Critical – On a Critical Hit, you also do 2 points of Strength damage.

Slippery Mind – If you fail a saving throw vs. an Enchantment, you receive a new save the next round at the same DC.

Wounding Critical – On a Critical Hit, you also do 2 points of Constitution damage (in addition to the Strength damage from ‘Weakening Critical’).

‘Swashbuckler variant, Shield of Blades’ class features:

Shield of Blades +N – In any round where you attack with both of a pair of Light weapons, you receive a +N Shield bonus to AC until the start of your next round.

[†] This class ability is suppressed when you are in Medium (or heavier) armor –or– when carrying a Medium (or heavier) load.

Warlock

Class Features	Warlock <small>(CArc p5) (CArcErrata)+</small>	Warlock variant, Fiendish Flamewreath <small>(PH2 p65)</small>	Invocations Known
	Alignment: CG, CN, LE, NE, CE Combat: Rogue Good Save: Will Hit-Die: d6 Armor: Light Weapons: Simple Skill Points: 2 Str: Jump. Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff, Disguise, Intimidate, Use Magic Device.	Alignment: CG, CN, LE, NE, CE Combat: Rogue Good Save: Will Hit-Die: d6 Armor: Light Weapons: Simple Skill Points: 2 Str: Jump. Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Spellcraft. Wis: Profession, Sense Motive. Cha: Bluff, Disguise, Intimidate, Use Magic Device.	
1	<u>Eldritch Blast 1d6</u> <u>Invocation, Least</u>	<u>Eldritch Blast 1d6</u> <u>Invocation, Least</u>	1
2	<u>Detect Magic</u> , at will	<u>Detect Magic</u> , at will	2
3	<u>Eldritch Blast 2d6</u> Damage Reduction 1 / cold iron	<u>Eldritch Blast 2d6</u> Damage Reduction 1 / cold iron	2
4	<u>Deceive Item</u>	<u>Deceive Item</u>	3
5	<u>Eldritch Blast 3d6</u>	<u>Eldritch Blast 3d6</u>	3
6	<u>Invocation, Least or Lesser</u>	<u>Invocation, Least or Lesser</u>	4
7	<u>Eldritch Blast 4d6</u> Damage Reduction 2 / cold iron	<u>Eldritch Blast 4d6</u> Damage Reduction 2 / cold iron	4
8	<u>Fiendish Resilience 1</u>	<u>Fiendish Resilience 1</u> <u>Fiendish Flamewreath, 1d6</u>	5
9	<u>Eldritch Blast 5d6</u>	<u>Eldritch Blast 5d6</u>	5
10	<u>Energy Resistance 5</u>	<u>Fiendish Resilience 5</u>	6
11	<u>Eldritch Blast 6d6</u> Damage Reduction 3 / cold iron <u>Invocation, Least, Lesser, Greater</u>	<u>Eldritch Blast 6d6</u> Damage Reduction 3 / cold iron <u>Invocation, Least, Lesser, Greater</u>	7
12	<u>Imbue Item</u>	<u>Imbue Item</u>	7
13	<u>Fiendish Resilience 2</u>	<u>Fiendish Resilience 2</u> <u>Fiendish Flamewreath, 2d6</u>	8
14	<u>Eldritch Blast 7d6</u>	<u>Eldritch Blast 7d6</u>	8
15	Damage Reduction 4 / cold iron	Damage Reduction 4 / cold iron	9
16	<u>Invocation, up to Dark</u>	<u>Invocation, up to Dark</u>	10
17	<u>Eldritch Blast 8d6</u>	<u>Eldritch Blast 8d6</u>	10
18	<u>Fiendish Resilience 5</u>	<u>Fiendish Resilience 5</u> <u>Fiendish Flamewreath, 5d6</u>	11
19	Damage Reduction 5 / cold iron	Damage Reduction 5 / cold iron	11
20	<u>Eldritch Blast 9d6</u> <u>Energy Resistance 10</u>	<u>Eldritch Blast 9d6</u> <u>Energy Resistance 10</u>	12

‘Warlock’ Class Features:

Eldritch Blast Nd6 – As a Standard Action, you may generate a ray that does Nd6 of Untyped Damage to one target within 30’ (no save, SR applies) (½ damage to objects). (Note: Some Invocations change these default behaviors). Some Invocations add additional effects which allow a save, which is Charisma-based and can be increased with Feat: Ability Focus (Eldritch Blast). Usable an unlimited number of times per day. One ‘eldritch essence’ and one ‘blast shape’ Invocation may be applied to the Eldritch Blast (assuming the Warlock knows any); doing so will change the Eldritch Blast’s Effective Cater level (default is 1st (CArcErrata)).

Invocation – Invocations are Spell-Like Abilities.

Unlike most Spell-Like Abilities, Invocations have Somatic (and in a few cases, Verbal) components. Arcane Spell failure of Medium (and heavier) Armor & Shields apply. Invocations are activated as a Standard Action and can be used an unlimited number of times per day. At 1st level, only Least Invocations may be learned. At 6th level, you can learn any Invocation from the Least or Lesser list. Whenever a new list of Invocations becomes available, you may change one Invocation that was learned at an earlier level.

Deceive Item – You may always “take 10” when making Use Magic Device checks.

Fiendish Resilience N – Gain ‘Fast Healing N’ for 2 minutes. Usable 1/day. Activated as a Free Action.

Energy Resistance N – At 10th level, choose two Energy Types from the following list: Acid, Cold, Electricity, Fire, & Sonic. Gain Energy Resistance N against those two energy types. The resistance to the two chosen energy types improves at 20th level.

Imbue Item – You can create magic items based on spells you cannot cast. You must take the appropriate Item Creation Feat and then make a Use Magic Device check vs. DC 15 + Spell level for Arcane spells –or– DC 25 + Spell level for Divine spells.

‘Warlock variant, Fiendish Flamewreath’ Class Features:

Fiendish Flamewreath, Nd6 – Cover your body with flames. Usable 1/day. Activated as a Free Action and lasts for 2 minutes (unless you dismiss the effect as a Free Action). Provides light equal to a torch. Any creature that strikes you with a non-reach weapon takes Nd6 Fire damage.

Warmage

	Warmage (CArc p10)	Warmage variant, Eclectic Learning (PH2 p67)
Class Features	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d6 Armor: Light, Shield (light only) Weapons: Simple Skill Points: 2 Con: Concentrate. Int: Craft, Know(arcana), Know(history), Spellcraft. Wis: Profession. Cha: Intimidate.	Alignment: any Combat: Wizard Good Save: Will Hit-Die: d6 Armor: Light, Shield (light only) Weapons: Simple Skill Points: 2 Con: Concentrate. Int: Craft, Know(arcana), Know(history), Spellcraft. Wis: Profession. Cha: Intimidate.
1	<u>Armored Mage (light)</u> <u>Warmage Edge</u> Spells per Day 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 5 3 - - - - - - - -	<u>Armored Mage (light)</u> <u>Warmage Edge</u> Spells per Day 0 th 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th 8 th 9 th 5 3 - - - - - - - -
2	Spells 6 4 - - - - - - - -	Spells 6 4 - - - - - - - -
3	<u>Advanced Learning</u> Spells 6 5 - - - - - - - -	<u>Advanced Learning</u> <u>Eclectic Learning</u> Spells 6 5 - - - - - - - -
4	Spells 6 6 3 - - - - - - - -	Spells 6 6 3 - - - - - - - -
5	Spells 6 6 4 - - - - - - - -	Spells 6 6 4 - - - - - - - -
6	<u>Advanced Learning</u> Spells 6 6 5 3 - - - - - - - -	<u>Advanced Learning</u> <u>Eclectic Learning</u> Spells 6 6 5 3 - - - - - - - -
7	Gain Feat: Sudden Empower Spells 6 6 6 4 - - - - - - - -	Gain Feat: Sudden Empower Spells 6 6 6 4 - - - - - - - -
8	<u>Armored Mage (medium)</u> Spells 6 6 6 5 3 - - - - - - - -	<u>Armored Mage (medium)</u> Spells 6 6 6 5 3 - - - - - - - -
9	Spells 6 6 6 6 4 - - - - - - - -	Spells 6 6 6 6 4 - - - - - - - -
10	Gain Feat: Sudden Enlarge Spells 6 6 6 6 5 3 - - - - - - - -	Gain Feat: Sudden Enlarge Spells 6 6 6 6 5 3 - - - - - - - -
11	<u>Advanced Learning</u> Spells 6 6 6 6 6 4 - - - - - - - -	<u>Advanced Learning</u> <u>Eclectic Learning</u> Spells 6 6 6 6 6 4 - - - - - - - -
12	Spells 6 6 6 6 6 5 3 - - - - - - - -	Spells 6 6 6 6 6 6 5 3 - - - - - - - -
13	Spells 6 6 6 6 6 6 4 - - - - - - - -	Spells 6 6 6 6 6 6 6 4 - - - - - - - -
14	Spells 6 6 6 6 6 6 5 3 - - - - - - - -	Spells 6 6 6 6 6 6 6 5 3 - - - - - - - -
15	Gain Feat: Sudden Widen Spells 6 6 6 6 6 6 6 4 - - - - - - - -	Gain Feat: Sudden Widen Spells 6 6 6 6 6 6 6 4 - - - - - - - -
16	<u>Advanced Learning</u> Spells 6 6 6 6 6 6 6 5 3 - - - - - - - -	<u>Advanced Learning</u> <u>Eclectic Learning</u> Spells 6 6 6 6 6 6 6 5 3 - - - - - - - -
17	Spells 6 6 6 6 6 6 6 6 4 - - - - - - - -	Spells 6 6 6 6 6 6 6 6 6 4 - - - - - - - -
18	Spells 6 6 6 6 6 6 6 6 5 3 - - - - - - - -	Spells 6 6 6 6 6 6 6 6 6 5 3 - - - - - - - -
19	Spells 6 6 6 6 6 6 6 6 6 4 - - - - - - - -	Spells 6 6 6 6 6 6 6 6 6 6 4 - - - - - - - -
20	Gain Feat: Sudden Maximize Spells 6 6 6 6 6 6 6 6 6 5 - - - - - - - -	Gain Feat: Sudden Maximize Spells 6 6 6 6 6 6 6 6 6 6 5 - - - - - - - -

Class Features:

Armored Mage (light) – Cast Impromptu Charisma-based Arcane Spells from the Warmage Spell List (see page 196). There is no chance of Arcane Spell Failure when wearing no more than Light Armor and/or a Light Shield. You know all Warmage spells on any level list available to you.

Warmage Edge – Add your Intelligence modifier to the damage done by any spell that does hit-point damage. For Area of effect spells, such as *Fireball*, all foes receive the bonus damage. For targeted spells, such as *Ray of Fire* and *Magic Missile*, only one target takes the extra damage.

Advanced Learning – You may add one Evocation from the Sorcerer / Wizard Spell List whose level you can cast to your list of Known Spells.

Armored Mage (medium) – As Armored Mage (light), but now you can cast spells while wearing Medium Armor with no chance of Arcane Spell Failure.

Eclectic Learning – You may add one spell of any School of Magic from the Sorcerer / Wizard Spell List to your list of Known Spells. The spell counts as one level higher than normal, so *Mirror Image* would be a 3rd level spell (instead of a 2nd as usual).

You may alternate between ‘Advanced Learning’ and ‘Eclectic Learning’ as desired.

NPC Classes

NPC Class	Class Features	Skills	Proficiencies	Misc.
Adept (often a tribal shaman or hermit) (DMG p107)	Hit Dice: d6 Class Skill Points: 2 Attack Table: Wizard Good Save: Will	Int: Craft, Know(any), Spellcraft. Wis: Heal, Profession, Survival. Con: Concentrate. Cha: Handle Animals.	Armor: — Weapons: Simple	<u>1st Level</u> Casts Prepared Wisdom-based Divine spells from the <u>Adept Spell List</u> (see page 168). <u>2nd Level</u> Summon Familiar.
Adept, Religious (a tribal shaman or hermit with a strong connection to a deity) (Eb p256)	Hit Dice: d6 Class Skill Points: 2 Attack Table: Wizard Good Save: Will	Int: Craft, Know(any), Spellcraft. Wis: Heal, Profession, Survival. Con: Concentrate. Cha: Handle Animals.	Armor: — Weapons: Simple	<u>1st Level</u> Casts Prepared Wisdom-based Divine spells from the <u>Adept Spell List</u> (see page 168). The spells from a single Clerical Domain are added to this list. <u>2nd Level</u> Summon Familiar.
Adept, Urban (a healer, fortune-teller, etc., from a city) (Sharn p167)	Hit Dice: d6 Class Skill Points: 2 Attack Table: Wizard Good Save: Will	Int: Craft, Know(any), Spellcraft. Wis: Heal, Profession, Survival. Con: Concentrate. Cha: Handle Animals.	Armor: — Weapons: Simple	<u>1st Level</u> Casts Prepared Wisdom-based Divine spells from the <u>Urban Adept Spell List</u> (see page 192). <u>2nd Level</u> Summon Familiar.
Aristocrat (member of the ruling class) (DMG p108)	Hit Dice: d8 Class Skill Points: 4 Attack Table: Rogue Good Save: Will	Str: Swim. Dex: Ride. Int: Appraise, Forgery, Know(any) Wis: Listen, Sense Motives, Spot, Survival. Cha: Bluff, Diplomacy, Disguise, Gather Info., Handle Animals, Intimidate, Perform. Speak Language.	Armor: All Weapons: Simple, Martial	
Commoner (a peasant) (DMG p108)	Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: —	Str: Climb, Jump, Swim. Dex: Ride, Use Rope. Int: Craft Wis: Listen, Profession, Spot. Cha: Handle Animal.	Armor: — Weapons: one Simple weapon	
Expert (a professional in any craft, profession, or knowledge) (DMG p109)	Hit Dice: d6 Class Skill Points: 4 Attack Table: Rogue Good Save: Will	Any 10 skills can be in-class.	Armor: Light Weapons: Simple	
Magewright (a professional in a magical craft) (Eb p256)	Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: Will	Int: Craft, Know(any), Spellcraft. Wis: Profession. Con: Concentrate. Cha: Handle Animals.	Armor: — Weapons: Simple	<u>1st Level</u> Casts Prepared Intelligence-based Arcane spells from the <u>Magewright Spell List</u> (see page 184). Gain Feat: <u>Spell Mastery</u> . <u>2nd Level</u> —
Warrior (a soldier / bandit militia member, etc., who knows how to fight) (DMG p109)	Hit Dice: d8 Class Skill Points: 2 Attack Table: Fighter Good Save: Fort	Str: Climb, Jump, Swim. Dex: Ride. Cha: Handle Animal, Intimidate.	Armor: All Weapons: Simple, Martial	

Skipped Base Classes

Psionic Base Classes

Changeling Egoist(RoE p121)
Erudite(DR319 p46)
Kalashtar Monk(RoE p124)

Kalashtar Soulnife(RoE p124)
Kalashtar Telepath(RoE p125)
Shifter Wilder(RoE p129)

Umbragen Soulnife(DR330 p45)

Al-Qadim & Oriental Adventure Classes

Sha'ir(DR315p79)

Shugenja(CDiv p10)

Wu Jen(CArc p14)

Spell Lists

Adept Spell List

Wisdom-based Prepared Divine Spells(DMG p108) (FoE p150)+

0th Level

<i>Create Water</i> (PH p215) – Creates 2 gallons/level of pure water.	<i>Ghost Sound</i> (PH p235) – Figment sounds.	<i>Purify Food and Drink</i> (PH p267) – Purifies 1 cubic foot per level of food or water.
<i>Cure Minor Wounds</i> (PH p216) – Cures 1 point of damage.	<i>Guidance</i> (PH p238) – +1 on one attack roll, saving throw, or skill check.	<i>Read Magic</i> (PH p269) – Reads scrolls and spellbooks.
<i>Detect Magic</i> (PH p219) – Detects spells and magic items within 60’.	<i>Light</i> (PH p248) – Object shines like a torch.	<i>Touch of Fatigue</i> (PH p294) – Touch attack fatigues target.
	<i>Mending</i> (PH p253) – Makes minor repairs on an object.	

1st Level

<i>Bless</i> (PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.	<i>Detect Evil</i> (PH p218) – Reveals evil creatures, spells, or objects.	<i>Protection from Evil</i> (PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.
<i>Burning Hands</i> (PH p207) – 1d4 fire damage per level (max 5d4).	<i>Detect Good</i> (PH p219) – Reveals good creatures, spells, or objects.	<i>Protection from Good</i> (PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.
<i>Cause Fear</i> (PH p208) – One creature of 5HD or less flees for 1d4 rounds.	<i>Detect Law</i> (PH p219) – Reveals lawful creatures, spells, or objects.	<i>Protection from Law</i> (PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.
<i>Command</i> (PH p211) – One subject obeys selected command for 1 round.	<i>Detect Manifest Zone</i> (FoE p150) – Locates dimensional overlaps within 120’.	<i>Sleep</i> (PH p280) – Puts 4HD of creatures into magical slumber.
<i>Comprehend Languages</i> (PH p212) – You understand all spoken and written languages.	<i>Endure Elements</i> (PH p226) – Exist comfortably in hot or cold environments.	
<i>Cure Light Wounds</i> (PH p215) – Cures 1d8 + 1 per level damage (max +5).	<i>Obscuring Mist</i> (PH p258) – Fog surrounds you.	
<i>Detect Chaos</i> (PH p218) – Reveals chaotic creatures, spells, or objects.	<i>Protection from Chaos</i> (PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.	

2nd Level

<i>Aid</i> (PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)	<i>Cure Moderate Wounds</i> (PH p216) – Cures 2d8 damage +1 per level (max +10).	<i>Resist Energy</i> (PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
<i>Animal Trance</i> (PH p198) – Fascinates 2d6 HD of animals.	<i>Darkness</i> (PH p216) – 20’ radius of supernatural shadow.	<i>Restoration, Lesser</i> (PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.
<i>Bear’s Endurance</i> (PH p203) – Subject gains +4 Constitution for 1 minute per level.	<i>Delay Poison</i> (PH p217) – Stops poison from harming subject for 1 hour per level.	<i>Scorching Ray</i> (PH p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3).
<i>Bull’s Strength</i> (PH p207) – Subject gains +4 Strength for 1 minute per level.	<i>Invisibility</i> (PH p245) – Subject is invisible for 1 minute per level or until it attacks.	<i>See Invisibility</i> (PH p275) – Reveals invisible creatures or objects.
<i>Cat’s Grace</i> (PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.	<i>Mirror Image</i> (PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).	<i>Web</i> (PH p301) – Fills 20’ radius spread with sticky spider webs.

3rd Level

<i>Animate Dead</i> (PH p198) – Creates undead skeletons and zombies.	<i>Continual Flame</i> (PH p213) – Makes a permanent, heatless torch.	<i>Neutralize Poison</i> (PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.
<i>Bestow Curse</i> (PH p203) – Subject either receives a –6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.	<i>Cure Serious Wounds</i> (PH p216) – Cures 3d8 damage + 1 per level (max +15).	<i>Remove Curse</i> (PH p270) – Frees person or object from a curse.
<i>Contagion</i> (PH p213) – Infects subject with chosen disease.	<i>Daylight</i> (PH p216) – 60’ radius of bright light.	<i>Remove Disease</i> (PH p271) – Cures all diseases affecting subject.
	<i>Deeper Darkness</i> (PH p217) – Object sheds supernatural shadow in 60’ radius.	<i>Tongues</i> (PH p294) – Speak any language.
	<i>Lightning Bolt</i> (PH p248) – Electricity deals 1d6 damage per level.	

4th Level

<i>Cure Critical Wounds</i> (PH p215) – Cures 4d8 + 1 per level (max. +20).	<i>Polymorph</i> (PH p263) – Gives one willing subject a new form.	<i>Stoneskin</i> (PH p284) – Ignore 10 points of damage per attack.
<i>Minor Creation</i> (PH p253) – Creates one cloth or wood object.	<i>Restoration</i> (PH p272) – Restores level and ability score drains.	<i>Wall of Fire</i> (PH p298) – Deals 2d4 fire damage out to 10’ and 1d4 out to 20’. Passing through wall deals 2d6 + 1 per level.

5th Level

<i>Baleful Polymorph</i> (PH p202) – Transforms subject into a harmless animal.	<i>Heal</i> (PH p239) – Cures 10 points per level, all diseases and mental conditions.	<i>Raise Dead</i> (PH p268) – Restores life to subject who died up to 1 day per level ago.
<i>Break Enchantment</i> (PH p207) – Frees subject from enchantments, alterations, curses, & petrification.	<i>Major Creation</i> (PH p252) – As <i>Minor Creation</i> , plus stone and metal.	<i>True Seeing</i> (PH p296) – See all things as they really are.
		<i>Wall of Stone</i> (PH p299) – Creates a stone wall that can be shaped.

Anagakok Supplemental Spell List

Intelligence-based Prepared Arcane Spells(DR344 p105)

This list is also treated by Anagakoks as their specialized ‘School of Magic’

0th Level

<i>Create Water</i> (PH p215) – Creates 2 gallons/level of pure water.	<i>Know Direction</i> (PH p246) – You discern north.	<i>Purify Food and Drink</i> (PH p267) – Purifies 1 cubic foot per level of food or water.
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1st Level

<i>Calm Animals</i> (PH p207) – Calms (2d4 + level) HD of animals.	<i>Detect Animals or Plants</i> (PH p218) – Detects species of animals or plants.	<i>Longstrider</i> (PH p249) – Increases your speed.
<i>Charm Animal</i> (PH p208) – Makes one animal your friend.	<i>Detect Snares and Pits</i> (PH p220) – Reveals natural or primitive traps.	<i>Pass without Trace</i> (PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.

2nd Level

<i>Animal Trance</i> (PH p198) – Fascinates 2d6 HD of animals.	<i>Reduce Animal</i> (PH p269) – Shrinks one willing animal.
<i>Hold Animal</i> (PH p241) – Paralyzes one animal for 1 round per level.	<i>Wood Shape</i> (PH p303) – Rearranges wooden objects to suit you.

3rd Level

<i>Diminish Plants</i> (PH p221) – Reduces size or blights growth of normal plants.	<i>Neutralize Poison</i> (PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.	<i>Quench</i> (PH p267) – Extinguishes nonmagical fires or one magic item.
<i>Dominate Animal</i> (PH p224) – Subject animal obeys silent mental commands.		<i>Snare</i> (PH p280) – Creates a magical booby trap.

4th Level

<i>Antiplant Shell</i> (PH p200) – Keeps animated plants at bay.	<i>Repel Vermin</i> (PH p271) – Insects, spiders, and other vermin stay 10’ away.
<i>Command Plants</i> (PH p211) – Sway the actions of one or more plant creatures.	<i>Rusting Grasp</i> (PH p273) – Your touch corrodes iron and alloys.

5th Level

<i>Awaken</i> (PH p202)(DR330 p81)+ – Animal or tree gains human intellect.	<i>Control Winds</i> (PH p214) – Change wind direction and speed.
<i>Commune with Nature</i> (PH p211) – Learn about terrain for one mile per level.	<i>Tree Stride</i> (PH p296) – Step from one tree to another far away.

6th Level

<i>Find the Path</i> (PH p230) – Shows most direct way to a location.	<i>Stone Tell</i> (PH p284) – Talk to natural or worked stone.	<i>Transport via Plants</i> (PH p295)(PH3.5e)+ – Move instantly from one plant to another of the same species.
<i>Repel Wood</i> (PH p271) – Pushes away wooden objects.		

7th Level

<i>Animate Plants</i> (PH p199) – One or more trees animate and fight for you.	<i>Transmute Metal to Wood</i> (PH p294) – Metal within 40’ becomes wood.	<i>Wind Walk</i> (PH p302) – You and your allies turn vaporous and travel fast.
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8th Level

<i>Animal Shapes</i> (PH p198) – One ally per level polymorphs into chosen animal.	<i>Control Plants</i> (PH p213) – Control actions of one or more plant creatures.	<i>Repel Metal or Stone</i> (PH p271) – Pushes away metal and stone.
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9th Level

<i>Elemental Swarm</i> (PH p226) – Summons multiple elementals.	<i>Regenerate</i> (PH p270) – Subject’s severed limbs grow back, cures 4d8 damage +1 per level (max +35).	<i>Shambler</i> (PH p277) – Summons 1d4+2 shambling mounds to fight for you.
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Anarch Spell List

Wisdom-based Prepared Divine Spells(DR310 p49). Note that an Anarch's Caster Level is half his/her Class Level.

1st Level

<p><i>Bane</i>(PH p203) – Enemies take –1 on attack rolls and saves against fear.</p> <p><i>Bless Weapon</i>(PH p205) – Weapon strikes true against evil foes.</p> <p><i>Cause Fear</i>(PH p208) – One creature of 5HD or less flees for 1d4 rounds.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p>	<p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p> <p><i>Divine Favor</i>(PH p224) – You gain +1 per three levels on attack and damage rolls.</p> <p><i>Doom</i>(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments.</p>	<p><i>Entropic Shield</i>(PH p227) – Ranged attacks against you suffer 20% miss chance.</p> <p><i>Lesser Confusion</i>(PH p212) – One creature is <i>confused</i> for 1 round.</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 bonus.</p> <p><i>Obscuring Mist</i>(PH p258) – Fog surrounds you.</p> <p><i>Protection from Law</i>(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p>
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2nd Level

<p><i>Align Weapon</i>(PH p197) – Weapon becomes good, evil, lawful, or chaotic.</p> <p><i>Bear's Endurance</i>(PH p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Blur</i>(PH p206) – Attacks miss subject 20% of the time.</p> <p><i>Darkness</i>(PH p216) – 20' radius of supernatural shadow.</p>	<p><i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Mirror Image</i>(PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).</p> <p><i>Misdirection</i>(PH p254) – Misleads divinations for one creature or object.</p> <p><i>Scare</i>(PH p274) – Panics creatures of less than 6HD.</p>	<p><i>Shatter</i>(PH p278) – Sonic vibration damages objects or crystalline creatures.</p> <p><i>Touch of Idiocy</i>(PH p294) – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p>
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3rd Level

<p><i>Blindness/Deafness</i>(PH p206) – Makes subject blind or deaf.</p> <p><i>Contagion</i>(PH p213) – Infects subject with a disease.</p> <p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p>	<p><i>Deeper Darkness</i>(PH p217) – Object sheds supernatural shadow in 60' radius.</p> <p><i>Dispel Magic</i>(PH p223)(PHe)+ – Cancels magical spells and effects.</p> <p><i>Magic Weapon, Greater</i>(PH p251) – +1 bonus per four levels (max +5).</p>	<p><i>Magic Circle against Law</i>(PH p250) – As <i>Protection from Law</i>, but 10' radius & 10 minutes per lvl.</p> <p><i>Rage</i>(PH p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.</p> <p><i>Slow</i>(PH p280) – One subject per level takes only one action per round, –2 AC and attack rolls.</p>
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4th Level

<p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, & petrification.</p> <p><i>Chaos Hammer</i>(PH p208)(PHe)+ – Damages and staggers lawful creatures.</p> <p><i>Confusion</i>(PH p212) – Makes subject behave oddly for 1 round per level.</p>	<p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Dispel Law</i>(PH p222) – +4 bonus against attacks by lawful creatures.</p> <p><i>Freedom of Movement</i>(PH p233) – Subject moves normally despite impediments.</p>	<p><i>Planar Ally, Lesser</i>(PH p261) – Exchange services with a 6 HD extraplanar creature.</p> <p><i>Poison</i>(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p> <p><i>Shout</i>(PH p279) – Deafens all within cone and deals 5d6 damage.</p>
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Anti-Paladin Spell List

Wisdom-based Prepared Divine Spells(DR312 p22). Note that an Anti-Paladin's Caster Level is half his/her Class Level.

1st Level

<p><i>Bane</i>(PH p203) – Enemies take –1 on attack rolls and saves against fear.</p> <p><i>Cause Fear</i>(PH p208) – One creature of 5HD or less flees for 1d4 rounds.</p> <p><i>Curse Water</i>(PH p216) – Makes Unholy Water.</p> <p><i>Deathwatch</i>(PH p217) – Reveals how near death subjects within 30' are.</p> <p><i>Doom</i>(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.</p>	<p><i>Inflict Light Wounds</i>(PH p244) – Touch deals 1d8 damage +1 per level (max +5).</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Profane Weapon</i> (DR312 p22) – Weapon strikes true against good foes.</p> <p><i>Protection from Good</i>(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p>	<p><i>Protection from Law</i>(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Ray of Enfeeblement</i>(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).</p> <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Summon Monster I</i>(PH p285) – Summons an extraplanar creature to fight for you.</p>
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2nd Level

<p><i>Bull's Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Darkness</i>(PH p216) – 20' radius of supernatural shadow.</p>	<p><i>Desecrate</i>(PH p218) – Fills area with negative energy, making undead stronger.</p> <p><i>Shatter</i>(PH p278) – Sonic vibration damages objects or crystalline creatures.</p>	<p><i>Summon Monster II</i>(PH p286) – Summons an extraplanar creature to fight for you.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p>
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3rd Level

<p><i>Bestow Curse</i>(PH p203) – Subject either receives a –6 on one ability; –4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.</p> <p><i>Blindness/Deafness</i>(PH p206) – Makes subject blind or deaf.</p>	<p><i>Deeper Darkness</i>(PH p217) – Object sheds supernatural shadow in 60' radius.</p> <p><i>Heal Mount</i>(PH p239) – As <i>Heal</i> on special mount.</p> <p><i>Inflict Moderate Wounds</i>(PH p244) – Touch attack, 2d8 +1 per level (max +10).</p> <p><i>Magic Weapon, Greater</i>(PH p251) – +1 bonus per four levels (max +5).</p>	<p><i>Magic Circle against Good</i>(PH p250) – As <i>Protection from Good</i>, but 10' radius and 10 min/lvl.</p> <p><i>Magic Circle against Law</i>(PH p250) – As <i>Protection from Law</i>, but 10' radius and 10 min/lvl.</p> <p><i>Summon Monster III</i>(PH p286) – Summons an extraplanar creature to fight for you.</p>
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4th Level

<p><i>Corrupt Sword</i>(DMG p182) – Weapon becomes +5, deals +2d6 damage against good.</p> <p><i>Death Ward</i>(PH p217) – Grants immunity to death spells and negative energy effects.</p>	<p><i>Dispel Good</i>(PH p222) – +4 bonus against attacks by good creatures.</p> <p><i>Dispel Law</i>(PH p222) – +4 bonus against attacks by lawful creatures.</p> <p><i>Fear</i>(PH p229) – Subjects flee for 1 round per level.</p>	<p><i>Inflict Serious Wounds</i>(PH p244) – Touch attack, 3d8 +1 per level (max +15).</p> <p><i>Poison</i>(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p>
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Avenger Spell List

Wisdom-based Prepared Divine Spells(DR310 p50)

Note that an Avenger's Caster Level is half his/her Class Level.

1st Level

<p><i>Bless</i>(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.</p> <p><i>Bless Water</i>(PH p205) – Makes Holy Water.</p> <p><i>Bless Weapon</i>(PH p205) – Weapon strikes true against evil foes.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p> <p><i>Disguise Self</i>(PH p222) – Changes our appearance.</p> <p><i>Divine Favor</i>(PH p224) – You gain +1 per three levels on attack and damage rolls.</p>	<p><i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments.</p> <p><i>Restoration, Lesser</i>(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.</p> <p><i>Magic Stone</i>(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Mending</i>(PH p253) – Makes minor repairs on an object.</p>	<p><i>Protection from Evil</i>(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Law</i>(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Shield of Faith</i>(PH p278) – Aura grants +2 (or higher) deflection bonus.</p>
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2nd Level

<p><i>Align Weapon</i>(PH p197) – Weapon becomes good, evil, lawful, or chaotic.</p> <p><i>Alter Self</i>(PH p197) – Assume the form of a similar creature.</p> <p><i>Cat's Grace</i>(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p>	<p><i>Fox's Cunning</i>(PH p233) – Subject gains +4 Intelligence for 1 minute per level.</p> <p><i>Invisibility</i>(PH p245) – Subject is invisible for 1 minute per level or until it attacks.</p> <p><i>Make Whole</i>(PH p252) – Repairs an object.</p> <p><i>Misdirection</i>(PH p254) – Misleads divinations for one creature or object.</p>	<p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>Shield Other</i>(PH p278) – You take half of subject's damage.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p>
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3rd Level

<p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Dispel Magic</i>(PH p223)(PH e)+ – Cancels magical spells and effects.</p> <p><i>Flame Arrow</i>(PH p231) – Arrows deal +1d6 fire.</p>	<p><i>Magic Weapon, Greater</i>(PH p251) – +1 bonus per four levels (max +5).</p> <p><i>Magic Circle against Evil</i>(PH p249) – As <i>Protection from Evil</i>, but 10' radius & 10 minutes per lvl.</p> <p><i>Magic Circle against Law</i>(PH p250) – As <i>Protection from Law</i>, but 10' radius & 10 minutes per lvl.</p>	<p><i>Magic Vestment</i>(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.</p> <p><i>Nondetection</i>(PH p257) – Hides subject from divination and scrying.</p> <p><i>Obscure Object</i>(PH p258) – Masks object against scrying.</p>
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4th Level

<p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Detect Scrying</i>(PH p219) – Alerts you to magical eavesdropping.</p> <p><i>Dispel Evil</i>(PH p222) – +4 bonus against attacks by evil creatures.</p>	<p><i>Dispel Law</i>(PH p222) – +4 bonus against attacks by lawful creatures.</p> <p><i>Invisibility, Greater</i>(PH p245) – As <i>Invisibility</i>, but subject can attack and stay invisible.</p> <p><i>Freedom of Movement</i>(PH p233) – Subject moves normally despite impediments.</p>	<p><i>Holy Sword</i>(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.</p> <p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Restoration</i>(PH p272) – Restores level and ability score drains.</p>
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Bardic Sage Supplemental Spell List

Charisma-based Impromptu Arcane Spells(UA p48)

1st Level*Detect Chaos*(PH p218) – Reveals chaotic creatures, spells, or objects.*Detect Evil*(PH p218) – Reveals evil creatures, spells, or objects.*Detect Good*(PH p219) – Reveals good creatures, spells, or objects.*Detect Law*(PH p219) – Reveals lawful creatures, spells, or objects.

2nd Level*Zone of Truth*(PH p303) – Subjects within range cannot lie.

3rd Level*Arcane Sight*(PH p201) – Magical auras become visible to you.

4th Level*Analyze Dweomer*(PH p197) – Reveals magical aspects of subject.⁴*Sending*(PH p275) – Delivers a short message anywhere, instantly.

5th Level*Contact Other Plane*(PH p212) – Lets you ask question of an extraplanar entity.*Scrying, Greater*(PH p275)(PHe)+ – As *Scrying*, but faster and longer.⁴

6th Level*True Seeing*(PH p296) – See all things as they really are.*Vision*(PH p298) – As *Legend Lore*, but quicker and strenuous.

⁴ This is a 6th level spell for a normal Bard.

Beguiler Spell List

Intelligence-based Spontaneous Arcane Spells(PH2 p11)

0th Level

<i>Dancing Lights</i> (PH p216) – Creates torches or other lights.	<i>Detect Magic</i> (PH p219) – Detects spells and magic items within 60’.	<i>Open/Close</i> (PH p258) – Opens or closes small or light things.
<i>Daze</i> (PH p217) – Humanoid creature of 4HD or less loses next action.	<i>Ghost Sound</i> (PH p235) – Figment sounds.	<i>Read Magic</i> (PH p269) – Reads scrolls and spellbooks.
	<i>Message</i> (PH p253) – Whispered conversation at distance.	

1st Level

<i>Charm Person</i> (PH p209) – Make one person your friend.	<i>Expeditious Retreat</i> (PH p228) – Your land speed increases by 30’.	<i>Silent Image</i> (PH p279) – Creates a minor illusion of your design.
<i>Color Spray</i> (PH p210) – Knocks unconscious, blinds, or stuns weak creatures.	<i>Hypnotism</i> (PH p242) – Fascinates 2d4 HD of creatures.	<i>Sleep</i> (PH p280) – Puts 4HD of creatures into magical slumber.
<i>Comprehend Languages</i> (PH p212) – You understand all spoken and written languages.	<i>Mage Armor</i> (PH p249) – Gives subject +4 armor bonus.	<i>Undetectable Alignment</i> (PH p297) – Conceals alignment for 24 hours.
<i>Detect Secret Doors</i> (PH p220) – Reveals hidden doors within 60’.	<i>Obscuring Mist</i> (PH p258) – Fog surrounds you.	<i>Whelm</i> (PH2 p128) – Deal 1d6 nonlethal damage +1d6 per 2 levels above 1 st (max 5d6).
<i>Disguise Self</i> (PH p222) – Changes your appearance.	<i>Rouse</i> (PH2 p123) – Awakens creatures in area.	

2nd Level

<i>Blinding Color Surge</i> (PH2 p104) – Blind subject for 1 round, gain <i>Invisibility</i> .	<i>Invisibility</i> (PH p245) – Subject is invisible for 1 minute per level or until it attacks.	<i>Spider Climb</i> (PH p283) – Grants ability to walk on walls & ceilings.
<i>Blur</i> (PH p206) – Attacks miss subject 20% of the time.	<i>Knock</i> (PH p246) – Opens locked or magically sealed door.	<i>Stay the Hand</i> (PH2 p126) – Change subject creature’s attitude to helpful for 1 round.
<i>Daze Monster</i> (PH3.5 217) – Living creature up to 6HD or less loses next action.	<i>Minor Image</i> (PH p254) – As <i>Silent Image</i> , plus some sound.	<i>Touch of Idiocy</i> (PH p294) – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.
<i>Detect Thoughts</i> (PH p220) – Allows “listening” to surface thoughts.	<i>Mirror Image</i> (PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).	<i>Vertigo</i> (PH2 p128) – Subject creature must succeed on a DC 10 Balance check to move each round.
<i>Fog Cloud</i> (PH p232) – Fog obscures vision.	<i>Misdirection</i> (PH p254) – Misleads divinations for one creature or object.	<i>Whelming Burst</i> (PH2 p128) – 15’ cone deals 1d6 nonlethal damage per 2 levels (max 5d6).
<i>Glitterdust</i> (PH p236) – Blinds creatures, outlines invisible creatures.	<i>See Invisibility</i> (PH p275) – Reveals invisible creatures or objects.	
<i>Hypnotic Pattern</i> (PH p242) – Fascinates (2d4 + level) HD of creatures.	<i>Silence</i> (PH p279) – Negate sound in 15’ radius.	

3rd Level

<i>Arcane Sight</i> (PH p201) – Magical auras become visible to you.	<i>Halt</i> (PH2 p114) – Subject’s feet become stuck to ground.	<i>Major Image</i> (PH p252) – As <i>Silent Image</i> , but sound, smell, and thermal effects.
<i>Clairaudience/Clairvoyance</i> (PH p209) – Hear or see at a distance for 1 minute per level.	<i>Haste</i> (PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.	<i>Nondetection</i> (PH p257) – Hides subject from divination and scrying.
<i>Crown of Veils</i> (PH2 p108) – Gain +2 to Disguise and Hide, discharge to gain +8.	<i>Hesitate</i> (PH2 p114) – Force subject to lose actions.	<i>Slow</i> (PH p280) – One subject per level takes only one action per round, –1 AC and attack rolls.
<i>Deep Slumber</i> (PH p217) – Puts 10HD of creatures to sleep.	<i>Hold Person</i> (PH p241) – Paralyzes one person for up to 1 round per level.	<i>Suggestion</i> (PH p285) – Compels subject to follow stated course of action.
<i>Dispel Magic</i> (PH p223)(PH3.5e)+ – Cancels magical spells and effects.	<i>Inevitable Defeat</i> (PH2 p115) – Subject takes 3d6 nonlethal damage per round.	<i>Vertigo Field</i> (PH2 p128) – Creatures have a 20% miss chance and possibly become nauseated.
<i>Displacement</i> (PH p223) – Attacks miss subject 50% of the time.	<i>Invisibility Sphere</i> (PH p245) – Makes everyone within 10’ invisible.	<i>Zone of Silence</i> (PH p303) – Keeps eavesdroppers from overhearing conversations.
<i>Glibness</i> (PH p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.	<i>Legion of Sentinels</i> (PH2 p116) – Ghostly swordsmen threaten a 10’ radius, deal 1d8 damage +1 per 3 levels (max 1d8+5).	

4th Level

<i>Charm Monster</i> (PH p209) – Makes monster believe it is your ally.	<i>Invisibility, Greater</i> (PH p245) – As <i>Invisibility</i> , but subject can attack and stay invisible.	<i>Phantom Battle</i> (PH2 p120) – Illusion of battle flanks creatures and denies attacks of opportunity.
<i>Confusion</i> (PH p212) – Makes subject behave oddly for 1 round per level.	<i>Locate Creature</i> (PH p249) – Indicates direction to familiar creature.	<i>Rainbow Pattern</i> (PH p268) – Lights fascinate 24 HD of creatures.
<i>Crushing Despair</i> (PH p215) – Subjects take –2 on attack rolls, damage rolls, saves, and checks.	<i>Mirror Image, Greater</i> (PH2 p120) – As <i>Mirror Image</i> , but gain an additional image each round.	<i>Solid Fog</i> (PH p281) – Blocks vision and slows movement.
<i>Freedom of Movement</i> (PH p233) – Subject moves normally despite impediments.		<i>Whelm, Mass</i> (PH2 p128) – 1d6 nonlethal damage per level (max 10d6) to 1 creature per level.

Beguiler Spell List (continued)

5th Level

<i>Break Enchantment</i> (PH p207) – Frees subject from enchantments, alterations, curses, & petrification.	<i>Friend to Foe</i> (PH2 p114) – Make subject creature believe its allies are its enemies.	<i>Rary's Telepathic Bond</i> (PH p268) – Link lets allies communicate.
<i>Dominate Person</i> (PH p224) – Controls humanoid telepathically.	<i>Hold Monster</i> (PH p241) – As <i>Hold Person</i> , but can effect any creature.	<i>Seeming</i> (PH p275) – Changes the appearance of one person per two levels.
<i>Etherealness, Swift</i> (PH2 p113) – Subject momentarily becomes ethereal.	<i>Incite Riot</i> (PH2 p115) – Subjects attack nearest creature.	<i>Sending</i> (PH p275) – Delivers a short message anywhere, instantly.
<i>Feeblemind</i> (PH p229) – Subject's Intelligence and Charisma drop to 1.	<i>Mind Fog</i> (PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.	

6th Level

<i>Dispel Magic, Greater</i> (PH p210)(PH3.5e)+ – As <i>Dispel Magic</i> , but up to +20 on the check.	<i>Repulsion</i> (PH p271) – Creatures can't approach you.	<i>True Seeing</i> (PH p296) – See all things as they really are.
<i>Mislead</i> (PH p255) – Turns you invisible and creates illusory double.	<i>Shadow Walk</i> (PH p277) – Step into shadow to travel rapidly.	<i>Veil</i> (PH p298) – Changes appearance of group of creatures.
<i>Overwhelm</i> (PH2 p120) – Nonlethal damage knocks out subject.	<i>Suggestion, Mass</i> (PH p285) – As <i>Suggestion</i> , plus one subject per level.	

7th Level

<i>Arcane Sight, Greater</i> (PH p201) – As <i>Arcane Sight</i> , but also reveals magic effects on creatures and objects.	<i>Hold Person, Mass</i> (PH p241) – As <i>Hold Person</i> , but all within 30'.	<i>Power Word Blind</i> (PH p263) – Blinds creatures with 200 hp or less.
<i>Ethereal Jaunt</i> (PH p227) – You become ethereal for 1 round per level.	<i>Invisibility, Mass</i> (PH p245) – As <i>Invisibility</i> , but affects all in range.	<i>Project Image</i> (PH p265) – Illusory double can talk and cast spells.
	<i>Phase Door</i> (PH p261) – Invisible passage through wood or stone.	<i>Spell Turning</i> (PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.

8th Level

<i>Demand</i> (PH p217) – As <i>Sending</i> , plus you can send <i>Suggestion</i> .	<i>Moment of Prescience</i> (PH p255) – You gain insight bonus on a single attack roll, check, or save.	<i>Screen</i> (PH p274) – Illusion hides area from vision, scrying.
<i>Discern Location</i> (PH p222) – Reveals the exact location of a creature or object.	<i>Power Word Stun</i> (PH p263) – Stuns creatures with 150 hp or less.	
<i>Mind Blank</i> (PH p253) – Subject is immune to mental/emotional magic and scrying.	<i>Scintillating Pattern</i> (PH p274) – Twisting colors confuse, stun, or render unconscious.	

9th Level

<i>Dominate Monster</i> (PH p224) – As <i>Dominate Person</i> , but any creature.	<i>Foresight</i> (PH p207) – "Sixth sense" warns of impending danger.	<i>Power Word Kill</i> (PH p263) – Kills one creature with 100 hp or less.
<i>Etherealness</i> (PH p228) – Travel to Ethereal Plane with companions.	<i>Hold Monster, Mass</i> (PH p241) – As <i>Hold Monster</i> , but all within 30'.	<i>Time Stop</i> (PH p294) – You act freely for 1d4+1 rounds.

Cloistered Cleric Supplemental Spell List

Wisdom-based Prepared Divine Spells(UA p50)

0th Level*Message*(PH p253) – Whispered conversation at distance.

1st Level*Erase*(PH p227) – Mundane or magical writing vanishes.*Identify*(PH p243) – Determines properties of a magic item.*Unseen Servant*(PH p297) – Invisible force obeys your commands.

2nd Level*Fox's Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.

3rd Level*Illusory Script*(PH p243) – Only intended reader can decipher.*Secret Page*(PH p275) – Changes one page to hide its real contents.*Tongues*(PH p294) – Speak any language.⁵

4th Level*Detect Srying*(PH p219) – Alerts you to magical eavesdropping.

5th Level

n/a

6th Level*Analyze Dweomer*(PH p197) – Reveals magical aspects of subject.

7th Level*Sequester*(PH p276) – Subject is invisible to sight and scrying.

8th Level

n/a

9th Level*Vision*(PH p298) – As *Legend Lore*, but quicker and strenuous.

⁵ This is a 4th level spell for a normal Cleric.

Corrupter Spell List

Wisdom-based Prepared Divine Spells(DR312 p26)

Note that a Corrupter's Caster Level is half his/her Class Level.

1st Level

<p><i>Bane</i>(PH p203) – Enemies take –1 on attack rolls and saves against fear.</p> <p><i>Cause Fear</i>(PH p208) – One creature of 5HD or less flees for 1d4 rounds.</p> <p><i>Charm Person</i>(PH p209) – Make one person your friend.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Curse Water</i>(PH p216) – Makes Unholy Water.</p> <p><i>Divine Favor</i>(PH p224) – You gain +1 per three levels on attack and damage rolls.</p>	<p><i>Doom</i>(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments.</p> <p><i>Inflict Light Wounds</i>(PH p244) – Touch deals 1d8 damage +1 per level (max +5).</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Profane Weapon</i> (DR312 p22) – Weapon strikes true against good foes.</p>	<p><i>Protection from Good</i>(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Resistance</i>(PH p272) – Subject gains +1 resistance bonus on all saving throws.</p> <p><i>Sanctuary</i>(PH p274) – Opponents can't attack you and you can't attack.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p>
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2nd Level

<p><i>Calm Emotions</i>(PH p207) – Calms creatures, negating emotion effects.</p> <p><i>Cat's Grace</i>(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Desecrate</i>(PH p218) – Fills area with negative energy, making undead stronger.</p>	<p><i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Enthrall</i>(PH p227) – Captivates all within 100' + 10' per level.</p> <p><i>Owl's Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p>	<p><i>Silence</i>(PH p279) – Negate sound in 15' radius.</p> <p><i>Tongues</i>(PH p294) – Speak any language.</p>
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3rd Level

<p><i>Clairaudience/Clairvoyance</i>(PH p209) – Hear or see at a distance for 1 minute per level.</p> <p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Dispel Magic</i>(PH p223)(PHe)+ – Cancels magical spells and effects.</p>	<p><i>Glibness</i>(PH p235)(PHe)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.</p> <p><i>Inflict Moderate Wounds</i>(PH p244) – Touch attack, 2d8 +1 per level (max +10).</p> <p><i>Magic Weapon, Greater</i>(PH p251) – +1 bonus per four levels (max +5).</p>	<p><i>Magic Circle against Good</i>(PH p250) – As <i>Protection from Good</i>, but 10' radius & 10 minutes per lvl.</p> <p><i>Nondetection</i>(PH p257) – Hides subject from divination and scrying.</p> <p><i>Obscure Object</i>(PH p258) – Masks object against scrying.</p> <p><i>Scrying</i>(PH p274)(PHe)+ – Spies on subject from a distance.</p>
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4th Level

<p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, & petrification.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Dispel Good</i>(PH p222) – +4 bonus against attacks by good creatures.</p>	<p><i>Dominate Person</i>(PH p224) – Controls humanoid telepathically.</p> <p><i>Dream</i>(PH p225) – Sends message to anyone sleeping.</p> <p><i>Command, Greater</i>(PH p211) – As <i>Command</i>, but affects one subject per level.</p> <p><i>Inflict Serious Wounds</i>(PH p244) – Touch attack, 3d8 +1 per level (max +15).</p>	<p><i>Poison</i>(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p> <p><i>Locate Creature</i>(PH p249) – Indicates direction to familiar creature.</p> <p><i>Unhallow</i>(PH p297) – Designates location as Unholy.</p>
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Despot Spell List

Wisdom-based Prepared Divine Spells(DR312 p24)

Note that a Despot's Caster Level is half his/her Class Level.

1st Level

<p><i>Alarm</i>(PH p197) – Wards an area for 2 hours per lvl.</p> <p><i>Bane</i>(PH p203) – Enemies take –1 on attack rolls and saves against fear.</p> <p><i>Bless</i>(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.</p> <p><i>Command</i>(PH p211) – One subject obeys selected command for 1 round.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Curse Water</i>(PH p216) – Makes Unholy Water.</p>	<p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p> <p><i>Divine Favor</i>(PH p224) – You gain +1 per three levels on attack and damage rolls.</p> <p><i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments.</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Profane Weapon</i> (DR312 p22) – Weapon strikes true against good foes.</p>	<p><i>Protection from Chaos</i>(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Good</i>(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Resistance</i>(PH p272) – Subject gains +1 resistance bonus on all saving throws.</p> <p><i>Virtue</i>(PH p289) – Subject gains 1 temporary hp.</p>
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2nd Level

<p><i>Bull's Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Enthrall</i>(PH p227) – Captivates all within 100' + 10' per level.</p>	<p><i>Fox's Cunning</i>(PH p233) – Subject gains +4 Intelligence for 1 minute per level.</p> <p><i>Hold Person</i>(PH p241) – Paralyzes one person for up to 1 round per level.</p> <p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p>	<p><i>Status</i>(PH p284) – Monitors condition & position of allies.</p> <p><i>Zone of Truth</i>(PH p303) – Subjects within range cannot lie.</p>
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3rd Level

<p><i>Crushing Despair</i>(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.</p> <p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Discern Lies</i>(PH p221) – Reveals deliberate falsehoods.</p>	<p><i>Helping Hand</i>(PH p239) – Ghostly hand leads subject to you.</p> <p><i>Geas, Lesser</i>(PH p235) – Commands subject of 7 HD or less.</p> <p><i>Magic Circle against Chaos</i>(PH p249) – As <i>Protection from Chaos</i>, but 10' radius & 10 minutes per lvl.</p>	<p><i>Magic Circle against Good</i>(PH p250) – As <i>Protection from Good</i>, but 10' radius & 10 minutes per lvl.</p> <p><i>Prayer</i>(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p> <p><i>Suggestion</i>(PH p285) – Compels subject to follow stated course of action.</p>
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4th Level

<p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, & petrification.</p> <p><i>Charm Monster</i>(PH p209) – Makes monster believe it is your ally.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p>	<p><i>Dispel Chaos</i>(PH p222) – +4 bonus against attacks by chaotic creatures.</p> <p><i>Dispel Good</i>(PH p222) – +4 bonus against attacks by good creatures.</p> <p><i>Dominate Person</i>(PH p224) – Controls humanoid telepathically.</p>	<p><i>Geas/Quest</i>(PH p234) – As <i>Lesser Geas</i>, plus it affects any creature.</p> <p><i>Command, Greater</i>(PH p211) – As <i>Command</i>, but affects one subject per level.</p> <p><i>Hold Monster</i>(PH p241) – As <i>Hold Person</i>, but can effect any creature.</p>
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Divine Bard Supplemental Spell List

Charisma-based Impromptu Divine Spells(UA p50)

1st Level*Detect Evil*(PH p218) – Reveals evil creatures, spells, or objects.*Detect Good*(PH p219) – Reveals good creatures, spells, or objects.*Detect Law*(PH p219) – Reveals lawful creatures, spells, or objects.*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.2nd Level*Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.*Desecrate*(PH p218) – Fills area with negative energy, making undead stronger.*Gentle Repose*(PH p234) – Preserves one corpse.3rd Level*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius & 10 minutes per level.*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius & 10 minutes per lvl.*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius & 10 minutes per lvl.*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.4th Level*Remove Disease*(PH p271) – Cures all diseases affecting subject.*Speak with Dead*(PH p281) – Corpse answer one question per two levels.*Sending*(PH p275) – Delivers a short message anywhere, instantly.5th Level*Divination*(PH p224) – Provides useful advice for specific proposed actions.*Restoration*(PH p272) – Restores level and ability score drains.6th Level*Commune*(PH p211) – Deity answers one yes-or-no question per level.*Hallow*(PH p238) – Designates location as Holy.
Unhallow(PH p297) – Designates location as Unholy.*Raise Dead*(PH p268) – Restores life to subject who died up to 1 day per level ago.

Duskblade Spell List

Intelligence-based Spontaneous Arcane Spells(PH2 p24)

0th Level

Acid Splash(PH p196) – Orb deals 1d3 damage.
Disrupt Undead(PH p223) – Deals 1d6 damage to one undead.

Ray of Frost(PH p269) – Ray deals 1d3 Cold damage.
Touch of Fatigue(PH p294) – Touch attack fatigues target.

1st Level

Bigby's Tripping Hand(PH2 p103) – Hand trips subject.
Blade of Blood(PH2 p103) – Swift. Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage.
Burning Hands(PH p207) – 1d4 fire damage per level (max 5d4).
Cause Fear(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
Chill Touch(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.
Color Spray(PH p210) – Knocks unconscious, blinds, or stuns weak creatures.

Deflect, Lesser(PH2 p109) – Immediate. Gain a Deflection bonus of +1/3 levels (max +5) against one attack.
Expeditious Retreat, Swift(CAAdv p149) – Swift. Your speed increases by 30' for 1 round.
Jump(PH p246) – Subject gains bonus on Jump checks.
Kelgore's Fire Bolt(PH2 p116) – 1d6 Fire damage per level (max 5d6), partially ignores SR.
Magic Weapon(PH p251) – Weapon gains +1 enhancement bonus.
Obscuring Mist(PH p258) – Fog surrounds you.

Ray of Enfeeblement(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).
Resist Energy(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.
Rouse(PH2 p123) – Awakens creatures in area.
Shocking Grasp(PH p279) – Touch delivers 1d6 per level (max 5d6) of electricity damage.
Stand(PH2 p125) – Immediate. Subject stands up from prone.
True Strike(PH p296) – Add +20 insight bonus to your next attack roll.

2nd Level

Animalistic Power(PH2 p101) – Subject gains +2 bonus to Strength, Dexterity, and Constitution.
Bear's Endurance(PH p203) – Subject gains +4 Constitution for 1 minute per level.
Bigby's Striking Fist(PH2 p103) – Hand deals 1d6 nonlethal damage per 2 levels (max 5d6) and knocks subject back.
Bull's Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.
Cat's Grace(PH p208) – Subject gains +4 Dexterity for 1 minute per level.
Darkvision(PH p216) – See 60' in total darkness.
Deflect(PH2 p109) – Immediate. Gain bonus to AC for one attack.

Dimension Hop(PH2 p110) – Teleport subject short distance.
Fly, Swift(CAAdv p149) – Swift. Gain Fly speed of 60' for 1 round.
Ghoul Touch(PH p235) – Paralyzes one subject, who exudes stench that sickens those nearby.
Invisibility, Swift(CAAdv p153) – Swift. You are invisible for 1 round or until you attack.
Melf's Acid Arrow(PH p253) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).
Scorching Ray(PH p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3).

See Invisibility(PH p275) – Reveals invisible creatures or objects.
Seeking Ray(PH2 p124) – Ray deals 4d6 Electricity damage, ignores Concealment and Cover; you gain +4 on attacks with rays against the subject.
Spider Climb(PH p283) – Grants ability to walk on walls & ceilings.
Stretch Weapon(PH2 p126) – Swift. Melee weapon gains 5' of reach for one attack.
Sure Strike(PH2 p126) – Swift. Gain +1 bonus per 3 levels on next attack.
Touch of Idiocy(PH p294) – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.

3rd Level

Crown of Might(PH2 p108) – Gain +2 Strength, discharge to gain +8 bonus for 1 round.
Crown of Protection(PH2 p108) – +1 Deflection bonus to AC, +1 Resistance bonus on saves; discharge to gain +4 for 1 round.
Dispelling Touch(PH2 p110) – Dispel one magical effect on touched subject.
Doom Scarabs(PH2 p110) – Scarab swarm deals 1d6 per 2 levels, gives you temporary hit points.

Energy Aegis(PH2 p111) – Immediate. Subject gains Resistance 20 against one energy type for one attack.
Energy Surge(PH2 p112) – Swift. One attack deals an extra 2d6 energy damage.
Halt(PH2 p114) – Immediate. Subject's feet become stuck to ground.
Keen Edge(PH p245) – Doubles normal weapon's threat range.

Magic Weapon, Greater(PH p251) – +1 bonus per four levels (max +5).
Protection from Energy(PH p266) – Absorb 12 damage per level from one kind of energy.
Ray of Exhaustion(PH p269) – Ray makes subject exhausted.
Regroup(PH2 p122) – Teleports nearby allies to your side.
Vampiric Touch(PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.

4th Level

Bigby's Interposing Hand(PH p204) – Hand provides cover against one opponent.
Channeled Pyroburst(PH2 p106) – Deal fire damage, amount and radius based on casting time.
Dimension Door(PH p221) – Teleports you a short distance.
Dispel Magic(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

Enervation(PH p226) – Subject gains 1d4 negative levels.
Fire Shield(PH p230) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).

Phantasmal Killer(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.
Shout(PH p279) – Deafens all within cone and deals 5d6 damage.
Toxic Weapon(PH2 p126) – Coats weapon with poison.

5th Level

Bigby's Clenched Fist(PH p203) – Large hand provides cover, pushes, or attacks your foes.
Chain Lightning(PH p208) – 1d6 damage per level; 1 secondary bolt per level each deal half damage.
Disintegrate(PH p222) – Makes one creature or object vanish.

Hold Monster(PH p241) – As *Hold Person*, but can effect any creature.
Polar Ray(PH p262) – Ranged touch attack deals 1d6 per level cold damage.
Slashing Dispel(PH2 p125) – As *Dispel Magic*, but creatures take damage for spells dispelled.

Sonic Shield(PH2 p125) – +4 Deflection bonus to AC; 1d8 Sonic damage and pushes back creatures that hit you in melee.
Waves of Fatigue(PH p301) – Several targets become fatigued.

Enforcer Spell List

Wisdom-based Prepared Divine Spells(DR310 p54)

Note that an Enforcer's Caster Level is half his/her Class Level.

1st Level

<p><i>Alarm</i>(PH p197) – Wards an area for 2 hours per lvl. <i>Bless</i>(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear. <i>Bless Water</i>(PH p205) – Makes Holy Water. <i>Bless Weapon</i>(PH p205) – Weapon strikes true against evil foes. <i>Command</i>(PH p211) – One subject obeys selected command for 1 round. <i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p>	<p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object. <i>Divine Favor</i>(PH p224) – You gain +1 per three levels on attack and damage rolls. <i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments. <i>Hold Portal</i>(PH p241) – Holds one door shut. <i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p>	<p><i>Protection from Chaos</i>(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders. <i>Resistance</i>(PH p272) – Subject gains +1 resistance bonus on all saving throws. <i>Sleep</i>(PH p280) – Puts 4HD of creatures into magical slumber. <i>Virtue</i>(PH p289) – Subject gains 1 temporary hp.</p>
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2nd Level

<p><i>Bull's Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level. <i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level. <i>Fox's Cunning</i>(PH p233) – Subject gains +4 Intelligence for 1 minute per level.</p>	<p><i>Hold Person</i>(PH p241) – Paralyzes one person for up to 1 round per level. <i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p>	<p><i>Shield Other</i>(PH p278) – You take half of subject's damage. <i>Status</i>(PH p284) – Monitors condition & position of allies. <i>Zone of Truth</i>(PH p303) – Subjects within range cannot lie.</p>
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3rd Level

<p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10). <i>Discern Lies</i>(PH p221) – Reveals deliberate falsehoods.</p>	<p><i>Magic Circle against Chaos</i>(PH p249) – As <i>Protection from Chaos</i>, but 10' radius & 10 minutes per lvl. <i>Remove Blindness/Deafness</i>(PH p270) – Cures normal or magical conditions.</p>	<p><i>Remove Curse</i>(PH p270) – Frees person or object from a curse. <i>Remove Disease</i>(PH p271) – Cures all diseases affecting subject.</p>
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4th Level

<p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, & petrification. <i>Command, Greater</i>(PH p211) – As <i>Command</i>, but affects one subject per level. <i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p>	<p><i>Dispel Chaos</i>(PH p222) – +4 bonus against attacks by chaotic creatures. <i>Hold Monster</i>(PH p241) – As <i>Hold Person</i>, but can effect any creature.</p>	<p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject. <i>Restoration</i>(PH p272) – Restores level and ability score drains.</p>
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Hexblade Spell List

Charisma-based Impromptu Arcane Spells. (CWar p5) (CArc p94)+ (CAAdv p139)+

1st Level

<p><i>Alarm</i>(PH p197) – Wards an area for 2 hours per lvl.</p> <p><i>Arcane Mark</i>(PH201 p201) – Inscribe a personal rune (visible or invisible).</p> <p><i>Augment Familiar</i>(CWar p116) – Your familiar becomes more powerful.</p> <p><i>Backbiter</i>(CArc p98) – Wooden-hafted weapon strikes wielder.</p> <p><i>Cause Fear</i>(PH p208) – One creature of 5HD or less flees for 1d4 rounds.</p> <p><i>Charm Person</i>(PH p209) – Make one person your friend.</p> <p><i>Detect Magic</i>(PH p219) – Detects spells and magic items within 60’.</p> <p><i>Disguise Self</i>(PH p222) – Changes our appearance.</p> <p><i>Distract Assailant</i>(CAAdv p146) – Swift. One creature is flat-footed for 1 round.</p> <p><i>Entropic Shield</i>(PH p227) – Ranged attacks against you suffer 20% miss chance.</p>	<p><i>Expeditious Retreat</i>(PH p228) – Your land speed increases by 30’.</p> <p><i>Identify</i>(PH p243) – Determines properties of a magic item.</p> <p><i>Light</i>(PH p248) – Object shines like a torch.</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Mount</i>(PH p256) – Summons riding horse for 2 hours per level.</p> <p><i>Nystul’s Magic Aura</i>(PH p257) – Alters object’s magic aura.</p> <p><i>Phantom Threat</i>(CWar p118) – Subject thinks it’s flanked.</p> <p><i>Prestidigitation</i>(PH p264) – Performs minor tricks.</p> <p><i>Protection from Chaos</i>(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.</p>	<p><i>Protection from Evil</i>(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Good</i>(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Law</i>(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Sleep</i>(PH p280) – Puts 4HD of creatures into magical slumber.</p> <p><i>Tasha’s Hideous Laughter</i>(PH p292) – Subject loses actions for 1 round per level.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p> <p><i>Unseen Servant</i>(PH p297) – Invisible force obeys your commands.</p>
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2nd Level

<p><i>Alter Self</i>(PH p197) – Assume the form of a similar creature.</p> <p><i>Blindness/Deafness</i>(PH p206) – Makes subject blind or deaf.</p> <p><i>Bull’s Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Critical Strike</i>(CAAdv p145) – Swift. For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical hits.</p> <p><i>Darkness</i>(PH p216) – 20’ radius of supernatural shadow.</p> <p><i>Eagle’s Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Entrhall</i>(PH p227) – Captivates all within 100’ + 10’ per level.</p>	<p><i>False Life</i>(PH p229) – Gain 1d10 +1 per level (max +10) temporary hit points.</p> <p><i>Glitterdust</i>(PH p236) – Blinds creatures, outlines invisible creatures.</p> <p><i>Invisibility</i>(PH p245) – Subject is invisible for 1 minute per level or until it attacks.</p> <p><i>Invisibility, Swift</i>(CAAdv p153) – Swift. You are invisible for 1 round or until you attack.</p> <p><i>Mirror Image</i>(PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).</p> <p><i>Phantasmal Assailants</i>(CArc p117) – Nightmare creatures strike target for 4 Wisdom damage and 4 Dexterity damage.</p> <p><i>Protection from Arrows</i>(PH p266) – Subject immune to most ranged attacks.</p>	<p><i>Rage</i>(PH p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.</p> <p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>See Invisibility</i>(PH p275) – Reveals invisible creatures or objects.</p> <p><i>Spider Climb</i>(PH p283) – Grants ability to walk on walls & ceilings.</p> <p><i>Suggestion</i>(PH p285) – Compels subject to follow stated course of action.</p> <p><i>Touch of Idiocy</i>(PH p294) – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.</p> <p><i>Whirling Blade</i>(CArc p129) – Hurling slashing weapon magically attacks all foes in a 60’ line.</p>
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3rd Level

<p><i>Arcane Sight</i>(PH p201) – Magical auras become visible to you.</p> <p><i>Charm Monster</i>(PH p209) – Makes monster believe it is your ally.</p> <p><i>Confusion</i>(PH p212) – Makes subject behave oddly for 1 round per level.</p> <p><i>Deep Slumber</i>(PH p217) – Puts 10HD of creatures to sleep.</p> <p><i>Dispel Magic</i>(PH p223)(PH)+ – Cancels magical spells and effects.</p> <p><i>Hound of Doom</i>(CWar p117) – Creates shadowy protector.</p>	<p><i>Invisibility Sphere</i>(PH p245) – Makes everyone within 10’ invisible.</p> <p><i>Magic Weapon, Greater</i>(PH p251) – +1 bonus per four levels (max +5).</p> <p><i>Nondetection</i>(PH p257) – Hides subject from divination and scrying.</p> <p><i>Phantom Steed</i>(PH p260) – Magical horse appears for 1 hour per level.</p> <p><i>Poison</i>(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p> <p><i>Protection from Energy</i>(PH p266) – Absorb 12 damage per level from one kind of energy.</p>	<p><i>Repel Vermin</i>(PH p271) – Insects, spiders, and other vermin stay 10’ away.</p> <p><i>Slow</i>(PH p280) – One subject per level takes only one action per round, –2 AC and attack rolls.</p> <p><i>Spectral Weapon</i>(CAAdv p157) – Swift. Use quasi-real weapon to make touch attacks.</p> <p><i>Stinking Cloud</i>(PH p284) – Nauseating vapors, 1 round per level.</p> <p><i>Vampiric Touch</i>(PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.</p> <p><i>Wind Wall</i>(PH p302) – Deflects arrows, smaller creatures, and gases.</p>
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4th Level

<p><i>Assay Resistance</i>(CArc p120) – +10 bonus on caster level checks to defeat one creature’s Spell Resistance.</p> <p><i>Baleful Polymorph</i>(PH p202) – Transforms subject into a harmless animal.</p> <p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, & petrification.</p> <p><i>Contact Other Plane</i>(PH p212) – Lets you ask question of an extraplanar entity.</p> <p><i>Cursed Blade</i>(CWar p117) – Wounds dealt by weapon can’t be healed without <i>Remove Curse</i>.</p> <p><i>Detect Scrying</i>(PH p219) – Alerts you to magical eavesdropping.</p>	<p><i>Dimension Door</i>(PH p221) – Teleports you a short distance.</p> <p><i>Dominate Person</i>(PH p224) – Controls humanoid telepathically.</p> <p><i>Enervation</i>(PH p226) – Subject gains 1d4 negative levels.</p> <p><i>Fear</i>(PH p229) – Subjects within cone flee for 1 round per level.</p> <p><i>Invisibility, Greater</i>(PH p245) – As <i>Invisibility</i>, but subject can attack and stay invisible.</p> <p><i>Phantasmal Killer</i>(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.</p> <p><i>Polymorph</i>(PH p263) – Gives one willing subject a new form.</p>	<p><i>Scrying</i>(PH p274)(PH)+ – Spies on subject from a distance.</p> <p><i>Sending</i>(PH p275) – Delivers a short message anywhere, instantly.</p> <p><i>Shadow Form</i>(CAAdv p156) – Gain +4 on Hide, Move Silently, and Escape Artist checks, and concealment; you can move through obstacles if you have ranks in Escape Artist.</p> <p><i>Solid Fog</i>(PH p281) – Blocks vision and slows movement.</p> <p><i>Unluck</i>(CArc p128) – Target remakes all rolls, uses worst result for 1 round per level.</p>
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Incarnate Spell List

Wisdom-based Prepared Divine Spells(DR310 p53)

Note that an Incarnate's Caster Level is half his/her Class Level.

1st Level

<p><i>Bless</i>(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.</p> <p><i>Bless Water</i>(PH p205) – Makes Holy Water.</p> <p><i>Bless Weapon</i>(PH p205) – Weapon strikes true against evil foes.</p> <p><i>Charm Animal</i>(PH p208) – Makes one animal your friend.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p> <p><i>Divine Favor</i>(PH p224) – You gain +1 per three levels on attack and damage rolls.</p>	<p><i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments.</p> <p><i>Entangle</i>(PH p227) – Plants entangle everyone in a 40' radius.</p> <p><i>Longstrider</i>(PH p249) – Increases your speed.</p> <p><i>Magic Fang</i>(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Pass without Trace</i>(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.</p> <p><i>Protection from Chaos</i>(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.</p>	<p><i>Protection from Evil</i>(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Good</i>(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Law</i>(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Speak with Animals</i>(PH p281) – You can communicate with animals.</p>
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2nd Level

<p><i>Animal Messenger</i>(PH p198) – Sends a Tiny animal to a specific place.</p> <p><i>Barkskin</i>(PH p202) – Grants +2 (or higher) enhancement to natural armor.</p> <p><i>Bear's Endurance</i>(PH p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Bull's Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p>	<p><i>Fox's Cunning</i>(PH p233) – Subject gains +4 Intelligence for 1 minute per level.</p> <p><i>Hold Person</i>(PH p241) – Paralyzes one person for up to 1 round per level.</p> <p><i>Restoration, Lesser</i>(PH p272) – Dispel magic ability penalty or repairs 1d4 ability damage.</p> <p><i>Owl's Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p>	<p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>Shield Other</i>(PH p278) – You take half of subject's damage.</p> <p><i>Spike Growth</i>(PH p283) – Creatures in area take 1d4 damage, may be slowed.</p> <p><i>Tree Shape</i>(PH p296) – You look exactly like a tree for 1 hour per level.</p>
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3rd Level

<p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Diminish Plants</i>(PH p221) – Reduces size or blights growth of normal plants.</p> <p><i>Dominate Animal</i>(PH p224) – Subject animal obeys silent mental commands.</p> <p><i>Magic Fang, Greater</i>(PH p250) – One natural weapon of subject creature gets +1 per three</p>	<p>levels to attack and damage rolls –or– all the subject's natural weapons get a +1 bonus.</p> <p><i>Magic Circle against Chaos</i>(PH p249) – As <i>Protection from Chaos</i>, but 10' radius & 10 minutes per lvl.</p> <p><i>Magic Circle against Evil</i>(PH p249) – As <i>Protection from Evil</i>, but 10' radius & 10 minutes per lvl.</p> <p><i>Magic Circle against Good</i>(PH p250) – As <i>Protection from Good</i>, but 10' radius & 10 minutes per lvl.</p>	<p><i>Magic Circle against Law</i>(PH p250) – As <i>Protection from Law</i>, but 10' radius & 10 minutes per lvl.</p> <p><i>Plant Growth</i>(PH p236) – Grows vegetation, improves crops.</p> <p><i>Prayer</i>(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p> <p><i>Speak with Plants</i>(PH p282) – You can talk to normal plants and plant creatures.</p>
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4th Level

<p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, & petrification.</p> <p><i>Command Plants</i>(PH p211) – Sway the actions of one or more plant creatures.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Dismissal</i>(PH p222) – Forces a creature to return to native plane.</p>	<p><i>Dispel Chaos</i>(PH p222) – +4 bonus against attacks by chaotic creatures.</p> <p><i>Dispel Evil</i>(PH p222) – +4 bonus against attacks by evil creatures.</p> <p><i>Dispel Good</i>(PH p222) – +4 bonus against attacks by good creatures.</p> <p><i>Dispel Law</i>(PH p222) – +4 bonus against attacks by lawful creatures.</p>	<p><i>Freedom of Movement</i>(PH p233) – Subject moves normally despite impediments.</p> <p><i>Tree Stride</i>(PH p296) – Step from one tree to another far away.</p>
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Magewright Spell List

Intelligence-based Prepared Arcane Spells(Eb p256) (RoE p191)

0th Level

<i>Arcane Mark</i> (PH201 p201) – Inscribes a personal rune (visible or invisible).	<i>Mage Hand</i> (PH p249) – 5 pound telekinesis.	<i>Open/Close</i> (PH p258) – Opens or closes small or light things.
<i>Detect Magic</i> (PH p219) – Detects spells and magic items within 60’.	<i>Mending</i> (PH p253) – Makes minor repairs on an object.	<i>Prestidigitation</i> (PH p264) – Performs minor tricks.
<i>Light</i> (PH p248) – Object shines like a torch.	<i>Message</i> (PH p253) – Whispered conversation at distance.	<i>Read Magic</i> (PH p269) – Reads scrolls and spellbooks.

1st Level

<i>Alarm</i> (PH p197) – Wards an area for 2 hours per lvl.	<i>Hold Portal</i> (PH p241) – Holds one door shut.	<i>Nystul’s Magic Aura</i> (PH p257) – Alters object’s magic aura.
<i>Animate Rope</i> (PH p199) – Makes a rope move at your command.	<i>Identify</i> (PH p243) – Determines properties of a magic item.	<i>Tenser’s Floating Disk</i> (PH p294) – 3’ diameter horizontal disk that holds 100 pounds per level.
<i>Comprehend Languages</i> (PH p212) – You understand all spoken and written languages.	<i>Magecraft</i> (Eb p113) – +5 Competence bonus on one Craft check.	<i>Unseen Servant</i> (PH p297) – Invisible force obeys your commands.
<i>Erase</i> (PH p227) – Mundane or magical writing vanishes.	<i>Mount</i> (PH p256) – Summons riding horse for 2 hours per level.	

2nd Level

<i>Arcane Lock</i> (PH p200) – Magically locks a portal or chest.	<i>Locate Object</i> (PH p249) – Senses direction toward object (specific or type).	<i>Obscure Object</i> (PH p258) – Masks object against scrying.
<i>Augury</i> (PH p202) – Leans whether an action will be good or bad.	<i>Magic Mouth</i> (PH p251) – Speaks once when triggered.	<i>Unseen Crafter</i> (RoE p191) – Invisible force obeys your command and can use the Craft skill.
<i>Leomund’s Trap</i> (PH p247) – Makes one item seem trapped.	<i>Make Whole</i> (PH p252) – Repairs an object.	<i>Whispering Wind</i> (PH p301) – Sends a short message one mile per level.
	<i>Misdirection</i> (PH p254) – Misleads divinations for one creature or object.	

3rd Level

<i>Arcane Seal</i> (DR344 p82) – Permanently locks and alarms a portal, chest, etc.	<i>Explosive Runes</i> (PH p228) – Deals 6d6 damage when read.	<i>Phantom Steed</i> (PH p260) – Magical horse appears for 1 hour per level.
<i>Arcane Sight</i> (PH p201) – Magical auras become visible to you.	<i>Gentle Repose</i> (PH p234) – Preserves one corpse.	<i>Secret Page</i> (PH p275) – Changes one page to hide its real contents.
<i>Clairaudience/Clairvoyance</i> (PH p209) – Hear or see at a distance for 1 minute per level.	<i>Glyph of Warding</i> (PH p236) – Inscription harms those who pass it.	<i>Sepia Snake Sigil</i> (PH p276) – Creates text symbol that immobilizes reader.
<i>Daylight</i> (PH p216) – 60’ radius of bright light.	<i>Illusory Script</i> (PH p243) – Only intended reader can decipher.	<i>Tongues</i> (PH p294) – Speak any language.
<i>Dispel Magic</i> (PH p223)(PHe)+ – Cancels magical spells and effects.	<i>Nondetection</i> (PH p257) – Hides subject from divination and scrying.	

4th Level

<i>Animate Dead</i> (PH p198) – Creates undead skeletons and zombies.	<i>Hardening</i> (Eb p112) – Item’s Hardness increases by 1 per 2 levels.	<i>Minor Creation</i> (PH p253) – Creates one cloth or wood object.
<i>Detect Scrying</i> (PH p219) – Alerts you to magical eavesdropping.	<i>Illusory Wall</i> (PH p243) – Wall, floor, or ceiling looks real, but anything can pass through.	<i>Remove Curse</i> (PH p270) – Frees person or object from a curse.
<i>Divination</i> (PH p224) – Provides useful advice for specific proposed actions.	<i>Imbue with Spell Ability</i> (PH p243) – Transfer spells to subject.	<i>Scrying</i> (PH p274)(PHe)+ – Spies on subject from a distance.
<i>Fire Trap</i> (PH p231) – Opened object deals 1d4 + 1 per level fire damage.	<i>Locate Creature</i> (PH p249) – Indicates direction to familiar creature.	<i>Stone Shape</i> (PH p284)(PHe)+ – Sculpts stone into any shape.

5th Level

<i>Contact Other Plane</i> (PH p212) – Lets you ask question of an extraplanar entity.	<i>Leomund’s Secret Chest</i> (PH p247) – Hides expensive chest on Ethereal Plane; you retrieve it at will.	<i>Symbol of Pain</i> (PH p290) – Triggered rune wracks nearby creatures with pain.
<i>Fabricate</i> (PH p229) – Transforms raw materials into finished items.	<i>Major Creation</i> (PH p252) – As <i>Minor Creation</i> , plus stone and metal.	<i>Symbol of Sleep</i> (PH p291) – Triggered rune puts nearby creatures into a catatonic slumber.
<i>False Vision</i> (PH p229) – Fools scrying with an illusion.	<i>Permanency</i> (PH p259) – Makes certain spells permanent.	<i>Wall of Stone</i> (PH p299) – Creates a stone wall that can be shaped.
<i>False Vision</i> (PH p229) – Fools scrying with an illusion.	<i>Sending</i> (PH p275) – Delivers a short message anywhere, instantly.	

Mystic Ranger Supplemental Spell List

Wisdom-based Prepared Divine Spells(DR336 p105)

The following spells are in addition to the standard Ranger spell list.

0th Level*Create Water*(PH p215) – Creates 2 gallons/level of pure water.*Cure Minor Wounds*(PH p216) – Cures 1 point of damage.*Guidance*(PH p238) – +1 on one attack roll, saving throw, or skill check.*Flare*(PH p232) – Dazzles one creature (–1 on attack rolls).*Know Direction*(PH p246) – You discern north.*Light*(PH p248) – Object shines like a torch.*Mending*(PH p253) – Makes minor repairs on an object.*Purify Food and Drink*(PH p267) – Purifies 1 cubic foot per level of food or water.*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.*Virtue*(PH p289) – Subject gains 1 Temporary HP.5th Level*Awaken*(PH p202)(DR330 p81)+ – Animal or tree gains human intellect.*Baleful Polymorph*(PH p202) – Transforms subject into a harmless animal.*Control Winds*(PH p214) – Change wind direction and speed.*Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).*Summon Nature's Ally V*(PH p289) – Calls creature to fight.*Wall of Thorns*(PH p300) – Thorns damage anyone who tries to pass.

Paladin of Freedom Spell List

Wisdom-based Prepared Divine Spells(UA p53)

Note that a Paladin of Freedom's Caster Level is half his Class Level.

1st Level

<p><i>Bless</i>(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.</p> <p><i>Bless Water</i>(PH p205) – Makes Holy Water.</p> <p><i>Bless Weapon</i>(PH p205) – Weapon strikes true against evil foes.</p> <p><i>Create Water</i>(PH p215) – Creates 2 gallons/level of pure water.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p>	<p><i>Detect Undead</i>(PH p220) – Reveals undead within 60'.</p> <p><i>Divine Favor</i>(PH p224) – You gain +1 per three levels on attack and damage rolls.</p> <p><i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments.</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Protection from Evil</i>(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.</p>	<p><i>Protection from Law</i>(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Resistance</i>(PH p272) – Subject gains +1 resistance bonus on all saving throws.</p> <p><i>Restoration, Lesser</i>(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.</p> <p><i>Virtue</i>(PH p289) – Subject gains 1 temporary hp.</p>
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2nd Level

<p><i>Bull's Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Delay Poison</i>(PH p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p>	<p><i>Owl's Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Remove Paralysis</i>(PH p271) – Frees one or more creatures from paralysis, hold, or <i>Slow</i>.</p> <p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p>	<p><i>Shield Other</i>(PH p278) – You take half of subject's damage.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p> <p><i>Zone of Truth</i>(PH p303) – Subjects within range cannot lie.</p>
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3rd Level

<p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Daylight</i>(PH p216) – 60' radius of bright light.</p> <p><i>Dispel Magic</i>(PH p223)(PH e)+ – Cancels magical spells and effects.</p> <p><i>Heal Mount</i>(PH p239) – As <i>Heal</i> on warhorse or other special mount.</p>	<p><i>Magic Circle against Evil</i>(PH p249) – As <i>Protection from Evil</i>, but 10' radius & 10 minutes per lvl.</p> <p><i>Magic Circle against Law</i>(PH p250) – As <i>Protection from Law</i>, but 10' radius & 10 minutes per lvl.</p> <p><i>Magic Weapon, Greater</i>(PH p251) – +1 bonus per four levels (max +5).</p>	<p><i>Prayer</i>(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p> <p><i>Remove Blindness/Deafness</i>(PH p270) – Cures normal or magical conditions.</p> <p><i>Remove Curse</i>(PH p270) – Frees person or object from a curse.</p>
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4th Level

<p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, & petrification.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Dispel Evil</i>(PH p222) – +4 bonus against attacks by evil creatures.</p>	<p><i>Dispel Law</i>(PH p222) – +4 bonus against attacks by lawful creatures.</p> <p><i>Freedom of Movement</i>(PH p233) – Subject moves normally despite impediments.</p> <p><i>Holy Sword</i>(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.</p>	<p><i>Mark of Justice</i>(PH p252) – Designates action that will trigger cure on subject.</p> <p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Restoration</i>(PH p272) – Restores level and ability score drains.</p>
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Paladin of Slaughter Spell List

Wisdom-based Prepared Divine Spells(UA p54).

Note that a Paladin of Slaughter’s Caster Level is half his Class Level.

1st Level

<p><i>Bane</i>(PH p203) – Enemies take –1 on attack rolls and saves against fear.</p> <p><i>Cause Fear</i>(PH p208) – One creature of 5HD or less flees for 1d4 rounds.</p> <p><i>Corrupt Weapon</i>(DMG p182) – Weapon strikes true again good foes.</p> <p><i>Create Water</i>(PH p215) – Creates 2 gallons/level of pure water.</p> <p><i>Curse Water</i>(PH p216) – Makes Unholy Water.</p> <p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p>	<p><i>Detect Undead</i>(PH p220) – Reveals undead within 60’.</p> <p><i>Divine Favor</i>(PH p224) – You gain +1 per three levels on attack and damage rolls.</p> <p><i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments.</p> <p><i>Inflict Light Wounds</i>(PH p244) – Touch deals 1d8 damage +1 per level (max +5).</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p>	<p><i>Protection from Good</i>(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Law</i>(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Resistance</i>(PH p272) – Subject gains +1 resistance bonus on all saving throws.</p> <p><i>Virtue</i>(PH p289) – Subject gains 1 temporary hp.</p>
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2nd Level

<p><i>Bull’s Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Darkness</i>(PH p216) – 20’ radius of supernatural shadow.</p>	<p><i>Delay Poison</i>(PH p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Eagle’s Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Inflict Moderate Wounds</i>(PH p244) – Touch attack, 2d8 +1 per level (max +10).</p>	<p><i>Owl’s Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p>
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3rd Level

<p><i>Blindness/Deafness</i>(PH p206) – Makes subject blind or deaf.</p> <p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Deeper Darkness</i>(PH p217) – Object sheds supernatural shadow in 60’ radius.</p> <p><i>Dispel Magic</i>(PH p223)(PH+) – Cancels magical spells and effects.</p>	<p><i>Heal Mount</i>(PH p239) – As <i>Heal</i> on warhorse or other special mount.</p> <p><i>Magic Circle against Good</i>(PH p250) – As <i>Protection from Good</i>, but 10’ radius & 10 minutes per lvl.</p> <p><i>Magic Circle against Law</i>(PH p250) – As <i>Protection from Law</i>, but 10’ radius & 10 minutes per lvl.</p> <p><i>Magic Weapon, Greater</i>(PH p251) – +1 bonus per four levels (max +5).</p>	<p><i>Inflict Serious Wounds</i>(PH p244) – Touch attack, 3d8 +1 per level (max +15).</p> <p><i>Prayer</i>(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p>
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4th Level

<p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, & petrification.</p> <p><i>Corrupt Sword</i>(DMG p182) – Weapon becomes +5, deals +2d6 damage against good.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p>	<p><i>Dispel Good</i>(PH p222) – +4 bonus against attacks by good creatures.</p> <p><i>Dispel Law</i>(PH p222) – +4 bonus against attacks by lawful creatures.</p> <p><i>Inflict Critical Wounds</i>(PH p244) – Touch attack, 4d8 + 1 per level (max +20).</p>	<p><i>Poison</i>(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p>
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Paladin of Tyranny Spell List

Wisdom-based Prepared Divine Spells(UA p55).

Note that a Paladin of Tyranny's Caster Level is half his Class Level.

1st Level

<p><i>Bane</i>(PH p203) – Enemies take –1 on attack rolls and saves against fear.</p> <p><i>Corrupt Weapon</i>(DMG p182) – Weapon strikes true again good foes.</p> <p><i>Create Water</i>(PH p215) – Creates 2 gallons/level of pure water.</p> <p><i>Curse Water</i>(PH p216) – Makes Unholy Water.</p> <p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p> <p><i>Detect Undead</i>(PH p220) – Reveals undead within 60'.</p>	<p><i>Divine Favor</i>(PH p224) – You gain +1 per three levels on attack and damage rolls.</p> <p><i>Doom</i>(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments.</p> <p><i>Inflict Light Wounds</i>(PH p244) – Touch deals 1d8 damage +1 per level (max +5).</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p>	<p><i>Protection from Chaos</i>(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Good</i>(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Resistance</i>(PH p272) – Subject gains +1 resistance bonus on all saving throws.</p> <p><i>Virtue</i>(PH p289) – Subject gains 1 temporary hp.</p>
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2nd Level

<p><i>Bull's Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Darkness</i>(PH p216) – 20' radius of supernatural shadow.</p> <p><i>Delay Poison</i>(PH p217) – Stops poison from harming subject for 1 hour per level.</p>	<p><i>Eagle's Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Hold Person</i>(PH p241) – Paralyzes one person for up to 1 round per level.</p> <p><i>Inflict Moderate Wounds</i>(PH p244) – Touch attack, 2d8 +1 per level (max +10).</p> <p><i>Owl's Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p>	<p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p>
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3rd Level

<p><i>Bestow Curse</i>(PH p203) – Subject either receives a –6 on one ability; –4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.</p> <p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Deeper Darkness</i>(PH p217) – Object sheds supernatural shadow in 60' radius.</p>	<p><i>Discern Lies</i>(PH p221) – Reveals deliberate falsehoods.</p> <p><i>Dispel Magic</i>(PH p223)(PHc)+ – Cancels magical spells and effects.</p> <p><i>Heal Mount</i>(PH p239) – As <i>Heal</i> on warhorse or other special mount.</p> <p><i>Magic Circle against Chaos</i>(PH p249) – As <i>Protection from Chaos</i>, but 10' radius & 10 minutes per lvl.</p>	<p><i>Magic Circle against Good</i>(PH p250) – As <i>Protection from Good</i>, but 10' radius & 10 minutes per lvl.</p> <p><i>Magic Weapon, Greater</i>(PH p251) – +1 bonus per four levels (max +5).</p> <p><i>Inflict Serious Wounds</i>(PH p244) – Touch attack, 3d8 +1 per level (max +15).</p> <p><i>Prayer</i>(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.</p>
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4th Level

<p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, & petrification.</p> <p><i>Corrupt Sword</i>(DMG p182) – Weapon becomes +5, deals +2d6 damage against good.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p>	<p><i>Dispel Chaos</i>(PH p222) – +4 bonus against attacks by chaotic creatures.</p> <p><i>Dispel Good</i>(PH p222) – +4 bonus against attacks by good creatures.</p> <p><i>Dominate Person</i>(PH p224) – Controls humanoid telepathically.</p>	<p><i>Inflict Critical Wounds</i>(PH p244) – Touch attack, 4d8 + 1 per level (max +20).</p>
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Savage Bard Spell List

Charisma-based Impromptu Arcane Spells(UA p50)

0th Level

Dancing Lights(PH p216) – Creates torches or other lights.
Daze(PH p217) – Humanoid creature of 4HD or less loses next action.
Detect Magic(PH p219) – Detects spells and magic items within 60’.
Flare(PH p232) – Dazzles one creature (–1 on attack rolls).
Ghost Sound(PH p235) – Figment sounds.

Know Direction(PH p246) – You discern north.
Light(PH p248) – Object shines like a torch.
Lullaby(PH p249) – Makes subject drowsy; –5 on Spot & Listen checks, –2 Will saves against *Sleep*.
Mage Hand(PH p249) – 5 pound telekinesis.
Mending(PH p253) – Makes minor repairs on an object.

Message(PH p253) – Whispered conversation at distance.
Open/Close(PH p258) – Opens or closes small or light things.
Resistance(PH p272) – Subject gains +1 resistance bonus on all saving throws.
Summon Instrument(PH p285) – Summons one instrument of the caster’s choice.

1st Level

Alarm(PH p197) – Wards an area for 2 hours per lvl.
Animate Rope(PH p199) – Makes a rope move at your command.
Calm Animals(PH p207) – Calms (2d4 + level) HD of animals.
Cause Fear(PH p208) – One creature of 5HD or less flees for 1d4 rounds.
Charm Person(PH p209) – Make one person your friend.
Cure Light Wounds(PH p215) – Cures 1d8 + 1 per level damage (max +5).
Detect Snares and Pits(PH p220) – Reveals natural or primitive traps.
Disguise Self(PH p222) – Changes your appearance
Endure Elements(PH p226) – Exist comfortably in hot or cold environments.
Expeditious Retreat(PH p228) – Your land speed increases by 30’.

Feather Fall(PH p229) – Objects or creatures fall slowly.
Grease(PH p237) – Makes 10’ square or 1 object slippery.
Hypnotism(PH p242) – Fascinates 2d4 HD of creatures.
Identify(PH p243) – Determines properties of a magic item.
Lesser Confusion(PH p212) – One creature is *confused* for 1 round.
Magic Mouth(PH p251) – Speaks once when triggered.
Nystul’s Magic Aura(PH p257) – Alters object’s magic aura.
Obscure Object(PH p258) – Masks object against scrying.

Remove Fear(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Silent Image(PH p279) – Creates a minor illusion of your design.
Sleep(PH p280) – Puts 4HD of creatures into magical slumber.
Summon Nature’s Ally I(PH p288) – Calls creature to fight.
Tasha’s Hideous Laughter(PH p292) – Subject loses actions for 1 round per level.
Undetectable Alignment(PH p297) – Conceals alignment for 24 hours.
Unseen Servant(PH p297) – Invisible force obeys your commands.
Ventriloquism(PH p298) – Throws voice for 1 minute per level.

2nd Level

Alter Self(PH p197) – Assume the form of a similar creature.
Animal Messenger(PH p198) – Sends a Tiny animal to a specific place.
Animal Trance(PH p198) – Fascinates 2d6 HD of animals.
Blindness/Deafness(PH p206) – Makes subject blind or deaf.
Blur(PH p206) – Attacks miss subject 20% of the time.
Bull’s Strength(PH p207) – Subject gains +4 Strength for 1 minute per level.
Cat’s Grace(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.
Cure Moderate Wounds(PH p216) – Cures 2d8 damage +1 per level (max +10).
Darkness(PH p216) – 20’ radius of supernatural shadow.
Delay Poison(PH p217) – Stops poison from harming subject for 1 hour per level.
Detect Thoughts(PH p220) – Allows “listening” to surface thoughts.

Eagle’s Splendor(PH p225) – Subject gains +4 Charisma for 1 minute per level.
Enthrall(PH p227) – Captivates all within 100’ + 10’ per level.
Fox’s Cunning(PH p233) – Subject gains +4 Intelligence for 1 minute per level.
Glitterdust(PH p236) – Blinds creatures, outlines invisible creatures.
Heroism(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.
Hold Person(PH p241) – Paralyzes one person for up to 1 round per level.
Hypnotic Pattern(PH p242) – Fascinates (2d4 + level) HD of creatures.
Invisibility(PH p245) – Subject is invisible for 1 minute per level or until it attacks.
Locate Object(PH p249) – Senses direction toward object (specific or type).
Minor Image(PH p254) – As *Silent Image*, plus some sound.
Mirror Image(PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).

Misdirection(PH p254) – Misleads divinations for one creature or object.
Pass without Trace(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.
Pyrotechnics(PH p267) – Turns fire into blinding light or choking smoke.
Rage(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
Scare(PH p274) – Panics creatures of less than 6HD.
Shatter(PH p278) – Sonic vibration damages objects or crystalline creatures.
Silence(PH p279) – Negate sound in 15’ radius.
Sound Burst(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.
Suggestion(PH p285) – Compels subject to follow stated course of action.
Summon Nature’s Ally II(PH p288) – Calls creature to fight.
Summon Swarm(PH p289) – Summons a swarm of bats, rats, or spiders.
Tongues(PH p294) – Speak any language.
Whispering Wind(PH p301) – Sends a short message one mile per level.

Savage Bard Spell List (continued)

3rd Level

<p><i>Blink</i>(PH p206) – You randomly vanish and reappear for 1 round per level.</p> <p><i>Charm Monster</i>(PH p209) – Makes monster believe it is your ally.</p> <p><i>Clairaudience/Clairvoyance</i>(PH p209) – Hear or see at a distance for 1 minute per level.</p> <p><i>Confusion</i>(PH p212) – Makes subject behave oddly for 1 round per level.</p> <p><i>Crushing Despair</i>(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Daylight</i>(PH p216) – 60' radius of bright light.</p> <p><i>Deep Slumber</i>(PH p217) – Puts 10HD of creatures to sleep.</p> <p><i>Dispel Magic</i>(PH p223)(PHe)+ – Cancels magical spells and effects.</p> <p><i>Displacement</i>(PH p223) – Attacks miss subject 50% of the time.</p> <p><i>Fear</i>(PH p229) – Subjects within cone flee for 1rnd/lvl.</p>	<p><i>Gaseous Form</i>(PH p234) – Subject becomes insubstantial and can fly slowly.</p> <p><i>Geas, Lesser</i>(PH p235) – Commands subject of 7 HD or less.</p> <p><i>Glibness</i>(PH p235)(PHe)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.</p> <p><i>Good Hope</i>(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Haste</i>(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.</p> <p><i>Illusory Script</i>(PH p243) – Only intended reader can decipher.</p> <p><i>Invisibility Sphere</i>(PH p245) – Makes everyone within 10' invisible.</p> <p><i>Leomund's Tiny Hut</i>(PH p247) – Creates shelter for ten creatures.</p> <p><i>Major Image</i>(PH p252) – As <i>Silent Image</i>, but sound, smell, and thermal effects.</p>	<p><i>Phantom Steed</i>(PH p260) – Magical horse appears for 1 hour per level.</p> <p><i>Remove Curse</i>(PH p270) – Frees person or object from a curse.</p> <p><i>Scrying</i>(PH p274)(PHe)+ – Spies on subject from a distance.</p> <p><i>Sculpt Sound</i>(PH p275) – Creates new sounds or changes existing ones.</p> <p><i>Secret Page</i>(PH p275) – Changes one page to hide its real contents.</p> <p><i>See Invisibility</i>(PH p275) – Reveals invisible creatures or objects.</p> <p><i>Slow</i>(PH p280) – One subject per level takes only one action per round, –1 AC and attack rolls.</p> <p><i>Snare</i>(PH p280) – Creates a magical booby trap.</p> <p><i>Speak with Animals</i>(PH p281) – You can communicate with animals.</p> <p><i>Summon Nature's Ally III</i>(PH p288) – Calls creature to fight.</p>
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4th Level

<p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, and petrification</p> <p><i>Cure Critical Wounds</i>(PH p215) – Cures 4d8 + 1 per level (max. +20).</p> <p><i>Detect Scrying</i>(PH p219) – Alerts you to magical eavesdropping.</p> <p><i>Dimension Door</i>(PH p221) – Teleports you a short distance.</p> <p><i>Dominate Person</i>(PH p224) – Controls humanoid telepathically.</p> <p><i>Freedom of Movement</i>(PH p233) – Subject moves normally despite impediments.</p> <p><i>Hallucinatory Terrain</i>(PH p238) – Makes one type of terrain appear like another (field into forest, or the like).</p>	<p><i>Hold Monster</i>(PH p241) – As <i>Hold Person</i>, but can effect any creature.</p> <p><i>Insect Plague</i>(PH p244) – Locust swarms attack.</p> <p><i>Invisibility, Greater</i>(PH p245) – As <i>Invisibility</i>, but subject can attack and stay invisible.</p> <p><i>Legend Lore</i>(PH p246) – Lets you learn tales about a person, place, or thing.</p> <p><i>Leomund's Secure Shelter</i>(PH p247) – Creates study cottage.</p> <p><i>Locate Creature</i>(PH p249) – Indicates direction to familiar creature.</p> <p><i>Modify Memory</i>(PH p255) – Changes 5 minutes of subject's memories.</p> <p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p>	<p><i>Rainbow Pattern</i>(PH p268) – Lights fascinate 24 HD of creatures.</p> <p><i>Repel Vermin</i>(PH p271) – Insects, spiders, and other vermin stay 10' away.</p> <p><i>Shadow Conjuration</i>(PH p276) – Mimics conjuring below 4th level, but only 20% real.</p> <p><i>Shout</i>(PH p279) – Deafens all within cone and deals 5d6 damage.</p> <p><i>Speak with Plants</i>(PH p282) – You can talk to normal plants and plant creatures.</p> <p><i>Summon Nature's Ally IV</i>(PH p288) – Calls creature to fight.</p> <p><i>Zone of Silence</i>(PH p303) – Keeps eavesdroppers from overhearing conversations.</p>
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5th Level

<p><i>Commune with Nature</i>(PH p211) – Learn about terrain for one mile per level.</p> <p><i>Cure Light Wounds, Mass</i>(PH p216) – Cures 1d8 damage +1 per level for many creatures.</p> <p><i>Dispel Magic, Greater</i>(PH p210)(PHe)+ – As <i>Dispel Magic</i>, but up to +20 on the check.</p> <p><i>Dream</i>(PH p225) – Sends message to anyone asleep.</p> <p><i>False Vision</i>(PH p229) – Fools scrying with an illusion.</p> <p><i>Heroism, Greater</i>(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.</p>	<p><i>Mind Fog</i>(PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.</p> <p><i>Mirage Arcana</i>(PH p254) – As <i>Hallucinatory Terrain</i>, plus structures.</p> <p><i>Mislead</i>(PH p255) – Turns you invisible and creates illusory double.</p> <p><i>Nightmare</i>(PH p257) – Send vision dealing 1d10 damage, fatigue.</p> <p><i>Persistent Image</i>(PH p260) – As <i>Major Image</i>, but no concentration required.</p> <p><i>Seeming</i>(PH p275) – Changes the appearance of one person per two levels.</p>	<p><i>Shadow Evocation</i>(PH p277) – Mimics evocation of lower than 5th level, but only 20% real.</p> <p><i>Shadow Walk</i>(PH p277) – Step into shadow to travel rapidly.</p> <p><i>Song of Discord</i>(PH p281) – Forces targets to attack each other.</p> <p><i>Suggestion, Mass</i>(PH p285) – As <i>Suggestion</i>, plus one subject per level.</p> <p><i>Summon Nature's Ally V</i>(PH p289) – Calls creature to fight.</p>
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6th Level

<p><i>Analyze Dweomer</i>(PH p197) – Reveals magical aspects of subject.</p> <p><i>Animate Objects</i>(PH p199) – Objects attack your foes.</p> <p><i>Cat's Grace, Mass</i>(PH p208) – As <i>Cat's Grace</i>, affects one subject per level.</p> <p><i>Creeping Doom</i>(PH p214) – Swarms of centipedes attack at your command.</p> <p><i>Cure Moderate Wounds, Mass</i>(PH p216) – Cures 2d8 damage + 1 per level for many creatures.</p> <p><i>Eagle's Splendor, Mass</i>(PH p225) – As <i>Eagle's Splendor</i>, affects one subject per level.</p> <p><i>Eyebite</i>(PH p228) – Target becomes panics, sickened, and comatose.</p> <p><i>Find the Path</i>(PH p230) – Shows most direct way to a location.</p>	<p><i>Fox's Cunning, Mass</i>(PH p233) – As <i>Fox's Cunning</i>, affects one subject per level.</p> <p><i>Geas/Quest</i>(PH p234) – As <i>Lesser Geas</i>, plus it affects any creature.</p> <p><i>Heroes' Feast</i>(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.</p> <p><i>Otto's Irresistible Dance</i>(PH p259) – Forces subject to dance.</p> <p><i>Permanent Image</i>(PH p260) – Includes sight, sound, and smell.</p> <p><i>Programmed Image</i>(PH p265) – As <i>Major Image</i>, plus triggered by an event.</p> <p><i>Project Image</i>(PH p265) – Illusory double can talk and cast spells.</p>	<p><i>Reincarnate</i>(PH p270) – Brings dead subject back in a random humanoid body.</p> <p><i>Scrying, Greater</i>(PH p275)(PHe)+ – As <i>Scrying</i>, but faster and longer.</p> <p><i>Shout, Greater</i>(PH p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.</p> <p><i>Summon Nature's Ally VI</i>(PH p289) – Calls creature to fight.</p> <p><i>Sympathetic Vibration</i>(PH p291) – Inflicts 2d10 damage per round on a free-standing structure.</p> <p><i>Veil</i>(PH p298) – Changes appearance of group of creatures.</p>
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Sentinel Spell List

Wisdom-based Prepared Divine Spells(DR310 p52)

Note that a Sentinel's Caster Level is half his/her Class Level.

1st Level*Bless*(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.*Bless Water*(PH p205) – Makes Holy Water.*Bless Weapon*(PH p205) – Weapon strikes true against evil foes.*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).*Detect Poison*(PH p219) – Detects poison in one creature or small object.*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.*Hold Portal*(PH p241) – Holds one door shut.*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.*Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.*Shield of Faith*(PH p278) – Aura grants +2 (or higher) deflection bonus.*Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.2nd Level*Align Weapon*(PH p197) – Weapon becomes good, evil, lawful, or chaotic.*Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.*Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.*Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.*Shield Other*(PH p278) – You take half of subject's damage.*Spiritual Weapon*(PH p283) – Magical weapon attacks on its own.*Summon Monster II*(PH p286) – Summons an extraplanar creature to fight for you.3rd Level*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).*Daylight*(PH p216) – 60' radius of bright light.*Dispel Magic*(PH p223)(PH e)+ – Cancels magical spells and effects.*Invisibility Purge*(PH p245) – Dispels invisibility within 5' per level.*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius & 10 minutes per lvl.*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.*Remove Blindness/Deafness*(PH p270) – Cures normal or magical conditions.*Remove Curse*(PH p270) – Frees person or object from a curse.*Remove Disease*(PH p271) – Cures all diseases affecting subject.*Summon Monster III*(PH p286) – Summons an extraplanar creature to fight for you.4th Level*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, & petrification.*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).*Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.*Dismissal*(PH p222) – Forces a creature to return to native plane.*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.*Holy Sword*(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.*Restoration*(PH p272) – Restores level and ability score drains.*Summon Monster IV*(PH p286) – Calls an extraplanar creature to fight for you.

Urban Adept Spell List

Wisdom-based Prepared Divine Spells(Sharn p167)

0th Level

<p><i>Create Water</i>(PH p215) – Creates 2 gallons/level of pure water.</p> <p><i>Cure Minor Wounds</i>(PH p216) – Cures 1 point of damage.</p> <p><i>Detect Magic</i>(PH p219) – Detects spells and magic items within 60’.</p>	<p><i>Guidance</i>(PH p238) – +1 on one attack roll, saving throw, or skill check.</p> <p><i>Light</i>(PH p248) – Object shines like a torch.</p> <p><i>Mending</i>(PH p253) – Makes minor repairs on an object.</p>	<p><i>Purify Food and Drink</i>(PH p267) – Purifies 1 cubic foot per level of food or water.</p> <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p>
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1st Level

<p><i>Bless</i>(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.</p> <p><i>Charm Person</i>(PH p209) – Make one person your friend.</p> <p><i>Command</i>(PH p211) – One subject obeys selected command for 1 round.</p> <p><i>Comprehend Languages</i>(PH p212) – You understand all spoken and written languages.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Chaos</i>(PH p218) – Reveals chaotic creatures, spells, or objects.</p>	<p><i>Detect Evil</i>(PH p218) – Reveals evil creatures, spells, or objects.</p> <p><i>Detect Good</i>(PH p219) – Reveals good creatures, spells, or objects.</p> <p><i>Detect Law</i>(PH p219) – Reveals lawful creatures, spells, or objects.</p> <p><i>Divine Favor</i>(PH p224) – You gain +1 per three levels on attack and damage rolls.</p> <p><i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments.</p> <p><i>Identify</i>(PH p243) – Determines properties of a magic item.</p> <p><i>Obscuring Mist</i>(PH p258) – Fog surrounds you.</p>	<p><i>Protection from Chaos</i>(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Evil</i>(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Good</i>(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.</p> <p><i>Protection from Law</i>(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.</p>
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2nd Level

<p><i>Aid</i>(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)</p> <p><i>Bear’s Endurance</i>(PH p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Bull’s Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Cat’s Grace</i>(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p>	<p><i>Darkness</i>(PH p216) – 20’ radius of supernatural shadow.</p> <p><i>Delay Poison</i>(PH p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Entrhall</i>(PH p227) – Captivates all within 100’ + 10’ per level.</p> <p><i>Fox’s Cunning</i>(PH p233) – Subject gains +4 Intelligence for 1 minute per level.</p> <p><i>Locate Object</i>(PH p249) – Senses direction toward object (specific or type).</p>	<p><i>Owl’s Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>See Invisibility</i>(PH p275) – Reveals invisible creatures or objects.</p> <p><i>Whispering Wind</i>(PH p301) – Sends a short message one mile per level.</p>
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3rd Level

<p><i>Animate Dead</i>(PH p198) – Creates undead skeletons and zombies.</p> <p><i>Bestow Curse</i>(PH p203) – Subject either receives a –6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.</p> <p><i>Clairaudience/Clairvoyance</i>(PH p209) – Hear or see at a distance for 1 minute per level.</p>	<p><i>Contagion</i>(PH p213) – Infects subject with chosen disease.</p> <p><i>Continual Flame</i>(PH p213) – Makes a permanent, heatless torch.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Daylight</i>(PH p216) – 60’ radius of bright light.</p> <p><i>Deeper Darkness</i>(PH p217) – Object sheds supernatural shadow in 60’ radius.</p>	<p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Remove Curse</i>(PH p270) – Frees person or object from a curse.</p> <p><i>Remove Disease</i>(PH p271) – Cures all diseases affecting subject.</p> <p><i>Tongues</i>(PH p294) – Speak any language.</p>
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4th Level

<p><i>Cure Critical Wounds</i>(PH p215) – Cures 4d8 + 1 per level (max. +20).</p> <p><i>Legend Lore</i>(PH p246) – Lets you learn tales about a person, place, or thing.</p>	<p><i>Minor Creation</i>(PH p253) – Creates one cloth or wood object.</p> <p><i>Restoration</i>(PH p272) – Restores level and ability score drains.</p>	<p><i>Scrying</i>(PH p274)(PH+) – Spies on subject from a distance.</p> <p><i>Stoneskin</i>(PH p284) – Ignore 10 points of damage per attack.</p>
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5th Level

<p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, & petrification.</p> <p><i>Commune</i>(PH p211) – Deity answers one yes-or-no question per level.</p> <p><i>Dream</i>(PH p225) – Sends message to anyone sleeping.</p>	<p><i>Heal</i>(PH p239) – Cures 10 points per level, all diseases and mental conditions.</p> <p><i>Major Creation</i>(PH p252) – As <i>Minor Creation</i>, plus stone and metal.</p> <p><i>Nightmare</i>(PH p257) – Send vision dealing 1d10 damage, fatigue.</p>	<p><i>Raise Dead</i>(PH p268) – Restores life to subject who died up to 1 day per level ago.</p> <p><i>True Seeing</i>(PH p296) – See all things as they really are.</p>
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Urban Druid Spell List

Charisma-based Prepared Divine Spells(DR317 p33)

0th Level

<p><i>Create Water</i>(PH p215) – Creates 2 gallons/level of pure water.</p> <p><i>Cure Minor Wounds</i>(PH p216) – Cures 1 point of damage.</p> <p><i>Detect Magic</i>(PH p219) – Detects spells and magic items within 60’.</p> <p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p>	<p><i>Guidance</i>(PH p238) – +1 on one attack roll, saving throw, or skill check.</p> <p><i>Know Direction</i>(PH p246) – You discern north.</p> <p><i>Light</i>(PH p248) – Object shines like a torch.</p> <p><i>Mending</i>(PH p253) – Makes minor repairs on an object.</p> <p><i>Purify Food and Drink</i>(PH p267) – Purifies 1 cubic foot per level of food or water.</p>	<p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Repair Minor Damage</i>(DR317 p35) – Restores 1 point of damage to a Construct.</p> <p><i>Resistance</i>(PH p272) – Subject gains +1 resistance bonus on all saving throws.</p> <p><i>Virtue</i>(PH p289) – Subject gains 1 temporary hp.</p>
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1st Level

<p><i>Alarm</i>(PH p197) – Wards an area for 2 hours per lvl.</p> <p><i>Animate Rope</i>(PH p199) – Makes a rope move at your command.</p> <p><i>Charm Person</i>(PH p209) – Make one person your friend.</p> <p><i>Comprehend Languages</i>(PH p212) – You understand all spoken and written languages.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Secret Doors</i>(PH p220) – Reveals hidden doors within 60’.</p> <p><i>Detect Undead</i>(PH p220) – Reveals undead within 60’.</p>	<p><i>Endure Elements</i>(PH p226) – Exist comfortably in hot or cold environments.</p> <p><i>Faerie Fire</i>(PH p229) – Outline subjects with light, canceling <i>Blur</i>, concealment, etc.</p> <p><i>Hold Portal</i>(PH p241) – Holds one door shut.</p> <p><i>Jump</i>(PH p246) – Subject gains bonus on Jump checks.</p> <p><i>Longstrider</i>(PH p249) – Increases your speed.</p> <p><i>Magic Fang</i>(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.</p> <p><i>Magic Mouth</i>(PH p251) – Speaks once when triggered.</p>	<p><i>Magic Stone</i>(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.</p> <p><i>Obscure Object</i>(PH p258) – Masks object against scrying.</p> <p><i>Obscuring Mist</i>(PH p258) – Fog surrounds you.</p> <p><i>Pass without Trace</i>(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.</p> <p><i>Repair Light Damage</i>(DR317 p35) – Restores 1d8 + 1/lvl (max +5) points of damage to a Construct.</p> <p><i>Scatterspray</i>(DR317 p36) – A collection of small objects (stones, apples, etc.) fly in a 10’ radius burst, doing lethal or nonlethal damage, as appropriate.</p>
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2nd Level

<p><i>Barkskin</i>(PH p202) – Grants +2 (or higher) enhancement to natural armor.</p> <p><i>Bear’s Endurance</i>(PH p203) – Subject gains +4 Constitution for 1 minute per level.</p> <p><i>Bull’s Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Calm Emotions</i>(PH p207) – Calms creatures, negating emotion effects.</p> <p><i>Cat’s Grace</i>(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Chill Metal</i>(PH p209) – Cold metal damages those who touch it.</p> <p><i>Delay Poison</i>(PH p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Detect Thoughts</i>(PH p220) – Allows “listening” to surface thoughts.</p> <p><i>Eagle’s Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p>	<p><i>Enthrall</i>(PH p227) – Captivates all within 100’ + 10’ per level.</p> <p><i>Fog Cloud</i>(PH p232) – Fog obscures vision.</p> <p><i>Heat Metal</i>(PH p239) – Makes metal so hot it damages those who touch it.</p> <p><i>Hold Person</i>(PH p241) – Paralyzes one person for up to 1 round per level.</p> <p><i>Knock</i>(PH p246) – Opens locked or magically sealed door.</p> <p><i>Locate Object</i>(PH p249) – Senses direction toward object (specific or type).</p> <p><i>Misdirection</i>(PH p254) – Misleads divinations for one creature or object.</p> <p><i>Owl’s Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p> <p><i>Repair Moderate Damage</i>(DR317 p36) – Restores 2d8 + 1/lvl (max +10) points of damage to a Construct.</p>	<p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>Restoration, Lesser</i>(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.</p> <p><i>Rope Trick</i>(PH p273) – As many as eight creatures hide in an extradimensional space.</p> <p><i>Spider Climb</i>(PH p283) – Grants ability to walk on walls & ceilings.</p> <p><i>Suggestion</i>(PH p285) – Compels subject to follow stated course of action.</p> <p><i>Summon Swarm</i>(PH p289) – Summons a swarm of bats, rats, or spiders.</p> <p><i>Warp Wood</i>(PH p300) – Bends wood (shaft, handle, door, plank).</p> <p><i>Wood Shape</i>(PH p303) – Rearranges wooden objects to suit you.</p>
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3rd Level

<p><i>Call Lightning</i>(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.</p> <p><i>Charm Monster</i>(PH p209) – Makes monster believe it is your ally.</p> <p><i>Contagion</i>(PH p213) – Infects subject with chosen disease.</p> <p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Daylight</i>(PH p216) – 60’ radius of bright light.</p> <p><i>Diminish Plants</i>(PH p221) – Reduces size or blights growth of normal plants.</p> <p><i>Glibness</i>(PH p235)(PH+) – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.</p> <p><i>Halt Undead</i>(PH p238) – Immobilizes undead for 1 round per level.</p>	<p><i>Keen Edge</i>(PH p245) – Doubles normal weapon’s threat range.</p> <p><i>Leomund’s Tiny Hut</i>(PH p247) – Creates shelter for ten creatures.</p> <p><i>Magic Fang, Greater</i>(PH p250) – One natural weapon of subject creature gets +1 per three levels to attack and damage rolls –or– all the subject’s natural weapons get a +1 bonus.</p> <p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Nondetection</i>(PH p257) – Hides subject from divination and scrying.</p> <p><i>Poison</i>(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p>	<p><i>Protection from Energy</i>(PH p266) – Absorb 12 damage per level from one kind of energy.</p> <p><i>Quench</i>(PH p267) – Extinguishes nonmagical fires or one magic item.</p> <p><i>Remove Disease</i>(PH p271) – Cures all diseases affecting subject.</p> <p><i>Repair Serious Damage</i>(DR317 p36) – Restores 3d8 + 1/lvl (max +15) points of damage to a Construct.</p> <p><i>Shrink Item</i>(PH p279) – Object shrinks to 1/16th its normal size.</p> <p><i>Speak with Dead</i>(PH p281) – Corpse answer one question per two levels.</p> <p><i>Stinking Cloud</i>(PH p284) – Nauseating vapors, 1 round per level.</p> <p><i>Tongues</i>(PH p294) – Speak any language.</p>
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Urban Druid Spell List (continued)

4th Level

<i>Antiplant Shell</i> (PH p200) – Keeps animated plants at bay.	<i>Freedom of Movement</i> (PH p233) – Subject moves normally despite impediments.	<i>Minor Creation</i> (PH p253) – Creates one cloth or wood object.
<i>Blight</i> (PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature.	<i>Giant Vermin</i> (PH p235) – Turns centipedes, scorpions, or spiders into giant vermin.	<i>Repair Critical Damage</i> (DR317 p35) – Restores 4d8 + 1/lvl (max +20) points of damage to a Construct.
<i>Control Water</i> (PH p214) – Raises, lowers bodies of water.	<i>Hold Monster</i> (PH p241) – As <i>Hold Person</i> , but can effect any creature.	<i>Repel Vermin</i> (PH p271) – Insects, spiders, and other vermin stay 10' away.
<i>Cure Serious Wounds</i> (PH p216) – Cures 3d8 damage + 1 per level (max +15).	<i>Legend Lore</i> (PH p246) – Lets you learn tales about a person, place, or thing.	<i>Rusting Grasp</i> (PH p273) – Your touch corrodes iron and alloys.
<i>Dispel Magic</i> (PH p223)(PHe)+ – Cancels magical spells and effects.	<i>Leomund's Secure Shelter</i> (PH p247) – Creates study cottage.	<i>Scrying</i> (PH p274)(PHe)+ – Spies on subject from a distance.
<i>Dominate Person</i> (PH p224) – Controls humanoid telepathically.	<i>Locate Creature</i> (PH p249) – Indicates direction to familiar creature.	

5th Level

<i>Animate Objects</i> (PH p199) – Objects attack your foes.	<i>Hallow</i> (PH p238) – Designates location as Holy.	<i>Stoneskin</i> (PH p284) – Ignore 10 points of damage per attack.
<i>Atonement</i> (PH p201) – Removes burden of misdeeds from subject.	<i>Leomund's Secret Chest</i> (PH p247) – Hides expensive chest on Ethereal Plane; you retrieve it at will.	<i>Susurrus of the City</i> (DR317 p36) – Gain information about the goings on in a city.
<i>Call Lightning Storm</i> (PH p207) – As <i>Call Lightning</i> , but 5d6 damage per bolt.	<i>Major Creation</i> (PH p252) – As <i>Minor Creation</i> , plus stone and metal.	<i>Transmute Mud to Rock</i> (PH p295) – Transforms two 10' cubes per level.
<i>Control Winds</i> (PH p214) – Change wind direction and speed.	<i>Mordenkainen's Private Sanctum</i> (PH p256) – Prevents anyone from viewing or scrying an area for 24 hours.	<i>Transmute Rock to Mud</i> (PH p295) – Transforms two 10' cubes per level.
<i>Cure Critical Wounds</i> (PH p215) – Cures 4d8 + 1 per level (max. +20).	<i>Passwall</i> (PH p259) – Creates a passage through wood or stone walls.	<i>Unhallow</i> (PH p297) – Designates location as Unholy.
<i>Death Ward</i> (PH p217) – Grants immunity to death spells and negative energy effects.	<i>Repair Light Damage, Mass</i> (DR317 p35) – Restores 1d8 + 1/lvl (max +25) points of damage to many Constructs.	<i>Wall of Stone</i> (PH p299) – Creates a stone wall that can be shaped.
<i>Fabricate</i> (PH p229) – Transforms raw materials into finished items.		

6th Level

<i>Antilife Shell</i> (PH p199) – 10' radius field hedges out living creatures.	<i>Find the Path</i> (PH p230) – Shows most direct way to a location.	<i>Repel Wood</i> (PH p271) – Pushes away wooden objects.
<i>Bear's Endurance, Mass</i> (PH p203) – As <i>Bear's Endurance</i> , affects one subject per level.	<i>Flesh to Stone</i> (PH p232) – Turns subject creature into a statue.	<i>Spellstaff</i> (PH p282) – Stores one spell in wooden quarterstaff.
<i>Bull's Strength, Mass</i> (PH p207) – As <i>Bull's Strength</i> , affects one subject per level.	<i>Guards and Wards</i> (PH p237) – Array of magic effects protect area.	<i>Stone Tell</i> (PH p284) – Talk to natural or worked stone.
<i>Cat's Grace, Mass</i> (PH p208) – As <i>Cat's Grace</i> , affects one subject per level.	<i>Move Earth</i> (PH p257) – Digs trenches and builds hills.	<i>Stone to Flesh</i> (PH p285) – Restores a petrified creature.
<i>Cure Light Wounds, Mass</i> (PH p216) – Cures 1d8 damage +1 per level for many creatures.	<i>Owl's Wisdom, Mass</i> (PH p259) – As <i>Owl's Wisdom</i> , affects one subject per level.	<i>Suggestion, Mass</i> (PH p285) – As <i>Suggestion</i> , plus one subject per level.
<i>Dispel Magic, Greater</i> (PH p210)(PHe)+ – As <i>Dispel Magic</i> , but up to +20 on the check.	<i>Repair Moderate Damage, Mass</i> (DR317 p36) – Restores 2d8 + 1/lvl (max +30) points of damage to many Constructs.	<i>Undeath to Death</i> (PH p297) – Destroys 1d4 per level HD of undead (max 20d4).
<i>Eagle's Splendor, Mass</i> (PH p225) – As <i>Eagle's Splendor</i> , affects one subject per level.		<i>Wall of Iron</i> (PH p299) – 30 hp per 4 levels; can topple onto foes.

7th Level

<i>Control Weather</i> (PH p214) – Changes weather locally.	<i>Mordenkainen's Magnificent Mansion</i> (PH p256) – Door leads to extradimensional mansion.	<i>Sequester</i> (PH p276) – Subject is invisible to sight and scrying.
<i>Creeping Doom</i> (PH p214) – Swarms of centipedes attack at your command.	<i>Phase Door</i> (PH p261) – Invisible passage through wood or stone.	<i>Statue</i> (PH p284) – Subject can become a statue at will.
<i>Cure Moderate Wounds, Mass</i> (PH p216) – Cures 2d8 damage + 1 per level for many creatures.	<i>Repair Serious Damage, Mass</i> (DR317 p36) – Restores 3d8 + 1/lvl (max +35) points of damage to many Constructs.	<i>Transmute Metal to Wood</i> (PH p294) – Metal within 40' becomes wood.
<i>Disintegrate</i> (PH p222) – Makes one creature or object vanish.	<i>Scrying, Greater</i> (PH p275)(PHe)+ – As <i>Scrying</i> , but faster and longer.	<i>True Seeing</i> (PH p296) – See all things as they really are.
<i>Heal</i> (PH p239) – Cures 10 points per level, all diseases and mental conditions.		<i>Wind Walk</i> (PH p302) – You and your allies turn vaporous and travel fast.

8th Level

<i>Cure Serious Wounds, Mass</i> (PH p216) – Cures 3d8 damage +1 per level for many creatures.	<i>Iron Body</i> (PH p245) – You body becomes living iron.	<i>Repel Metal or Stone</i> (PH p271) – Pushes away metal and stone.
<i>Dimensional Lock</i> (PH p221) – Teleportation and interplanar travel are blocked for 1 day per lvl.	<i>Maze</i> (PH p252) – Traps subject in an extradimensional maze.	<i>Reverse Gravity</i> (PH p273) – Objects and creatures fall upward.
<i>Discern Location</i> (PH p222) – Reveals the exact location of a creature or object.	<i>Polymorph Any Object</i> (PH p263)(PHe)+ – Changes any subject into anything else.	<i>Word of Recall</i> (PH p303) – Teleports you back to a designated place.
<i>Earthquake</i> (PH p225) – tremor shakes 5'/level radius.	<i>Repair Critical Damage, Mass</i> (DR317 p35) – Restores 4d8 + 1/lvl (max +40) points of damage to many Constructs.	
<i>Finger of Death</i> (PH p230) – Kills one subject.		

9th Level

<i>Antipathy</i> (PH p200) – Object of location affect by spell repels certain creatures.	<i>Foresight</i> (PH p207) – "Sixth sense" warns of danger.	<i>Shapechange</i> (PH p277)(PHe)+ – Transforms you into any creature, and change forms once /rnd.
<i>Citygate</i> (DR317 p35) – Connect the entrances of two cities, so that traveling out of one gate causes creatures to enter the other, or vice versa.	<i>Freedom</i> (PH p233) – Releases creature suffering from the spell <i>Imprisonment</i> .	<i>Storm of Vengeance</i> (PH p285) – Storm rains acid, lightning, and hail.
<i>Cure Critical Wounds, Mass</i> (PH p215) – Cures 4d8 damage +1 per level (max +40) for many targets	<i>Imprisonment</i> (PH p244) – Entombs subject beneath the earth.	<i>Sympathy</i> (PH p292) – Object or location attracts certain creatures.
	<i>Regenerate</i> (PH p270) – Subject's severed limbs grow back, cures 4d8 damage +1 per level (max +35).	

Urban Ranger Spell List

Wisdom-based Prepared Divine Spells (UA p56)

Note that an Urban Ranger's Caster Level is half his Class Level.

1st Level

<p><i>Alarm</i>(PH p197) – Wards an area for 2 hours per lvl.</p> <p><i>Calm Animals</i>(PH p207) – Calms (2d4 + level) HD of animals.</p> <p><i>Comprehend Languages</i>(PH p212) – You understand all spoken and written languages.</p> <p><i>Delay Poison</i>(PH p217) – Stops poison from harming subject for 1 hour per level.</p> <p><i>Detect Chaos</i>(PH p218) – Reveals chaotic creatures, spells, or objects.</p> <p><i>Detect Evil</i>(PH p218) – Reveals evil creatures, spells, or objects.</p> <p><i>Detect Good</i>(PH p219) – Reveals good creatures, spells, or objects.</p>	<p><i>Detect Law</i>(PH p219) – Reveals lawful creatures, spells, or objects.</p> <p><i>Detect Poison</i>(PH p219) – Detects poison in one creature or small object.</p> <p><i>Detect Secret Doors</i>(PH p220) – Reveals hidden doors within 60’.</p> <p><i>Detect Snares and Pits</i>(PH p220) – Reveals natural or primitive traps.</p> <p><i>Entangle</i>(PH p227) – Plants entangle everyone in a 40’ radius.</p> <p><i>Hide from Animals</i>(PH p241) – Animals can’t perceive one subject per level.</p> <p><i>Jump</i>(PH p246) – Subject gains bonus on Jump checks.</p>	<p><i>Longstrider</i>(PH p249) – Increases your speed.</p> <p><i>Magic Fang</i>(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.</p> <p><i>Message</i>(PH p253) – Whispered conversation at distance.</p> <p><i>Pass without Trace</i>(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per lvl.</p> <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>Summon Nature’s Ally I</i>(PH p288) – Calls creature to fight.</p>
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2nd Level

<p><i>Barkskin</i>(PH p202) – Grants +2 (or higher) enhancement to natural armor.</p> <p><i>Cat’s Grace</i>(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.</p> <p><i>Cure Light Wounds</i>(PH p215) – Cures 1d8 + 1 per level damage (max +5).</p> <p><i>Detect Thoughts</i>(PH p220) – Allows “listening” to surface thoughts.</p>	<p><i>Knock</i>(PH p246) – Opens locked or magically sealed door.</p> <p><i>Locate Object</i>(PH p249) – Senses direction toward object (specific or type).</p> <p><i>Eagle’s Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Owl’s Wisdom</i>(PH p259) – Subject gains +4 Wisdom for 1 minute per level.</p>	<p><i>Protection from Energy</i>(PH p266) – Absorb 12 damage per level from one kind of energy.</p> <p><i>Spike Growth</i>(PH p283) – Creatures in area take 1d4 damage, may be slowed.</p> <p><i>Summon Nature’s Ally II</i>(PH p288) – Calls creature to fight.</p> <p><i>Wind Wall</i>(PH p302) – Deflects arrows, smaller creatures, and gases.</p>
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3rd Level

<p><i>Cure Moderate Wounds</i>(PH p216) – Cures 2d8 damage +1 per level (max +10).</p> <p><i>Darkvision</i>(PH p216) – See 60’ in total darkness.</p> <p><i>Discern Lies</i>(PH p221) – Reveals deliberate falsehoods.</p> <p><i>Invisibility</i>(PH p245) – Subject is invisible for 1 minute per level or until it attacks.</p> <p><i>Magic Fang, Greater</i>(PH p250) – One natural weapon of subject creature gets +1 per three</p>	<p>levels to attack and damage rolls –or– all the subject’s natural weapons get a +1 bonus.</p> <p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Remove Disease</i>(PH p271) – Cures all diseases affecting subject.</p> <p><i>Repel Vermin</i>(PH p271) – Insects, spiders, and other vermin stay 10’ away.</p>	<p><i>Speak with Dead</i>(PH p281) – Corpse answer one question per two levels.</p> <p><i>Summon Nature’s Ally III</i>(PH p288) – Calls creature to fight.</p> <p><i>Tongues</i>(PH p294) – Speak any language.</p>
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4th Level

<p><i>Animal Growth</i>(PH p198) – One animal per two levels doubles in size.</p> <p><i>Cure Serious Wounds</i>(PH p216) – Cures 3d8 damage + 1 per level (max +15).</p> <p><i>Dimensional Anchor</i>(PH p221)(PH p250)+ – Bars extradimensional movement.</p>	<p><i>Freedom of Movement</i>(PH p233) – Subject moves normally despite impediments.</p> <p><i>Locate Creature</i>(PH p249) – Indicates direction to familiar creature.</p> <p><i>Mordenkainen’s Faithful Hound</i>(PH p255) – Phantom dog can guard, attack.</p>	<p><i>Nondetection</i>(PH p257) – Hides subject from divination and scrying.</p> <p><i>Summon Nature’s Ally IV</i>(PH p288) – Calls creature to fight.</p> <p><i>True Seeing</i>(PH p296) – See all things as they really are.</p>
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Warmage Spell List

Charisma-based Impromptu Arcane Spells(CARc p90)

0th Level

<i>Acid Splash</i> (PH p196) – Orb deals 1d3 damage.	<i>Disrupt Undead</i> (PH p223) – Deals 1d6 damage to one undead.	<i>Light</i> (PH p248) – Object shines like a torch. <i>Ray of Frost</i> (PH p269) – Ray deals 1d3 Cold damage.
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1st Level

<i>Accuracy</i> (CARc p96) – Doubles weapon's range increment. <i>Burning Hands</i> (PH p207) – 1d4 fire damage per level (max 5d4). <i>Chill Touch</i> (PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage. <i>Fist of Stone</i> (CARc p107) – Gain +6 Strength and Natural Slam Attack. <i>Hail of Stone</i> (CARc p110) – Stones deal 1d4/level (max 5d4) damage to creatures in the area.	<i>Magic Missile</i> (PH p251) – 1d4+1 force damage; +1 missile per two levels above 1 st (max 5 missiles) <i>Orb of Acid, Lesser</i> (CARc p115) – Ranged touch attack deals 1d8 Acid damage + 1d8 per two levels beyond 1 st (max 5d8). <i>Orb of Cold, Lesser</i> (CARc p116) – Ranged touch attack deals 1d8 Cold damage + 1d8 per two levels beyond 1 st (max 5d8). <i>Orb of Electricity, Lesser</i> (CARc p116) – Ranged touch attack deals 1d8 Electricity damage + 1d8 per two levels beyond 1 st (max 5d8).	<i>Orb of Fire, Lesser</i> (CARc p116) – Ranged touch attack deals 1d8 Fire damage + 1d8 per two levels beyond 1 st (max 5d8). <i>Orb of Sound, Lesser</i> (CARc p116) – Ranged touch attack deals 1d6 Sonic damage + 1d6 per two levels beyond 1 st (max 5d6). <i>Shocking Grasp</i> (PH p279) – Touch delivers 1d6 per level (max 5d6) of electricity damage. <i>True Strike</i> (PH p296) – Add +20 insight bonus to your next attack roll.
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2nd Level

<i>Blades of Fire</i> (CARc p99) – Your melee weapons deal +1d6 Fire damage for 1 round. <i>Continual Flame</i> (PH p213) – Makes a permanent, heatless torch. <i>Fire Trap</i> (PH p231) – Opened object deals 1d4 + 1 per level fire damage. <i>Fireburst</i> (CARc p107) – Subjects adjacent to the caster take 1d8/level Fire damage.	<i>Flaming Sphere</i> (PH p232) – Creates a ball of fire, 2d6 damage, lasts 1 round per level. <i>Ice Knife</i> (CARc p112) – Magical shard of ice deals 2d8 cold damage. <i>Melf's Acid Arrow</i> (PH p253) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).	<i>Pyrotechnics</i> (PH p267) – Turns fire into blinding light or choking smoke. <i>Scorching Ray</i> (PH p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3). <i>Shatter</i> (PH p278) – Sonic vibration damages objects or crystalline creatures. <i>Whirling Blade</i> (CARc p129) – Hurling slashing weapon magically attacks all foes in a 60' line.
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3rd Level

<i>Fire Shield</i> (PH p230) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield). <i>Fireball</i> (PH p231) – 1d6 fire damage per level, 20' radius.	<i>Flame Arrow</i> (PH p231) – Arrows deal +1d6 fire. <i>Gust of Wind</i> (PH p238) – Blows away or knocks down smaller creatures. <i>Ice Storm</i> (PH p243) – Hail deals 5d6 damage in cylinder 40' across. <i>Lightning Bolt</i> (PH p248) – Electricity deals 1d6 damage per level.	<i>Poison</i> (PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute. <i>Ring of Blades</i> (CARc p121) – Blades surround you, damaging other creatures (1d6+1/lvl damage). <i>Sleet Storm</i> (PH p280) – Hampers vision and movement. <i>Stinking Cloud</i> (PH p284) – Nauseating vapors, 1 round per level.
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4th Level

<i>Blast of Flame</i> (CARc p99) – 60' cone of Fire (1d6 per level damage, max 10d6). <i>Contagion</i> (PH p213) – Infects subject with chosen disease. <i>Evard's Black Tentacles</i> (PH p228) – Tentacles grapple all within a 15' spread. <i>Orb of Acid</i> (CARc p115) – Ranged touch attack deals 1d6 per level Acid damage (max 15d6) and the target may be Sickened for 1 round. <i>Orb of Cold</i> (CARc p115) – Ranged touch attack deals 1d6 per level Cold damage (max 15d6) and the target may be Blinded for 1 round.	<i>Orb of Electricity</i> (CARc p116) – Ranged touch attack deals 1d6 per level Electricity damage (max 15d6) and the target may be Entangled for 1 round. <i>Orb of Fire</i> (CARc p116) – Ranged touch attack deals 1d6 per level Fire damage (max 15d6) and the target may be Dazed for 1 round. <i>Orb of Force</i> (CARc p116) – Ranged touch attack deals 1d6 per level Force damage (max 10d6). <i>Orb of Sound</i> (CARc p116) – Ranged touch attack deals 1d4 per level Sonic damage (max 15d4) and the target may be Deafened for 1 round.	<i>Phantasmal Killer</i> (PH p260) – Fearsome illusion kill subject or deals 3d6 damage. <i>Shout</i> (PH p279) – Deafens all within cone and deals 5d6 damage. <i>Wall of Fire</i> (PH p298) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.
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5th Level

<i>Arc of Lightning</i> (CARc p97) – Line of electricity between two creatures (1d6/level damage). <i>Cloudkill</i> (PH p210) – Kills up to 3 HD; 4-6 HD save or die; 6+ HD take Constitution damage. <i>Cone of Cold</i> (PH p212) – 1d6 cold damage per level (max 15d6).	<i>Fire Shield, Mass</i> (CARc p106) – Creatures attacking allies take damage; allies are protected from fire or cold. <i>Fireburst, Greater</i> (CARc p107) – Subjects within 10' take 1d8/level fire damage.	<i>Flame Strike</i> (PH p231) – Smites foes with divine fire (1d6 / level). <i>Prismatic Ray</i> (CARc p118) – Ray of light blinds target, deals random effect.
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War Mage Spell List (continued)

6th Level

<i>Acid Fog</i> (PH p196) – Fog deals acid damage. <i>Blade Barrier</i> (PH p205) – Wall of blades deals 1d6 per level damage. <i>Chain Lightning</i> (PH p208) – 1d6 damage per level; 1 secondary bolt per level each deal half damage	<i>Circle of Death</i> (PH p209) – Kills 1d4 HD per level of creatures. <i>Disintegrate</i> (PH p222) – Makes one creature or object vanish. <i>Fire Seeds</i> (PH p230) – Acorns and berries become grenades and bombs.	<i>Otiluke's Freezing Sphere</i> (PH p258) – Freezes water or deals cold damage. <i>Tenser's Transformation</i> (PH p298) – You gain combat bonuses.
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7th Level

<i>Delayed Blast Fireball</i> (PH p217) – 1d6 per level fire damage; you can postpone the blast for up to 5 rounds. <i>Earthquake</i> (PH p225) – Intense tremor shakes 5' per level radius. <i>Finger of Death</i> (PH p230) – Kills one subject.	<i>Fire Storm</i> (PH p231) – Deals 1d6 per level fire damage. <i>Mordenkainen's Sword</i> (PH p256) – Floating magic blade strikes opponents. <i>Prismatic Spray</i> (PH p264) – Rays hit subjects with a variety of effects.	<i>Sunbeam</i> (PH p289) – Beam blinds and deals 4d6 damage. <i>Waves of Exhaustion</i> (PH p301) – Several targets become exhausted.
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8th Level

<i>Horrid Wilting</i> (PH p242) – Deals 1d6 damage per level within 30'. <i>Incendiary Cloud</i> (PH p244) – Cloud deals 4d6 fire damage per round. <i>Polar Ray</i> (PH p262) – Ranged touch attack deals 1d6 per level cold damage.	<i>Prismatic Wall</i> (PH p264) – Wall's colors have array of effects. <i>Scintillating Pattern</i> (PH p274) – Twisting colors confuse, stun, or render unconscious. <i>Shout, Great</i> (PH p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.	<i>Sunburst</i> (PH p289) – Blinds all within 10', deals 6d6 damage.
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9th Level

<i>Elemental Swarm</i> (PH p226) – Summons multiple elementals. <i>Implosion</i> (PH p243) – Kills one creature per round.	<i>Meteor Swarm</i> (PH p253) – Four exploding spheres each deal 6d6 fire damage. <i>Prismatic Sphere</i> (PH p264) – As <i>Prismatic Wall</i> , but surrounds on all sides.	<i>Wail of the Banshee</i> (PH p298) – Kills one creature per level. <i>Weird</i> (PH p301) – As <i>Phantasmal Killer</i> , but affects all within 30'.
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Witch Spell List

Charisma-based Impromptu Arcane Spells(DMG p175)

0th Level

<i>Arcane Mark</i> (PH201 p201) – Inscribes a personal rune (visible or invisible).	<i>Detect Poison</i> (PH p219) – Detects poison in one creature or small object.	<i>Read Magic</i> (PH p269) – Reads scrolls and spellbooks.
<i>Cure Minor Wounds</i> (PH p216) – Cures 1 point of damage.	<i>Flare</i> (PH p232) – Dazzles one creature (–1 on attack rolls).	<i>Resistance</i> (PH p272) – Subject gains +1 resistance bonus on all saving throws.
<i>Dancing Lights</i> (PH p216) – Creates torches or other lights.	<i>Ghost Sound</i> (PH p235) – Figment sounds.	<i>Virtue</i> (PH p289) – Subject gains 1 temporary hp.
<i>Detect Magic</i> (PH p219) – Detects spells and magic items within 60’.	<i>Light</i> (PH p248) – Object shines like a torch.	
	<i>Mending</i> (PH p253) – Makes minor repairs on an object.	

1st Level

<i>Cause Fear</i> (PH p208) – One creature of 5HD or less flees for 1d4 rounds.	<i>Disguise Self</i> (PH p222) – Changes your appearance.	<i>Silent Image</i> (PH p279) – Creates a minor illusion of your design.
<i>Charm Person</i> (PH p209) – Make one person your friend.	<i>Doom</i> (PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.	<i>Sleep</i> (PH p280) – Puts 4HD of creatures into magical slumber.
<i>Command</i> (PH p211) – One subject obeys selected command for 1 round.	<i>Endure Elements</i> (PH p226) – Exist comfortably in hot or cold environments.	<i>Speak with Animals</i> (PH p281) – You can communicate with animals.
<i>Comprehend Languages</i> (PH p212) – You understand all spoken and written languages.	<i>Hypnotism</i> (PH p242) – Fascinates 2d4 HD of creatures.	<i>Ventriloquism</i> (PH p298) – Throws voice for 1 minute per level.
<i>Cure Light Wounds</i> (PH p215) – Cures 1d8 + 1 per level damage (max +5).	<i>Identify</i> (PH p243) – Determines properties of a magic item.	

2nd Level

<i>Alter Self</i> (PH p197) – Assume the form of a similar creature.	<i>Delay Poison</i> (PH p217) – Stops poison from harming subject for 1 hour per level.	<i>Locate Object</i> (PH p249) – Senses direction toward object (specific or type).
<i>Blindness/Deafness</i> (PH p206) – Makes subject blind or deaf.	<i>Detect Thoughts</i> (PH p220) – Allows “listening” to surface thoughts.	<i>Minor Image</i> (PH p254) – As <i>Silent Image</i> , plus some sound.
<i>Calm Emotions</i> (PH p207) – Calms creatures, negating emotion effects.	<i>Enthrall</i> (PH p227) – Captivates all within 100’ + 10’ per level.	<i>Scare</i> (PH p274) – Panics creatures of less than 6HD.
<i>Cure Moderate Wounds</i> (PH p216) – Cures 2d8 damage +1 per level (max +10).	<i>Invisibility</i> (PH p245) – Subject is invisible for 1 minute per level or until it attacks.	<i>Whispering Wind</i> (PH p301) – Sends a short message one mile per level.

3rd Level

<i>Bestow Curse</i> (PH p203) – Subject either receives a –6 on one ability; –4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.	<i>Dispel Magic</i> (PH p223)(PH e)+ – Cancels magical spells and effects.	<i>Magic Circle against Law</i> (PH p250) – As <i>Protection from Law</i> , but 10’ radius & 10 minutes per lvl.
<i>Clairaudience/Clairvoyance</i> (PH p209) – Hear or see at a distance for 1 minute per level.	<i>Leomund’s Tiny Hut</i> (PH p247) – Creates shelter for ten creatures.	<i>Major Image</i> (PH p252) – As <i>Silent Image</i> , but sound, smell, and thermal effects.
<i>Contagion</i> (PH p213) – Infects subject with chosen disease.	<i>Magic Circle against Chaos</i> (PH p249) – As <i>Protection from Chaos</i> , but 10’ radius & 10 minutes per lvl.	<i>Rage</i> (PH p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.
<i>Create Food and Water</i> (PH p214) – Feeds 3 humans (or 1 horse) per level.	<i>Magic Circle against Evil</i> (PH p249) – As <i>Protection from Evil</i> , but 10’ radius & 10 minutes per lvl.	<i>Remove Blindness/Deafness</i> (PH p270) – Cures normal or magical conditions.
	<i>Magic Circle against Good</i> (PH p250) – As <i>Protection from Good</i> , but 10’ radius & 10 minutes per lvl.	<i>Suggestion</i> (PH p285) – Compels subject to follow stated course of action.
		<i>Tongues</i> (PH p294) – Speak any language.

Witch Spell List (continued)

4th Level

<p><i>Charm Monster</i>(PH p209) – Makes monster believe it is your ally.</p> <p><i>Crushing Despair</i>(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.</p> <p><i>Discern Lies</i>(PH p221) – Reveals deliberate falsehoods.</p> <p><i>Divination</i>(PH p224) – Provides useful advice for specific proposed actions.</p> <p><i>Fear</i>(PH p229) – Subjects within cone flee for 1 round per level.</p>	<p><i>Giant Vermin</i>(PH p235) – Turns centipedes, scorpions, or spiders into giant vermin.</p> <p><i>Good Hope</i>(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.</p> <p><i>Locate Creature</i>(PH p249) – Indicates direction to familiar creature.</p> <p><i>Minor Creation</i>(PH p253) – Creates one cloth or wood object.</p>	<p><i>Neutralize Poison</i>(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.</p> <p><i>Polymorph</i>(PH p263) – Gives one willing subject a new form.</p> <p><i>Remove Curse</i>(PH p270) – Frees person or object from a curse.</p> <p><i>Scrying</i>(PH p274)(PHe)+ – Spies on subject from a distance.</p>
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5th Level

<p><i>Baleful Polymorph</i>(PH p202) – Transforms subject into a harmless animal.</p> <p><i>Command, Greater</i>(PH p211) – As <i>Command</i>, but affects one subject per level.</p> <p><i>Dream</i>(PH p225) – Sends message to anyone sleeping.</p> <p><i>False Vision</i>(PH p229) – Fools scrying with an illusion.</p>	<p><i>Feeblemind</i>(PH p229) – Subject’s Intelligence and Charisma drop to 1.</p> <p><i>Magic Jar</i>(PH p250) – Enables possession of another creature.</p> <p><i>Major Creation</i>(PH p252) – As <i>Minor Creation</i>, plus stone and metal.</p> <p><i>Mirage Arcana</i>(PH p254) – As <i>Hallucinatory Terrain</i>, plus structures.</p>	<p><i>Nightmare</i>(PH p257) – Send vision dealing 1d10 damage, fatigue.</p> <p><i>Seeming</i>(PH p275) – Changes the appearance of one person per two levels.</p> <p><i>Sending</i>(PH p275) – Delivers a short message anywhere, instantly.</p>
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6th Level

<p><i>Animate Objects</i>(PH p199) – Objects attack your foes.</p> <p><i>Control Weather</i>(PH p214) – Changes weather in local area.</p> <p><i>Eyebite</i>(PH p228) – Target becomes panics, sickened, and comatose.</p> <p><i>Find the Path</i>(PH p230) – Shows most direct way to a location.</p>	<p><i>Geas/Quest</i>(PH p234) – As <i>Lesser Geas</i>, plus it affects any creature.</p> <p><i>Heroes’ Feast</i>(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.</p> <p><i>Legend Lore</i>(PH p246) – Lets you learn tales about a person, place, or thing.</p> <p><i>Mislead</i>(PH p255) – Turns you invisible and creates illusory double.</p> <p><i>Repulsion</i>(PH p271) – Creatures can’t approach you.</p>	<p><i>Scrying, Greater</i>(PH p275)(PHe)+ – As <i>Scrying</i>, but faster and longer.</p> <p><i>Suggestion, Mass</i>(PH p285) – As <i>Suggestion</i>, plus one subject per level.</p> <p><i>Tenser’s Transformation</i>(PH p298) – You gain combat bonuses.</p> <p><i>True Seeing</i>(PH p296) – See all things as they really are.</p>
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7th Level

<p><i>Creeping Doom</i>(PH p214) – Swarms of centipedes attack at your command.</p> <p><i>Finger of Death</i>(PH p230) – Kills one subject.</p>	<p><i>Insanity</i>(PH p244) – Subject suffers continuous <i>Confusion</i>.</p> <p><i>Liveoak</i>(PH p248) – Oak becomes a treant guardian</p>	<p><i>Repel Wood</i>(PH p271) – Pushes away wooden objects.</p> <p><i>Transport via Plants</i>(PH p295)(PHe)+ – Move instantly from one plant to another of the same species.</p>
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8th Level

<p><i>Antipathy</i>(PH p200) – Object of location affect by spell repels certain creatures.</p> <p><i>Demand</i>(PH p217) – As <i>Sending</i>, plus you can send <i>Suggestion</i>.</p> <p><i>Discern Location</i>(PH p222) – Reveals the exact location of a creature or object.</p>	<p><i>Horrid Wilting</i>(PH p242) – Deals 1d6 damage per level within 30’.</p> <p><i>Polymorph Any Object</i>(PH p263)(PHe)+ – Changes any subject into anything else.</p> <p><i>Sympathy</i>(PH p292) – Object or location attracts certain creatures.</p>	<p><i>Trap the Soul</i>(PH p296) – Imprisons subject within gem.</p>
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9th Level

<p><i>Earthquake</i>(PH p225) – Intense tremor shakes 5’ per level radius.</p> <p><i>Foresight</i>(PH p207) – “Sixth sense” warns of impending danger.</p>	<p><i>Refuge</i>(PH p270) – Alters item to transport its possessor to you.</p> <p><i>Shapechange</i>(PH p277)(PHe)+ – Transforms you into any creature, and change forms once per round.</p>	<p><i>Wail of the Banshee</i>(PH p298) – Kills one creature per level.</p> <p><i>Weird</i>(PH p301) – As <i>Phantasmal Killer</i>, but affects all within 30’.</p>
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Miscellaneous

Cross-Class Examples

Barbarian / Cleric (DR310 p24)
 Barbarian / Rogue (DR310 p28)
 Barbarian / Sorcerer (DR310 p29)
 Barbarian / Wizard (DR310 p29)
 Bard / Ranger (DR310 p60)
 Cleric / Ranger (DR310 p61)
 Druid / Barbarian (DR310 p25)
 Fighter / Barbarian (DR310 p26)
 Fighter / Ranger (DR310 p63)
 Ranger / Barbarian (DR310 p27)
 Ranger / Druid (DR310 p62)
 Ranger / Rogue (DR310 p64)
 Ranger / Sorcerer (DR310 p65)
 Ranger / Wizard (DR310 p65)

Class Progression

Level	Attack Bonus Fighter	Attack Bonus Rogue	Attack Bonus Wizard	Save Good	Save Bad	Class Skill Max Rank	Cross-Class Skill Max Rank	Feats	Ability Increases
1	+1	+0	+0	+2	+0	4	2	1 st	–
2	+2	+1	+1	+3	+0	5	2 ½	–	–
3	+3	+2	+1	+3	+1	6	3	2 nd	–
4	+4	+3	+2	+4	+1	7	3 ½	–	1 st
5	+5	+3	+2	+4	+1	8	4	–	–
6	+6/+1	+4	+3	+5	+2	9	4 ½	3 rd	–
7	+7/+2	+5	+3	+5	+2	10	5	–	–
8	+8/+3	+6/+1	+4	+6	+2	11	5 ½	–	2 nd
9	+9/+4	+6/+1	+4	+6	+3	12	6	4 th	–
10	+10/+5	+7/+2	+5	+7	+3	13	6 ½	–	–
11	+11/+6/+1	+8/+3	+5	+7	+3	14	7	–	–
12	+12/+7/+2	+9/+4	+6/+1	+8	+4	15	7 ½	5 th	3 rd
13	+13/+8/+3	+9/+4	+6/+1	+8	+4	16	8	–	–
14	+14/+9/+4	+10/+5	+6/+1	+9	+4	17	8 ½	–	–
15	+15/+10/+5	+11/+6/+1	+6/+1	+9	+5	18	9	6 th	–
16	+16/+11/+6/+1	+12/+7/+2	+8/+3	+10	+5	19	9 ½	–	4 th
17	+17/+12/+7/+2	+12/+7/+2	+8/+3	+10	+5	20	10	–	–
18	+18/+13/+8/+3	+13/+8/+3	+9/+4	+11	+6	21	10 ½	7 th	–
19	+19/+14/+9/+4	+14/+9/+4	+9/+4	+11	+6	22	11	–	–
20	+20/+15/+10/+5	+15/+10/+5	+10/+5	+12	+6	23	11 ½	–	5 th

Appendix

Revision History

- March 16, 2004 – Start of D&D 3.5 Edition.
Includes Player’s Handbook v.3.5 & parts of Monster Manual v.3.5.
Includes Complete Warrior, & Dragon #309 – Dragon #313.
- August 5, 2004 – Added Unearthed Arcana & Book of Exalted Deeds.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.
- April 1, 2005 – Added Complete Arcane.
Added Dragon #324, #326 – #329.
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.
- September 7, 2005 – Added Complete Adventurer.
Added Races of Eberron.
Added Dragon #330 – #335.
- December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark
Added Dragon #336 – #338.
- May 17, 2006 – Added details to the Base Classes added in the “Complete” books.
Added Dragon #339 – #343.
- February 28, 2007 – Added Player’s Handbook 2
Added Dragon #344 – #352.
Added Dungeon #135 – #144.

Key to Sourcebooks

PH	–	Player’s Handbook v.3.5	RoE	–	Races of Eberron
PH2	–	Player’s Handbook 2			
DMG	–	Dungeon Master’s Guide v.3.5	BoED	–	Book of Exalted Deeds
DMG2	–	Dungeon Master’s Guide 2	UA	–	Unearthed Arcana
MM	–	Monster Manual v.3.5			
MM	–	Monster Manual 2	FR	–	Forgotten Realms Campaign Setting
MM3	–	Monster Manual 3	MoF	–	Magic of Faerûn
MM4	–	Monster Manual 4	LoD	–	Lords of Darkness
			RoF	–	Races of Faerûn
CWar	–	Complete Warrior	SM	–	Silver Marches
CDiv	–	Complete Divine	Und	–	Underdark
CArc	–	Complete Arcane	PGF	–	Player’s Guide to Faerûn
CAdv	–	Complete Adventurer			
			Eb	–	Eberron Campaign Setting
RoS	–	Races of Stone			
RoD	–	Races of Destiny	DR###	–	Dragon Magazine (with issue number)
RotW	–	Races of the Wild	DU##	–	Dungeon Magazine (with issue number)
3.5up	–	D&D v.3.5 Accessory Update			http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
PH3.5e	–	Player’s Handbook v.3.5 Errata			http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
PGFe	–	Player’s Guide to Faerûn Errata			http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
CDivErrata	–	Complete Divine Errata			http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
CArcErrata	–	Complete Arcane Errata			http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip
CAdvErrata	–	Complete Adventurer Errata			http://www.wizards.com/dnd/files/CompleteAdventurer_Errata08022005.zip
EbErrata	–	Eberron Errata			http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.