

Bokor

A base class for the Pathfinder Roleplaying Game

Chart 1-1 The Bokor

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Soul Ward HP	Maximum Spell Level
1 st	+0	+0	+0	+2	Soul ward, soul drain 1d4	1	1 st
2 nd	+1	+0	+0	+3	Animate dead	3	-
3 rd	+1	+1	+1	+3	Soul drain 2d4	6	2 nd
4 th	+2	+1	+1	+4	Consume soul	10	-
5 th	+2	+1	+1	+4	Soul drain 3d4	15	3 rd
6 th	+3	+2	+2	+5		22	-
7 th	+3	+2	+2	+5	Soul drain 4d4	30	4 th
8 th	+4	+2	+2	+6	Undead master	40	-
9 th	+4	+3	+3	+6	Soul drain 5d4	51	5 th
10 th	+5	+3	+3	+7	Create greater undead	63	-
11 th	+5	+3	+3	+7	Soul drain 6d4	78	6 th
12 th	+6/+1	+4	+4	+8		94	-
13 th	+6/+1	+4	+4	+8	Soul drain 7d4	111	7 th
14 th	+7/+2	+4	+4	+9	Create greater undead	130	-
15 th	+7/+2	+5	+5	+9	Soul drain 8d4	135	8 th
16 th	+8/+3	+5	+5	+10		172	-
17 th	+8/+3	+5	+5	+10	Soul drain 9d4	195	9 th
18 th	+9/+4	+6	+6	+11		220	-
19 th	+9/+4	+6	+6	+11	Soul drain 10d4	244	-
20 th	+10/+5	+6	+6	+12	Grand bokor	270	-

Soul Ward (Su)

An intangible field of siphoned soul energy protects a bokor from destruction. This ward has a maximum number of hit points as indicated on Table 1-1: The Bokor, but starts at half this amount each day. A bokor's soul ward only lasts 24 hours due to a connection the ward has with the solar/lunar cycles (a soul ward cannot be formed during an eclipse). Each day a bokor must take 1 hour to reform his soul ward. At this time he may select the spells he has prepared that day. A soul ward may only be restored health by the soul drain & consume soul class features (not by normal or magical healing for example).

Whenever a bokor would be reduced below 1 hit point, all damage in excess of that which would reduce it to 1 hit point is instead dealt to its soul ward. If this damage reduces the soul ward to fewer than 0 hit points, the bokor can be reduced below zero hit points. If a soul ward is broken, it takes 1 hour to restore the ward. A soul war functions in a similar way to the special ability of a creature with the ravener template.



Chart 1-2 Bokor Spells Known

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

Spells

Unlike other magic casters, a bokor does not have spell slots. Instead, whenever the bokor wishes to cast any one of his spells known, he consumes a number of hit points from his soul ward equal to the spell slot level necessary to cast the spell (including increased levels for metamagic feats and so on). If the soul ward has insufficient hit points, the bokor cannot cast that spell. Casting a spell that reduces its soul ward to exactly 0 hit points does not harm the bokor (though most are not comfortable without this buffer of soul-energy and try to replenish it quickly).

A bokor's selection of spells is extremely limited. A bokor begins play knowing four 1st-level spells of his choice. At each new bokor level, he gains one or more new spells, as indicated on Table 1-2: Bokor Spells Known. (The number of spells a bokor knows is not affected by his Intelligence score; the numbers on Table: Bokor Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the bokor has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered bokor level after that (6th, 8th, and so on), a bokor can choose to learn a new spell in place of one he already knows. In effect, the bokor loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A bokor may swap only a single spell at any given even level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a bokor need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has remaining hit points in his soul ward.



Soul Drain (Su)

The bokor may make an attack with his soul drain blast as a standard action. A soul drain is a blast of unholy energy that functions as a ranged touch attack that drains health from its target. The bokor's soul drain deals 1d4 unholy damage at first level and an additional 1d4 damage every two levels thereafter. A soul drain has a range increment of 60 feet and a X2 critical modifier. A bokor can only make one such attack per round. A creature hit by a soul drain must pass a Fortitude (DC = 10 + 1/2 bokor level + Intelligence Modifier) save or take one negative level. If a creature takes a negative level from soul drain, this adds a number of hit points to the bokor's soul ward equal to the creature's Hit Dice to the soul ward of the bokor.

Animate Dead (Su)

At 2nd level a bokor use his stolen soul energy to animate corpses. He can pay an amount of Hit Points from his soul ward equal to a dead creature's HD to reanimate it as if by *animate dead* as a spell like ability. At 10th level he can use *create undead* in the same fashion and at 14th level *create greater undead*.

Consume Soul (Su)

At 4th level, when a living creature within 30 feet of a bokor drops below zero HP, that creature's soul can be taken and captured. As an immediate action to a creature being dropped below zero hit points, a bokor can consume the soul of a dying creature if it fails a Will save (DC equal to 10 + 1/2 bokor level + Intelligence modifier). This adds a number of hit points to the bokor's soul ward equal to the dead creature's Hit Dice. Creatures that have their souls consumed in this way can only be brought back to life through *miracle*, *true resurrection*, or *wish*.

Undead Commander (Ex)

At 8th level your caster level is considered to be 3 higher for the purposes of determining what kind of undead you can create with your *animate dead*, *create undead*, and *create greater undead* spells.

Grand Bokor (Ex)

At 20th level a bokor can chose to perform a ritual (costing 1,000gp) to transform them into a Juju Zombie (as described as in the Pathfinder Bestiary 2) with the following notes. Their alignment doesn't need to be evil, they are perfectly intelligent and even retains a degree of grace and poise. A bokor can choose not to becomes a juju zombie or may delay doing the ritual as long as it wishes.



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