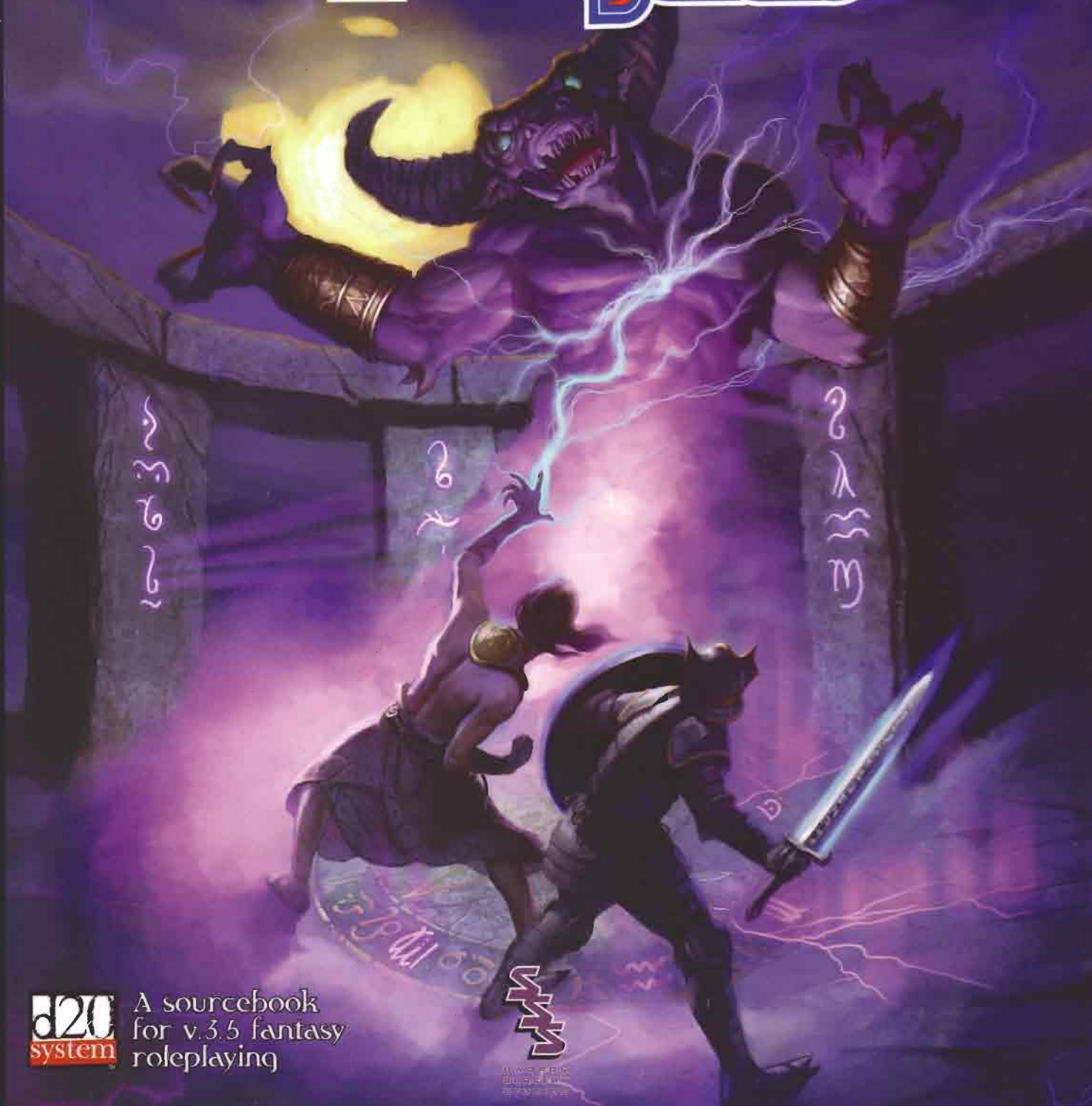


SWORD & SORCERY

Advanced Player's guide™



A sourcebook
for v.3.5 fantasy
roleplaying

WOTC

WISDOM BEYOND THE VEIL

Advanced Player's guide™

Credits

Authors:

Bruce Graw, Patrick O'Duffy, Aaron Rosenberg,
Geoff Skellams and Jeffrey Quinn

Additional Material

Michael B. Lee

Developer:

Michael B. Lee

Additional Development:

Andrew Bates

Editor:

Janice M. Sellers

Managing Editor:

Andrew Bates

Art Director:

Matt Milberger

Cover Artist:

Thomas Denmark

Interior Artists:

Daren Bader, Jeremy McHugh, Raven Mimura, Matt
Mitchell, James Stowe, Tim Truman, Udon
Entertainment Corp.

Interior and Exterior Book Design:

Matt Milberger

Special Thanks

Wizards of the Coast, for allowing us use of the
community rules from the *Gamma World Player's
Handbook*.



Check out upcoming Sword and Sorcery Studios products online at:
<http://www.swordsorcery.com>

Advanced Player's Guide © 2004 White Wolf Publishing, Inc. Distributed for Sword and Sorcery Studios by White Wolf Publishing, Inc.

This printing of *Advanced Player's Guide* is published in accordance with the Open Game License. See the Open Game License Appendix of this book for more information. White Wolf is a registered trademark and *Advanced Player's Guide*, *Sword and Sorcery*, *Sword and Sorcery Studios*, the *Sword and Sorcery* logo, *Creature Collection*, *Creature Collection 2: Dark Menagerie*, *Creature Collection 3: Savage Bestiary, Relics & Rituals*, and *Relics & Rituals 2: Lost Lore* are trademarks of White Wolf Publishing, Inc. All rights reserved. Community rules and the entirety of Chapter Six are the property of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission from Wizards of the Coast. "d20 System" and the "d20 System" logo are registered trademarks of Wizards of the Coast, a subsidiary of Hasbro, Inc., and are used according to the terms of the d20 System License version 4.0. A copy of this license can be found at <http://www.wizards.com/d20>. *Dungeons & Dragons*® and *Wizards of the Coast*® are trademarks or registered trademarks of Wizards of the Coast in the U.S. and/or other countries, used with permission. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. PRINTED IN CANADA.

Advanced Player's guide™

Contents

Credits	1	Elite Prestige Classes	42	Weapon Speeds	93
Introduction	5	Arcane Warrior	42	Armor Damage	94
Chapter One: Character Options	8	Plantmaster	45	Repairing Armor	95
Heroic Merits and Tragic Flaws	8	Rogue Hunter	49	Permanent Armor Damage	95
Gaining and Losing Heroic Merits and Tragic Flaws	8	Temporal Mage	53	Combat Defense	96
Strength	9	Undead Bane	57	Wound Level System	97
Dexterity	9	Epic Levels	61	Wounds and Resistance	98
Constitution	9	Epic Barbarian	62	Resistance Bonus	98
Intelligence	10	Epic Bard	64	Damage Bonus	98
Wisdom	11	Epic Cleric	66	Damage Checks and Wound Levels	99
Charisma	11	Epic Druid	68	Lethal Wound Levels	99
Heroic Merits	11	Epic Fighter	70	Nonlethal Effects	100
Tragic Flaws	13	Epic Monk	72	Healing	101
Racial Class Modifiers	17	Epic Paladin	74	Natural Healing	101
Racial Class Modifiers: Fighter, Paladin, Barbarian, Ranger, Monk	18	Epic Ranger	76	Magical Healing	101
Racial Class Modifiers: Rogue and Bard	20	Epic Rogue	78	Supernatural Healing	101
Racial Class Modifiers: Cleric and Druid	21	Epic Sorcerer	80	Damage to Objects	101
Racial Class Modifiers: Sorcerer and Wizard	22	Epic Wizard	82	Damage Resistance for Objects	101
Chapter Two: Character Classes	24	Chapter Three: Alternative Combat Rules	84	Damage Levels for Objects	102
New Prestige Classes	24	Advanced Initiative Systems	84	Other System Changes	102
Dilettante	24	Fast Initiative	84	Concentration Checks	102
Elementalist	27	Secret Initiative	86	Coup de Grace Attacks	103
Gallowglass	30	Variable Initiative	87	Feat Changes	103
Gemcaster	34	Critical Fumbles	87	Spell Changes	103
Pit Fighter	37	Basic Fumbles	87	Detailed Critical Hits	104
Sidestepper	40	Complex Fumbles	88	Critical Hit System Changes	104
		Alternative Combat Rules	89	Changes to Critical Multipliers	104
		Phased Combat	89	Hit Location	104
		Battle Plans	89	Critical Value	104
		Combat Round	90		
		Reactions	91		
		Other Combat Notes	91		
		Example of Phased Combat	92		

Critical Hit Results	104	Cleric	123	New Spells	162
Critical Recovery and Healing	105	Druid	123	Chapter Six:	
Fleeting Injuries	105	Paladin	123	Castle and Keep	171
Temporary Injuries	105	Ranger	123	Creating a Community	171
Permanent Injuries	105	Sorcerer	124	Determine a	
Chapter Four:		Wizard	124	Community Concept	171
Arcane Spellcasting		Other Changes	124	Determine the	
Systems	116	Metamagic Feats	124	Community's Size	171
Mana-based		Spells	124	Creating Larger	
Spellcasting System	116	Magic Items	124	Communities	171
Mana Points	116	Spellcasting Critical		Assign Community	
Mana Point Costs	116	Successes and Failures	124	Ability Scores	172
Bonus Mana Points	117	Critical Hits with		Choose the	
Recovering Mana Points	117	Attack Spells	124	Community Type	173
Spellcasting Classes	117	Spell Criticals in the		Civilian Community	174
Multiclass Casters		Spellcasting Check System	125	Military Community	174
and Mana Pools	118	Spell Criticals in Other		Arcane Community	175
Bard	118	Spellcasting Systems	125	Religious Community	176
Cleric	119	Critical Casting	125	Choose Community Skills	177
Druid	119	Spell Critical Results	125	Choose Community Feats	177
Paladin	119	Chapter Five:		Calculate	
Ranger	119	Variant Magic	134	Reputation Score	182
Sorcerer	119	Aethercraft	134	Calculate Defense Score	183
Wizard	119	Aethercraft		Calculate Wealth Level	183
Mana Points for		Design Philosophy	135	Determine	
Other Classes	119	Aethersmith	136	Membership Benefits	184
Other Changes	120	Animism	140	Choose Communal	
Metamagic Feats	120	Animist	141	Philosophy	184
Spells	120	Geomancy	144	Choose System	
Magic Items	120	Ley Lines and		of Government	184
Skill-based		the Campaign World	144	Create Communal Factions	185
Spellcasting System	120	Geomancer	146	Determine Neighbors	186
Spellcasting	120	Soulcrafting	149	Community Behavior	186
Core Spells	121	The Art of Soulcrafting	150	Community Factors	186
Optional Rule:		Soulcrafter	151	Factor Weight	188
Physical Fatigue	121	New Spell Lists	154	Link Influence	188
Spellcasting Classes	122	Aethersmith Device List	154	Events	189
Multiclass Spellcasters	123	Animist Spell List	158	Sample Communities	192
Bard	123	Geomancer Spell List	159		
		Soulcrafter Spell List	161		

Tables

Table 1-1: Strength-based Heroic Merits and Tragic Flaws	9	Table 3-10: Determine Hit Location	104
Table 1-2: Dexterity-based Heroic Merits and Tragic Flaws	9	Table 3-11: Bludgeoning Attacks to the Head	106
Table 1-3: Constitution-based Heroic Merits and Tragic Flaws	10	Table 3-12: Bludgeoning Attacks to the Torso	106
Table 1-4: Intelligence-based Heroic Merits and Tragic Flaws	11	Table 3-13: Bludgeoning Attacks to the Arms	107
Table 1-5: Wisdom-based Heroic Merits and Tragic Flaws	11	Table 3-14: Bludgeoning Attacks to the Legs	107
Table 1-6: Charisma-based Heroic Merits and Tragic Flaws	11	Table 3-15: Piercing Attacks to the Head	108
Table 2-1: The Dilettante (Dlt)	26	Table 3-16: Piercing Attacks to the Torso	108
Table 2-2: The Elementalist (Ele)	28	Table 3-17: Piercing Attacks to the Arms	109
Table 2-3: Gallowglass Armor	31	Table 3-18: Piercing Attacks to the Legs	110
Table 2-4: The Gallowglass (Glw)	32	Table 3-19: Slashing Attacks to the Head	110
Table 2-5: The Gemcaster (Gem)	36	Table 3-20: Slashing Attacks to the Torso	111
Table 2-6: The Pit Fighter (Pit)	39	Table 3-21: Slashing Attacks to the Arms	111
Table 2-7: The Sidestepper (Sde)	41	Table 3-22: Slashing Attacks to the Legs	112
Table 2-8: The Arcane Warrior (Arw)	44	Table 3-23: Energy Attacks to the Head	113
Table 2-9: Plant Companion Abilities	47	Table 3-24: Energy Attacks to the Torso	113
Table 2-10: The Plantmaster (Pla)	48	Table 3-25: Energy Attacks to the Arms	114
Table 2-11: The Rogue Hunter (Roh)	51	Table 3-26: Energy Attacks to the Legs	115
Table 2-12: The Temporal Mage (Tem)	56	Table 4-1: Bonus Mana Points per Level	117
Table 2-13: The Undead Bane (Unb)	59	Table 4-2: Base Mana Points per Level	118
Table 2-14: Epic Levels	61	Table 4-3: Universal Spell Critical Success and Failure	127
Table 2-15: The Epic Barbarian	63	Table 4-4: Abjuration Spell Critical Success and Failure	127
Table 2-16: The Epic Bard	65	Table 4-5: Conjuration Spell Critical Success and Failure	128
Table 2-17: The Epic Cleric	67	Table 4-6: Divination Spell Critical Success and Failure	129
Table 2-18: The Epic Druid	69	Table 4-7: Enchantment Spell Critical Success and Failure	129
Table 2-19: The Epic Fighter	71	Table 4-8: Evocation Spell Critical Success and Failure	130
Table 2-20: The Epic Monk	73	Table 4-9: Illusion Spell Critical Success and Failure	131
Table 2-21: The Epic Paladin	75	Table 4-10: Necromancy Spell Critical Success and Failure	132
Table 2-22: The Epic Ranger	77	Table 4-11: Transmutation Spell Critical Success and Failure	132
Table 2-23: The Epic Rogue	79	Table 5-1: The Aethersmith (Aet)	139
Table 2-24: Familiar Ability Benefits	80	Table 5-2: The Animist (Ani)	143
Table 2-25: The Epic Sorcerer	81	Table 5-3: The Geomancer (Geo)	148
Table 2-26: The Epic Wizard	83	Table 5-4: The Soulcrafters (Scr)	152
Table 3-1: Complex Fumbles	88	Table 6-1: Community Ability Points by Population Level	172
Table 3-2: Weapon Speeds	93	Table 6-2: Community Ability Score Cost	173
Table 3-3: Armor Hit Points	95	Table 6-3: Civilian Community	174
Table 3-4: Hit Dice to Damage Resistance Conversion	98	Table 6-4: Military Community	175
Table 3-5: Damage Dice to Damage Bonus Conversion	99	Table 6-5: Arcane Community	176
Table 3-6: Damage Check Result	99	Table 6-6: Religious Community	177
Table 3-7: Recuperation Difficulty Class	100	Table 6-7: Community Skills List	178
Table 3-8: Object Damage Check Result	102	Table 6-8: Initial Factor Weight	189
Table 3-9: Concentration Check Difficulty Class	102	Table 6-9: Sample Community Events	191

INTRODUCTION

No such thing as the perfect game system exists. No matter how cunningly crafted, no matter how smooth or streamlined the rules and results, no game is immune to endless tinkering and fine-tuning by the people who play it. Rather than an indication that a game is too flawed to be playable, the practice of creating house rules most often represents the desire to push a game system to the limits of its potential. Gamers don't invest hours of work in modifying a system they don't like. They bolt on new rules and reconfigure old systems to get the absolute most out of a game they already love to play.

The *Advanced Player's Guide* continues in this long and distinguished tradition, providing players and Game Masters with a big toolbox of optional and advanced rules to supercharge any d20 game. Want new prestige classes? New level expansions? New approaches to combat and spellcasting? If so, then this is the book for you.

What Were They Thinking?

The rules and systems provided in this book were created with the following principles in mind:

- **Stick to the basics.** This book was designed to build on the foundation provided in the *Player's Handbook* and *DMG*, improving generic or overly simplified rules and adding cool new options for players. Thus, we wanted to focus on ways to improve the material presented in the core books, providing great material for players and GMs to use in new campaigns or those that have been ongoing for years. We weren't interested in digging for strange and obscure concepts that might see use once or twice in a campaign; we wanted solid rules and concepts that you'll have the opportunity to use in every game session. So we tried to stick to the fundamentals of the game and look for ways to make them better, stronger, faster.....

- **Keep it balanced.** When designing new rules or systems, we considered their overall impact on the nature of the game itself and avoided changes that required a fundamental shift in the way the game was played. For example, a combat system that allowed archers to kill targets instantly with a well placed shot would make sword-swinging fighters far less effective. Likewise, a magic system that allowed wizards and sorcerers to cast spells without restriction would make magic use preeminent, to the detriment of other classes. Ideally, we wanted rules that you can drop seamlessly into an existing campaign without upsetting the existing balance or gameplay.

- **Suggest new possibilities.** Wherever possible, we presented cool adventure hooks and different perspectives on gameplay that players and GMs could draw on for inspiration. While we didn't want to dictate a right or wrong way to play the game, we wanted to present new character classes, magic systems and even types of combat that pointed to campaign options that are new and different from your typical dungeon crawl. A courtier prestige class, for example, suggests concepts of courtly intrigue and power plays, while an occult inquisitor evokes a campaign based on rooting out the evils in society's midst. Likewise, a new magic system that focuses on fueling spells with distilled human life force suggests powerful concepts

3.0 or 3.5?

The material in this book has been designed to be fully compatible with the v.3.5 rules. It made the most sense to be as up-to-date with the game as possible. That being said, many of the rules and systems found in the *Advanced Player's Guide* work as easily with the 3rd Edition rules as with v.3.5.

such as shadowy soul-traders or an oppressive hierocracy that literally taxes the life from its subjects to empower the magic-wielding elite. We seeded such ideas throughout the chapters of this book, hoping to suggest new options and adventures for your campaign.

What's in This Book?

The **Advanced Player's Guide** is broken down into six chapters, each chapter focusing on a specific aspect of the game.

Chapter One: Character Options presents two optional systems for adding balance and individuality. The first system provides the means to counterbalance a character's below-average abilities with minor advantages called heroic merits, or address exceptionally high abilities with disadvantages called tragic flaws. The second system is a comprehensive list of minor abilities called racial modifiers which allow you to add further depth to your character based upon his race and upbringing.

Chapter Two: Character Classes presents a wealth of new prestige classes, including new classes with higher-level prerequisites (and abilities) known as *elite classes*. Additionally, new epic-level rules offer an alternative from those in the *DMG*, expanding upon abilities and feats for characters from 21st–30th level.

Chapter Three: Combat contains a wide range of optional combat systems, presented in a modular fashion that will allow you to pick and choose the elements you like best. Subjects include new initiative rules, new systems for combat and damage, and expanded rules on critical hits and fumbles.

Chapter Four: Arcane Spellcasting Systems provides two new options for casting spells in a d20 campaign. Tired of having your magic-users restricted to memorized spells? Try the mana-based spellcasting system, where you are limited only by the amount of magical energy you have available. If keeping track of mana costs doesn't appeal, you can also try the skill-based magic system, where magic users can cast as many spells as they wish but are limited by their casting ability itself. Finally, the chapter contains detailed critical successes and fumbles for both arcane and divine spellcasters.



Chapter Five: Variant Magic rewrites the very laws of magic itself, presenting detailed profiles of six different magic systems that you can add to your campaign. Each system presents its own unique philosophy, abilities, limitations and sample spell lists. If the suggested spells seem too limiting, additional information is provided to allow you to convert existing spells in the *Player's Handbook* to conform to these new paradigms.

Chapter Six: Castle and Keep provides a unique and detailed set of rules for designing fantasy communities and assigning them classes, abilities, skills and feats just as a character. Once you've generated

the community that will be the centerpiece of your campaign, an in-depth relational system allows you to determine the community's reaction to events over the course of your game and chart its rise to fortune – or its fall into ruin.

References and Abbreviations

The *Advanced Player's Guide* is designed to be as universally applicable as possible. This means keeping the number of reference materials as small as possible. As a result, you need to consider only two books aside from this one — the *Player's Handbook* (core rulebook I) and the *DMG* (core rulebook II).

Otherwise, it's all up to you. Enjoy!

CHAPTER ONE

CHARACTER

OPTIONS

This chapter contains optional rules designed to add depth and individuality to characters created with the systems provided in the *Player's Handbook*. The first section, "Heroic Merits and Tragic Flaws," presents minor bonuses and challenging character flaws for characters with ability scores below 10 or greater than 18. The second section, "Racial Modifiers," provides a comprehensive list of racially based bonuses for starting characters as a way of adding more individuality based on their racial and cultural origins.

Heroic Merits and Tragic Flaws

The whole point of creating a character in a heroic fantasy campaign is to have larger-than-life adventures: exploring haunted ruins, defeating monstrous foes and saving kingdoms from certain ruin. By definition, heroic characters are out of the ordinary; they have exceptional qualities that set them above their peers, from superior strength and speed to razor-sharp wits and devastating charm. The character creation options in the *Player's Handbook* are designed with this in mind, allowing players to create characters with abilities well above the average — and in some cases bordering on the preternatural.

The character creation system favors high abilities and encourages players to reroll an entire set of abilities if their values are below 13. But what if you've generated a character with four excellent abilities and two abysmal ones? Or you have a character concept built around a person who is average (or below average) in a number of abilities but is astonishingly capable in one or two areas? Even worse, what about characters who lose permanent ability points due to injury, disease or magic? Under the current system the only options are to accept the low abilities and risk

playing at a disadvantage relative to the other player characters (PCs) in the party, or start over and hope for a better spread of ability scores.

By the same token, high ability scores may get boosted even further via racial modifiers: an elf's +2 racial bonus to Dexterity can raise that ability to a 19 or 20, well beyond most characters' normal physical maximums. Magical items and potions can raise ability scores also, creating characters with near-godlike capabilities who may overshadow their adventuring companions.

This section presents an optional system for compensating abilities that fall well below — or well above — the range of typical ability scores. Heroic merits are minor talents that offset below-average abilities, much in the same way that people compensate for deficiencies in one area by refining an aptitude in another. Tragic flaws, by contrast, are the unintended consequences that ensue when a person's abilities are developed to an extreme degree. A fighter with Strength equal to that of a giant risks breaking everything he touches, while a bard with Charisma like that of a goddess breaks hearts and sows jealousy wherever she goes.

Gaining and Losing Heroic Merits and Tragic Flaws

For each ability your character has with a score from 6–9, choose one heroic merit or roll on the appropriate chart below. For each ability with a score of 5 or less, choose *two* heroic merits or roll randomly from the appropriate list.

The effects of heroic merits stack with any applicable feats the character possesses. Additionally, some merits have prerequisites that must be met before a character may choose them (if your character doesn't meet the prerequisites for a merit rolled randomly, reroll as necessary).

For each ability your character has that increases permanently above 18, choose one tragic flaw or roll on the appropriate list. Take only one tragic flaw for each ability over 18. A character whose ability score is reduced permanently due to injury or magical effects gains a heroic merit as appropriate for as long as the ability is reduced.

A temporary ability adjustment does not result in also gaining a heroic merit or a tragic flaw.

Heroic merits and tragic flaws are lost when the character's relevant ability score changes due to level advancement, injury, loss of magical items and the like. If a character with Strength 9 and the Natural Charm heroic merit reaches 4th level and decides to add +1 to his Strength, he loses Natural Charm. The condition that the character compensated for with the merit is no longer a problem, so he no longer feels the need to compensate for it.

Strength

Characters with low Strength scores may have been sickly as children, or circumstances relating to their upbringing prevented them from engaging in the hard, physical exercise that many of their peers endured. Characters with Strength scores from 6–9 tend to be slight of build and pale in complexion, reflecting a life of little physical activity. Characters with Strength scores of 5 or lower are more extreme cases whose lack of physical power may stem from the ravages of disease or near-crippling injury — their bodies are thin to the point of being nearly skeletal, with lean, wiry muscles that stand out like cords beneath translucent skin.

Physically weak characters often try to compensate for their lack of strength by devoting their energies to intellectual pursuits or by learning skills that maximize their natural agility. When all else fails, they avoid physical confrontations with a nimble tongue and disarming manner.

By contrast, characters with preternatural physical power are like raw forces of nature, capable of wreaking terrible destruction with their bare hands alone.

Table 1-1:
Strength-based
Heroic Merits and Tragic Flaws

d6	Heroic Merit	Tragic Flaw
1	Artful Dodger	Irresistible Force
2	Deft Aim	Killing Hands
3	Fleet of Foot	Overconfident
4	Improved Hide	Ravenous Appetite
5	Magical Aptitude	Scornful Demeanor
6	Roguish Charm	Uncontrollable Temper

Possessed of such power, it is all too tempting to approach every problem with violent, brutish behavior that endangers everyone around the character, including friends and loved ones.

Dexterity

Characters with low Dexterity scores are individuals who lacked the opportunity to develop their physical agility as children, possibly because of scholarly pursuits or jobs that valued physical strength and endurance over nimbleness and speed. Characters with Dexterity scores from 6–9 tend to be tall and gangly or broad-shouldered and heavy-boned; their movements are awkward and ill-coordinated, ponderous and clumsy. Characters with Dexterity 5 or lower are victims of poor health or heredity, unable to perform even simple tasks easily due to trembling hands or nervous tics.

Physically awkward or clumsy characters tend to compensate for their shortcomings by developing robust strength or an iron sense of determination and endurance. Instead of dancing nimbly around problems they learn to lower their heads and bull their way through them.

Compared to their less-fortunate peers, characters with exceptionally high Dexterity move with astonishing speed and grace. They glide across the ground in swift, effortless strides and perform the most demanding tasks with deft precision. Tragically, such flawless agility lends itself to an unfair disdain for the seemingly halting efforts of others and tempts the character to undertake unnecessary risks in order to show off his skill.

Table 1-2:
Dexterity-based
Heroic Merits and Tragic Flaws

d6	Heroic Merit	Tragic Flaw
1	Improved Fortitude	Carouser
2	Improved Knowledge	Daredevil
3	Improved Spot	Eschews Melee Weapons
4	Improved Will	Grandstander
5	Powerful Blows	Kleptomania
6	Strong Back	Scornful Demeanor

Constitution

Characters with below-average Constitution generally suffered from poor diet or the ravages of a serious illness as a child, forever weakening their health. Characters with Constitution scores of 6–9 are not outwardly weaker than their peers, but they tire more quickly and are at greater risk for illness, as well



as being more susceptible to poisons of any kind. Characters with Constitution 5 or lower are pale and fragile-looking creatures, unable to endure any serious physical effort for more than a few minutes without exhausting themselves. They are frequently ill and rarely live normal lifespans.

Individuals possessing weak Constitutions frequently find themselves bedridden for long periods of time, encouraging scholarly pursuits over physical activity. When they do travel their condition forces them to ride wherever possible, and many develop exceptional riding skills as a result.

By contrast, characters with exceptional Constitution are juggernauts, seemingly impervious to physical hardships that would incapacitate an ordinary

person. Unfortunately, their preternatural resilience lends itself to facing most dangers head-on — something that their friends are often ill-equipped to deal with themselves.

Intelligence

A low Intelligence score often stems from a lack of opportunity or desire for a character to exercise his talent for reasoning and problem-solving. Characters with Intelligence scores of 6–9 are likely poorly educated; either their family valued hard work over scholarly pursuits or simply had no recourse to formal education. Characters with Intelligence 5 or lower, however, are more likely to be mentally impaired, possibly as a result of poor diet, childhood illness or physical injury. Such individuals tend to have childlike perspectives and attitudes, and when they travel they are almost always in the company of a friend or guardian to look out for their interests in a dangerous world.

Characters with low Intelligence tend to compensate by devoting their energies to simple physical pursuits, hardening their bodies through hard labor and exercise. They also frequently learn to silence others' mockery with various forms of threats and intimidation.

Characters with exceptionally high Intelligence scores see the world through a vastly different set of eyes than their peers, able to understand the most complex workings of nature and bend it to their wills. These exceedingly cerebral individuals believe that the secrets of the universe are theirs for the taking,

Table 1-3:
Constitution-based
Heroic Merits and Tragic Flaws

d6	Heroic Merit	Tragic Flaw
1	Familiarity with Poisons	Addiction
2	Improved Concentration	Disease Carrier
3	Improved Knowledge	Oblivious to Poisons
4	Improved Ride	Overconfident
5	Improved Will	Poor Bedside Manner
6	Magical Aptitude	Ravenous Appetite

Table 1-4:
Intelligence-based
Heroic Merits and Tragic Flaws

d6	Heroic Merit	Tragic Flaw
1	Improved Craft	Aloof
2	Improved Fortitude	Busybody
3	Improved Intimidate	Fearful
4	Improved Reflexes	Hard to Understand
5	Powerful Blows	Oblivious
6	Strong Back	Scornful Demeanor

and as a result they often feel that they have all the answers to life's problems. They can be cold and unapproachable, cynical and condescending to those around them.

Wisdom

Common sense and attentiveness to one's surroundings are hardly universal traits, no matter what race a character is from. Characters with Wisdom scores of 6–9 are generally heedless of the world around them because they grew up in conditions that sheltered them from their environments. They might be the pampered children of a wealthy merchant house or grew up as orphans at a secluded monastery, far from civilization. Characters with Wisdom 5 or lower are a different breed altogether, less sheltered and more actively self-centered and narcissistic. They are oblivious to the world around them because they simply don't care about it, except where their immediate needs are concerned. When trouble finds them they almost never see it coming.

Characters with low Wisdom unconsciously compensate for their shortcoming by developing the skills to survive or avoid any difficulties they happen to stumble into. They become survivors by necessity rather than choice.

By contrast, characters with exceptional Wisdom scores are alert to the slightest change in their

Table 1-5:
Wisdom-based
Heroic Merits and Tragic Flaws

d6	Heroic Merit	Tragic Flaw
1	Improved Fortitude	Distracted Easily
2	Improved Reflexes	Excessive Empathy
3	Improved Survival	Indecisive
4	Powerful Blows	Jumps to Conclusions
5	Resistant to Fear	Paranoia
6	Roguish Charm	Scornful Demeanor

surroundings, able to infer volumes of information from the slightest detail. Unfortunately, such heightened awareness preys on the mind, leading to anxiety, excessive suspicion and sometimes fatal hesitations.

Charisma

Characters with low Charisma aren't necessarily ugly; many simply have a difficult time relating to others and thus have poorly developed social skills. Characters with Charisma scores of 6–9 may have been isolated from their peers due to racial differences, social differences or nothing more profound than a desire to be left alone. On the other hand, characters with Charisma 5 or lower may have more profound obstacles to social interaction, such as speech impediments, language problems or physical deformity.

Characters with low Charisma scores tend to compensate by learning to become as self-reliant as possible, reducing their dependency on others. Their enforced solitude provides countless opportunities for physical and mental training, spurring them to hone their skills and improve their physical abilities.

Conversely, characters with preternatural Charisma can't get enough of society, reveling in the power their looks and charm have on those around them. After all, why work when you can get someone — or a dozen someones — to do the job for you? Unfortunately, such glamour is equally addictive to those who witness it, often leading to obsessive behavior and ultimately tragic consequences.

Table 1-6:
Charisma-based
Heroic Merits and Tragic Flaws

d6	Heroic Merit	Tragic Flaw
1	Improved Search	Breeds Envy
2	Improved Skill	Breeds Possessiveness
3	Improved Survival	Excessive Fame
4	Improved Will	Fanatical Devotion
5	Magical Aptitude	Intimidating Looks
6	Powerful Blows	Sows Discord

Heroic Merits

Each heroic merit and its effect is listed below.

Artful Dodger

Description: You've become adept at avoiding blows in combat.

Prerequisite: Strength 9 or less, Dexterity 16+.

Benefit: +1 dodge bonus to Armor Class over and above any other bonuses to AC.

Deft Aim

Description: You've learned to offset your lack of physical strength by becoming adept at ranged weapons.

Prerequisite: Strength 9 or less, Dexterity 15+.

Benefit: +1 competence bonus for ranged attacks only.

Familiarity with Poisons

Description: You've become quite skilled at identifying poisons to protect your frail physical health better.

Prerequisite: Constitution 9 or less, Intelligence 15+.

Benefit: +1 competence bonus to Spot checks for the purpose of detecting poisons.

Fleet of Foot

Description: The best way to avoid being hit is to not be there when the blow lands.

Prerequisite: Strength 9 or less, Dexterity 15+.

Benefit: Once per encounter you may double your movement in a single round for the sole purpose of fleeing from an opponent.

Improved Concentration

Description: You have developed a degree of patience and single-mindedness that allows you to focus on a task to the exclusion of all else.

Prerequisite: Constitution 9 or less, Wisdom 15+.

Benefit: +1 competence bonus to Concentration checks.

Improved Craft

Description: You've developed both an admirable attention to detail and careful hands that aid you in your work.

Prerequisite: Intelligence 9 or less, Dexterity 15+.

Benefit: +1 competence bonus to Craft checks.

Improved Fortitude

Description: You've hardened yourself to physical and mental punishment to become able to face the perils of the world head-on.

Prerequisite: Dexterity, Intelligence or Wisdom 9 or less, Constitution 15+.

Benefit: +1 competence bonus to Fortitude saves.

Improved Hide

Description: You can't be hurt if your foes can't find you.

Prerequisite: Strength 9 or less, Dexterity 15+.

Benefit: +1 competence bonus to Hide checks.

Improved Intimidate

Description: You've learned the gentle art of threatening others into submission.

Prerequisite: Intelligence 9 or less, Charisma 15+.

Benefit: +1 morale bonus to Intimidate checks.

Improved Knowledge

Description: You have refined your knowledge of a particular subject thanks to years of study.

Prerequisite: Dexterity or Constitution 9 or less, Intelligence 15+.

Benefit: +1 competence bonus to a specific Knowledge skill, chosen at the time the merit is selected.

Improved Reflexes

Description: You've honed your reflexes to an exceptional degree.

Prerequisite: Intelligence or Wisdom 9 or less, Dexterity 15+.

Benefit: +1 competence bonus to Reflex saves.

Improved Ride

Description: You've become an adept rider through constant practice.

Prerequisite: Constitution 9 or less, Dexterity 11+.

Benefit: +1 competence bonus to Ride checks.

Improved Search

Description: Constant practice has refined your skill at searching for life's basic necessities.

Prerequisite: Charisma 9 or less, Intelligence 15+.

Benefit: +1 competence bonus to Search checks.

Improved Skill

Description: Years of solitary study have allowed you to refine your mastery of a particular skill.

Prerequisite: Charisma 9 or less, Wisdom 15+.

Benefit: +1 competence bonus to a specific skill, chosen at the time the merit is selected.

Improved Survival

Description: Your solitary existence has taught you the necessity of self-reliance and the secrets of living off the land.

Prerequisite: Wisdom or Charisma 9 or less, Intelligence 13+.

Benefit: +1 competence bonus to Survival checks.

Improved Spot

Benefit: You've become a keen-eyed observer of your surroundings.

Prerequisite: Dexterity 9 or less, Wisdom 10+.

Benefit: +1 luck bonus to Spot checks.

Improved Will

Description: You've learned to deal with your disadvantages by developing an iron will to succeed.

Prerequisite: Dexterity, Constitution or Charisma 9 or less, Wisdom 13+.

Benefit: +1 morale bonus to Will saves.

Magical Aptitude

Description: You have refined your skill with meditation and the mystic arts thanks to years of study.

Prerequisite: Strength, Constitution or Charisma 9 or less, Intelligence 15+.

Benefit: One bonus spell slot at 1st level.

Powerful Blows

Description: You've learned to fight the hard way, defeating your foes with powerful blows in close combat.

Prerequisite: Dexterity, Intelligence, Wisdom or Charisma 9 or less, Strength 15+.

Benefit: +1 competence bonus to melee attacks only.

Resistant to Fear

Description: Your character doesn't know the meaning of fear — unless he's given an exceptionally good demonstration.

Prerequisite: Wisdom 9 or less, Intelligence 15+.

Benefit: +1 morale bonus to Will saves for resisting the effects of fear-based attacks.

Roquish Charm

Description: On more than one occasion, you have bluffed your way out of trouble with nothing but cocky self-assurance.

Prerequisite: Strength or Wisdom 9 or less, Charisma 15+.

Benefit: +1 morale bonus to Bluff checks.

Strong Back

Description: You may not be bright, but you can lift and carry heavy objects far better than most people.

Prerequisite: Dexterity or Intelligence 9 or less, Strength 15+.

Benefit: +1 competence bonus to Strength checks when lifting objects, breaking open doors and carrying heavy loads. Your character can carry 50% more weight than normal without being encumbered.

Tragic Flaws

Each tragic flaw and its effect is listed below.

Addiction

Description: Your exceptional Constitution encourages enormous appetites for substances that would leave a normal man reeling. Unfortunately, your taste for a particular substance has transformed into a major addiction, a hunger that gnaws at you relentlessly until it is sated.

Prerequisite: Constitution 19+.

Effect: Your character is addicted to a substance of your choice — it could be ale, beef, rare venison, an expensive herb, etc. The more common the substance, the more of it your character needs each day to function. A substance such as ale would require a number of cups

per day equal to your character's Constitution, while an uncommon or expensive substance might require a number of ounces equal to one quarter of your character's Constitution. Each day your character goes without this substance he suffers a cumulative -2 penalty on all ability checks and skill checks.

Aloof

Description: Your manner is cold and unapproachable, distancing you from friends and strangers alike. Your preternatural intelligence lends itself to viewing others as slow-witted and a waste of your precious time.

Prerequisite: Intelligence 19+.

Effect: You suffer a -10 penalty on all Charisma-related checks.

Breeds Envy

Description: Your phenomenal Charisma breeds jealousy and envy wherever you go, spurring resentment in many people you interact with.

Prerequisite: Charisma 19+.

Effect: Each time your character uses a skill to interact with an NPC, that individual makes a Will save (DC 10 + your character's level). If the save fails, the NPC reacts to your character with resentment and hostility rather than friendship.

Breeds Possessiveness

Description: Your Charisma makes you the object of people's desire wherever you travel, tempting others to win your devotion at any cost — even if they have to lock you in a tower or kill your companions in order to persuade you.

Prerequisite: Charisma 19+.

Effect: Each time your character uses a skill to interact with an NPC, that individual makes a Will save (DC 10 + your character's level). If the save fails, the NPC becomes obsessed with winning your character's faithful devotion, no matter the cost. This desire could be romantic in nature, or a simple desire for friendship — one that excludes all others.

Busybody

Description: What is the point of having so much intelligence and stored knowledge if you can't show people the error of their ways?

Prerequisite: Intelligence 19+.

Effect: Your character is driven to share his expertise with those around him — whether they want it or not. Make a DC 15 Will save when someone is performing a moderately difficult (DC 20 or higher) task. On a failed save, your character is compelled to offer his "advice" to the person performing the task. This distraction increases the task's DC by an amount equal to your character's Intelligence modifier.

Carouser

Description: Given how fast you are on your feet, no one can lay a finger on you. This feeling of invulnerability leads you to blow off steam when in town by taking the local toughs down a notch or two.

Prerequisite: Dexterity 19+.

Effect: Make a DC 25 Will save each time your character has some free time in a town or city. On a failed save, your character heads to the nearest tavern and picks a fight with the first tough guy he finds. This could get your character and his companions into serious trouble depending on the laws in the region (and the toughness of the guy in question).

Daredevil

Description: You only really feel alive when you're staring death in the face!

Prerequisite: Dexterity 19+.

Effect: Your character is addicted to the thrill of death-defying stunts, pushing his exceptional agility to the limit at every available opportunity. Make a DC 25 Will save when your character finds himself in a life-or-death situation — combat, climbing a sheer cliff face, etc. On a failed save, your character chooses the most spectacular — and dangerous — course of action he can take, whether it is necessary or not.

Disease Carrier

Description: Your phenomenal Constitution renders you practically immune to nearly all sickness and disease — but your friends and loved ones might not be so lucky.

Prerequisite: Constitution 19+.

Effect: If your character is subjected to the effects of a disease — whether through a monster's bite, a *cause disease* spell, etc. — and your character resists its effects, a chance exists his body just ignores the infection, allowing it to linger and possibly infect others. You have a 50% chance (determined by the GM secretly) that, prior to eventually fighting off the disease, your character harbors it in his system for a number of days equal to his Constitution modifier. Your character suffers no ill effects, but during that time any individual who comes into physical contact with him must make a Fortitude save against the disease as normal — including suffering its effects on a failed save.

Distracted Easily

Description: So much to see, so many interesting things to examine and explore.... The world is your plaything, a wonderland of concepts and relationships that tempt your voracious intellect.

Prerequisite: Wisdom 19+.

Effect: You suffer a -10 penalty on any ability check or skill check that requires careful concentration to accomplish.

Eschews Melee Weapons

Description: Why risk a sword in the gut when you can put an arrow through a foe's eye from 50 paces away?

Prerequisite: Dexterity 19+.

Effect: Thanks to a phenomenal Dexterity score, your character prefers ranged attacks over melee attacks whenever possible — even in situations where using a ranged weapon may incur a significant risk to his companions. His primary weapon must be a ranged weapon, which he uses in combat as long as he has ammunition. The character resorts to a melee weapon only after he runs out of things to throw or shoot.

Excessive Empathy

Description: When you look into your foe's eyes, you can sense his fear, and when your attack strikes home you can feel his pain as though it were your own.

Prerequisite: Wisdom 19+.

Effect: Your character's empathy and insight are so acute that he is reluctant to harm another for fear of the suffering he will inflict. Make a DC15 Will save when your character confronts an opponent in battle. On a failed save, your character cannot bring himself to attack that round. You can make a new Will save each round to overcome the empathy for that opponent.

Excessive Fame

Description: Why can't people just *leave you alone*?

Prerequisite: Charisma 19+.

Effect: Your character is treated as a celebrity in every town or village he visits. While this means that he often receives royal treatment from tavern keepers and merchants, it also means that his every step is dogged by a throng of gawkers, would-be friends, allies and suitors, and he is a magnet for every lunatic or thief in the area. If he expects to have any privacy or security at all, he'd best hire some bodyguards or make his stay in town a very short one.

Fanatical Devotion

Description: They are drawn to you like moths to a flame — and once they have their hands on you they never let you go....

Prerequisite: Charisma 19+.

Effect: Your character has a penchant for inspiring near-fanatical devotion in weak-willed people he encounters — they become his most faithful companions whether he likes it or not. Each time your character uses a skill to interact with an NPC, that individual makes a Will save (DC 10 + your character's level). If the save fails, the NPC is so enamored of your character's beauty and charm that she abandons her current life to join the PC's side. Your character may

acquire a number of involuntary devotees equal to his Charisma modifier. These NPCs obey your character's every whim and will defend him to the death, but they will also squabble among themselves over who gets the most attention and treat any of your character's other companions as rivals rather than friends.

Fearful

Description: Sometimes it's possible to know *too* much. You've studied living beings in sufficient detail to appreciate the horrible suffering inflicted on a person's body by swords, axes and arrows — indeed, sufficient enough that you'll avoid the experience whenever possible, thank you very much.

Prerequisite: Intelligence 19+.

Effect: In combat, all your character can see are the numerous ways he can be mutilated. Make a DC 21 Will save when your character enters combat. If the save fails, he can't see past his fears to join in the battle (even with ranged weapons or spells). He sticks to the sidelines or even flees if threatened. You can make a new Will save each round to overcome this fear (although each round after the first applies a -1 penalty to his roll until that encounter ends).

Grandstander

Description: When one reaches the heights of speed and skill that you have, combat isn't a clumsy brawl, it's a dance of death.

Prerequisite: Dexterity 19+.

Effect: Your character's preternatural Dexterity allows him to slip effortlessly past his enemies' attacks and strike with seeming impunity. This skill lends itself to mocking his enemies' hapless attacks and grandstanding his martial superiority over everyone around him, to the possible detriment of friends and foes alike. Make a DC 25 Will save when your character enters combat. If the save fails, your character can't help but show up his fellow combatants' shortcomings. Every witness to your character's display, friend and foe, must make Will saves (DC 10 + your character's level) or suffer a -2 penalty to their attack rolls for the rest of the encounter due to your character's taunts and distractions.

Hard to Understand

Description: Why is it everyone looks at you as though you were speaking a different language? The concepts are quite simple to understand, really — it's not your fault if people are too slow-witted to keep up with you. Maybe if you spoke very loudly and very slowly....

Prerequisite: Intelligence 19+.

Effect: Your character's immense intellect gets in the way of communicating his ideas to others. He often speaks in oblique terms, making references to rarified



concepts and ideas that go right over most peoples' heads. Take a -10 penalty on any skill checks using Bluff, Diplomacy or Intimidate.

Indecisive

Description: So many possibilities... which one is the correct course of action? So many variables to consider — you need more time to think this through!

Prerequisite: Wisdom 19+.

Effect: Your character is capable of comprehending dozens of possible courses of action in a given situation — so much so that he often becomes paralyzed with indecision trying to isolate the *best* course of action to take. Make a DC 21 Will save when your character is in a high-pressure situation (at the GM's discretion) that requires a snap decision. If the save fails, your character is wracked with indecision and can take no action that round. You can make a new Will save each round to overcome this indecision.

Intimidating Looks

Description: Why is everyone always so uncomfortable around you? It's almost as if they resent you for the way you look.

Prerequisite: Charisma 19+.

Effect: Your character's extreme attractiveness spurs feelings of inadequacy and anxiety rather than admiration. Each time your character uses a communications skill (e.g., Bluff, Diplomacy, Perform), each NPC he's interacting with makes a Will save (DC 10 + your character's level). If the save fails, the NPC becomes anxious and uncomfortable, and treats your character with resentment and hostility rather than friendship.

Irresistible Force

Description: You didn't mean to break the man's arm — all you did was grab him to keep him from falling over!

Prerequisite: Strength 19+.

Effect: Your character often forgets that he is far stronger than the norm, sometimes resulting in damage to people and objects alike. Make a DC 18 Reflex save when your character exerts his strength — to pound on a tavern door, toss a heavy object to someone else, lift a rusted grate, etc. If the save fails, treat the action as an unarmed attack against the person or object in question. (See "Breaking Items" in Chapter 9 of the *Player's Handbook* for details on breaking inanimate objects.)

Jumps to Conclusions

Description: You did your best, but clearly the door is too warped to open. Better try to find some other way into the room rather than waste more time on futile efforts.

Prerequisite: Wisdom 19+.

Effect: Your character's keen eye for detail often serves him well in analyzing a problem, but it can also be a hindrance. If your character fails a skill check, he cannot try again until the following day — he concludes that the task is not possible for him to complete and abandons any further efforts.

Killing Hands

Description: You only meant to slap some sense into him, not kill him!

Prerequisite: Strength 19+.

Effect: Your character's strength is so great that his fists strike with the force of a mace or a club — even the flat of your sword is as deadly as its edge. Your character can inflict only lethal damage, regardless of his intent.

Kleptomania

Description: Look at the size of that ring! Bet he'll never even know that it's missing....

Prerequisite: Dexterity 19+.

Effect: Your character's phenomenal Dexterity makes stealing as simple as taking candy from a baby... so simple that it's difficult to resist helping himself to whatever catches his eye. Make a DC 20 Will save for your character each day. On a failed save, he must attempt to steal a valuable object from someone over the course of the day. The object must be small enough to hide in one hand — something easily palmed and slipped into a pocket, such as a coin, a ring or other type of jewelry. The character doesn't have to keep the object once stolen; he can try to return it, sell it or simply drop it if he doesn't want it. It's demonstrating his skill that's important, not lining his pockets.

Oblivious

Description: Where did this arrow come from? Hey! There's another one! Are we under attack?

Prerequisite: Intelligence 19+.

Effect: Your character is absorbed with complex calculations and theorems, to the extent that he is seldom aware of what is going on around him. You suffer a -10 penalty on any Search, Sense Motive or Spot checks. Additionally, your character is always caught flat-footed in the first round of any combat that he does not initiate himself.

Oblivious to Poisons

Description: Hmmm. Tastes kind of funny, but I don't feel any different. Here, you try it....

Prerequisite: Constitution 19+.

Effect: Your character's exceptional resilience not only makes him resistant to poisons, he often fails to notice their effects at all. The GM should make any poison saves for your character. On a successful save, your character has only a 20% chance that he even

notices that he's come in contact with a poisonous substance. (This can lead to disaster for the next person who tries the strange poison your character has pronounced "safe.")

Overconfident

Description: I'm fine; it's just a scratch. Save your spells for someone who needs them!

Prerequisite: Strength or Constitution 19+.

Effect: Your character's prodigious Strength fills him with such confidence that he never considers the possibility that he might be in over his head when a fight goes against him. He will ignore any help — from refusing to coordinate with others in an attack to spurning healing magic — until the battle is finished.

Paranoia

Description: That tavern keeper is up to something. He keeps staring at you when he thinks you're not looking. Probably going to try and cut your throat while you sleep. Can't trust *anyone* these days....

Prerequisite: Wisdom 19+.

Effect: Your character has seen ample evidence of the evil things people do, to the point that now he treats everyone he meets with outright distrust and suspicion. You suffer a -10 penalty on any Bluff, Diplomacy or Sense Motive checks. Further, your character views a subject in the worst light possible when he fails a Sense Motive check.

Poor Bedside Manner

Description: Stop sniveling! It doesn't look that bad to me — I've survived *much* worse. Just walk it off!

Prerequisite: Constitution 19+.

Effect: Your character has shrugged off countless blows that would cripple or kill lesser adventurers. Only rarely has he been wounded seriously enough to require the services of a healer. As a result, he has little practical experience when it comes to taking care of others. You suffer a -10 penalty on Heal checks that your character performs.

Ravenous Appetite

Description: Of course you ate the entire roast. What did they expect you to do? You were *starving*.

Prerequisite: Strength or Constitution 19+.

Effect: Your character's powerful physique demands enormous amounts of food to sustain itself, requiring him to eat three times the amount of food as a normal person each day.

Scornful Demeanor

Description: Idiots. No matter where you go you're surrounded by idiots, weaklings and fools.

Prerequisite: Strength, Dexterity, Intelligence or Wisdom 19+.

Effect: Your character has such superior inherent ability that he is impatient and scornful of those less capable. He cannot help but let his disdain seep into his every word and deed. Make a DC 25 Will save when your character uses a skill to communicate with someone (e.g., Bluff, Diplomacy, etc.). If the save fails, the GM treats the attempt as an Intimidate check, regardless of your character's actual intentions.

Sows Discord

Description: It seems that you can never stay in one place too long, no matter how quiet and inconspicuous you try to be. Sooner or later *someone* always becomes too jealous for her own good, and the next thing you know a fight happens.

Prerequisite: Charisma 19+.

Effect: Your character's phenomenal looks and charm put a strain on relationships no matter where he goes, spurring feelings of jealousy, resentment and discord. You have a cumulative 5% chance each day your character spends in a city or town that he inadvertently starts a fight — whether a quarrel between co-workers, a spat between lovers or a similar argument. Once this occurs, a 45% chance exists that the altercation turns violent. After the fight ends, those involved blame your character as the cause.

Uncontrollable Temper

Description: The last thing you remember were the two young toughs laughing at your spilled wine. Now they're dead, and you have blood on your hands.

Prerequisite: Strength 19+.

Effect: Your character suffers from a violent, uncontrollable temper. Make a DC 25 Will save when your character is frustrated, injured or subjected to ridicule (at the GM's discretion). On a failed save, he flies into a bloodthirsty rage identical to the barbarian rage ability and attacks the source of his anger — whether it be friend, foe or complete stranger — and tries to kill the target if he can. Your character has no memory of what he did once the rage ends.

Racial Class Modifiers

In the standard d20 System, classes are the same regardless of race. These rules explore the idea that a distinction should be made between a dwarven fighter and a human fighter, even at 1st level.

The racial modifiers system provides minor racial adjustments to the standard 11 classes. If you employ these rules in your game, each character takes one racial class modifier available to his race during character creation only. The GM may allow a character to take a racial class modifier each time the character begins a new class (as when multiclassing). Racial modifiers do not apply to prestige classes and

are lost if class abilities are lost (e.g., if a paladin loses his abilities due to an alignment change).

Except as noted, racial modifiers do not stack with feats or magical powers that provide similar benefits. For example, a character's +1 cold resistance from a racial class modifier does not stack with a magic item that adds cold resistance. All racial class modifiers are considered exceptional abilities, however, and function normally even in a dead magic zone or similar area.

Many racial modifiers suggest a character background. For example, a racial modifier that adds +1 cold resistance is best applied to a character from an arctic or semi-arctic climate. Thus, the racial class modifier system provides a dual purpose — giving racial advantages to class play, as well as offering roleplaying suggestions. The GM can disallow any racial modifier that does not fit his campaign or a character's background.

Racial Class Modifier Listings

Racial class modifiers are arranged by class, with each entry listing the race or races that may select it. Half-elves may choose from the human or elf list; half-orcs may use only the orc list.

Racial Class Modifiers: Fighter, Paladin, Barbarian, Ranger, Monk

Adroit Feet: You possess an uncanny ability to step out of the way at just the right moment. You receive a +1 bonus to Reflex saves. *Races:* Elf, gnome, halfling.

Climber: You are used to climbing while wearing armor. Treat any armor check penalty as two points lower when using the Climb skill. *Races:* Human, gnome, halfling.

Cold Tolerant: You have spent a great deal of time living or training in cold or icy environments. You have 1 point of natural cold resistance. *Race:* Human.

Disciplined: You are resistant to mental attacks. You receive a +1 bonus to Will saves. *Races:* Dwarf, elf, gnome.

Fancy Footwork: You make exceptional moves in combat. Once per encounter, you can take a 10-foot step instead of the standard 5-foot step when making a full attack. *Races:* Human, elf, halfling.

Fierce (barbarian only): You are very efficient when your bloodlust takes over. Whenever one of your rages ends naturally, you may make a DC 12 Constitution check. If you succeed, your rage continues for another round. You may attempt this only once per rage. *Race:* Half-orc.

Finesse: You have been trained in a finesse move with a light or one-handed weapon of your choice. When using this weapon in a one-handed, single attack (without any off-hand attacks or shield bashes

in combination), you receive +1 to hit. This bonus applies only to the first attack made in a round with that weapon. This ability does not stack with the Weapon Focus feat. *Races:* Human, elf.

Foot Dodger: Your small size allows you to duck underneath opponents more easily in combat. You receive a +2 bonus to Tumble checks against targets of at least one size category larger than yourself. This bonus does not apply if the opponents do not have some sort of legs or feet to duck under and in between. *Races:* Gnome, halfling.

Foot Striker: You can use your small stature to greater advantage during battle, striking at low targets (such as feet or ankles) that are harder to defend. You gain a +1 bonus to your attack roll against an opponent of at least one size category larger than yourself. Targets with the Dodge or Mobility feats, or those that do not have feet at all, are not affected. *Races:* Dwarf, gnome, halfling.

Fortuitous: Your body is unnaturally resistant to attacks. You receive a +1 bonus to your Fortitude saves. *Races:* Human, dwarf, elf.

Giant Fighter: You have fought giants and their kin even more often than your fellows. This training applies an additional +1 bonus to Armor Class against giants over and above your typical racial benefit. *Races:* Dwarf, gnome.

Hammer Hands (monk only): Your hands are unusually hard. When you strike a foe with your hands (not a weapon) in a stunning attack, the target's saving throw DC increases by +1. *Race:* Half-orc.

Hard to Track: You are skilled at moving around in the wilderness unseen. Anyone tracking you outdoors suffers a -2 penalty to Survival checks if you are alone. This penalty is reduced to -1 if you're with 10 or fewer individuals moving at a normal rate. *Race:* Elf.

Heat Tolerant: You spent a great deal of time living or training in hot, steamy environments. You have 1 point of natural fire resistance. *Race:* Human.

Hot-Tempered: You have a temper that flares up during battle. This can be invoked similarly to a barbarian's rage, but is different than and independent of any existing rage abilities. Once per day, you can activate your temper in battle as a free action. You receive +4 to your Strength but -2 to your Armor Class for two full rounds thereafter. *Races:* Dwarf, half-orc.

Impressive Beard: You possess a long, luxurious, immaculately trimmed beard that is sure to attract attention from other dwarves. As long as the beard remains intact and well kept, treat your Charisma score as two points higher when dealing with dwarven NPCs. *Race:* Dwarf.

Keen-Eared: You have a knack for distinguishing the sounds of purposeful movement, whispers and the like from ambient background noise. You receive a +2 bonus to all Listen checks. *Races:* Gnome, halfling.



Leaper: You can make prodigious leaps despite the presence of armor. You treat your armor check penalty as two points lower for purposes of Jump checks. *Races:* Human, elf, gnome.

Loner: You prefer to fight alone. Others confuse and distract you in battle. You receive a +1 bonus to attack rolls when you are fighting one-on-one against a single opponent, with no allies helping out (or within five feet in any direction). This bonus does not stack with the Weapon Focus feat. *Races:* Human, half-orc.

Natural Tracker (ranger only): You are adept at tracking in your native terrain. You receive a +2 bonus to all Survival checks to track in one specific terrain type — arctic, forest, jungle, mountains, desert, coastal/ island. You receive +1 bonus in all other types of wilderness (but not in cities or developed areas). *Race:* Elf.

Precise Targeting: You have an amazing ability to pick out just the right place to hit in combat. You receive a +1 bonus to hit only when rolling to confirm a critical threat. This ability functions only for a specific weapon, as with the Weapon Focus feat and other similar feats. Improved Critical overrides Precise Targeting. *Race:* Human.

Quick-Footed: You are noticeably faster than others of your race. Add +5 feet to your speed, as long as you wear only light or medium armor. This benefit does not stack with a barbarian or monk's bonus speed. *Races:* Human, elf, gnome, halfling.

Rock of Stability: You are even more stable in combat than others of your race. You receive a +1

bonus on ability checks made to resist being bull-rushed or tripped. This stacks with any other similar bonuses you may have. *Race:* Dwarf.

Scarred: You have a significant scar that marks you as interesting or attractive in your culture. You receive a +2 bonus to Diplomacy checks when dealing with creatures that respect such scars. The effect on those who consider scars ugly can be the opposite. At the GM's option, you might suffer a -1 or even a -2 penalty to Diplomacy checks when dealing with those who find a scar disgusting or unsightly. *Race:* Half-orc.

Sharp-Eyed: You are trained to notice things in combat. You receive a +2 bonus to all Spot checks made when fighting, or when rolling to find out if you see enemies approaching or lurking in ambush prior to battle (i.e., to avoid being surprised). *Races:* Human, elf.

Shield Expert: You have trained in the use of a shield for all-out defense. You receive a +1 bonus to Armor Class when using a shield while fighting defensively or taking the total defense action. This does not stack with the Expertise feat. *Races:* Human, dwarf, half-orc.

Survivor: You are used to surviving for long periods in open, uncivilized wilderness. You receive a +2 bonus to Survival checks for surviving (but not for tracking) in one specific terrain type — arctic, forest, jungle, mountains, desert, coastal/ island. You receive +1 bonus in all other types of wilderness (but not in cities or developed areas). *Races:* Human, elf, half-orc.

Thick-Boned: You receive 1 bonus hit point. In addition, you gain a second bonus hit point upon reaching 5th level in either the fighter, ranger or barbarian class. *Races:* Human, dwarf, half-orc.

Thick-Skinned: You have a thick hide strong enough to provide a certain amount of protection. You have +2 natural armor when wearing no artificial armor. This is reduced to +1 natural armor if you also wear light armor. *Races:* Dwarf, half-orc.

Veteran: You are a veteran of a recently concluded war or term of military service. As a mustering-out benefit, you receive a free masterwork weapon of your choice; this must be a weapon you are capable of using. You receive only half the normal starting gold for a character of your class, however. *Races:* Any.

Weapon Training: You have had such extensive experience with one particular type of exotic weapon that you may treat it as a martial weapon instead. Select a weapon from the following list: bastard sword, whip, orc double axe, spiked chain, dire flail, or two-bladed sword. The GM may also permit other exotic weapons depending on the campaign. *Race:* Orc.

Well Prepared: You adapt to combat easily and drop into a fighting posture the moment it occurs. You receive a +2 bonus to your initiative bonus in any battle as long as you are not surprised. *Races:* Human, gnome.

Racial Class Modifiers: Rogue, Bard

Appreciative Eye: You are adept at spotting and identifying valuable items. You receive a +2 bonus to Appraise checks for items falling into any one category of your choice: gems & jewelry, art (sculpture, paintings, etc.), weaponry, clothing & armor, books & writings, miscellaneous items. *Races:* Dwarf, gnome, halfling.

Agile: You are exceptionally agile, even more so than others of your race. You receive a +1 bonus to Climb and Jump checks in addition to any other bonuses. *Race:* Halfling.

Burly: You are very brutish in appearance and know how to use your looks to inspire fear. You receive a +2 to all Intimidate checks against a subject with a lower Strength score than yourself, as long as the target is of the same size or smaller. *Races:* Human, half-orc.

Climber: You are used to climbing while wearing armor. Treat any armor check penalty as two points lower when using the Climb skill. *Races:* Human, gnome, halfling.

Countersinger (bard only): You have been taught special techniques that deal with disrupting enemy attacks based on sound. Whenever you sing a countersong, you receive a +2 bonus on your Perform check. *Races:* Elf, gnome.

Decipherer: You are adept at reading ancient texts and pick up on nuances of a given language quickly. You receive a +2 bonus to Decipher Script checks when studying an ancient tongue, as long as you have successfully deciphered a snippet of that language in the past. *Races:* Human, elf.

Direction Sense: You have a built-in compass that keeps you from getting lost. You receive a +2 bonus on any skill check that involves determining an accurate direction. This ability functions only in certain locations depending on race — humans can employ it only in towns and cities, elves in forests, dwarves underground, and half-orcs in the wilderness. *Races:* Human, dwarf, elf, half-orc.

Distance Vision: You have good long-range vision. Treat any target in the distance as being 20 feet closer for purposes of spotting penalties (i.e., you ignore the first range penalty applied for spotting range). *Races:* Human, elf, half-orc.

Distant Ancestor: Somewhere in your past, you had an ancestor from one of the other standard races (or possibly orc) — half-elves can choose any other race besides human or elf. For example, a human might have a dwarven great-grandparent. You receive a +4 bonus when emulating this race for a Use Magic Device check. This mixed blood has no other effect on gameplay other than possible roleplaying opportunities. *Races:* Human, dwarf, elf, gnome, halfling.

Double-Jointed: Your arms and legs are unusually flexible. You receive a +2 bonus to Escape Artist checks when wriggling through tight spaces, or to work loose from ropes or similar bonds. This bonus does not apply to manacles, magical ensnarement or grapple checks. *Races:* Human, elf, halfling.

Educated: You have had an outstanding education. You have one extra skill point at 1st level over and above the extra 4 points all humans receive. In addition, you receive one additional bonus skill point upon reaching your next level, regardless of whether you multiclass. *Race:* Human.

Eye-Catcher: You have an uncanny ability to distract a “mark” while you pick his pocket. You must first succeed in a Perform or Bluff check (DC 12 + target level) to provide the distraction. If this roll is successful, you gain a +2 bonus to your Sleight of Hand check — but only for determining if the mark noticed the attempt. *Races:* Human, gnome, halfling.

Foot Dodger: Your small size allows you to duck underneath opponents more easily in combat. You receive a +2 bonus to Tumble checks against targets of at least one size category larger than yourself. This bonus does not apply if the opponents do not have some sort of legs or feet to duck under and in between. *Races:* Gnome, halfling.

Glib Tongue: You can tell lies so smoothly that most listeners have little reason to doubt your word. You receive a +2 bonus to all Bluff checks when you tell a deliberate lie. *Races:* Human, gnome, halfling.

Inner Hunch: Your upbringing among nonorcs has given you an almost supernatural ability to tell what others are thinking about you. You receive a +2 bonus to Sense Motive checks when trying to get a “hunch” about someone. *Race:* Half-orc.

Inspirational (bard only): You know certain military songs and music that are useful at inspiring your allies. Once per day, you may sing to inspire courage without counting this song against your daily limit. *Races:* Human, dwarf, half-orc.

Intriguing Voice (bard only): Your voice is so remarkable that foes can seldom resist its allure. You receive a +2 bonus on your Perform check when singing to fascinate an opponent. This bonus does not apply to a suggestion implanted after your fascinate attempt succeeds. *Race:* Elf.

Keen-Eared: You have a knack for distinguishing the sounds of purposeful movement, whispers and the like from ambient background noise. You receive a +2 bonus to all Listen checks. *Races:* Gnome, halfling.

Knotmaster: You know how to tie special knots that slip back and forth, tighten when pulled against, and so forth. You gain a +2 bonus to Use Rope checks for making knots. *Races:* Human, gnome.

Knowledgeable: You have been around a while and know a lot of things. You receive a +2 bonus with a single Knowledge skill of your choice (bards may select bardic knowledge). *Races:* Dwarf, elf, gnome.

Leaper: You can make prodigious leaps despite the presence of armor. You treat your armor check penalty as two points lower for purposes of Jump checks. *Races:* Human, elf, gnome.

Natural Stealth: You are very light (at least 10 pounds underweight) and can hide and move quietly while wearing armor. Treat any armor check penalty as one point lower for Hide and Move Silently checks. *Races:* Elf, gnome, halfling.

Nimble-Fingered: Your thin and nimble fingers are ideal for lockpicking. You gain a +1 bonus to Open Lock checks when using no tools or standard thieves’ tools. This bonus does not apply when using masterwork thieves’ tools. *Races:* Dwarf, gnome, halfling.

Nondescript: You are normal and/ or average for your race. This allows you to disguise yourself more easily. You receive a +2 bonus to Disguise checks when not trying to impersonate a specific person, alter gender, or look like a member of a different race. *Races:* Human, dwarf, elf, halfling.

Opportunistic (rogue only): You are quick to take advantage when opponents leave themselves open to

attack. You receive a +1 bonus to hit when making a sneak attack against a flat-footed foe. *Races:* Human, halfling.

Shadowy: You are used to dark places and know how to use them to your advantage. If you wear dark clothing and are not moving in a shadowy area (lit by torchlight or less), you gain a +2 bonus to your Hide check. *Races:* Gnome, halfling.

Skilled Searcher: You are adept at searching. Your racial bonus for Search checks is increased by an additional +1. *Race:* Elf.

Streetwise: You have a variety of contacts and information sources at the city in which you grew up. You receive a +2 bonus to Gather Information checks in your home city or town. In campaigns with no large cities, the GM may substitute a small region or kingdom instead. *Races:* Human, half-orc, halfling.

Strong Swimmer: You are adept at swimming when wearing armor or carrying heavy loads. You ignore the first 10 pounds of gear for purposes of determining skill penalties. *Races:* Human, half-orc.

Suggestive: You can suggest things to others through sly hints and body language. You gain a +2 bonus to Bluff checks when trying to send a non-verbal message. *Races:* Human, elf, gnome, halfling.

Talented: You have a natural talent for a specific type of performance. You receive a +2 bonus when using your favored performance type (select from the Perform list). This bonus does not count as ranks for purposes of bard special abilities. *Races:* Human, elf, halfling.

Tightrope Walker: You have a highly developed sense of balance. You receive a +2 bonus to all Balance checks made when walking along ropes, narrow beams, or any similar item or location, as long as you are wearing light or no armor. *Races:* Human, elf, gnome, halfling.

Trap Step: You have an intuitive sense about how traps work and where to step so as to avoid them. You can bypass a trap without disarming it if you beat the trap’s DC by 5 or more on a Disable Device check (as opposed to the usual 10). *Race:* Halfling.

Writing Analyst: You are trained in indentifying official documents, seals and similar writings. You receive a +2 bonus to your Forgery check when analyzing a suspected forgery. *Races:* Human, elf, gnome.

Racial Class Modifiers: Cleric, Druid

Animal Friend (druid only): You are skilled at working with a certain type of animal. You gain a +2 bonus to Diplomacy checks when using wild empathy with one animal type of your choice (dog, horse, lizard, etc.). *Races:* Human, elf.

Animal Speak: Your racial ability to speak with burrowing mammals increases to 2 minutes plus 1 minute for every three cleric or druid levels you attain. *Race:* Gnome.

Aura of Turning (cleric only): Your connection to the earth enhances your ability to turn or rebuke undead. When underground, you receive a +1 bonus to all turning checks. *Races:* Dwarf, gnome.

Combat Caster: You excel at casting spells in combat. You receive a +2 bonus to Concentration checks when casting defensively. *Races:* Human, dwarf, half-orc.

Gift of Healing: You have a special affinity for channeling healing magic. Once per day, a cleric can convert one domain spell into a healing spell using spontaneous casting. Once per day, a druid may convert one spell into a healing spell one or more levels lower. *Races:* Human, elf, halfling.

Healing Touch: Through the use of special techniques known only to your race, your healing spells have higher than average potency. When you cast a healing spell, you can choose to reroll the result one time. You must live with the results of the second attempt, however. You can make one such reroll per day for each level of spells you are capable of casting (i.e., one first-level spell per day, one second-level per day, and so on). *Races:* Gnome, halfling.

Large Animal (druid only): You are a bulky individual and can befriend animals of a larger size. You can befriend a single animal companion of +1 Hit Dice more than normal (so 3 HD instead of 2). *Races:* Human, half-orc.

Lure Resister (druid only): You have natural resistance to the spell-like abilities of fey creatures. You receive a +2 bonus to all such saving throws. This stacks with the resist nature's lure class ability. *Races:* Elf, gnome, halfling.

Minor Spell Memory: You have a good memory for spells and earn one bonus 0-level spell each day. *Races:* Human, elf.

Order's Gift: You belong to an established order, grove or church that has given you a masterwork weapon in appreciation of your hard work and dedication. If you worship a deity with a favored weapon, the masterwork weapon is of the same type. Otherwise, it is of any type that you can wield. You begin with only half the normal amount of starting gold for a character of your class, however. *Races:* Human, dwarf, elf.

Summon Mastery: Your summoned creatures are often superior specimens. Once per day when you cast a *summon monster* or *summon nature's ally* spell (as appropriate), the creature summoned has maximum hit points for its type. *Races:* Elf, gnome.

Touch of Pain: You have a knack for using divine magic to inflict pain. When you cast an *inflict* spell, you can choose to reroll the result one time. You must live with the results of the second attempt, however.

You can make one such reroll per day for each level of spells you are capable of casting (i.e., one first-level spell per day, one second-level per day, and so on). *Races:* Dwarf, half-orc.

Turning Dedication (cleric only): You may increase your turning or rebuking attempts per day by one, due to the special affinity you enjoy over the undead. Also, if you take the Extra Turning feat, you receive five extra turning attempts per day instead of four. *Races:* Human, elf.

Venom Treater: You have training in the treatment of poisons. You receive a +2 bonus to Heal checks to treat poison. *Races:* Dwarf, gnome.

Racial Class Modifiers: Sorcerer, Wizard

Alchemical Crafter: You have been trained in the creation of a specific type of alchemical item — alchemist's fire, smokestick, tindertwig, antitoxin, sunrod, tanglefoot bag, or thunderstone. (The GM may allow you to choose from other nonmagical items.) You receive a +2 bonus to Craft (alchemy) checks when creating that particular type of item. *Races:* Gnome, halfling.

Armored Caster: You are comfortable casting spells while wearing armor. Reduce your arcane spell failure chance by 5% when wearing light armor only. *Races:* Human, dwarf, half-orc.

Cold Specialist: You are skilled at casting cold spells. Add +1 point of damage to the result of any spell with the [cold] descriptor, up to the spell's maximum damage (e.g., a spell that rolls 1d8 for damage cannot exceed 8 points of damage). *Race:* Halfling.

Combat Caster: You excel at casting spells in combat. You receive a +2 bonus to Concentration checks when casting defensively. *Races:* Human, dwarf, half-orc.

Directed Spells: Whether through luck, skill or help from some unknown source, your spells find their target better than most. You gain a +1 bonus to hit when making a ranged touch attack. *Races:* Human, halfling.

Energy Mastery: Your spells are more potent against a certain energy type: acid, cold, electricity, fire, or sonic (choose when you select this racial class modifier). *Protection from energy* or *resist energy* spells you cast against that energy type last for 15 minutes per level instead of the standard 10 minutes per level. *Races:* Dwarf, half-orc.

Familiar Bond: You have a superior bond with your familiar. You are considered two class levels higher when determining your familiar's natural armor adjustment, Intelligence score and special abilities (see the Familiars sidebar in the *Player's Handbook*). You must begin play with a familiar in order to select this

modifier. These benefits apply only to your starting familiar, not to any replacements or constructs that act in a similar manner. *Race:* Elf.

Fast Identification: Your casting time for *identify* is only 30 minutes. You must know *identify* at 1st level to select this modifier. *Races:* Elf, halfling.

Fighting Caster: You are good at hitting targets with your spells. You gain a +1 bonus to your roll for spells that require a ranged touch attack. *Races:* Dwarf, half-orc.

Fire Specialist: You are skilled at casting fire spells. Add +1 point of damage to the result of any spell with the [fire] descriptor, up to the spell's maximum damage (e.g., a spell that rolls 1d8 for damage cannot exceed 8 points of damage). *Race:* Gnome.

Forceful Caster: Choose one school of magic. You get a +1 bonus on caster level checks (1d20 + caster level) made to overcome spell resistance when casting spells from that school. This does not stack with the Spell Penetration or Greater Spell Penetration feats. *Races:* Elf, gnome.

Keen Nose: Your sense of smell is so highly developed that you receive a +1 bonus to Craft (alchemy) checks, in addition to the +2 that your race receives normally. You may also apply this to Search or Spot checks when odors may influence such attempts. (You might not be able to see the troll lurking in the darkness, but your nose could pick out its scent....) *Race:* Gnome.

Linguist: You have picked up a new language in your travels. You receive one additional bonus language that does not count against those allowed by your Intelligence modifier. You must have at least Intelligence 10 to select this modifier. The GM decides whether a given language is inappropriate for a starting character to have encountered (Gnoll may be reasonable, but Celestial is unlikely). *Races:* Human, elf, gnome, halfling.

Magic Insight: You are skilled at recognizing certain types of spells. Choose two schools of magic available to you. You receive a +2 bonus to Spellcraft checks to identify spells of those schools. *Races:* Elf, gnome.

Minor Spell Memory: You have a good memory for spells and earn one bonus 0-level spell each day. *Races:* Human, elf.

Missile Mastery: You can cast *magic missile* to greater effect. You may add an additional +1 point of damage to each missile's damage result. *Race:* Elf.

Natural Abilities: Each day, you may use one of your five spell-like abilities twice instead of once. You must have Charisma 11 or higher, and may select the extra spell use each day as the situation dictates. *Race:* Gnome.

Shock Mastery: You have a special affinity for *shocking grasp*. You may add +1 point of damage per level to the damage result. *Races:* Halfling.

Sleep Mastery: You have a special affinity for *sleep*. You affect a total 5 Hit Dice of creatures instead of the normal 4 HD. *Races:* Gnome, halfling.

Spray Mastery: You have a special affinity for *color spray*. Your range is 20 feet with the spell instead of the standard 15 feet. *Race:* Gnome.

Summon Mastery: Your summoned creatures are often superior specimens. Once per day when you cast a *summon monster* spell, the creature summoned has maximum hit points for its type. *Races:* Elf, gnome.

Suspicious: You get a funny feeling up the back of your neck when someone spies on you magically. You receive a +2 bonus when making a check to detect someone watching you via a scrying spell, a *crystal ball*, or a similar item or ability. *Races:* Dwarf, half-orc.

Trivia Buff: You know bits of information which occasionally add up to useful data. You receive a +1 bonus to Knowledge (local) and to one other Knowledge skill of your choice. *Race:* Human.

CHAPTER TWO

CHARACTER CLASSES

One of the advantages of the d20 System is the rich variety of character classes available at the prestige level. In addition to those prestige classes presented in the *DMG*, many more exist in other expansion products for the d20 line. Taking on a prestige class provides additional abilities not available to standard characters and a wide variety of roleplaying opportunities.

This chapter provides a number of new prestige classes but doesn't stop there. It also has elite prestige classes — prestige classes available only to high-level characters, with powers commensurate with the level requirements. Since these classes would take a character beyond the normal 20-level limit, an alternative set of rules for epic-level play is also provided, enabling a character to progress as high as 30th level without employing the special epic system from the *DMG*.

New Prestige Classes

These prestige classes are available to characters in addition to those presented in the *DMG* and other products. Use of these classes is subject to Game Master approval.

Dilettante

While others choose to specialize in a given field of study, the dilettante tries a little bit of everything. He is a drifter, living life for the fun of it, never knowing or caring what is coming around the corner. Most are wanderers, rarely staying in one place for long, although some find homes in large cities or small kingdoms. Most professionals consider dilettantes to be amateurish dabblers, but these jacks-of-all-trades (masters of none) do have access to an amazingly wide range of abilities.

A dilettante has tried many professions but cannot settle on one specific one as his favorite. As a result, he picks up a wide variety of skills but rarely masters any of them. He knows something about fighting,

something about thieving, something about spellcasting — but never as much as a more specialized individual. Dilettantes consider themselves well rounded and would be described as “Renaissance men” if that term were practical in a fantasy setting.

The path of a dilettante is a life decision — it is not something to be taken lightly. Once a character selects this prestige class, strict limitations are placed on his advancement in other classes. This prestige class is, however, ideal for characters who want to be able to do a little bit of everything.

True dilettantes are rare — most who consider themselves such are little more than characters with a few multiclass levels. Humans, who already are well rounded, are most frequently seen in this role. Some elves, possessed of an inexplicable wanderlust, take on this mantle as well. Dwarves and gnomes almost never become dilettantes, although halflings occasionally choose such a life, trying a little bit of everything as they explore the world.

Hit Die: d6.

Requirements

To become a dilettante, a character must fulfill all of the following criteria.

Alignment: Any chaotic.

Skills: One rank in at least 20 different skills, and no more than 5 ranks in any one skill.

Spells: Able to cast both divine and arcane spells.

Special: One level in each of three different classes. One class must be barbarian, fighter, paladin or ranger. Another class must be either bard or rogue.

Class Skills

The dilettante treats *all* skills as class skills. He may buy no more than two ranks of any given skill per level, however. See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the dilettante prestige class.

Weapon and Armor Proficiency: Dilettantes are proficient with all simple weapons, light and medium armor, and shields (except tower shields).

Spells per Day: The dilettante must know some arcane and some divine spells as a prerequisite for this prestige class. Each time he earns a new level, he receives new spells according to Table 2–1. These spells are in addition to any he gains from and are prepared using the same methods and restrictions as with his previous spellcasting classes.

Other Classes: Once a character has taken a level of the dilettante prestige class, he may never advance another class to a level higher than his dilettante level.

Bonus Feats (Ex): Starting at 1st level, the character gains a bonus feat at every other dilettante level. These feats are in addition to any that all characters gain through normal level progression. He may select any feat for which he meets the prerequisites, except that each bonus feat chosen at 3rd and 7th levels must be either a fighter bonus feat or a metamagic feat.

Special Abilities: Starting at 2nd level, the dilettante has picked up enough information from his wanderings to gain one special ability every other dilettante level. The dilettante must have at least one level in the core class from which the ability is derived.

Use the character's dilettante + relevant core class levels to determine whether he meets the minimum level requirement for the ability desired. Each ability functions as normal but does not stack with any similar ability gained from another class, except as noted. The dilettante may select a given special ability only once, unless otherwise indicated.

Bardic Knowledge: As the bard ability.

Countersong: As the bard ability.

Damage Reduction (1/–): As the barbarian ability.

Evasion: As the rogue or monk ability.

Fascinate: As the bard ability.

Favored Enemy: As the ranger ability. This is in addition to any favored enemies from the character's ranger levels.

Flurry of Blows: As the monk ability. Add the character's dilettante level to his monk level when determining the associated penalties (i.e., a 4th-level dilettante with one monk level has a –1 penalty to hit when using a flurry of blows).

Inspire Courage: As the bard ability.

Inspire Greatness: As the bard ability.

Purity of Body: As the monk ability.

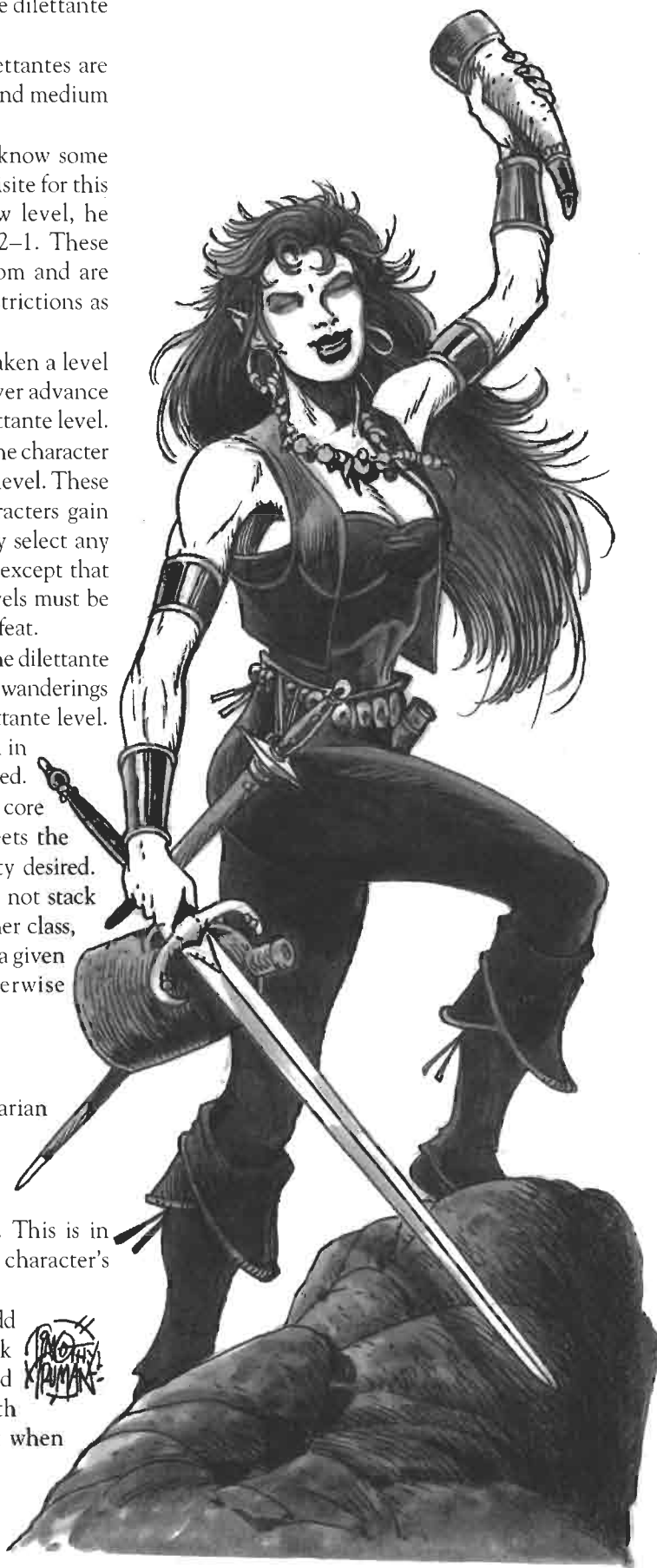


Table 2-1: The Dilettante (Dlt)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	Bonus feat
2nd	+1	+0	+0	+1	Special ability
3rd	+2	+1	+1	+2	Bonus feat (fighter or metamagic)
4th	+3	+1	+1	+2	Special ability
5th	+3	+1	+1	+3	Bonus feat
6th	+4	+2	+2	+3	Special ability
7th	+5	+2	+2	+4	Bonus feat (fighter or metamagic)
8th	+6	+2	+2	+4	Special ability
9th	+6	+3	+3	+5	Bonus feat
10th	+7	+3	+3	+5	Special ability

Dilettante Spells per Day

Level	Divine Spells				Level	Arcane Spells			
	1	2	3	4		1	2	3	4
1st	1	—	—	—	1st	1	—	—	—
2nd	2	—	—	—	2nd	2	—	—	—
3rd	2	1	—	—	3rd	2	1	—	—
4th	2	2	—	—	4th	2	2	—	—
5th	2	2	1	—	5th	2	2	1	—
6th	2	2	2	—	6th	2	2	2	—
7th	3	3	2	—	7th	3	3	2	—
8th	3	3	2	1	8th	3	3	2	1
9th	3	3	2	2	9th	3	3	2	2
10th	4	3	3	2	10th	4	3	3	2

Rage (1/day): As the barbarian ability. This is in addition to any existing rage from the character's barbarian levels.

Rogue Special Ability: Choose one of those listed for rogues of 10th level and above.

Slow Fall: As the monk ability.

Sneak Attack (1d6): As the rogue ability. The character gains +1d6 to any existing rogue sneak attack damage bonuses.

Trackless Step: As the druid ability.

Turn Undead: As the paladin ability. Treat any dilettante levels as paladin levels for this purpose.

Uncanny Dodge: As the barbarian or rogue ability.

Venom Immunity: As the bard ability.

Wild Shape (1/day): As the druid ability. This is in addition to any other wild shaping permitted from previous druid levels.

Woodland Stride: As the druid ability.

Elementalist

In the course of mystical studies, many spellcasters become intimately familiar with magic that deals with the elements. After all, many spells employ the four elemental powers of air, earth, fire and water. Those who take their study of these powers a step further and delve into the malleable nature of the raw elements are known as elementalists.

An elementalist is a specialized spellcaster who employs elemental energies with a higher level of skill than his less adept fellows. An elementalist unleashes the untamed potential of the elements to impressive, often chaotic effect. Elementalists can use divine or arcane magic, or any of the other types of magic described elsewhere in this book.

Most elementalists come from races associated with one or more types of natural forces. Dwarves, who have always been close to the earth and the fires it contains, are by far the most numerous of this prestige class. Humans and half-elves, who are found in nearly any environment, also make good elementalists. Elves and gnomes are less common in this role.

Hit Die: d4.

Requirements

To become an elementalist, a character must fulfill all of the following criteria.

Alignment: Any chaotic.

Skills: Concentration 8 ranks, Spellcraft 8 ranks.

Feats: Three metamagic feats, one of which must be Heighten Spell.

Spells: Able to cast five 3rd-level elemental spells.

Class Skills

The elementalist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Knowledge (any) (Int), Profession (Wis) and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the elementalist prestige class.

Weapon and Armor Proficiency: Elementalists gain no proficiency with any weapon or armor.

Spells per Day: The elementalist can be either an arcane or divine spellcaster. When the character gains a new level in the elementalist



Table 2-2: The Elementalist (Ele)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+0	Elemental specialty 1, elemental resistance	+1 level of existing class
2nd	+1	+3	+0	+0	Elemental domain 1	+1 level of existing class
3rd	+1	+3	+1	+1	<i>Elemental summoning I</i>	+1 level of existing class
4th	+2	+4	+1	+1	Elemental specialty 2	+1 level of existing class
5th	+2	+4	+1	+1	Elemental domain 2, elemental power	+1 level of existing class
6th	+3	+5	+2	+2	<i>Elemental summoning II</i>	+1 level of existing class
7th	+3	+5	+2	+2	Elemental specialty 3	+1 level of existing class
8th	+4	+6	+2	+2	Elemental domain 3	+1 level of existing class
9th	+4	+6	+3	+3	<i>Elemental summoning III</i>	+1 level of existing class
10th	+5	+7	+3	+3	Elemental specialty 4	+1 level of existing class

prestige class, he gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example). If he knows both divine and arcane spells, he selects one of the two at his option to apply new spells — he does not gain new spells per day in both categories!

Elemental Specialty (Ex): At 1st level, the elementalalist selects one element: fire, earth, air or water. When casting spells or using magic items that employ elemental powers of his specialty, he treats the spell as one level higher than normal. For example, a *wand of fireballs* created at 5th level is treated as 6th level when employed by a fire-specialized elementalalist. The selection of a specialty does not affect any other spells cast by the elementalalist.

The elementalalist selects a second specialty at 4th level, a third specialty at 7th level and is specialized in all four elements upon reaching 10th level.

Non-Elemental Unfamiliarity (Ex): The elementalalist spends so much time working with elemental magic that he loses focus on other types of spells. When casting a nonelemental spell, he treats it as though he were one caster level lower than he actually is. For example, an elementalalist with nine caster levels (six from previous wizard levels and three from elementalalist levels) would cast nonelemental spells as though he were 8th level, elemental spells at 9th level, and elemental specialty spells at 10th level.

Elemental Resistances (Ex): The elementalalist is intimately familiar with the elements in which he works. Each time he advances a level, he receives a

+1 bonus to saving throws and 1 point of resistance against each element in which he is specialized, as listed below.

Specialty	Save/Resistance Versus
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold

For example, a 1st-level elementalalist selects fire as his specialty, gaining a +1 bonus to saves against fire effects and fire resistance 1. The same elementalalist at 4th level chooses air as his second specialty. He now has a +4 bonus to saves against fire effects and fire resistance 4, and gains a +1 bonus to saves against electricity effects and electricity resistance 1.

Elemental Domain (Ex): At 2nd level, the elementalalist gains the domain spell category for the element in which he specialized at 1st level (air, earth, fire, water). He receives a bonus spell from this domain at each level he is eligible to cast. This domain and any spells cast from it are in addition to any he gains from cleric levels. If the character is an arcane spellcaster, he still gains the domain spell list and casts as a cleric of equal level.

The elementalalist gains a second domain at 5th level and a third at 8th level. Each new domain must match the element in which he specialized at 4th and 7th levels, respectively. The character may still cast only one bonus spell from among multiple elemental domains, however.

Elemental Summoning (Sp): Beginning at 3rd level, an elemental may summon an elemental once per day as a spell-like ability. The elemental must be from an element in which the character is specialized. Summoning the creature is a standard action, and it arrives on the character's next initiative. The summoned elemental remains for a full day unless destroyed or if the elemental dismisses it (summoning another elemental dismisses an existing one automatically). The elemental can summon a Large elemental at 3rd level, a Huge elemental at 6th level and a Greater elemental at 9th level.

Elemental Power (Ex): At 5th level, the elemental receives access to special powers based on his specialties. These abilities may be employed as a free action and may be used once per day for every level above 4th (i.e., one time at 5th level, twice at 6th level, and so on).

Fire: The character may take control of natural, ordinary fire for one round per elemental level.

When using this ability, he can control up to 100 cubic feet of flames. He can put them out, fan them into a larger blaze, or cause them to move as he demands. A fire may not cross anything that is not flammable, such as water or solid metal, but otherwise will move across anything it touches. If no fire exists in the first place, the elemental may use the first round of this ability to create one. If desired, the character may step into or through a controlled flame with no harm to himself, and can even use the fire as a means of concealment.

Water: For five hours, the character may breathe water as if it were air. During this period, the elemental and any gear he carries will be unaffected by any detrimental effects of water (spell books he carries cannot become waterlogged, for example). Note that a 10th-level elemental can effectively breathe water all day long with no ill effects.

Earth: For one minute per elemental level, the character may *meld into stone*, as the spell.

Air: For one hour, the character may *fly* as the spell.

Gallowglass

While some warriors prefer to fight with nimbleness and speed, some prefer safety over mobility. Eschewing any attempts at fleet-footedness, these brutes cover themselves with armor and plant themselves in place, daring anyone to try fighting them. Such warriors are not outfitted for assaults, but to defend fixed positions such as castle gates and narrow tunnels.

The gallowglass is the foot equivalent of the mounted knight — highly specialized and outfitted with the best equipment available, but lacking any sort of reasonable maneuverability. Indeed, the gallowglass's special gear infers significant penalties if worn while mounted,



Table 2-3: Gallowglass Armor

Armor Type	Cost	Slot	Armor Bonus	Max. Dex Bonus ¹	Armor Check Penalty ²	Attack Penalty ³	Speed (30 ft.)	Weight
Veteran armor	2,500	Armor	+9	+0	-8	-4	15	60 lb.
Guardian armor	3,500	Armor	+10	-1	-10	-6	10	75 lb.
Juggernaut armor	5,000	Armor	+12	-2	-15	-8	5	120 lb.
Chestplate	750	Vest	+1	—	-1	—	—	10 lb.
Chain cloak	800	Cloak	+1	—	-1	—	—	12 lb.
Great greaves	500	Boots	+1	—	-1	—	—	15 lb.
Joint guards	500	—	+1	—	-2	—	—	5 lb.
Mighty helm	1,000	Head	+1	—	-1	—	—	10 lb.
Sentinel shield	1,250	Shield	+3	—	-3	—	—	20 lb.
Shield bracers	600	Bracer	+1	—	-1	—	—	8 lb.

¹ The negative modifier counters the beneficial effects of special armor materials, such as mithral, but does not apply an actual Dexterity penalty to AC.

² Apply to any Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Ride, Sleight of Hand and Tumble checks. Double the normal penalty applies to Swim checks.

³ The weight and restrictive weight of ultra-heavy armor applies a penalty to the wearer's attack rolls.

Chestplate: An armored vest that hangs over existing armor. Wearing this add-on applies a -1 penalty to off-hand attacks, including shield bashes, due to reduced flexibility.

Great greaves: Leggings that cover the existing armor below the waist. A character cannot run while wearing this add-on, although he may charge or make a double move.

Shield bracers: Arm-length bucklers that can be used to block incoming blows. Wearing this add-on applies a -2 penalty to all Dexterity checks and skills that require arm or hand motions.

Mighty helm: This immense helmet covers the head in a double layer of metal and padding. If an enemy threatens a critical hit, the wearer's AC is considered to be 1 point higher for purposes of threat confirmation. Wearing this add-on applies a -2 penalty to any skill or activity that requires sight or hearing.

Chain cloak: A thick cloak made of chain links. This gives the wearer an additional +1 armor bonus against flank attacks (in addition to the chain cloak's normal armor bonus). Due to the cloak's weight, wearing this add-on restricts the character to using Cleave, Great Cleave and Whirlwind Attack only against targets adjacent to his original opponent.

Sentinel shield: A shield almost as large as a tower shield which only a gallowglass could wield in combat effectively. The shield applies a +2 bonus to wearer's Strength check for a bull rush. The shield is somewhat unbalancing, though, applying a -2 penalty to checks to cause or avoid being tripped.

Joint guards: Flexible joints that cover the elbows, knees, neck and other vulnerable points, making it almost impossible to penetrate the armor's metal shell. They do restrict movement, however, applying the armor check penalty to any ability or skill check involving movement (e.g., to a grapple roll or a Reflex save).

Juggernaut armor: The best suit of nonmagical armor ever devised, juggernaut armor offers the wearer a tremendous armor bonus. Its sheer mass applies a -4 penalty to his initiative checks, however.

while flying or while using any sort of movement other than by foot.

Gallowglasses are rarely found without heavy armor, and they have the ability to create and employ special armors that provide unheard-of levels of protection. Members of this prestige class must be incredibly strong, however, and do not move quickly. An adventuring gallowglass must rely on magical speed enhancements or very powerful mounts to keep up

with his fellows when traveling. A gallowglass excels at defense, not offense.

Most gallowglasses are humans, dwarves or half-orcs. Very few members of other races are powerful enough to take on this role. Elves, in particular, rarely use this sort of infantry because they do not employ this type of warrior as a general rule. Halflings and gnomes are simply too small to make effective gallowglasses.

Hit Die: d12.

Table 2-4: The Gallowglass (Glf)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Create ultra-heavy armor (guardian), Great Expertise
2nd	+1	+3	+0	+0	Blocker, reinforce armor
3rd	+2	+3	+0	+0	Inexorable
4th	+3	+4	+0	+0	Charging blocker (10 ft.)
5th	+3	+4	+0	+0	Create ultra-heavy armor (veteran)
6th	+4	+5	+1	+1	Charging blocker (+2), Superior Armor Proficiency 1
7th	+5	+5	+1	+1	—
8th	+6	+6	+1	+1	Charging blocker (+4)
9th	+6	+6	+1	+1	—
10th	+7	+7	+1	+1	Charging blocker (+6), create ultra-heavy armor (juggernaut), Superior Armor Proficiency 2

Requirements

To become a gallowglass, a character must fulfill all of the following criteria.

Race: Any Medium.

Base Attack Bonus: +6.

Abilities: Strength 18.

Skills: Craft (armorsmith) 8 ranks.

Feats: Endurance, Expertise.

Class Skills

The gallowglass's class skills (and the key ability for each skill) are Climb (Str), Craft (armorsmith) (Wis), Jump (Str), Profession (Wis), Ride (Dex) and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the gallowglass prestige class.

Weapon and Armor Proficiency: Gallowlasses are proficient with all simple and martial weapons, and all types of armor and shields (including ultra-heavy armor and tower shields).

Great Expertise (Ex): At 1st level, the gallowglass gains Great Expertise. This feat extends the standard Expertise feat, allowing the character to take as much as a -10 penalty to his attack and add the same amount (up to +10) to his Armor Class. This amount may not exceed the character's attack bonus.

Create Ultra-Heavy Armor (Ex): Beginning at 1st level, the gallowglass can build special armor with a higher bonus than normal (see Table 2-3). At 1st level, he can create veteran armor; at 5th level, he can make guardian armor; at 10th level, he can create juggernaut armor.

Construction follows the standard Craft rules for making armor. The gallowglass may employ helpers, but must do the actual design and creation himself. Ultra-heavy armor is not magical, although it can be made using any available material (adamantite, mithral, etc.). Others may enchant the armor once it is created if it is at least of masterwork quality.

Ultra-heavy armor is considered one step above heavy; thus, mithral ultra-heavy armor is still heavy armor, not medium armor. It can never be considered less than heavy armor, even if constructed of a special material that reduces armor by more than one weight category. The weight is such that the wearer may not use the Dodge, Mobility or Spring Attack feats. Also, when using a spell or magic item to fly, the character has his flying speed halved (quartered for juggernaut armor).

The armor is tailored for the gallowglass only and requires regular upkeep. Once a month, the gallowglass must work on the armor at a forge for a full day and succeed at a DC 20 Craft (armorsmith) check to keep it in working condition. Failing the roll or failing to make the maintenance check reduces the armor's bonus by 1 point per week until repairs are made. A significant change the gallowglass's height, weight, stature or physical form renders the armor useless until appropriate changes are made.

Blocker (Ex): At 2nd level, the gallowglass has learned how to interpose himself between an enemy and his intended path of movement. In any round in which he has not yet used any movement, the gallowglass can spend his attack of opportunity to instead take a 5-foot step into the opponent's square. The opponent must win a contest of strength to force his way past (or make a Tumble check to slip past)

and continue moving. If the opponent fails, he is knocked prone in his current location. This uses the gallowglass's attack of opportunity and his 5-foot step for the round.

Reinforce Armor (Ex): Starting at 2nd level, the gallowglass can build add-ons (or "reinforced armor"). Each increases his protection at the cost of a magic item slot (see Table 2–3). He can add one category of reinforced armor to an existing suit per level. Add-ons cannot be enchanted, and any special benefits from construction materials do not apply, except for weight reduction. Each piece of reinforced armor stacks its armor bonus with the gallowglass's main suit of armor. A 10th level gallowglass outfitted with nonmagical juggernaut armor and all add-ons has a base +21 armor bonus (including shield)!

Inexorable (Ex): Beginning at 3rd level, the gallowglass becomes very difficult to stop once in motion. If the character is wearing ultra-heavy armor and executes a bull rush, he receives a +1 bonus to his

Strength check for each gallowglass level above 2nd (i.e., +1 at 3rd level, +2 at 4th level, and so on). He also receives a similar bonus on all grapple checks made to initiate a grapple, but not to escape from one.

Charging Blocker (Ex): At 4th level, the gallowglass may move up to 10 feet to block an opponent (unless his total speed is less than 10 feet). Also, at 6th level and at every two levels thereafter, the gallowglass receives a cumulative +2 bonus to his Strength check when blocking, up to a total +6 bonus at 10th level.

Superior Armor Proficiency (Ex): By 6th level, the gallowglass can wear armor to greater effectiveness. He treats any armor check penalty as two points lower, any attack penalty from armor as one point lower, and regains 5 feet to his speed (up to his normal maximum).

At 10th level, the gallowglass treats the armor check penalty as four points lower, any attack penalty as two points lower, and he regains 10 feet to his speed (up to his maximum).

Gemcaster

Masters of the arcane arts have long been aware of the utility of gems in spellcasting, either as spell components or in the creation of magical items and formulas. Rarely are such baubles treated as anything else, however. Those who truly understand gems know these “tears of the earth” are capable of so much more.

Among the races who dwell under the ground — chiefly dwarves, but to a lesser extent gnomes — exists a rare breed of arcane masters who utilize gems to enhance their own spellcasting. Schooled from an early age to recognize, understand and work with jewels of all kinds, these gemcasters soon discover that their magic can be greatly improved when using what others dismiss as simple rocks — pretty and valuable, yes, but still nothing more than polished stones. Gemcasters rarely bother arguing with such people, instead simply nodding and keeping their secrets to themselves.

Gemcasters must be dwarves or gnomes — no other race possesses the interest, training or understanding required to employ their special breed of magic. In addition to their ability to create beautiful articles of jewelry with their inherent craft skills, gemcasters can also utilize gems as spell foci, enabling them frequently to avoid the requirements of spell components that can be expensive to find and/or bulky to haul around. Higher-level gemcasters can store spells in jewels, employ gems as impromptu metamagic feats, and increase their spellcasting abilities across the board. Not bad for just a few faceted baubles!

The primary disadvantage of this prestige class is its expense. Gemcasters must be fairly wealthy, as many of their abilities result in the destruction of the gems they use. In addition, they tend to walk around virtually encrusted in jewels and as such tend to attract the attention of thieves. Any would-be robber must, of course, contend with a mage’s powers, but even so, members of this class are definitely going to draw attention wherever they travel.

Hit Die: d4.

Requirements

To become a gemcaster, a character must fulfill all of the following criteria.

Race: Dwarf or gnome.

Skills: Appraise 6 ranks, Craft (gemcutting) 8 ranks.

Feats: Eschew Materials, Scribe Scroll.

Spells: Able to cast 3rd-level arcane spells.

Class Skills

The gemcaster’s class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (gemcutting) (Int), Decipher Script



(Int), Knowledge (any) (Int), Profession (Wis) and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the gemcaster prestige class.

Weapon and Armor Proficiency: Gemcasters gain no proficiency with any weapon or armor.

Spells per Day: The gemcaster is an arcane spellcaster. When the character gains a new level in the gemcaster prestige class, he gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example).

Create Gemscroll: Gemcasters can employ gems in lieu of scrolls. A gem used in this manner can hold but a single spell. It must be of the appropriate type as related to the school of magic involved (see Gem Foci, below) and of a value at least as high as the cost to scribe a scroll of the spell's level. Scribing a spell into a gem requires the same procedure and time as scribing a scroll but uses no writing implements or special inks — instead, the gemcaster discharges the spell into the gem and locks it there using unique arcane methods.

Invoking the spell within the gemscroll is handled as with a scroll, except that a character with no levels in gemcaster must make a successful Use Magic Device check to use it; *read magic* still discloses what kind of spell is locked within the gem. The gem crumbles to powder when the spell is triggered.

A gemscroll may be used as a gem focus (see below) as long as the spell contained within is not used. If a failed Spellcraft check destroys the gemscroll being used as a focus, however, the spell within is discharged. This is harmless, affecting nothing, unless the spell has an area of effect (the gem acts as ground zero).

Gem Foci (Ex): A gemcaster can use various jewels as the focus for certain magical abilities. To do so, he must have a jewel of the appropriate type in hand or on some piece of jewelry he is wearing. A gem focus worn as a ring, amulet or similar item does not count as using that magic item slot — unless, of course, it actually is a magic item in its own regard. Gems must be unaltered and uncovered — the gemcaster could not conceal them with paint or by using *reduce item*, for example.

Each of the schools of magic is represented by a specific type of gem (see below). If the gem involved comes in several types (e.g., sapphire, star sapphire, etc.), any variant will do. The value of the gem is important for certain class abilities, so it is useful for the character to have a well-developed Appraise skill.

School of Magic	Gem Focus
Abjuration	Topaz
Conjuration	Emerald
Divination	Ruby
Enchantment	Jacinth
Evocation	Diamond
Illusion	Moonstone
Necromancy	Opal
Transmutation	Sapphire

To use a special ability that involves a jewel, the gemcaster must be able to touch the gem, and if it is used as the focus for any spell that affects anyone other than the gemcaster himself, it must be aimed or pointed at the target. For a spell that requires touch, the character need not touch the jewel to the target — he only needs to be in contact with it himself while he touches the recipient.

Gem Identification (Ex): A gemcaster is familiar with gems and jewels of all types. When using the Appraise skill on a gem or piece of jewelry that includes gems, he earns a +1 per level bonus to determine the value of the gems themselves. If this check succeeds, he can also identify the exact type of gem by name (opal, ruby, garnet, etc.). This bonus does not extend to Appraise checks for nongem precious metals such as gold or platinum, nor does it include similar objects of value — such as pearls — that are not actually gems.

Gem Components (Ex): At 2nd level, a gemcaster learns the art of using gems as an arcane spell focus instead of material components. This is an extension of the abilities learned when he received the Eschew Materials feat.

When any spell requires a material component or spell focus costing up to 25 gp, the gemcaster may substitute a gem of the appropriate type worth 25 gp. The gemcaster may substitute more valuable gems for the same amount in material components as he gains levels: up to 100 gp value at 3rd level, up to 250 gp value at 5th level, up to 500 gp value at 7th level and up to 1,000 gp value at 10th level.

Component Value	Spellcraft DC
Up to 25 gp	10 + spell level
Up to 50 gp	11 + spell level
Up to 100 gp	12 + spell level
Up to 150 gp	13 + spell level
Up to 200 gp	14 + spell level
Up to 250 gp	15 + spell level
Up to 1000 gp	30

Table 2-5: The Gemcaster (Gem)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Create gemscroll, gem identification	+1 level of existing class
2nd	+1	+0	+0	+3	Gem components 1	+1 level of existing class
3rd	+1	+1	+1	+3	—	+1 level of existing class
4th	+2	+1	+1	+4	Gem components 2	+1 level of existing class
5th	+2	+1	+1	+4	Power gem	+1 level of existing class
6th	+3	+2	+2	+5	Gem components 3	+1 level of existing class
7th	+3	+2	+2	+5	—	+1 level of existing class
8th	+4	+2	+2	+6	Gem components 4	+1 level of existing class
9th	+4	+3	+3	+6	Greater power gem	+1 level of existing class
10th	+5	+3	+3	+7	Gem components 5	+1 level of existing class

If the gemcaster employs a gem instead of the normal components or focus, the gem may shatter in the casting. On a successful Spellcraft check (DC based on the component value), the gem substitutes for the component. On a failed check, the gem shatters and is destroyed (a roll of 1 on this check is always a failure). For example, a 7th-level gemcaster casting *stoneskin* while employing a 250 gp topaz to take the place of the required diamond dust makes a DC 19 Spellcraft check (component value of 15 gp + 4th level spell). The gold piece value is that of the required component, not the gem itself; so a 1,000 gp topaz has the same DC as the 250 gp one.

Power Gem (Sp): At 5th level, a gemcaster can concentrate arcane energies into a gem focus of at least 500 gp value, granting it certain powers. By discharging a single 1st-level spell of the appropriate school into a gem, he grants the resulting *power gem* certain special abilities. These effects last for 1 minute per gemcaster level regardless of which spell was actually used up. A gemcaster may discharge as many 1st-level spells as he has available into different gems, but no more than one spell into any particular gem. A gem focus used for this purpose must be nonmagical, and if it is being used as a gemscroll, any spell it contains is lost when the jewel is used as a *power gem*.

A *power gem* provides certain benefits to a gemcaster when he uses it as the arcane focus for any spell he casts (he may use such a gem regardless of whether or not the spell requires components or a spell focus). Using a gem in this manner does not affect the *power gem*'s status, but it may be destroyed on a failed Spellcraft check (DC and effect as described for the gem component ability). The character may use only one *power gem* as the arcane focus for any single spell.

Abjuration, Enchantment: The spell's duration is increased by 50%. This does not stack with the Extend Spell feat.

Illusion, Necromancy: The spell's saving throw DC is increased by 1. This stacks with the Spell Focus feat, but does not stack with Greater Spell Focus.

Transmutation, Evocation: The caster gains a +1 bonus to his check to defeat spell resistance. This stacks with the Spell Penetration feat.

Divination, Conjunction: The spell's variable numeric effects are increased by 15% in the same manner as with the Empower Spell feat. This does not stack with Empower Spell. If a conjunction spell is used to summon a creature, the 15% bonus applies to the creature's hit points (up to its normal maximum).

Greater Power Gem (Sp): At 9th level, the gemcaster can create more potent *power gems*. The jewel must be of at least 1,000 gp value and a 2nd-level spell must be discharged into it to enjoy the advanced abilities (a gem from 500–999 gp in value manifests only the standard *power gem* effect even if a 2nd-level spell is cast — thus, it is important to be accurate with Appraisal). Improved abilities are as follows:

Abjuration, Enchantment: The spell is cast as if the full Extend Spell feat was employed; this does not stack with Extend Spell.

Illusion, Necromancy: The spell's saving throw DC is increased by 2. This stacks with the Spell Focus and Greater Spell Focus feats.

Transmutation, Evocation: The caster gains a +2 bonus to his check to defeat spell resistance. This stacks with the Spell Penetration and Greater Spell Penetration feats.

Divination, Conjunction: The variable numeric effects are increased by 30%, with restriction as with *power gem*.

Pit Fighter

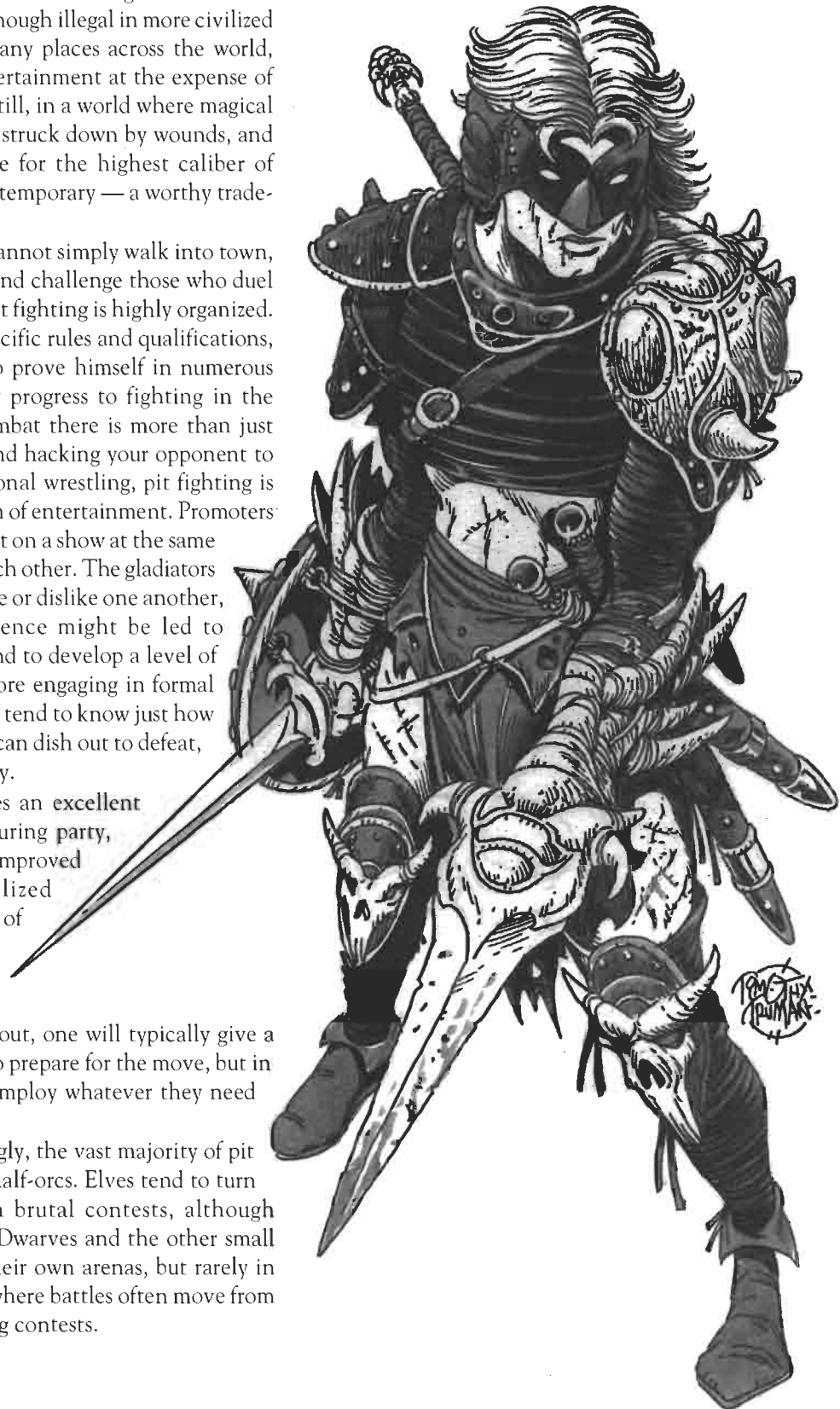
In many cultures, fighting has progressed beyond just a means to defend oneself and one's companions. In some places it is a career, where the strongest and most skilled can earn a decent living and a certain amount of celebrity. Although illegal in more civilized areas, arenas exist in many places across the world, providing sport and entertainment at the expense of those who fight there. Still, in a world where magical healing awaits for those struck down by wounds, and resurrection is available for the highest caliber of warrior, the pain can be temporary — a worthy trade-off for fame and glory.

In general, a fighter cannot simply walk into town, find the nearest arena, and challenge those who duel there to a battle. Most pit fighting is highly organized. Lawful areas provide specific rules and qualifications, and require a warrior to prove himself in numerous matches before he may progress to fighting in the arena. Furthermore, combat there is more than just whipping out a sword and hacking your opponent to bits. Much like professional wrestling, pit fighting is not just a sport but a form of entertainment. Promoters want their warriors to put on a show at the same time they are fighting each other. The gladiators in such arenas rarely hate or dislike one another, despite what the audience might be led to believe. In fact, they tend to develop a level of friendship and trust before engaging in formal combat. Generally, they tend to know just how much punishment they can dish out to defeat, but not slay, their enemy.

The pit fighter makes an excellent addition to any adventuring party, primarily because of his improved physique and specialized combat skills. As a result of their training, pit fighters know a variety of dirty tricks they can play on enemies. In a bout, one will typically give a signal to his opponent to prepare for the move, but in true combat they will employ whatever they need to ensure victory.

Perhaps not surprisingly, the vast majority of pit fighters are humans or half-orcs. Elves tend to turn up their noses at such brutal contests, although exceptions are known. Dwarves and the other small races tend to fight in their own arenas, but rarely in those of the “big folk,” where battles often move from all-out combat to tossing contests.

Hit Die: d10.



Requirements

To become a pit fighter, a character must fulfill all of the following criteria.

Alignment: Any non-lawful.

Base Attack Bonus: +6.

Skills: Bluff 6 ranks, Climb 6 ranks.

Feats: Improved Bull Rush, Weapon Specialization.

Special: The character must have participated in organized pit or arena combat at some point.

Class Skills

The pit fighter's class skills (and the key ability for each skill) are Bluff (Cha), Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis) and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the pit fighter prestige class.

Weapon and Armor Proficiency: Pit fighters are proficient with all simple and martial weapons, all types of armor, and shields (except tower shields). Armor check penalties for armor heavier than leather apply to the skills Balance, Climb and Jump.

Combat Performance: The pit fighter learns how to play up the most dramatic elements of combat, able to make a fight look far more exciting and lethal than it actually is. He gains a +1 bonus each level to his Bluff check for a feint, an attack for show or other combat-related maneuver that meets the GM's approval.

Attack for Show: When using a slashing or bludgeoning weapon, the pit fighter makes a Bluff check opposed by the opponent's Sense Motive check (as with a feint). If successful, the pit fighter gives the appearance of making a full, committed attack — however, half the damage inflicted is nonlethal (round down; the rest remains lethal). If the foe beats the pit fighter's Bluff attempt, the pit fighter must make a standard attack for nonlethal damage at –4 to hit.

Dirty Fighting (Ex): Over the course of his career, the pit fighter learns several types of dirty tricks he can employ on an opponent in battle. These are considered unworthy of a "true" fighter and will evoke the ire of some viewers — a paladin, for example, would never use such tricks, and would frown on them if he sees them used by an associate. At 1st level and again every three levels thereafter (i.e., 4th, 7th and 10th), the pit fighter selects one new trick from the list below. He can use only one specific dirty trick per battle. If he tries a trick on an opponent who has fought the pit fighter before, or has seen the character use such a ploy, the attempt is at a –2 penalty (where applicable).

Sand in the Eyes: A pit fighter can scoop up a handful of dirt, sand or other debris and throw it in an opponent's face. He can do this only with a hand that does not hold a weapon or shield, and must be on the ground or have picked up the handful before the battle started (some pit fighters carry around small pouches of sand just for this purpose). To employ this trick, he makes a normal off-hand attack at an opponent standing no more than five feet away. If he hits, the target must make a Fortitude saving throw (DC 10 + the pit fighter's attack bonus) or be blinded for 1d4+1 rounds. This ploy does not work against an opponent that lacks eyes, or that is more than one size category larger than the pit fighter.

Foot Stomp: A pit fighter frequently stomps on or kicks an opponent's foot to distract him during battle. This is an extra attack that is treated as an off-hand swing, but only for purposes of the kick itself (it does not cause any penalties to the character's other hands). The attack scores 1d4 damage, or 1d4+1 if wearing special spiked boots; critical 20 (x2). If the attack hits, the target is at –1 on all attacks on his next action. The target must (obviously) have feet and must be of the same size or smaller than the pit fighter.

Low Blow: A pit fighter knows just the right (ahem) spot to hit for maximum pain. If using a blunt weapon or unarmed attack, he may strike at a sensitive area — eyes, throat, groin, etc. — at a –4 penalty. Should the attack hit, it is treated as a successful sneak attack, using the character's sneak attack bonus or +2d6, whichever is higher. In addition, the target must make a Fortitude saving throw (DC 10 + the pit fighter's attack bonus) or be stunned on the following round as if hit by a monk's stunning attack. The target must have a known sensitive area and must be no more than one size category different (larger or smaller) from the pit fighter.

Salt in the Wound: Pit fighters can increase the pain caused by their weapons by dipping or lacing them with salt, or any other similar, common substance. The weapon must be prepared this way in advance, or it can be wiped with a cloth or similar item in battle as a partial action. The first time the pit fighter makes a successful hit with a salted slashing or piercing weapon, the target must make a Fortitude saving throw (DC 10 + the pit fighter's attack bonus) or suffer an additional 1d4 points of nonlethal damage, as well as a –1 penalty to all die rolls on the next action. This trick does not work against opponents that cannot feel pain, do not have blood, cannot be stunned or critically hit, or that have the feats Iron Will, Endurance or Toughness.

Exotic Weapon: Pit fighters train in many different and unusual weapon types. After all, the more

Table 2-6: The Pit Fighter (Pit)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Combat performance (+1 Bluff), dirty fighting 1
2nd	+2	+3	+0	+0	Combat performance (+2 Bluff), Exotic Weapon Proficiency
3rd	+3	+3	+1	+1	Combat performance (+3 Bluff), reputation
4th	+4	+4	+1	+1	Combat performance (+4 Bluff), dirty fighting 2, Exotic Weapon Proficiency
5th	+5	+4	+1	+1	Combat performance (+5 Bluff), flashy item 1
6th	+6	+5	+2	+2	Combat performance (+6 Bluff), Exotic Weapon Proficiency
7th	+7	+5	+2	+2	Combat performance (+7 Bluff), dirty fighting 3
8th	+8	+6	+2	+2	Combat performance (+8 Bluff), Exotic Weapon Proficiency
9th	+9	+6	+3	+3	Combat performance (+9 Bluff)
10th	+10	+7	+3	+3	Combat performance (+10 Bluff), dirty fighting 4, Exotic Weapon Proficiency, flashy item 2

interesting the fighter appears, the more famous and memorable he will be. At 2nd level, and every two levels thereafter, the pit fighter receives a free Exotic Weapon Proficiency feat.

Reputation: Beginning at 3rd level, the pit fighter acquires a reputation. His standard weapon and armor type are decorated in a special manner made to identify him, and those familiar with organized arena combat will frequently recognize him in public. This could have any of a variety of effects — members of the opposite sex may throw themselves at the character, well-wishers may offer advice or gifts, rivals may issue challenges or threats, and so forth. The character's Charisma score is considered to be 4 points higher when dealing with anyone who recognizes him as a pit fighter, and other benefits (or penalties) may apply depending on the situation. To determine if an NPC recognizes the character, make a Knowledge (local) check (DC 20 + the pit fighter's level). This applies only in areas where the character is likely to be known — increase the DC by an appropriate amount for distance traveled based on the GM's judgment of how fast information gets around in his game world. A character several kingdoms away from his standard stomping grounds is not likely to be recognized. Also, apply a -4 penalty to the reputation check if the character is "out of uniform" (not wearing his usual armor and other fighting gear).

Flashy Item: Those who fight in the arena are often remembered more for their equipment than their actual appearance. At 5th level and again at 10th level, the pit fighter's patrons present him with a gift — a flashy item guaranteed to attract attention. This could be a weapon that throws off sparks when it hits, a piece of armor that glows brightly, a hovering musical instrument that plays a special theme song during combat, or anything else that helps put on a better show. The GM should create a custom magic item of an appropriate power level (fairly good at 5th level and much better at 10th level) that possesses some sort of obnoxiously colorful or attention-grabbing feature to it that can't be deactivated. The weapon, armor or other item should be something desirable enough that the character will want to use it despite the comparatively slight annoyance it causes. When the character receives his first flashy gift, he also earns a special fighting name by which he will be known thereafter. Someone with a spark-covered sword might be the "Glittering Gladiator," for example. This title will follow the character for the rest of his career, and even into retirement.

Ex-Pit Fighters: If the character ever ceases to fight professionally, he may no longer advance in levels as a pit fighter. He retains all the abilities received to this point, including his reputation.

Sidestepper

In the course of their careers, many rogues find themselves confronted with locks they cannot pick, traps they cannot bypass, and walls they cannot climb. Many a thief has been turned away from certain riches — sometimes even within sight — simply because he cannot quite reach them. To avoid such failures, many have dabbled in magical and quasimagical studies that give them a secret edge in such situations. Quite simply, they have learned the art of “sidestepping” — taking a brief jaunt through the ethereal plane in order to accomplish near-instantaneous teleporting when needed.

Not surprisingly, those who know this art closely guard its secrets. Before a character can undertake the path of sidestepper, he must seek out a teacher who is willing to pass along the necessary skills. Since the ability to sidestep is closely guarded, this may prove to be a challenging task. The potential teacher may require a service of some kind to test the mettle of his new apprentice. Since this art requires a significant amount of discipline, and its secrets will not be given to those who will not keep them, only those of lawful alignment are eligible for this prestige class.

Most sidesteppers are gnomes or halflings, although some humans and elves have learned of the ability. While originally the ability to sidestep was prized almost exclusively by thieves, lately it has been seen in use by spies, scouts and explorers of deep caverns.

Hit Die: d6.



Table 2-7: The Sidestepper (Sde)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	<i>Blink</i> (1/day), slippery +1
2nd	+1	+0	+3	+0	—
3rd	+2	+1	+3	+1	<i>Teleport</i> (1/day), slippery +2
4th	+3	+1	+4	+1	<i>Blink</i> (2/day)
5th	+3	+1	+4	+1	<i>Ethereal jaunt</i> (1/day), slippery +3
6th	+4	+2	+5	+2	<i>Teleport</i> (2/day)
7th	+5	+2	+5	+2	<i>Blink</i> (3/day), slippery +4
8th	+6	+2	+6	+2	—
9th	+6	+3	+6	+3	<i>Teleport</i> (3/day), slippery +5
10th	+7	+3	+7	+3	<i>Blink</i> (4/day), <i>ethereal jaunt</i> (2/day)

Requirements

To become a sidestepper, a character must fulfill all of the following criteria.

Skills: Balance 8 ranks, Concentration 6 ranks, Escape Artist 8 ranks.

Feats: Lightning Reflexes.

Spells: Able to cast arcane spells and cannot be prohibited from using teleportation or plane travel magic.

Special: The character must have experienced etherealness at least once in his life and must find a trainer willing to teach him this art.

Class Skills

The sidestepper's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int) and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

All the following are class features of the sidestepper prestige class.

Weapon and Armor Proficiency: Sidesteppers gain no proficiency with any weapon or armor.

Spell-Like Abilities: The sidestepper gains a number of spell-like abilities. Specific effects emulate spells or are described below. Add the character's

arcane caster level to his sidestepper level to determine spell effects unless stated otherwise.

Slippery (Ex): Sidesteppers are difficult to hold onto, because they can slide into etherealness for very brief periods. Because of this, they appear to be supernaturally slippery when bound or when trying to fit through tight spaces. As a result, they receive a +1 bonus per two sidestepper levels to Escape Artist checks.

Blink (Sp): At 1st level, a sidestepper may *blink* once per day. He may *blink* one additional time per day every three subsequent levels, to a maximum of four times per day at 10th level. This is a standard action at 1st level, becoming a move action at 7th level and a free action at 10th level.

Teleport (Sp): At 3rd level, the sidestepper may *teleport* once per day. This increases to twice per day at 6th level and three times per day at 9th level. Using *teleport* is a standard action at 3rd level, a move action at 6th level, and a free action at 9th level.

This functions like the spell, except that the sidestepper is limited in range to locations that he can see at the instant he teleports. Being skilled in noting significant details the moment he teleports, the sidestepper reduces the d% result by 3 for each sidestepper level to determine whether he appears on target (so, a 3rd-level sidestepper reduces the d% result by 9).

Ethereal Jaunt (Sp): At 5th level, the sidestepper can use a standard action to take an *ethereal jaunt* once per day. This increases to twice per day at 10th level and may be performed as a move action.

Elite Prestige Classes

Most standard prestige classes are designed for easy access. A quick review of the requirements for typical examples, such as the loremaster or mystic theurge from the revised *DMG*, shows that characters as low as 6th level can meet the necessary requirements.

Elite prestige classes, hereafter referred to as “elite classes,” have tougher requirements. A typical elite class requires a character to be a minimum of 12th–15th level, often with a wide range of abilities. The hierophant (*DMG*), which requires the ability to cast 7th-level divine spells, is a good example of what could be termed an elite class.

This section provides several elite class options. Many represent rare archetypes not seen in a typical game world. A GM should consider each before allowing PCs access to them and warn players in advance if any are prohibited. Also, given the unique nature of most elite classes, a PC may need to find a teacher or patron capable of imparting the knowledge required to even pursue that class. This could be the subject of an entire adventure in itself!

Arcane Warrior

In a world filled with magic, warriors often find it difficult to survive. A single well timed spell can bring down the mightiest fighter — or worse, bring him under the control of an enemy. The only defense against such opponents is often to have magic of one’s own — or to be so skilled in melee that enemy spellcasters can’t stand up to your power.

To protect themselves, fighters either adorn themselves with magical items and defenses, or ally with wizards capable of dealing with opposing spellcasters. Sometimes this isn’t enough, however. Friendly mages are not always available, magic items can be stolen or disenchanting, and the fighter might be on his own. Small wonder then that some fighters turn to the magical arts to improve their own abilities.

The arcane warrior appeals to characters who are skilled in combat but who also wish to gain some benefit of magic. Through his own abilities and practice, he has learned special ways to employ arcane power for his own betterment in combat.

Although the arcane warrior does not gain spells per se, it does provide a number of spell-like and supernatural powers that duplicate certain spell effects. The primary advantage of these abilities is that they are not affected by arcane spell failure ratings, thereby allowing the arcane warrior to fight more effectively in any situation.

Hit Die: d8.

Requirements

To become an arcane warrior, a character must fulfill all of the following criteria.

Base Attack Bonus: +12.

Abilities: Constitution 15, Intelligence 15.

Skills: Concentration 6 ranks.

Feats: Any one metamagic feat, plus at least five feats chosen from the list of those available as fighter bonus feats.

Spells: Able to cast arcane spells, and cannot be restricted from the Transmutation school.

Class Skills

The arcane warrior class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Spellcraft (Int) and Swim (Str). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the arcane warrior prestige class.

Weapon and Armor Proficiency: Arcane warriors are proficient with all simple and martial weapons, all types of armor, and shields (except tower shields).

Spell-Like/Supernatural Abilities: The arcane warrior can employ his spell-like abilities without having to make arcane spell failure rolls. To determine the effective level of any such ability, add the character’s arcane warrior level to that of any arcane spellcasting class levels, unless noted otherwise. For example, a *Wiz1/Bbn13/Arw5* is treated as a 6th-level arcane spellcaster for his arcane warrior class abilities.

Aura of Protection (Su): The arcane warrior can use his understanding of magical defenses to erect a deflection aura similar to that a *ring of protection* provides. He can raise an aura of protection as a standard action once per day per level. The aura lasts for one minute and offers a deflection bonus to Armor Class as follows: +1 at 1st level, +2 at 2nd level, +3 at 4th level, +4 at 6th level, +5 at 8th level, and +6 at 10th level.

Inherent Spell (Sp): Beginning at 1st level, the arcane warrior selects one spell per level from the list below (he may not choose a spell from a school he is prohibited from using in another arcane spellcasting class). The arcane warrior may employ one inherent spell once per day as a spell-like ability. All inherent spells have a range of personal and a target of the arcane warrior himself.

Available inherent spells: *detect magic, disguise self, endure elements, enlarge person, expeditious retreat, feather fall, jump, mage armor, reduce person, resistance, shield.*

Magical Resistance (Ex): Starting at 1st level, the arcane warrior’s study of magic provides him with an inherent ability to avoid mystic attacks. The arcane warrior receives +1 to his saving throws against one magical attack type of your choice: acid, cold, death, electricity, fear, fire, mind-affecting, polymorph, sonic.



Increase this bonus by an additional +1 for each arcane warrior level, to a maximum of +10 at 10th level. This bonus stacks with any other saving throw bonuses the character has.

Weapon Alteration (Sp):

Starting at 2nd level, the arcane warrior can change the very nature of his weapons. He may infuse it with an alignment, apply an enchantment, or even change the weapon's physical composition. The weapon must be of masterwork quality and the arcane warrior cannot change any existing magical features—he cannot change the alignment of a *holy sword* or change a +2 *warhammer* to a +3 *warhammer*. An intelligent weapon that is not willing to be altered is permitted a DC 15 Fortitude save to avoid the effects.

The character can use *weapon alteration* on a single weapon he holds or up to 50 rounds of missile ammunition. He may use it once per day for every two arcane warrior levels (i.e., once at 2nd level, twice at 4th level, etc.); each application lasts up to one minute per arcane warrior level. The alteration ends automatically if the weapon is sheathed or put away, or if someone other than the arcane warrior wields it (but not if the character is disarmed in combat). The degree of change depends on the arcane warrior's level, as follows:

Infuse Alignment: At 2nd level, the arcane warrior can align the weapon to good, evil, law or chaos.

Enchant +1: At 3rd level, the arcane warrior can give the weapon a +1 enhancement bonus.

Enchant +2: At 5th level, the arcane warrior can give the weapon a +2 enhancement bonus.

Transmute: At 6th level, the arcane warrior may transform the weapon's composition to any substance with which he is familiar (wood, crystal, silver, cold iron, adamantite, etc.).

Enchant +3: At 8th level, the arcane warrior can give the weapon a +3 enhancement bonus.

Enchant +4: At 9th level, the arcane warrior can give the weapon a +4 enhancement bonus.

Instead of an enhancement bonus, the arcane warrior may enchant a weapon with a special ability of equivalent power, as long as the weapon retains a minimum +1 enhancement bonus. He must have used a weapon with a similar power in combat at some point as an arcane warrior. He may not create an intelligent weapon,

Table 2-8: The Arcane Warrior (Arw)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of protection +1, inherent spell, magical resistance +1
2nd	+2	+3	+0	+0	Aura of protection +2, inherent spell, magical resistance +2, <i>weapon alteration (infuse alignment)</i>
3rd	+3	+3	+1	+1	Body alteration (1/day), inherent spell, magical resistance +3, <i>weapon alteration (enchant +1)</i>
4th	+4	+4	+1	+1	Advanced inherent spell, aura of protection +3, inherent spell, magical resistance +4,
5th	+5	+4	+1	+1	Advanced inherent spell, body alteration (2/day), inherent spell, magical resistance +5, <i>weapon alteration (enchant +2)</i> , <i>weapon touch</i>
6th	+6	+5	+2	+2	Advanced inherent spell, aura of protection +4, inherent spell, magical resistance +6, <i>weapon alteration (transmute)</i> ,
7th	+7	+5	+2	+2	Advanced inherent spell, body alteration (3/day), inherent spell, magical resistance +7,
8th	+8	+6	+2	+2	Advanced inherent spell, aura of protection +5, inherent spell, magical resistance +8, superior inherent spell
9th	+9	+6	+3	+3	Advanced inherent spell, body alteration (4/day), inherent spell, magical resistance +9, superior inherent spell, <i>weapon alteration (enchant +4)</i> ,
10th	+10	+7	+3	+3	Advanced inherent spell, aura of protection +6, inherent spell, magical resistance +10, <i>ranged weapon touch</i> , superior inherent spell

nor may he add powers that are naturally incompatible or conflicting. See “Magic Weapon Special Ability Descriptions” in the *DMG* for a list of special abilities.

For example, a 9th level arcane warrior could make a nonmagical longsword into a +4 *longsword*, a +3 *keen longsword* or a +2 *flaming burst longsword*, but he could not make it a +0 *holy thundering longsword*. He could, however, create a +1 *holy thundering longsword* if he used *weapon alteration* on a +1 *longsword*.

Body Alteration (Su): Beginning at 3rd level, the arcane warrior may use any one of the following spells as a supernatural ability upon himself once per day: *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning* or *owl's wisdom*. At higher levels, the arcane warrior may use body alteration more frequently and with any combination of listed spells: two times per day at 5th level, three times per day at 7th level and four times per day at 9th level.

Advanced Inherent Spell (Sp): Starting at 4th level, the arcane warrior selects one spell per level from the list below. The same options and restrictions apply as with the inherent spell class ability.

Available advanced inherent spells: *alter self*, *blur*, *darkvision*, *invisibility*, *levitate*, *mirror image*, *resist energy*, *see invisibility*, *spider climb*.

Weapon Touch (Ex): At 5th level, the arcane warrior may use any held weapon for any spell he casts that requires a successful touch attack. Thus, he could cast *shocking grasp* and then strike a foe with his weapon, treating a successful hit as a successful touch attack. As with any touch attack, the spell is held until a successful melee hit is made.

Superior Inherent Spell (Sp): Starting at 8th level, the arcane warrior selects one spell per level from the list below. The same options and restrictions apply as with the inherent spell class ability.

Available superior inherent spells: *blink*, *fly*, *haste*, *heroism*, *protection from energy*, *water breathing*.

Ranged Weapon Touch (Ex): At 10th level, the arcane warrior may use a ranged weapon as the focus for any spell he casts that requires a successful touch attack. He uses his next ranged weapon shot after casting the spell as the spell's delivery mechanism. The spell is lost if the shot misses.

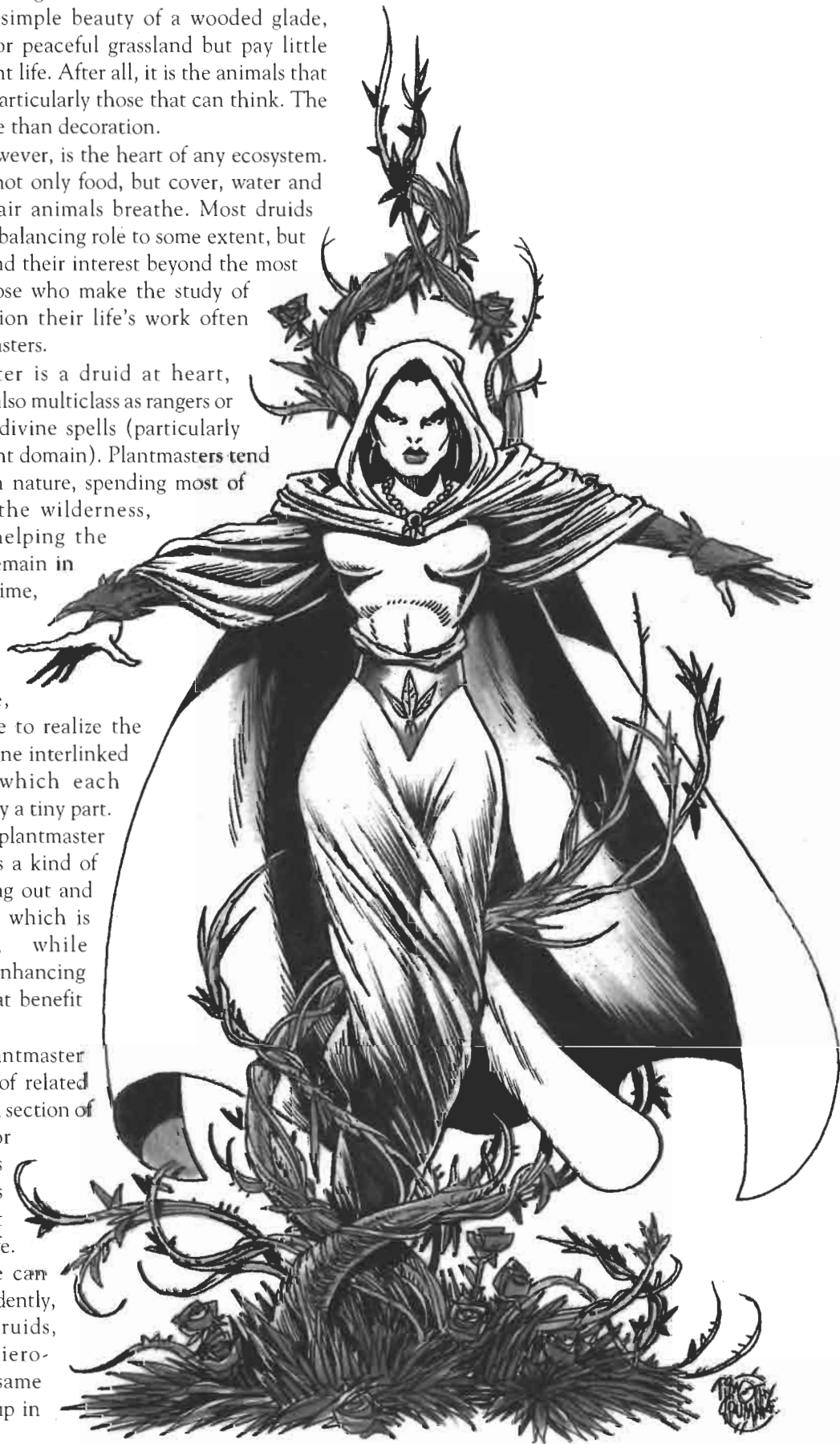
Plantmaster

Most druids, rangers and other outdoor travelers appreciate the simple beauty of a wooded glade, verdant forest or peaceful grassland but pay little attention to plant life. After all, it is the animals that are dangerous, particularly those that can think. The rest is little more than decoration.

Plant life, however, is the heart of any ecosystem. Plants provide not only food, but cover, water and even the very air animals breathe. Most druids understand this balancing rôle to some extent, but only a few extend their interest beyond the most basic level. Those who make the study of natural vegetation their life's work often become plantmasters.

A plantmaster is a druid at heart, although many also multiclass as rangers or have access to divine spells (particularly those in the plant domain). Plantmasters tend to be solitary in nature, spending most of their time in the wilderness, studying and helping the natural world remain in balance. Over time, they become more and more like the plants they observe, until they come to realize the entire world is one interlinked life form, of which each individual is only a tiny part. Thereafter, the plantmaster treats himself as a kind of antibody, seeking out and destroying that which is not healthy, while protecting and enhancing those things that benefit the whole.

A typical plantmaster selects an area of related terrain, such as a section of forest, desert or plains, and sets himself up as protector of that region's plant life. In this role, he can operate independently, or alongside druids, rangers or hieropants in the same area. Once set up in



a particular spot, the plantmaster remains until the environment there is in balance, and then moves on. Unlike druids, who tend to stay in one spot, plantmasters know that once they set up a region's biosphere, it usually runs itself. They do, however, return from time to time to check on things.

Plantmasters have many specialized abilities, all of them predictably related to plants. They are masters of plant-based spellcasting, and many such spells are enhanced when cast by a member of this elite class. They can wild shape into vegetative forms and at higher level can actually take on the capabilities and features of plants in their natural state.

Hit Die: d6.

Requirements

To become a plantmaster, a character must fulfill all of the following criteria.

Alignment: Neutral.

Skills: Knowledge (nature) 16 ranks, Survival 16 ranks.

Feats: Endurance, Great Fortitude, Self-Sufficient.

Spells: Able to cast 4th-level plant spells, including *command plants*.

Special: Wild shape ability.

Class Skills

The plantmaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis) and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the plantmaster prestige class.

Weapon and Armor Proficiency: Plantmasters are proficient with the same weapons and armor as druids, and follow the same restrictions on armor, weapons and shields as that class.

Spells per Day: The plantmaster is a divine spellcaster. When the character gains a new level in the plantmaster elite class, he gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example), except as noted below.

Plant Spell Affinity (Ex): When casting any plant-based divine spell, the plantmaster treats that spell as if he were two levels higher for purposes of duration, range and the like. In addition, the plantmaster may

use the following spells to affect plants instead of animals: *animal messenger*, *greater magic fang*, *magic fang*, *reduce animal*, *summon nature's ally*.

Wild Shape (Su): The character may add his plantmaster level to his druid levels to determine his wild shape ability.

Natural Armor (Ex): Beginning at 1st level, the plantmaster's skin begins takes on the qualities of living wood — it becomes a protective natural armor similar to that provided by *barkskin*. The skin retains its normal color and flexibility but gives the character a solid, craggy appearance and confers a +2 natural armor bonus. This bonus increases to +3 at 3rd level, +4 at 5th level, +5 at 7th level and +6 at 9th level. This bonus does not stack with any other form of natural armor.

Speak with Plants (Sp): At 1st level, the plantmaster can *speak with plants* once per day for ten minutes per level. The character adds his plantmaster level to his Charisma score when determining the initial reactions made by intelligent plants that he encounters. At 10th level, a plantmaster can *speak with plants* at will.

Plant Shape (Su): Beginning at 2nd level, the plantmaster can use wild shape to take the form of any natural plant between Tiny and Large size. The plant does not take root, but is unable to move or take any actions unless that plant can do so normally. The plantmaster may use his normal senses (sight, hearing, etc.) while in plant form, just as with a *tree shape* spell. He may not communicate in this state, except to his plant companion (see below), and may only cast spells that have no verbal or somatic components.

The plantmaster may instead select the form of a plant creature, such as a shambling mound, as a 12th-level druid can do, even if he does not meet the requirements.

Root (Su): Beginning at 3rd level, the plantmaster can take root while in plant form. Taking root is a full-round action and must be performed in an area with ground soft enough to permit roots to enter (e.g., sand, dirt, swamp and so on, but not solid stone or metal). The plantmaster must spend one full round uprooting to his natural form (or to assume a different plant or animal form). He may root once for a given plant form each day. He may not take root in a plant form such as a treant or shambling mound.

While rooted, the plantmaster cannot be dislodged without the use of force sufficient to move a plant of his current type — e.g., tugging a fern from soft earth is fairly easy, but tearing free an oak tree requires a creature or creatures of tremendous strength. If the character chooses a vine or ivy, he may climb walls or other vertical surfaces by taking root; movement is limited to no more than 5 feet per round per plantmaster level.

A rooted plantmaster draws nourishment and power from the ground itself. He heals 1 point of damage for every minute he remains rooted and immobile, as long as the plant form he has chosen is native to the terrain (e.g., cactus for deserts, fir tree in mountains, etc.). All time spent rooted counts double for purposes of required rest for the day and can be used for meditation when regaining spells.

At 7th level, a plantmaster who roots in natural terrain for at least 10 minutes is treated as having cast *commune with nature* at that spot.

Plant Companion (Ex): At 4th level, the plantmaster may cultivate an individual natural (noncreature) plant as his personal “companion.” This plant must be from an area he frequents and knows well and is in addition to any animal companions that the character may have through other class levels. It cannot be of a type that the animal will be tempted to eat or otherwise disturb, however. The companion is treated as a druid’s animal companion, except as noted herein.

Through its long association with the plantmaster, the companion achieves a kind of vegetative intelligence, although this is difficult to express in human terms. The companion offers the plantmaster its own special insight whenever he is within one mile of its location, providing the plantmaster with a +2 insight bonus and communicating with him mentally. The plantmaster also receives other special abilities depending on the type of companion (see Table 2–10), as long as he is within this range.

If the companion is a tree, the plantmaster may use it as a destination for the *tree stride* spell, regardless of range. If present in the plantmaster’s location, the plant companion can be the subject of an *entangle* or *plant growth* spell.

The companion can be carried along or left in one location, although it must be cared for as any plant (e.g., potted, or transported using some other special means). A *handy haversack* or *bag of holding* work well to hold the dirt or other materials, with the plant growing up from the opening.

Once per day, as a supernatural ability, the plantmaster can animate his companion as per *animate plants*. This effect lasts one hour per every three plantmaster levels. The animated companion moves using a mode and speed appropriate for its type (mushrooms hop, vines slither, trees walk slowly, water plants swim, etc.) and cannot enter terrain it may not navigate (a cactus cannot go underwater, while a tree cannot climb a sheer cliff face). Smaller plants often run some errand for the plantmaster, but larger familiars can attack (using vines, branches, etc.). The plantmaster may also cast *magic fang* or *greater magic fang* on an animated plant companion’s natural weapons.

Seed Form (Su): At 6th level, the plantmaster can use his plant shape ability to take the form of any natural plant and then regress into the plant’s original seed form. This takes one full minute to complete while

Table 2-9: Plant Companion Abilities

Plant Type	Ability Conferred	Plant Notes
Algae	Water breathing	Requires constant immersion
Birch tree	Lightning resistance 5	Cannot be transported
Cactus	Doubles the Endurance feat benefit	Requires almost no water
Climbing ivy	+10 to Climb	Requires no earth; can grow up the plantmaster’s back
Cotton plant	Cold resistance 5	Requires constant protection from insects
Lichen	Acts as a <i>ring of sustenance</i>	Can grow on any surface
Mushroom	Immune to poison	Requires a dark, moist environment
Oak tree	+2 to Str and Con, –2 to Dex	Cannot be transported
Phosphorescent fungi	60-foot darkvision	Requires total darkness
Pine tree	Cold resistance 5	Cannot be transported
Rose bush	Automatic <i>greater magic thorns</i> when animated	Requires lots of attention
Sundew	1 dose of <i>sovereign glue</i> per week	Eats insects
Sunflower	+2 to Cha	Can grow up to 6 feet high
Venus flytrap	+4 to Disguise and Hide	Requires boglike conditions; eats insects
Watercress	Fire resistance 5	Requires swampy ground

Table 2-10: The Plantmaster (Pla)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Natural armor +2, plant spell affinity, <i>speak with plants</i>	+1 level of existing class
2nd	+1	+3	+0	+3	Plant shape	+1 level of existing class
3rd	+2	+3	+1	+3	Natural armor +3, root	+1 level of existing class
4th	+3	+4	+1	+4	Plant companion	+1 level of existing class
5th	+3	+4	+1	+4	Natural armor +4	+1 level of existing class
6th	+4	+5	+2	+5	Seed form	+1 level of existing class
7th	+5	+5	+2	+5	Natural armor +5	+1 level of existing class
8th	+6	+6	+2	+6	—	+1 level of existing class
9th	+6	+6	+3	+6	Natural armor +6	+1 level of existing class
10th	+7	+7	+3	+7	Plant apotheosis	+1 level of existing class

vines contract, leaves fold up, roots are absorbed, and so on. The type of plant selected must be one that produces seeds or bulbs of Fine size or larger (e.g., the plantmaster could become an apple tree or pumpkin vine, the seeds of which are approximately the size of a fly, but not a mushroom, whose spores are too small for the naked eye to see).

The plantmaster is unconscious and unaware of his surroundings while in seed form, and can do nothing but rest (regaining hit points and spells as normal). He needs no air or sustenance to survive while a seed, and may remain in this form for up to one week per level unless a predesignated condition is met (after a set time passes, being doused with water, contact with a certain person, etc.). After the duration ends or if the activation condition is met, the plantmaster grows back to the mature plant shape (see above) over the course of a single minute.

A seed form that is treated in a fashion that allows it to germinate grows as normal, even if these conditions do not awaken the plantmaster. The plantmaster is aware of any events that occur once his plant form grows out of the ground and produces its first shoots or buds, but only as a dreamlike memory. He cannot intervene, nor can he abort his plant shape until one of the normal reversion conditions are met.

Plant Apotheosis (Ex): At 10th level, the plantmaster experiences the culmination of a long-term, gradual shift in his body chemistry to achieve a hybrid plant/ animal form. The character is no longer a warm-blooded creature, but a type of hybrid with the best features of both plants and his previous race.

- Constitution +4
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects) except those that affect plants.
- Immunity to poison, sleep, paralysis, polymorph and stunning.
- Not subject to critical hits.
- No need to sleep.
- Vulnerable to conditions that affect plants.

The character may eat, drink and rest by rooting for four hours per day (see above), drawing minerals from the earth and producing food through photosynthesis. He may also eat or drink in the normal (humanoid) fashion.

The plantmaster may remain rooted as long as he wishes, during which time he ages at half normal speed. Uprooting resumes the normal aging process. Some plantmasters, facing their own imminent passing, select an appropriate spot in the wilderness and become a tree, spending the next few centuries in quiet contemplation of the world around them.

The plantmaster can use wild shape to assume an animal form as standard, but loses all the listed abilities except the Constitution bonus while in that form.

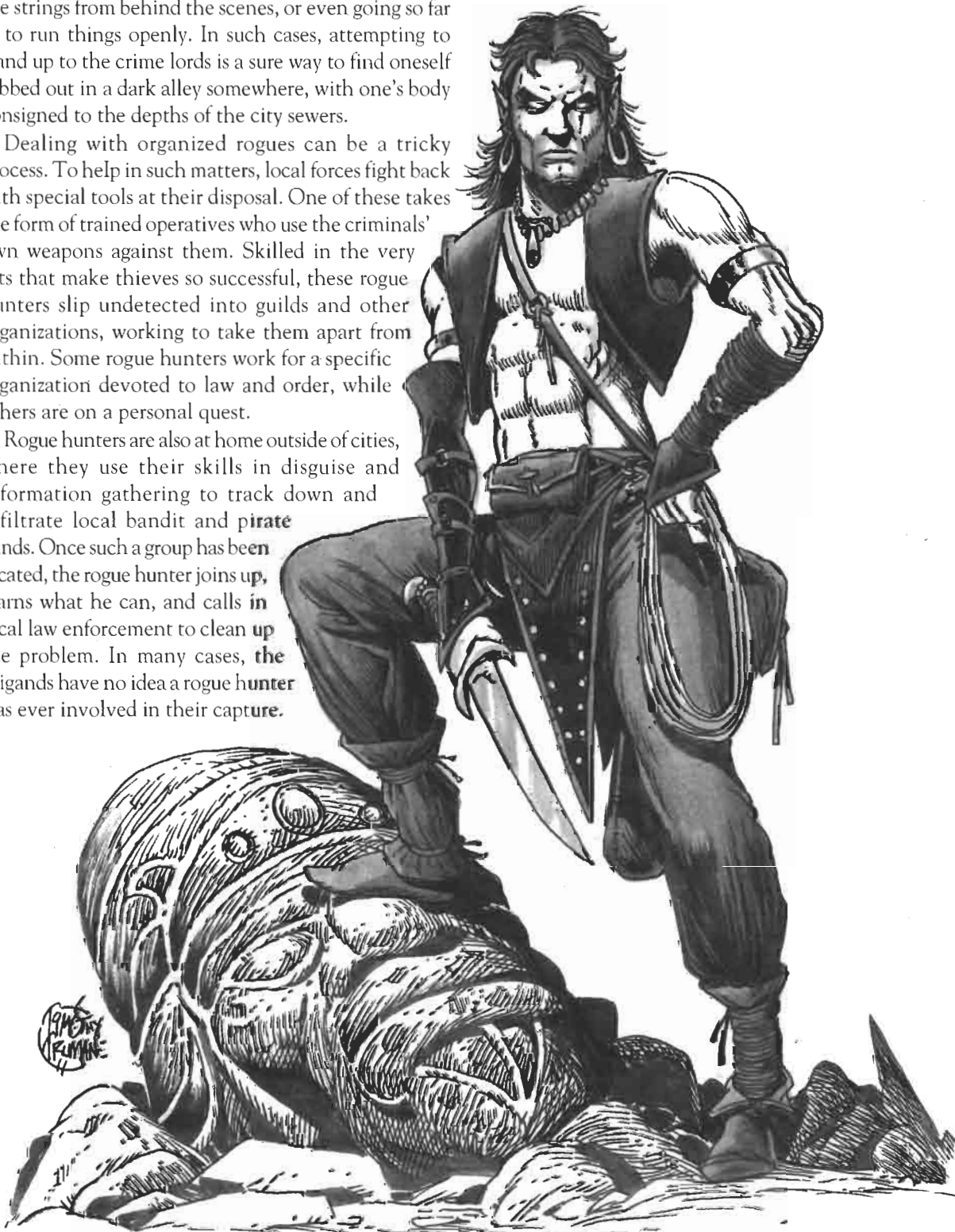
Ex-Plantmasters: A plantmaster who ceases to revere nature and plants in general, changes to a prohibited alignment, or aids willfully in the destruction of plant life loses all his special abilities (including his plant companion) and may no longer progress in levels of this elite class. These restrictions are lifted if he atones for these violations as described under the *atonement* spell, as appropriate to the situation.

Rogue Hunter

In most civilized areas, robbery and theft are constant problems. Local constabularies face a constant struggle against those who break the law for their own purposes. Worse still, in larger towns and more populated regions, rogues often organize into thieves' guilds or crime families. In the worst spots of all, criminals become intertwined within the very government itself, pulling the strings from behind the scenes, or even going so far as to run things openly. In such cases, attempting to stand up to the crime lords is a sure way to find oneself rubbed out in a dark alley somewhere, with one's body consigned to the depths of the city sewers.

Dealing with organized rogues can be a tricky process. To help in such matters, local forces fight back with special tools at their disposal. One of these takes the form of trained operatives who use the criminals' own weapons against them. Skilled in the very arts that make thieves so successful, these rogue hunters slip undetected into guilds and other organizations, working to take them apart from within. Some rogue hunters work for a specific organization devoted to law and order, while others are on a personal quest.

Rogue hunters are also at home outside of cities, where they use their skills in disguise and information gathering to track down and infiltrate local bandit and pirate bands. Once such a group has been located, the rogue hunter joins up, learns what he can, and calls in local law enforcement to clean up the problem. In many cases, the brigands have no idea a rogue hunter was ever involved in their capture.



Rogue hunters also adventure on the side, using their skills in the manner of a typical rogue, while always on the lookout for ways they can use their abilities to stamp out organized criminal elements — sometimes even before they become established. The rogue hunter's ability to contact and insinuate himself within thieves' guilds and other organizations can be instrumental in accomplishing difficult missions in foreign towns and the seedy undersides of large cities. The GM should assist in creating a mission, goals and patrons as applicable when this elite class is first selected.

Most rogue hunters were once rogues themselves, but o use their talents toward the betterment of society as a whole, many having served as investigators or detectives. Rogue hunters of other classes have simply become disgusted with the amount of crime they have seen and experienced on their journeys.

Hit Die: d6.

Requirements

To become a rogue hunter, a character must fulfill all of the following criteria.

Alignment: Lawful neutral, lawful good, or neutral good.

Skills: Bluff 16 ranks, Disguise 16 ranks, Forgery 16 ranks, Gather Information 16 ranks, Sense Motive 16 ranks.

Feats: Skill Focus in at least two of the listed required skills.

Special: Must have the uncanny dodge ability. Also, the character must have been responsible for apprehending at least three rogues of equal or greater level at some time during his career.

Class Skills

The rogue hunter's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

All the following are class features of the rogue hunter prestige class.

Weapon and Armor Proficiency: Rogue hunters are proficient with all simple weapons, including all

those available to rogues, and light armor. They are not proficient with shields.

Cover Identity (Ex): Rogue hunters have two faces — the one they show in public a rogue or other unsavory type, and their secret face as an upholder of the law and hunter of thieves. In effect, they are in permanent “deep cover” roles as scoundrels while working secretly toward the defeat of crime. Seldom are even the rogue hunter's companions and friends aware of his true face.

The rogue hunter's cover identity may be radically different from his true one or similar in many respects. Sometimes the two identities share the same name, while other times the true face is a separate identity who has disappeared from the public eye. Depending on how the rogue hunter comes to his new calling, the cover identity may be his original persona or a new one manufactured for his new career. A former criminal who now works on the side of the law considers his old identity the cover, while a character going undercover for the first time creates a brand new cover identity.

A rogue hunter using his cover identity receives a +2 bonus per level on Disguise and Bluff checks when protecting his true identity. He also receives a +4 bonus to any saves to resist a magical compulsion that might expose his true identity (or a new saving throw as applicable, e.g., if *charmed*). A rogue hunter lies so well about his true identity that this particular falsehood may not be detected by magic.

Read Lips (Ex): With this unassuming skill, the character can sit down in a bar or other location frequented by criminal elements and “overhear” a great deal with but a few minutes of observation. A rogue hunter receives a +1 bonus per level for any Spot checks to read lips and may be up to 35 feet from the subject. He must still maintain line of sight with the subject throughout the attempt.

A rogue hunter can carry on conversations using read lips even if he is deafened or silenced. He reads lips as normal to understand whoever is speaking to him at each stage of the conversation. To deliver his own message, he may speak normally (assuming the other individual can hear him or can read lips) or employ some sort of nonverbal communication (gestures, etc.). Multiple rogue hunters are known to carry on a full-blown conversation without uttering a sound.

Rogue Flanking (Ex): The character treats his rogue hunter levels as double when determining if he can flank an enemy that may not be subject to flanking. For example, a Rog13/Roh5 is treated as 23rd level when attempting to flank an opponent with the improved uncanny dodge ability.

Table 2-11: The Rogue Hunter (Roh)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Cover identity, read lips, rogue flanking, rogue-hunting bonus +1
2nd	+1	+0	+3	+0	Bonus feat
3rd	+2	+1	+3	+1	Improved uncanny dodge, rogue-hunting bonus +2, special ability
4th	+3	+1	+4	+1	Counter-tumble
5th	+3	+1	+4	+1	Bonus feat, rogue-hunting bonus +3
6th	+4	+2	+5	+2	Special ability
7th	+5	+2	+5	+2	Rogue-hunting bonus +4
8th	+6	+2	+6	+2	Bonus feat
9th	+6	+3	+6	+3	Rogue-hunting bonus +5, special ability
10th	+7	+3	+7	+3	Bonus feat

Rogue-Hunting Bonus (Ex): The rogue hunter's skills are honed toward the detection and deception of rogues. At 1st level, he gains a +1 bonus to skill checks under the circumstances listed below. This bonus increases by an additional +1 for every two rogue hunter levels gained (+2 at 3rd level, +3 at 5th level, +4 at 7th level, +5 at 9th level).

Skill	Circumstance
Appraise	Fencing items or identifying stolen goods.
Bluff	Attempting to deliver a secret message.
Decipher Script	Dealing with messages written in code.
Diplomacy	Speaking with members of an established criminal organization such as a crime cartel or thieves' guild.
Disable Device	Disabling a mechanical trap.
Disguise	Impersonating a rogue or other sort of shady character.
Escape Artist	Escaping from rope bonds.
Forgery	Detecting forgeries.
Intimidate	Interrogating prisoners.
Sense Motive	Attempting to intercept a secret message delivered by the Bluff skill.
Sense Motive	Whenever someone is bluffing him.
Sleight of Hand	Concealing a weapon or other item on his person.
Spot	Detecting a disguise, an identity concealed by <i>alter self</i> , <i>invisibility</i> or similar magic.

Bonus Feat (Ex): A rogue hunter gains a bonus feat from the following list at 2nd, 5th, 8th and 10th levels: Acrobatic, Agile, Alertness, Deceitful, Deft Hands, Diligent, Investigator, Negotiator, Persuasive, Stealthy.

Improved Uncanny Dodge (Ex): At 3rd level, the rogue hunter gains improved uncanny dodge if he does not already have it.

Special Ability: At 3rd, 6th and 9th level, the rogue hunter selects one special ability from the list of special abilities for a rogue of 10th level and higher (see the *Player's Handbook*, Chapter 3). He may also choose from the following list as well.

Counter Special Abilities (Ex): The rogue hunter's training makes him immune to certain rogue special abilities. The rogue hunter cannot lose Strength damage from a rogue's crippling strike and cannot be the target of an attack of opportunity made using the opportunist ability. In addition, rogues he hits in melee may not attempt to roll with the damage, even if the blow meets the normal conditions for that ability.

Defensive Roll (Ex): The rogue hunter may select this ability more than once. Each additional selection permits the character to attempt a defensive roll one additional time per day or to attempt an additional save against any given blow. For example, a rogue hunter who selects defensive roll three times can make three attempts to save against a particular attack, or three attempts in one day to avoid lethal blows, or two saves against one blow and another attempt against another blow, or any similar combination.

Improved Opportunist (Ex): The rogue hunter must have opportunist and Combat Reflexes to select this ability. When fighting rogues, he may make as many opportunist attacks per round as he has available attacks of opportunity.

Rogue Crippling (Ex): The rogue hunter must have crippling strike to select this ability. The character's Strength damage is doubled when using crippling strike against a rogue.

Slippery Mind (Ex): The rogue hunter may select this ability more than once. Each additional selection permits an additional saving throw, one round after each previous attempt, against any enchantment spell or effect. For example, a rogue hunter who selects slippery mind two times may make a saving throw one round after being affected by an enchantment, and a second attempt (if needed) the following round.

Counter-Tumble (Ex): At 4th level, a rogue hunter knows special techniques for anticipating and countering tumbling moves. Whenever an opponent attempts to tumble past him, the rogue hunter adds one-half of his ranks in Tumble (round down) to the opponent's Tumble check DC. If the Tumble attempt fails, the rogue hunter adds the amount by which the roll failed as a circumstance bonus to any attack of opportunity he is allowed.

Example: A rogue tries to tumble past Carthon, a 6th-level rogue hunter. Carthon has 19 ranks in Tumble, while his opponent has a Tumble skill of 16. Tumbling past an opponent at half speed is a DC 15 task — an automatic success for this rogue, except that she must add half Carthon's Tumble ranks (9) to the DC, for a total of 24. The rogue adds 5 from his d20 roll to his Tumble skill for a result of 21. She fails by four points, leaving Carthon a +4 bonus to his attack of opportunity.

Ex-Rogue Hunters: A rogue hunter who changes to a prohibited alignment or aids an organized criminal operation (for some cause other than the public good) may no longer progress in rogue hunter. He can recover by turning himself in to a regional authority and atoning in whatever manner the law enforcement personnel deem fit. This will, in all likelihood, require a difficult solo mission with a high probability of failure. Should the rogue hunter succeed, he may undertake advancement in this class once more.

Temporal Mage

The power to control time itself is one of the most eagerly sought-after abilities in all the realms — and across all the various planes of existence. With such magic, a wizard could undo mistakes, alter events to his choosing, redo portions of his life, or even erase an enemy from existence.

The trouble is, controlling time is not at all easy. Time is not just another elemental force to be shaped and controlled. In fact, time is another dimension that forms the very framework of the Universe. Consider that if a wizard rolls time back one minute, he does so not only for himself, but for the entirety of existence simultaneously! Not just he, but billions of other individuals will have another chance to do things differently. They may not be aware of their new choices, but things may change across multiple planes as a result of an otherwise innocuous act.

Few wizards understand the nature of temporal energies well enough or are unwilling to risk meddling with forces so powerful they define the very universe. Thus, most wizards are content to freeze time for brief periods. A few, however — obsessed, perhaps, or merely reckless — choose a path of study that leads them to the very foundation of time itself.

Hit Die: d4.

Requirements

To become a temporal mage, a character must fulfill all of the following criteria.

Alignment: Lawful neutral.

Ability: Intelligence 20.

Skills:
Concentration 16 ranks,
Spellcraft 12 ranks.

Feats: At least five metamagic feats.

Spells: Able to cast *haste*, *slow*, *screaming*, *greater screaming*, and 7th-level arcane spells. Also, the character cannot be restricted from the Transmutation school.



Special: The character must have access to some form of special training related to temporal magic. This could be a tutor already schooled in the art, an ancient text describing the various workings of temporal magic, or an artifact capable of imparting this knowledge.

Class Skills

The temporal mage's class skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int), Knowledge (any) (Int), Profession (Wis) and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 0 + Int modifier. The temporal mage forfeits most other skills in his zeal to study temporal magic.

Class Features

All the following are class features of the temporal mage prestige class.

Weapon and Armor Proficiency: Temporal mages gain no proficiency with any weapon or armor.

Spells per Day: The temporal mage is an arcane spellcaster. When the character gains a new level in the temporal mage elite class, he gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example).

Messages from the Future (Ex): Beginning at 1st level, a temporal mage receives messages from his own future. These take the form of occasional visits from a ghostly image of his own older self, passing on some information or a warning. A future message is assumed to be sent by an advanced, high-level version of the character from a point many years down the road, well after his studies have advanced beyond those of normal mortals. To avoid problems with causality, the message is short and cryptic.

There is no dialogue involved with the ghost image; the temporal mage must puzzle out the message himself. For example, he might see an aged version of himself saying "Don't get on the ship!" — but without specification as to *which* ship, or even before he is aware that sea travel lies in his future.

The character has no power over when, or if, he receives a message from the future. Frequency is up to the GM, with the primary requirement being its use as an adventure hook — either to spice up an encounter or assist the PC in solving a difficult problem.

Personal Haste (Sp): At 1st level, the temporal mage can control the flow of time in his immediate vicinity. In effect, he can *haste* himself at will as a standard action (canceling it is a free action). He may remain *hasted* no more than one minute per level each day. Using this power dispels *slow* on the temporal mage but cannot be used as a counter against the spell itself.

Temporal Edit (Su): At 2nd level, the temporal mage can travel back in time once each day to undo any one action he has taken within the last few seconds. In game terms, the character can take a free action to redo his action for a round if he is dissatisfied with the initial result. He can undo only one sequence of events and must live with the results of the second attempt. Thus, the temporal mage could get a poor damage result when casting *fireball* and decide to try the exact same action again — or even decide to cast a different spell or perform an entirely different action instead.

As far as anyone else is aware, the character's first sequence never happened — spells he used were not actually cast, magic item charges were not expended, damage he took or caused was never applied, and so forth. Temporal edit is used at the very end of the character's turn and applies only to his own action for the current round; once the next character takes an action, the moment has passed beyond recall.

The temporal mage can perform temporal edit once per day at 2nd level, twice per day at 6th level and three times per day at 10th level, but never more than once in any round.

Time Scrying (Sp): At 3rd level, the temporal mage has discovered the means to pierce the veil of time to view the past (the future remains too fluid to observe with accuracy). The character can use *greater scrying* to study any person or object up to 100 years per caster level in the past. The spell elapses in the normal one hour per level, but the effort of viewing through time limits *greater scrying* to view past events up to only one minute per caster level.

The mage must touch the individual or object in the present that he wishes to view in the past, and maintain this contact for the entire duration of viewing. A person need not still be alive, and a location need not be in the same condition as the past. An unwilling target in the present may make a Will save as normal to resist having his past scried upon.

Historical Knowledge (Ex): Starting at 4th level, the temporal mage receives four bonus skill ranks each level that he may apply to any Knowledge skill. Most temporal mages spend a great deal of their lives scrying on the ancient past, uncovering secrets long lost to history.

Personal Time Stop (Su): Beginning at 5th level, the temporal mage's control of his own passage through time allows him to perform a personal *time stop* once per day as a free action. The *time stop* lasts one (subjective) round for every two temporal mage levels. The temporal mage may not use temporal edit while time stopped.

The temporal mage can also use personal *time stop* to extend a normal *time stop* spell duration; simply add the class ability's duration before the spell's duration ends.

Temporal Anchor (Ex): At 6th level, the temporal mage is immune to any spell that affects time on a

personal level (*haste*, *slow*, *temporal stasis* and the like) unless he chooses to be affected. Thus, he could allow a friendly use of *haste* but ignore a *slow*, all in the same round, and before they canceled each other out — but only on his own person. He cannot ignore an effect once he has accepted it.

Temporal Jaunt (Su): Beginning at 7th level, once per day as a standard action, the temporal mage can move out of the normal time flow for a short time. This is a permanent shift; the character cannot go back. To those in the normal time flow, temporal mage vanishes as if he teleported, but he actually vanishes from existence. He cannot be contacted, scried upon, affected in any way, or brought back by any means. On a successful DC 25 Spellcraft check, a character will understand that he jumped out of time, but not which way or how far.

At 7th level, the temporal mage may make up to a one hour jaunt. He may step from time for longer periods upon reaching higher levels: up to one day at 8th level, up to one week at 9th level and up to one year at 10th level. He must then wait one full day before making another temporal jaunt. A high-level temporal mage could skip over hundreds of years of real time for every year he actually lives — a big reason why it is often difficult to find a temporal mage who can educate others in this elite class!

The character must decide how far into the future he goes when he initiates this ability. He sees and experiences nothing during the jaunt; only a moment passes for him, so he cannot take any other actions. He returns as if winking in from a *teleport*, even resuming his position in the initiative sequence as relevant and able to perform a full action. He returns in the exact spot he departed from. If that space has become filled with solid matter, he suffers damage and is shunted as described under *ethereal jaunt*.

Mass Time Stop (Su): At 8th level, the temporal mage has sufficient command over time to slow down its effects in a given area. When he uses his personal *time stop* class ability — not the spell — he can extend the effects to all willing creatures and objects within a 5-foot radius of his position. Everything affected operates normally, while the rest of the world is halted. Unwilling creatures make Will saves as if against an spellcaster of the temporal mage's level to resist this effect. Creatures not frozen in time may interact with each other as normal.

Time Travel (Sp): At 9th level, the temporal mage can travel back in time physically, taking up to six other individuals and gear totaling no more than 1,000 pounds with him. Any people and objects not within 10 feet of the mage when he uses *time travel* remain behind.

The temporal mage must have used *time scrying* to view the desired destination prior to casting *time travel*, and must go to a point at least 10 years in the past. Arrival cannot be timed down to a specific moment — the

temporal mage appears 2d6 days ahead of or behind his actual planned entry into the past (the GM rolls this in secret). Only by investigating his surroundings can the temporal mage confirm when he actually appeared.

Time travel lasts a number of days equal to the character's temporal mage levels. The mage and anyone or anything with him return automatically once the duration ends, upon the character's death or when the temporal mage decides to end the trip. Any travelers or objects return to the present regardless of how far they are from the temporal mage when the effect ends. They return in whatever state and in whatever location they were in at the time in the past (wounds, lost magic charges, and so on persist). Anything that belongs in the past stays in the past; the mage cannot use this ability as a way to loot treasure, although he could copy ancient texts or uncover lost secrets during the trip.

A temporal mage may never travel to a moment in the past that he has already visited. Trying to do so wastes that *time travel* attempt. Should he be in a particular time

Time Travel and the Campaign

A time traveler's actions can have profound effects upon the history of the GM's game world. For instance, time-traveling adventurers could kill the current king's great-great-grandfather and discover an entirely new monarchy upon their return. The GM can handle this in several ways:

- **Alternate Time Stream:** The characters' actions create a split in the time stream, with the alternate past vanishing once they return to their proper place in the present. This gives the PCs free rein to do anything they want in the past without consequences (other than the potential of damage to themselves).

- **Rewrite History:** Also known as the *Back to the Future* approach, the characters return to a world drastically different from what they left, requiring them to fix things with another time-travel adventure. This provides many adventuring possibilities, though at the risk of throwing the world into the utter chaos of temporal paradox.

- **Rigid Temporal Flow:** The characters aren't permitted any action that causes drastic changes. The GM simply rules that the characters didn't succeed in whatever they were attempting (perhaps the great-great-grandfather survives the attack, or they killed the wrong person).

Table 2-12: The Temporal Mage (Tem)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Messages from the future, personal <i>haste</i>	+1 level of existing class
2nd	+1	+0	+0	+3	Temporal edit (1/day)	+1 level of existing class
3rd	+1	+1	+1	+3	Time scrying	+1 level of existing class
4th	+2	+1	+1	+4	Historical knowledge	+1 level of existing class
5th	+2	+1	+1	+4	Historical knowledge, personal <i>time stop</i>	+1 level of existing class
6th	+3	+2	+2	+5	Historical knowledge, temporal anchor, temporal edit (1/day)	+1 level of existing class
7th	+3	+2	+2	+5	Historical knowledge, temporal jaunt	+1 level of existing class
8th	+4	+2	+2	+6	Historical knowledge, mass <i>time stop</i>	+1 level of existing class
9th	+4	+3	+3	+6	Historical knowledge, <i>time travel</i>	+1 level of existing class
10th	+5	+3	+3	+7	<i>Future rebound</i> , historical knowledge, temporal edit (3/day)	+1 level of existing class

and overlap the period of a previous visit, he and his companions return to the present immediately. Likewise, a time-traveling temporal mage within the radius of a *Mord's disjunction* is forced back to the present along with all his companions and their gear (in addition to experiencing any other effects of the spell).

The character may use *time travel* once per week and requires 10 minutes of total concentration to occur. If the temporal mage is interrupted during this time, the effort is disrupted and cannot be tried for another week. He must also use *time scrying* on the target location, meaning that he must stand in the very spot that he wishes to visit in the past.

Future Rebound (Sp): Once per week upon reaching 10th level, the temporal mage can place a "mark" at a particular moment in time. He experiences the next 10 minutes normally, after which he "rebounds" to the marker he placed. He is no different physically, but he remembers everything that happened in that time span. The character can then act as normal, living that period again, but with advance knowledge of what will come next.

If the temporal mage changes nothing, all events, actions and die rolls during the 10 minutes occur as before. If the character changes even *one* detail, however, no matter how slight, he has disrupted the time flow enough that randomness once again takes over. Characters may act differently, die rolls are made

anew, and events unfold in response to the different events. Still, unless the temporal mage makes actions drastically divergent from before, most individuals will perform actions similar to the first time through.

The obvious use for this awesome power is to place the temporal marker before a big battle, undertake the combat, and undo it if things go horribly wrong. The wizard could even die in the fight but will still rebound normally (and will remember his death, but nothing that happened thereafter). Because battles often take a long period of real time to complete, a GM may limit this power to undoing only certain portions of a fight (perhaps a single round), assuming that the wizard relived everything up to that point before diverging into a separate sequence of events.

The temporal mage cannot prevent himself from rebounding. If a temporal jaunt is performed while a rebound marker is in effect, the rebound occurs normally and the jaunt never occurred unless the character still decides to go through with it.

Placing the rebound marker requires a full-round action that is treated as spellcasting. A marker has no physical substance, and cannot be attacked, dispelled or recalled.

Ex-Temporal Mages: A temporal mage who ceases to be lawful neutral loses his special temporal abilities but may still cast spells normally. He may no longer advance in levels of this elite class. If his alignment returns to lawful neutral, these restrictions are lifted.

Undead Bane

Sometimes, heroes fall in battle. Fortunately, *raise dead* or *resurrection* returns them to the mortal world. For the vast majority of people, being brought back from the dead is remarkable but no more life-changing than any other adventure — a footnote in the epic of their lives.

Some individuals are greatly moved by what they see and experience beyond the veil. They know firsthand what it means to perish and how horrible it is to disrupt the natural process of life. These rare few make it their mission to destroy all things that defy natural life and death. Called undead banes, they are the sworn enemy of the undead, as well as those who deal in death or traffic in necromancy.

Having experienced what it truly means to be mortal, undead banes hold the dignity of life sacred. Those who would profane its memory deserve only to join their unfortunate victims in the grave. To an undead bane, all undead are a blight upon the world, as are those who create and control them. The undead bane takes particular delight in destroying undead creatures, sending them back to the eternal rest they so richly deserve.

The undead bane devotes his life to the study, tracking and elimination of these enemies of life itself. Undead banes have divine powers and some paladin abilities, insofar as they are used to hunt down and destroy necromancy in all its forms.

Hit Die:
d8.



Requirements

To become an undead bane, a character must fulfill all of the following criteria.

Alignment: Any good.

Base Attack Bonus: +11.

Abilities: Charisma 18.

Skills: Knowledge (religion) 12 ranks.

Feats: Extra Turning, Improved Critical, Improved Turning.

Spells: Able to cast 5th-level divine spells.

Special: The character must be able to turn undead. He must also have once been killed and then restored in his original form using some sort of life restoration magic (*raise dead*, *resurrection*, etc.).

Class Skills

The undead bane's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex) and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the undead bane prestige class.

Weapon and Armor Proficiency: Undead banes gain no proficiency with any weapon or armor.

Spells per Day: The undead bane is a divine spellcaster. For every two levels he gains in the undead bane elite class, he gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example).

Turn Undead (Su): The character adds his undead bane levels to any other class levels that also permit turning undead. For example, a Clr10/Ftr5/Unb3 has an effective level of 13 when turning undead.

Detect Undead (Sp): At 1st level, undead banes may *detect undead* at will as the spell.

Purity of the Flesh (Ex): Undead banes have learned how to protect their own bodies from takeover by hostile spirits. If killed, their bodies can never be raised by or turned into undead in any manner. They may still be *raised* or *resurrected* normally, however.

Necromantic Resistance (Ex): At 1st level, an undead bane receives a +1 sacred bonus to saving throws against all necromantic spells and effects. This bonus increases by an additional +1 every other level thereafter (+2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Threaten Undead Critical (Ex): At 1st level, the undead bane has studied undead at such length that he knows how to strike at them for maximum effect. When employing any weapon for which he has the Improved Critical feat, he may threaten critical hits in the normal range. For example, an undead bane with Improved Critical (longsword) threatens criticals against ordinary targets on a roll of 17–20 and undead on a roll of 19–20.

Smite Undead (Su): Beginning at 2nd level, the undead bane may smite undead with one normal melee attack per day. The character adds his Charisma bonus to the attack roll and adds his undead bane levels to the damage scored.

If the undead bane confirms a critical hit with a smite undead attack, the undead creature struck must make a Will save (DC 14 + the character's undead bane levels) or be destroyed. This is similar to the *disruption* ability of certain magical weapons, but functions with any sort of weapon that the undead bane wields. Smite undead has no effect on creatures that are not undead, but using it in this fashion still counts for the day.

An undead bane may smite undead a cumulative once per day for every two full levels he has attained — once per day at 2nd level, twice per day at 4th level, three times per day at 6th level, four times per day at 8th level and five times per day at 10th level.

Death Ward (Su): At 3rd level, the undead bane may cast *death ward* upon himself as a standard action at will. The effect functions as the spell, except that its duration is in hours equal to the character's undead bane levels, rather than minutes. The effect endures even if he is asleep or unconscious, although undead bane may lower it voluntarily at any time. It can be dispelled, but the undead bane may raise it again in the following round if he so wishes.

Improved Threaten Undead Critical (Ex): At 4th level, when using any weapon for which he has the Improved Critical feat, the undead bane may threaten critical hits against undead at the full range.

Undead Resistance (Ex): Beginning at 4th level, the undead bane gains special protections against natural weapon attacks that undead make — bites, claws, touch attacks and the like. The character gains damage reduction equal to half his undead bane level (round down) against these attack forms: 2/– at 4th level, 3/– at 6th level, 4/– at 8th level and 5/– at 10th level.

Furthermore, any such attack that hits the undead bane reflects 20% (one fifth) the damage applied back against the creature in the form of a positive energy backlash (minimum 1 point of damage). This backlash damage bypasses any damage reduction that the undead may have and allows no saving throw (spell

Table 2-13: The Undead Bane (Unb)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	<i>Detect undead</i> , necromantic resistance +1, purity of the flesh, threaten undead critical, turn undead	+1 level of existing class
2nd	+1	+3	+0	+3	Smite undead (1/day)	+1 level of existing class
3rd	+2	+3	+1	+3	Death ward, necromantic resistance +2	+1 level of existing class +1 level of existing class
4th	+3	+4	+1	+4	Improved threaten undead critical, smite undead (2/day), undead resistance (2/-)	
5th	+3	+4	+1	+4	Consecration aura, necromantic resistance +3	+1 level of existing class
6th	+4	+5	+2	+5	Smite undead (3/day), strength of soul, undead resistance (3/-)	+1 level of existing class
7th	+5	+5	+2	+5	Advanced threaten undead critical, necromantic resistance +4	+1 level of existing class
8th	+6	+6	+2	+6	Immunity to undead criticals, smite undead (4/day), undead resistance (4/-)	+1 level of existing class
9th	+6	+6	+3	+6	Necromantic resistance +5, power turning	+1 level of existing class
10th	+7	+7	+3	+7	Improved consecration aura, smite undead (5/day), superior threaten undead critical, undead resistance (5/-)	+1 level of existing class

resistance applies normally). This backlash increases to 25% (one fourth) at 7th level and 33% (one third) at 10th level.

Example: A vampire uses its slam attack to hit an 8th-level undead bane for 12 points of damage. The character's damage reduction lowers this to 8 points of damage, and one fourth of this (2 points) reflects back against the vampire.

Consecration Aura (Ex): At 5th level, the undead bane generates a personal aura of *consecrate* at will. This functions as the spell, but is centered on the undead bane. It counters and cancels out *desecrate* but does not dispel it — the *desecrate* effect resumes once the undead bane moves away.

Strength of Soul (Ex): At 6th level, the undead bane's passion for life links him with the material world with tremendous strength. On a successful DC 20 Will

save, the undead bane suffers no level loss when restored through *raise dead* or *resurrection*.

Advanced Threaten Undead Critical (Ex): At 7th level, the undead bane may threaten a critical against undead with any weapon in which he is proficient, regardless of whether he has the Improved Critical feat for that weapon. Such threats occur as if the undead creature were subject to critical hits normally.

Immunity to Undead Criticals (Ex): At 8th level, an undead bane is immune to critical hits from an undead's natural attacks.

Power Turning (Su): At 9th level, an undead bane can channel divine energy into any undead turning attempt. The character may sacrifice one divine spell he has available for that day, adding the spell's level to his turning check and turning damage. This stacks with any other modifiers to the turning attempt. Thus, an undead

bane who expends a 5th-level divine spell adds +5 to his turning attempt and turning damage, along with his other bonuses. The character may use this ability as often as he has spells and turning attempts available, but may sacrifice no more than one spell per attempt.

Superior Threaten Undead Critical (Ex): At 10th level, the undead bane doubles the threat range for all weapons he employs when attacking an undead creature. This occurs regardless of the weapon type, and this form of doubling stacks with the *keen* ability or Improved Critical feat. Doubling an already doubled feature counts as tripling, so a threat range of 19–20 doubles (by *keen* or Improved Critical) to 17–20, then triples to 15–20 with this class ability.

Improved Consecration Aura (Ex): At 10th level, the undead bane's consecration aura is treated as if it is within range of an altar or shrine dedicated to the undead bane's deity. There is no additional effect if the character is actually near such an altar or shrine.

Ex-Undead Banes: An undead bane who ceases to be good, who aids or creates undead willfully, or who performs any evil act that aids the aims of necromancy loses all his undead bane abilities and may no longer progress in levels of this elite class. These restrictions are lifted if he atones for these violations as described under the *atonement* spell, as appropriate to the situation.



Epic Levels

The normal level cap for a campaign is 20th level. A character may advance no further in that particular profession but must either multiclass, take up a prestige class, or cease utilizing experience points. For an adventurer, the latter choice means retirement. Most simply choose another class thereafter, but this is anathema to a true specialist.

Epic levels provide an opportunity for characters to advance beyond 20th level in any of the core classes presented in the *Player's Handbook*. Furthermore, achieving

an epic level — while a difficult task in terms of experience points — is desirable because it gives access to new abilities and powers not available to a standard character.

When using epic levels, the maximum advancement cap is 30th level. Multiclass characters can reach this level with any combination of class levels, but the total still may not exceed 30.

Note that this section replaces the epic system mentioned briefly in the *DMG*. You may use one system or the other, but not both.

Table 2-14: Epic Levels

Character Level	Experience Points	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Increases
21st	220,000	24	12	8th	—
22nd	250,000	25	12 1/2	—	—
23rd	285,000	26	13	—	—
24th	320,000	27	13 1/2	9th	6th
25th	360,000	28	14	—	—
26th	400,000	29	14 1/2	—	—
27th	450,000	30	15	10th	—
28th	500,000	31	15 1/2	—	7th
29th	550,000	32	16	—	—
30th	600,000	33	16 1/2	11th	—

Epic levels are extensions of standard classes. Therefore, a character advancing to 21st level as a barbarian would receive the usual skill points, hit dice and other abilities as he would if he advanced in a standard level in that class. Alterations and other abilities are covered in the corresponding listings of this section.

Epic Barbarian

Barbarians who achieve epic status are rare. A barbarian's life is often short, and few survive to old age. Those who reach epic levels are the toughest and harshest of their breed, a fact represented in their bodies themselves.

Hit Die: d12.

Skill Points at Each Level: 4 + Int modifier.

Cling to Life (Ex): The epic barbarian is tough to kill. Starting at 21st level, his chance of self-stabilizing doubles to 20%. In addition, his death threshold becomes equal to his barbarian levels minus 10, expressed as a negative: -11 at 21st level, -12 at 22nd level, and so on. A 30th-level



Table 2-15: The Epic Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+21/+16/+11/+6/+1	+12	+7	+7	Cling to life, Endurance, trap sense +7
22nd	+22/+17/+12/+7/+2	+13	+7	+7	Damage reduction 6/–, powerful physique
23rd	+23/+18/+13/+8/+3	+13	+7	+7	Fast movement (+5 ft.)
24th	+24/+19/+14/+9/+4	+14	+8	+8	Rage 7/day, powerful physique, trap sense +8
25th	+25/+20/+15/+10/+5	+14	+8	+8	Damage reduction 7/–
26th	+26/+21/+16/+11/+6/+1	+15	+8	+8	Fast movement (+5 ft.), powerful physique
27th	+27/+22/+17/+12/+7/+2	+15	+9	+9	Trap sense +9
28th	+28/+23/+18/+13/+8/+3	+16	+9	+9	Damage reduction 8/–, powerful physique, rage 8/day
29th	+29/+24/+19/+14/+9/+4	+16	+9	+9	Fast movement (+5 ft.)
30th	+30/+25/+20/+15/+10/+5	+17	+10	+10	Powerful physique, trap sense +10

barbarian must be reduced to –20 hit points before he dies!

Endurance: Upon reaching 21st level, the epic barbarian receives the Endurance feat if he does not already have it. In addition, the feat's bonus increases by +1 for every two epic levels gained: +5 at 22nd level, +6 at 24th level, +7 at 26th level, +8 at 28th level and +9 at 30th level.

Trap Sense (Ex): The epic barbarian's bonus increases to +7 at 21st level, +8 at 24th level, +9 at 27th level and +10 at 30th level.

Damage Reduction (Ex): The barbarian's inherent damage reduction becomes 6/– at 22nd level, 7/– at 25th level and 8/– at 28th level.

Powerful Physique (Ex): Starting at 22nd level, the epic barbarian receives a +1 inherent bonus to either Strength or Constitution for every two epic levels he attains. This bonus is in addition to those received for standard level increases. Remember that an inherent bonus may not exceed +5 for a single ability score.

Fast Movement (Ex): The epic barbarian adds +5 feet to his speed at each of 23rd, 26th and 29th levels. This additional speed is subject to the same restrictions as fast movement gained at 1st level.

Rage (Ex): The elite barbarian may rage seven times per day at 24th level and eight times per day at 28th level.

Epic Bard

Most bards retire from the adventuring life long before they reach an epic level. Those who stick with the career amass tremendous knowledge and gain reputations as legendary minstrels and authorities on almost any subject.

Hit Die: d6.

Skill Points at Each Level: 6 + Int modifier.

Improved Bardic Music : All of the bard's songs are increased in effectiveness at epic levels.

Fascinate (Sp): At 21st level, the character receives a +1 bonus per two epic bard levels to any Perform checks made to *fascinate* a single target creature. The bonus applies only to one specific creature of his choice even if he is *fascinating* multiple targets. The epic bard may apply this bonus to two creatures at once. At 25th level, the bard may apply this bonus against two creatures at once. At 29th level, the bard may apply this bonus against two creatures at once.

Inspire Competence (Su): At 21st level, an epic bard using song or poetics can bestow a +3 inspiration bonus to the target's skill check; this bonus increases by +1 every three levels thereafter (i.e., +4 at 24th level, +5 at 27th level, and +6 at 30th level).

Inspire Courage (Su): At 22nd level, the epic bard using song or poetics can bestow a +5 morale bonus to saves against charm and fear attacks and a +5 morale bonus to attack and damage rolls. At 28th level, this increases to a +6 bonus for each.

Suggestion (Sp): At 22nd level, targets suffer a -1 penalty to their save against the epic bard's *suggestion*. This penalty gains an additional -1 for every two epic bard levels (+2 at 24th level, +3 at 26th level, and so on).

Countersong (Su): At 23rd level, the bard's countersong lasts up to 20 rounds. At 30th level, he may sustain a countersong for as long as the battle lasts (maximum 2 hours).

Inspire Greatness (Su): At 25th level, the epic bard using song or poetics can **grant** affected creatures 3 bonus Hit Dice, along with all corresponding bonuses. At 30th level, this increases to 4 bonus Hit Dice.



PC

UBON

Table 2-16: The Epic Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+15/+10/+5	+7	+12	+12	<i>Fascinate</i> +1 (1 creature), inspire competence +3, reputation
22nd	+16/+11/+6/+1	+7	+13	+13	Inspire courage +5, <i>suggestion</i> +1
23rd	+17/+12/+7/+2	+7	+13	+13	Countersong 20 rounds, <i>fascinate</i> +2 (1 creature)
24th	+18/+13/+8/+3	+8	+14	+14	Inspire competence +4, <i>suggestion</i> +2
25th	+18/+13/+8/+3	+8	+14	+14	<i>Fascinate</i> +3 (2 creatures), inspire greatness (3 bonus HD)
26th	+19/+14/+9/+4	+8	+15	+15	<i>suggestion</i> +3
27th	+20/+15/+10/+5	+9	+15	+15	<i>Fascinate</i> +4 (2 creatures), inspire competence +5
28th	+21/+16/+11/+6/+1	+9	+16	+16	Inspire courage +6, <i>suggestion</i> +4
29th	+21/+16/+11/+6/+1	+9	+16	+16	<i>Fascinate</i> +5 (3 creatures)
30th	+22/+17/+12/+7/+2	+10	+17	+17	Countersong 2 hours, inspire competence +6, inspire greatness (4 bonus HD), <i>suggestion</i> +5 DC

Epic Bard Spells per Day

Level	0	1	2	3	4	5	6	7	8	9
21st	6	6	5	5	5	5	4	2 ¹	—	—
22nd	6	6	6	6	5	5	4	3	—	—
23rd	7	6	6	6	6	5	5	3	—	—
24th	7	7	6	6	6	6	5	4	—	—
25th	7	7	7	6	6	6	6	4	2 ¹	—
26th	7	7	7	7	6	6	6	5	3	—
27th	7	7	7	7	7	6	6	5	4	—
28th	7	7	7	7	7	7	6	6	4	—
29th	7	7	7	7	7	7	7	6	5	—
30th	7	7	7	7	7	7	7	7	5	2 ¹

¹ Provided the bard has sufficient Charisma to have a bonus spell of this level.

Knowledge: The epic bard has learned a tremendous amount of information about a variety of subjects over the course of his career. Each time he achieves an epic level, he receives a +4 bonus to any one Knowledge skill of his choice.

Reputation: Epic bards achieve a significant reputation in the regions they frequent. Even simple townsfolk have heard of them; the arrival of such a well known personality is sure to throw the locals into a stir of excitement. Anyone encountering an epic bard recognizes him (or at least knows his reputation) on a

successful Knowledge (local) check with a DC equal to 31 minus the epic bard's full character level (so, DC 10 at level 21, DC 9 at level 22, etc.). An epic bard traveling incommunicado must use Bluff, Disguise or similar means to avoid being recognized on the spot.

Recognizing the epic bard can have a variety of effects depending on his deeds of renown and on the nature of those who encounter him. A heroic bard might be honored with a celebration, while one known to be a troublemaker could well find himself booted out of town.

Epic Cleric

Sustaining faith and performing deeds in the name of one's god for long enough to reach epic levels is a tremendous accomplishment. Indeed, clerics inevitably gain the attention of their deity upon reaching epic level.

Hit Die: d8.

Skill Points at Each Level: 2 + Int modifier.

Deity's Favor (Su): Starting at 21st level, the epic cleric may gain a special favor from his deity once per week. The deity's favor increases by one for every two epic cleric levels (twice per week at 23rd level, three times per week at 25th level, four times per week at 27th level and five times per week at 30th level). The character cannot ask for the favor directly, although the *player* can make a suggestion. Typically, deity favors take the form of feelings of impending danger or fear, spontaneous bonuses to rolls, unexpected beneficial results from a spell and the like. The exact nature of the favor depends on the circumstances and is at the GM's discretion, but cannot exceed a +4 sacred (or profane, if the character worships an evil deity) bonus to a single attack roll, saving throw, skill check or turning attempt. The favor is never flashy nor does have a direct visible effect or otherwise draw attention to the cleric or his deity.

Turn or Rebuke Undead (Su): Starting at 22nd level, the character receives a +1 bonus on all turn or rebuke checks every two epic cleric levels (+1 at 22nd level, +2 at 24th level, and so on). The bonus is sacred if the cleric turns undead and profane if the cleric rebukes undead.

Additional Turning (Su): At 23rd level, the epic cleric may make one additional attempt to turn or rebuke undead per day. This increases to two attempts per day at 26th level and three per day at 29th level.

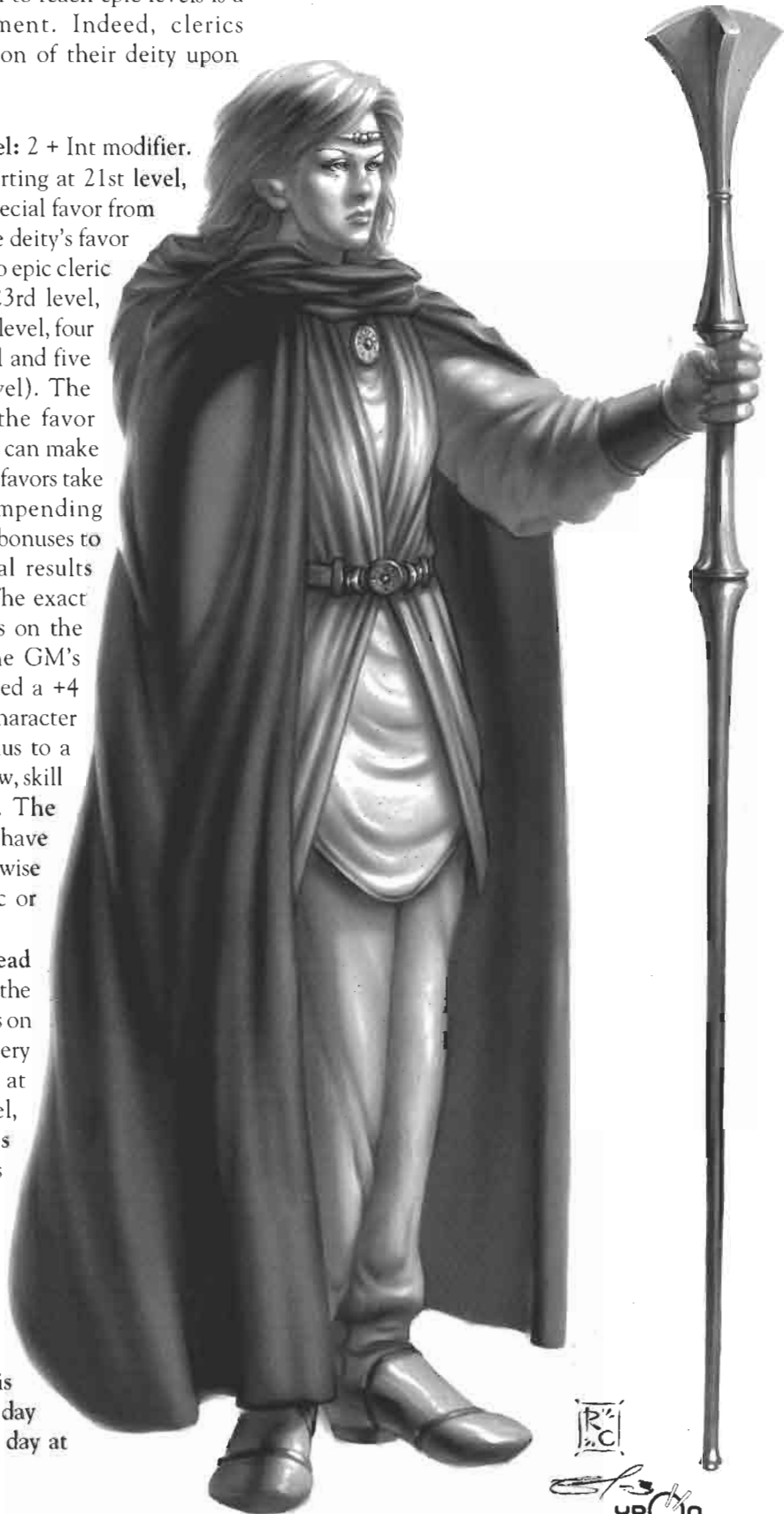


Table 2-17: The Epic Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+15/+10/+5	+12	+7	+12	Deity's favor 1
22nd	+16/+11/+6/+1	+13	+7	+13	Turn or rebuke undead +1
23rd	+17/+12/+7/+2	+13	+7	+13	Additional turning (+1/day), deity's favor 2
24th	+18/+13/+8/+3	+14	+8	+14	Turn or rebuke undead +2
25th	+18/+13/+8/+3	+14	+8	+14	Deity's favor 3
26th	+19/+14/+9/+4	+15	+8	+15	Additional turning (+2/day), turn or rebuke undead +3
27th	+20/+15/+10/+5	+15	+9	+15	Deity's favor 4
28th	+21/+16/+11/+6/+1	+16	+9	+16	Turn or rebuke undead +4
29th	+21/+16/+11/+6/+1	+16	+9	+16	Additional turning (+3/day), deity's favor 5
30th	+22/+17/+12/+7/+2	+17	+10	+17	Divine intervention, turn or rebuke undead +5

Epic Cleric Spells per Day

Level	0	1	2	3	4	5	6	7	8	9
21st	7	6+1	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1
22nd	7	6+1	6+1	5+1	5+1	5+1	5+1	5+1	4+1	4+1
23rd	7	6+1	6+1	6+1	5+1	5+1	5+1	5+1	5+1	4+1
24th	7	6+1	6+1	6+1	6+1	5+1	5+1	5+1	5+1	5+1
25th	7	6+1	6+1	6+1	6+1	6+1	5+1	5+1	5+1	5+1
26th	7	6+1	6+1	6+1	6+1	6+1	6+1	5+1	5+1	5+1
27th	7	6+1	6+1	6+1	6+1	6+1	6+1	6+1	5+1	5+1
28th	7	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	5+1
29th	8	7+1	7+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1
30th	8	7+1	7+1	7+1	7+1	7+1	6+1	6+1	6+1	6+1

Divine Intervention (Su): At 30th level, the epic cleric's deity may take direct action on his behalf in times of great difficulty. Such intervention occurs no more than once per three months, and is at the GM's discretion. The manner of intervention depends on the deity — a god of battle might manifest a huge flaming sword to engage the character's enemies, while a god of secrets might

create an unnatural fog to confuse the opposition. Other possibilities include the appearance of a powerful extraplanar ally; the character being spirited away on a floating cloud; the sudden and complete healing of the cleric's wounds; and so on. The epic cleric is immediately aware of his god's presence when the intervention occurs, though he may not communicate directly with the deity.

Epic Druid

Epic druids become so attuned to nature that they are almost one with the land itself. Most druids of epic status turn their backs on civilization and become hermits, very rarely, if ever, visiting urbanized regions.

Hit Die: d8.

Skill Points at Each Level: 4 + Int modifier.

Animal Companions (Ex): Upon reaching 21st level, the epic druid may have any number of animal companions up to twice his class level (excluding any levels that do not entitle him to an animal companion). Animal companions are otherwise handled as normal.

Wild Shape (Su): Starting at 21st level, the epic druid can take the form of an animal one additional time per day every three levels (7 times/day at 21st level, 8 times/day at 24th level, 9 times/day at 27th level and 10 times/day at 30th level). At 25th level, the epic druid may change to the form of a Diminutive animal; at 28th level, he can change to an animal of Gargantuan size.

At 23rd level, the epic druid can take an elemental form four times per day. This increases to five times per day at 29th level.

Resist Nature's Lure (Ex): Starting at 22nd level, the epic druid's bonus against fey spell-like abilities becomes +5. This bonus increases an additional +1 ever two epic druid levels (+6 at 24th level, +7 at 26th level, +8 at 28th level, and +9 at 30th level).



Table 2-18: The Epic Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+15/+10/+5	+12	+7	+12	Animal companions, <i>speak with animals</i> 1, wild shape (7/day)
22nd	+16/+11/+6/+1	+13	+7	+13	Resist nature's lure +5, <i>speak with animals</i> 2
23rd	+17/+12/+7/+2	+13	+7	+13	<i>Speak with animals</i> 3, wild shape (elemental, 4/day)
24th	+18/+13/+8/+3	+14	+8	+14	Resist nature's lure +6, <i>speak with animals</i> 4, wild shape (8/day)
25th	+18/+13/+8/+3	+14	+8	+14	<i>Speak with animals</i> 5, wild shape (Diminutive)
26th	+19/+14/+9/+4	+15	+8	+15	Resist nature's lure +7, <i>speak with animals</i> 6
27th	+20/+15/+10/+5	+15	+9	+15	<i>Speak with animals</i> 7, wild shape (9/day)
28th	+21/+16/+11/+6/+1	+16	+9	+16	Resist nature's lure +8, <i>speak with animals</i> 8, wild shape (Gargantuan)
29th	+21/+16/+11/+6/+1	+16	+9	+16	<i>Speak with animals</i> 9, wild shape (elemental, 5/day)
30th	+22/+17/+12/+7/+2	+17	+10	+17	Resist nature's lure +9, <i>speak with animals</i> 10, Wild shape (10/day)

Epic Druid Spells per Day

Level	0	1	2	3	4	5	6	7	8	9
21st	6	6	5	5	5	5	5	4	4	4
22nd	6	6	6	5	5	5	5	5	4	4
23rd	6	6	6	6	5	5	5	5	5	4
24th	6	6	6	6	6	5	5	5	5	5
25th	6	6	6	6	6	6	5	5	5	5
26th	6	6	6	6	6	6	6	5	5	5
27th	6	6	6	6	6	6	6	6	5	5
28th	6	6	6	6	6	6	6	6	6	5
29th	7	7	7	6	6	6	6	6	6	6
30th	7	7	7	7	7	6	6	6	6	6

Speak with Animals (Sp): Starting at 21st level, the epic druid may select one type of animal that he can use *speak with animals* to communicate with at will. He may choose one additional breed at each new epic druid level. Each must be a specific type — not simply “rodents” but mice or rats; not just “birds”

but cardinals or finches; not just “amphibians” but frogs or toads, etc.

As with the spell, such conversations are limited by the creature's Intelligence — a bird that saw an army hauling a catapult toward a castle might only know to say, “many men drag a big tree with no leaves or branches.”

Epic Fighter

Fighters achieve epic status only after long, difficult lives of constant warfare. They are veterans of many kinds of battle and often carry their combat scars like badges of honor or like heavy weights. Many continue their careers beyond their logical retirement ages, becoming generals in armies or otherwise lending leadership to the battlefield.

Hit Die: d10.

Skill Points at Each Level: 2 + Int modifier.

Bonus Feat: Starting with 22nd level, the epic fighter continues to earn bonus feats every other level as a standard fighter does.

Initiative Increase (Ex): Epic fighters are so seasoned that they adjust to sudden conflict with a kind of automatic reflex unmatched by other classes. Starting at 21st level, the character gains a +1 bonus to initiative for every two epic fighter levels he attains (to a maximum +5 at 29th level). This bonus stacks with any other initiative bonuses the character has.

Leadership: At 21st level, the epic fighter gains the Leadership feat if he does not already have it. In addition, every two epic fighter levels the character gains a +5 bonus to the levels of followers that he may lead (i.e., +5 at 22nd level, +10 at 24th level, +15 at 26th level, +20 at 28th level and +25 at 30th level). These levels may be divided up as the character requires when assembling his followers. For example, a 22nd-level epic fighter could attract additional followers in any one of the following combinations: five 1st-level; two 2nd-level and one 1st-level; one 3rd-level and two 1st-level; one 4th-level and one 1st-level; or one 5th-level. The total number of followers he has in any given level may not exceed that of any lower level — so, an epic fighter could not have three 4th-level followers but only two 3rd-level followers.

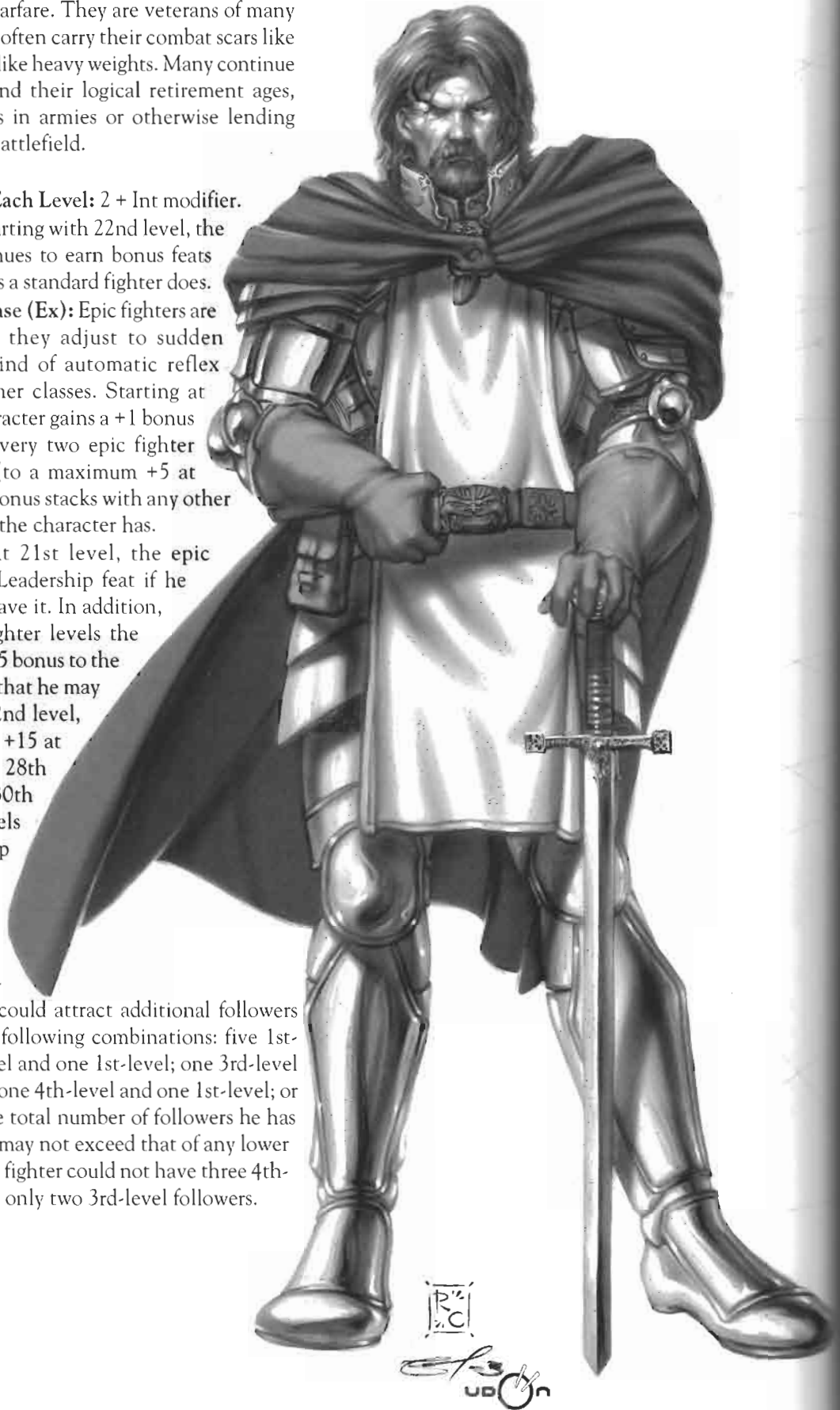


Table 2-19: The Epic Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+21/+16/+11/+6/+1	+12	+7	+7	Initiative increase, Leadership
22nd	+22/+17/+12/+7/+2	+13	+7	+7	Bonus feat, +5 follower levels
23rd	+23/+18/+13/+8/+3	+13	+7	+7	Fearless
24th	+24/+19/+14/+9/+4	+14	+8	+8	Bonus feat, +10 follower levels
25th	+25/+20/+15/+10/+5	+14	+8	+8	Anticipate
26th	+26/+21/+16/+11/+6/+1	+15	+8	+8	Bonus feat, +15 follower levels
27th	+27/+22/+17/+12/+7/+2	+15	+9	+9	Fearless +4
28th	+28/+23/+18/+13/+8/+3	+16	+9	+9	Bonus feat, +20 follower levels
29th	+29/+24/+19/+14/+9/+4	+16	+9	+9	—
30th	+30/+25/+20/+15/+10/+5	+17	+10	+10	Bonus feat, fearless (immune to fear), +25 follower levels

Fearless (Ex): Epic fighters have been in so many battles that they have little fear of anything. At 23rd level, an epic fighter can re-roll once a failed save against any fear effect, or make a standard saving throw if no save is allowed normally.

At 27th level, the epic fighter gains +4 to any fear saves, including the re-roll. At 30th level, the epic fighter becomes immune to any fear effects, regardless of their source.

Anticipate (Ex): At 25th level, the epic fighter is such a grizzled veteran of battle that he can often predict what an opponent is about to do. At the start of each round, the character can make a Sense Motive

check as an opposed roll against the Bluff check of each foe who he's in direct combat with (as if each foe was performing a feint maneuver, in other words). Each opponent who does not beat the fighter's Sense Motive result must tell the fighter his intended action for the round. The epic fighter then performs his action in the normal initiative sequence, taking into account what his foes plan to do.

The opponent must state what feats or extraordinary abilities he's using, if any, but need not specify what magic or spell he's using if he plans to cast a spell or utilize a magic item or a supernatural or spell-like ability.

Epic Monk

The discipline and raw ability this class demands are attributes that few mortals possess. Those who persevere to epic level achieve a rarified mastery of their physical form.

Hit Die: d8.

Skill Points at Each Level: 4 + Int modifier.

Superior Evasion (Ex): At 21st level, whenever the epic monk is struck by an attack that permits a Reflex save for half damage, he takes no damage if the save succeeds and only one-quarter damage (round down) if the save fails.

Wholeness of Body (Su): Upon reaching 21st level, the character's monk levels (standard and epic) count triple for determining the number of hit points of damage he can heal each day.

At 25th level, the character's monk levels count quadruple for determining the number of hit points of damage he can heal each day.

Quivering Palm: At 22nd level, the epic monk can use this deadly attack twice per week. At 27th level, he can use it three times per week.

Superior Still Mind (Ex): At 22nd level, the epic monk's saving throw bonus against enchantment increases to +3. This bonus increases to +4 at 24th level, +5 at 26th level and +6 at 28th level. At 30th level, the monk is immune to all enchantment spells and effects.

Abundant Step (Su): At 23rd level, the monk may use this ability twice per day. At 26th level, he can use it three times per day and at 29th level, he may employ it four times per day.

Damage Reduction (Su): At 23rd level, the epic monk's damage reduction gained from perfect self increases to 13/magic. At 28th level, his damage reduction becomes 18/magic.

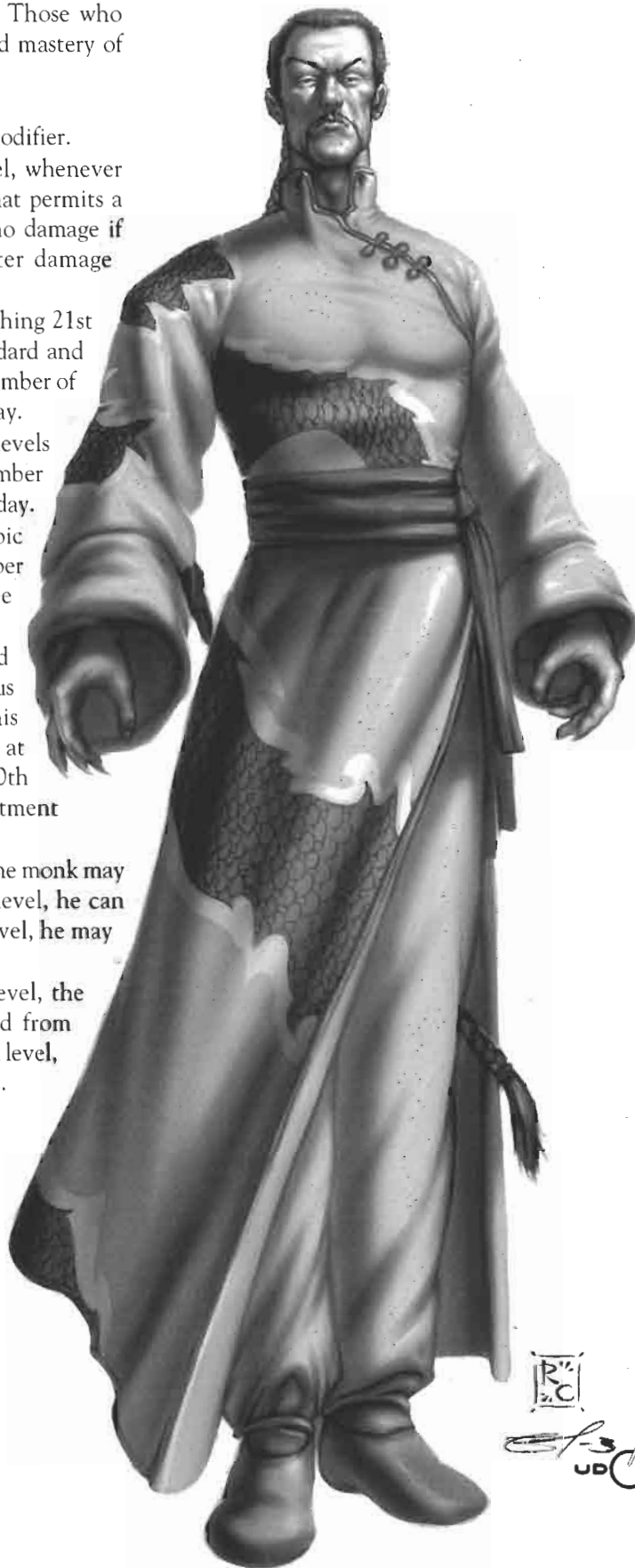


Table 2-20: The Epic Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+15/+10/+5	+12	+12	+12	Superior evasion, wholeness of body (x3)
22nd	+16/+11/+6/+1	+13	+13	+13	Quivering palm (2/week), superior still mind (+3)
23rd	+17/+12/+7/+2	+13	+13	+13	Abundant step (2/day); Damage Reduction 20/+2
24th	+18/+13/+8/+3	+14	+14	+14	Superior still mind (+4)
25th	+18/+13/+8/+3	+14	+14	+14	Wholeness of body (x4)
26th	+19/+14/+9/+4	+15	+15	+15	Abundant step (3/day), superior still mind (+5)
27th	+20/+15/+10/+5	+15	+15	+15	Quivering palm (3/week)
28th	+21/+16/+11/+6/+1	+16	+16	+16	Damage reduction 20/+3, superior still mind (+6)
29th	+21/+16/+11/+6/+1	+16	+16	+16	Abundant step (4/day), perfect evasion
30th	+22/+17/+12/+7/+2	+17	+17	+17	Superior still mind (immune to enchantment), total healing

Epic Monk Unarmed Attacks

Level	Unarmed Attack Bonus	Unarmed Damage	AC Bonus	Unarmored Speed
21	+16/+13/+10/+7/+4/+1	1d20+1d6	+4	100 ft.
22	+17/+14/+11/+8/+5/+2	1d20+1d6	+4	100 ft.
23	+18/+15/+12/+9/+6/+3	1d20+1d6	+5	100 ft.
24	+19/+16/+13/+10/+7/+4/+1	1d20+1d8	+5	110 ft.
25	+20/+17/+14/+11/+8/+5/+2	1d20+1d8	+5	110 ft.
26	+21/+18/+15/+12/+9/+6/+3	1d20+1d8	+6	110 ft.
27	+22/+19/+16/+13/+10/+7/+4/+1	1d20+1d10	+6	120 ft.
28	+23/+20/+17/+14/+11/+8/+5/+2	1d20+1d10	+6	120 ft.
29	+24/+21/+18/+15/+12/+9/+6/+3	1d10+1d12	+7	120 ft.
30	+25/+22/+19/+16/+13/+10/+7/+4/+1	1d10+1d12	+8	120 ft.

Perfect Evasion (Ex): At 29th level, the monk's evasion ability becomes automatic. He automatically takes no damage from any attack that permits a Reflex save for half damage.

Total Healing (Su): Once per day at 30th level, the monk may enter a trance state and perform a

complete refreshing of his body that has all the benefits of a *heal* spell. This ability requires one full minute of total concentration to complete. Any interruption requires a successful Concentration check as if the epic monk were casting *heal*, or the ability is disrupted and lost for the day.

Epic Paladin

Epic paladins are the paragons of virtue. All those who follow good look up to them as the ultimate achievements in their class. They are leaders, champions and the bane of all evil, yet they remain humble servants of all those in need.

Hit Die: d10.

Skill Points at Each Level: 2 + Int modifier.

Remove Disease (Sp): Every three levels, the paladin continues to increase the number of times he may use this ability per week (to a total of 10/week at 30th level).

Spell Resistance (Su): Upon reaching 21st level, the character gains spell resistance equal to his paladin level (standard and epic) plus his Charisma modifier. This spell resistance functions only against magic cast upon him by evil creatures. The paladin's mount enjoys this spell resistance also whenever it is in contact with the paladin.

Superior Mount (Sp): At 21st level, the epic paladin is eligible to receive a new mount or enjoys some change to his existing mount. A quest may be required in either case. A new mount is a spectacular creature with some supernatural ability — anything from a pegasus to a griffin is acceptable, pending the GM's approval. If the current mount is changed, it gains some ability as a boon from the character's deity — whether growing functional wings or having hooves that strike as magical weapons. The mount progress as noted in the chart below.

Paladin Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int
21st–26th	+10	+12	+5	10
27th–29th	+12	+14	+6	11
30th	+14	+16	+7	12

The mount retains the special abilities listed in the *Player's Handbook*. Any new special abilities depend on the mount, as determined for this class ability.



Table 2-21: The Epic Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+21/+16/+11/+6/+1	+12	+7	+7	Remove disease (7/week), spell resistance, superior mount
22nd	+22/+17/+12/+7/+2	+13	+7	+7	Aura of courage (+6, 15 feet), charismatic radiance (Charisma +1)
23rd	+23/+18/+13/+8/+3	+13	+7	+7	Smite evil (6/day)
24th	+24/+19/+14/+9/+4	+14	+8	+8	Charismatic radiance (Charisma +2), remove disease (8/week)
25th	+25/+20/+15/+10/+5	+14	+8	+8	Aura of courage (+8, 20 feet)
26th	+26/+21/+16/+11/+6/+1	+15	+8	+8	Charismatic radiance (Charisma +3), smite evil (7/day)
27th	+27/+22/+17/+12/+7/+2	+15	+9	+9	Remove disease (9/week)
28th	+28/+23/+18/+13/+8/+3	+16	+9	+9	Aura of courage (+10, 25 feet), charismatic radiance (Charisma +4)
29th	+29/+24/+19/+14/+9/+4	+16	+9	+9	Smite evil (8/day)
30th	+30/+25/+20/+15/+10/+5	+17	+10	+10	Charismatic radiance (Charisma +5), remove disease (10/week)

Epic Paladin Spells per Level

Level	1	2	3	4	5	6
21st	4	3	3	3	0	—
22nd	4	3	3	3	1	—
23rd	4	4	3	3	1	—
24th	4	4	3	3	2	—
25th	4	4	4	3	2	—
26th	4	4	4	3	3	0
27th	4	4	4	4	3	1
28th	4	4	4	4	4	1
29th	5	4	4	4	4	2
30th	5	5	5	4	4	3

Aura of Courage (Su): At 22nd level, the paladin's aura of courage confers a +6 morale bonus on saving throws against fear effects to all allies within 15 feet. This becomes a +8 bonus to allies within 20 feet at 25th level, and a +10 bonus to allies within 25 feet at 28th level.

Charismatic Radiance (Su): Upon reaching 22nd level, an epic paladin is almost supernaturally charismatic. He

receives a +1 inherent bonus to Charisma for every two epic levels he attains. This bonus is in addition to those received for standard level increases. Remember that an inherent bonus may not exceed +5 for a single ability score.

Smite Evil (Su): An epic paladin may smite evil one additional time each day every three levels (i.e., six times per day at 23rd level, seven times per day at 26th level, and eight times per day at 29th level).

Epic Ranger

Epic rangers are loners, often avoiding civilization and sticking to the wilderness that they know and love. Many become obsessed with ridding the world of the creatures they despise so greatly, some even stirring up entire crusades against their favored enemies.

Hit Die: d8.

Skill Points at Each Level: 6 + Int modifier.

Long Stride (Ex): At 21st level, the epic ranger's land speed becomes faster than the norm for his race by +10 feet. This benefit applies before modifying any load or armor adjustments, but may be used only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

The epic ranger also moves five times his normal speed when running (if wearing light or no armor and carrying no more than a light load) or four times his speed (if wearing medium or heavy armor or carrying a medium or heavy load). He may run for a number of rounds equal to his Constitution score + epic ranger level prior to making the DC 10 Constitution check to continue running, and the time between checks increases by one round for every two epic levels (every two rounds at 22nd level, every three rounds at 24th level, etc.). See "Run" in Chapter 8 of the *Player's Handbook* for details.

Unerring Aim (Ex): Starting at 21st level, the epic ranger may take a full-round action to attempt a single aimed shot at any target. This precludes any multiple attacks that round. The ranger earns an attack bonus equal to one third his current level, rounding down (+7 at 21st level, +8 at 24th level, +9 at 27th level, +10 at 30th level).

Superior Tracker (Ex): At 22nd level, an epic ranger becomes even more skilled at tracking. He receives a cumulative +1 bonus to any tracking-related checks for every two epic levels attained (+1 at 22nd level, +2 at 24th level, and so on).

Improved Camouflage (Ex): At 23rd level, the epic ranger gains a +3 cumulative bonus to any Hide and Move Silently checks while alone and in natural surroundings (i.e., the wilderness). This bonus increases to +6 at 26th level.

Favored Enemy (Ex): The epic ranger gains additional favored enemies at 24th and 29th levels, in the same fashion as described in the *Player's Handbook*. Also at this time, an epic ranger may



PC

UDON

Table 2-22: The Epic Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+21/+16/+11/+6/+1	+12	+7	+7	Long stride, unerring aim (+7)
22nd	+22/+17/+12/+7/+2	+13	+7	+7	Superior tracker (+1)
23rd	+23/+18/+13/+8/+3	+13	+7	+7	Improved camouflage (+3)
24th	+24/+19/+14/+9/+4	+14	+8	+8	6th favored enemy, superior tracker (+2), unerring aim (+8)
25th	+25/+20/+15/+10/+5	+14	+8	+8	Combat style superiority
26th	+26/+21/+16/+11/+6/+1	+15	+8	+8	Improved camouflage (+6), superior tracker (+3)
27th	+27/+22/+17/+12/+7/+2	+15	+9	+9	Unerring aim (+9)
28th	+28/+23/+18/+13/+8/+3	+16	+9	+9	Superior tracker (+4)
29th	+29/+24/+19/+14/+9/+4	+16	+9	+9	7th favored enemy, superior camouflage
30th	+30/+25/+20/+15/+10/+5	+17	+10	+10	Advanced camouflage, superior tracker (+5), unerring aim (+10)

Epic Ranger Spells per Level

Level	1	2	3	4	5	6
21	4	3	3	3	0	—
22	4	3	3	3	1	—
23	4	4	3	3	1	—
24	4	4	3	3	2	—
25	4	4	4	3	2	—
26	4	4	4	3	3	0
27	4	4	4	4	3	1
28	4	4	4	4	4	1
29	5	4	4	4	4	2
30	5	5	5	4	4	3

select one type of enemy as his crusade enemy — the one favored enemy that he loathes and despises the most. His favored enemy bonuses are doubled against the crusade enemy. These benefits are in addition to any favored enemy bonuses applied at the standard five level interval. The ranger may change to a different crusade enemy upon reaching a new favored enemy plateau, but the crusade enemy bonus applies only to one favored enemy at a time.

Combat Style Superiority (Ex): At 25th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he has become such an

accomplished archer that he can take advantage of the tiniest chink in an opponent's armor. An opponent's armor bonus is reduced by one-third (round down to a minimum of +1) against the epic ranger's archery attacks. If he selected two-weapon combat at 2nd level, his two-weapon fighting penalties are reduced by an additional -1.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor.

Advanced Camouflage (Ex): At 29th level, the epic ranger is a master at moving unseen in the wild. He is treated as *invisible* and *silenced* while alone and in natural surroundings.

Epic Rogue

It's unclear how many epic rogues exist, mainly because they're almost impossible to track down. They can pursue careers as thieves, spies, investigators and the like with such skill that they seldom leave a trace of having been there at all.

Hit Die: d6.

Skill Points at Each Level: 8 + Int modifier.

Sneak Attacks: The epic rogue's sneak attack damage increases by +1d6 at every odd-numbered level (+11d6 at 21st level, +12d6 at 23rd level, and so on).

Trap Sense (Ex): The epic rogue's bonus increases to +7 at 21st level, +8 at 24th level, +9 at 27th level and +10 at 30th level.

Luck of the Streets (Ex): Starting at 22nd level, the epic rogue gains a +1 luck bonus every even-numbered level that he may apply to one saving throw category of his choice (Fortitude, Reflex or Will). The epic rogue cannot switch the bonus once it is allocated, but can increase the luck bonus gained through this class ability. This does not stack with luck bonuses from other sources, however.

Special Abilities: Every three levels above 19th (so, 22nd, 25th and 28th levels), the epic rogue continues to select new special abilities from the options in the *Player's Handbook*, or from the additional choices below.

Improved Crippling Strike (Ex): An opponent damaged by an epic rogue's sneak attack also takes 2 points of Strength damage and 1 point of Dexterity damage. The character must have crippling strike to take this special ability.

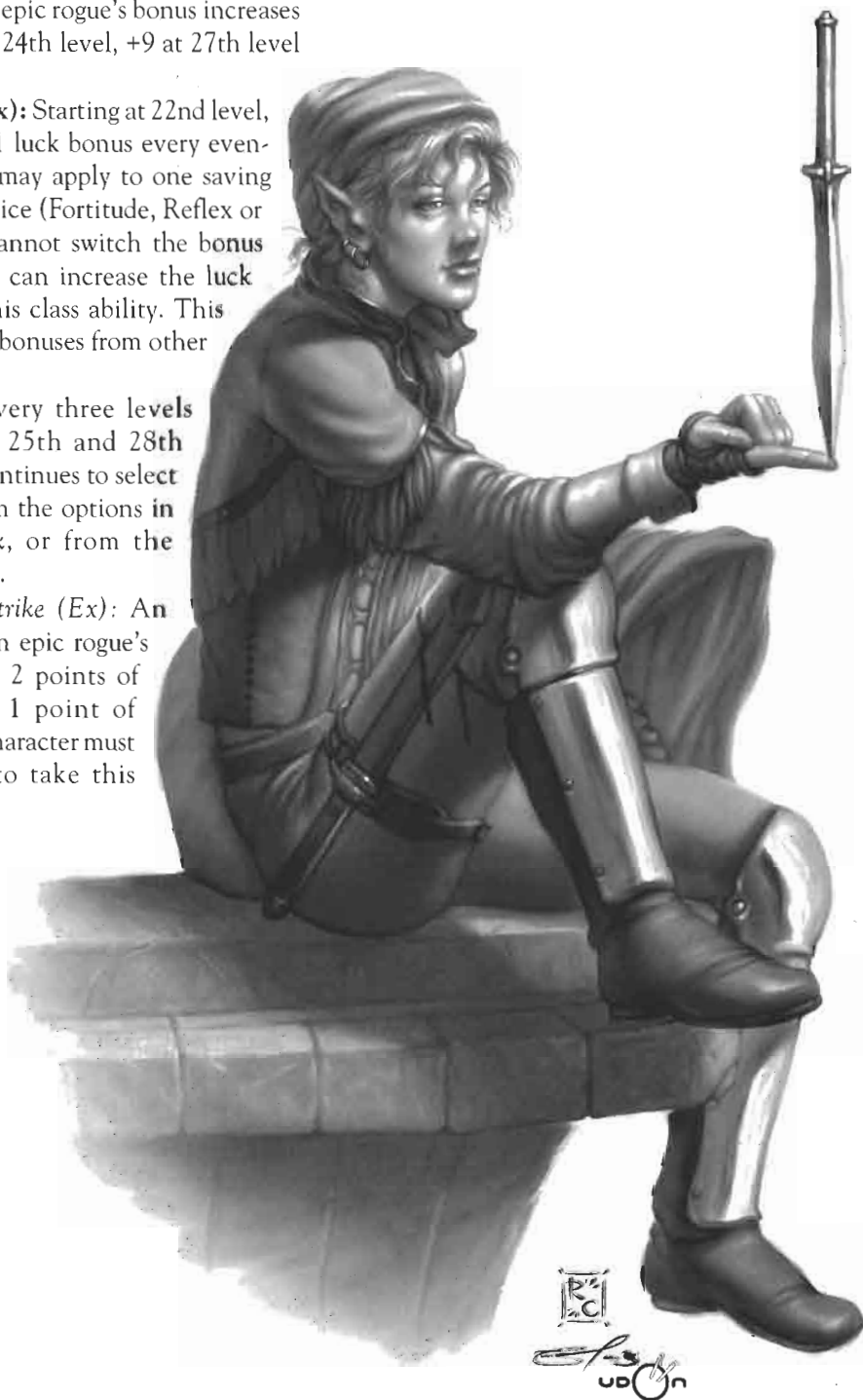


Table 2-23: The Epic Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+15/+10/+5	+7	+12	+7	Sneak attack +11d6, trap sense +7
22nd	+16/+11/+6/+1	+7	+13	+7	Luck of the streets 1, special ability
23rd	+17/+12/+7/+2	+7	+13	+7	Sneak attack +12d6
24th	+18/+13/+8/+3	+8	+14	+8	Luck of the streets 2, trap sense +8
25th	+18/+13/+8/+3	+8	+14	+8	Sneak attack +13d6, special ability
26th	+19/+14/+9/+4	+8	+15	+8	Luck of the streets 3, ultimate luck 1
27th	+20/+15/+10/+5	+9	+15	+9	Sneak attack +14d6, trap sense +9
28th	+21/+16/+11/+6/+1	+9	+16	+9	Luck of the streets 4, special ability
29th	+21/+16/+11/+6/+1	+9	+16	+9	Sneak attack +15d6
30th	+22/+17/+12/+7/+2	+10	+17	+10	Luck of the streets 5, trap sense +10, ultimate luck 2

Improved Defensive Roll (Ex): The rogue may make a total of two defensive rolls per day. In addition, if the character fails a defensive roll attempt and he has a defensive roll remaining, he may use it to make a second attempt, resolved as normal. The character **must** have defensive roll to take this special ability.

Improved Slippery Mind (Ex): Against an enchantment spell or effect, an epic rogue gains a +2 bonus to saving throws and gains a total of two additional saving throws, if needed. For example, an epic rogue who fails his initial saving throw may make a second saving throw one round later. If *that* roll also fails, the character may make one more attempt in the following round. The character **must** have slippery mind to take this special ability.

Superior Evasion (Ex): Whenever the epic rogue is struck by an attack that permits a Reflex save for half damage, he takes no damage if the save succeeds and only one-quarter damage (round down) if the save fails. The character **must** have improved evasion to take this special ability.

Ultimate Luck (Su): At 26th level, the epic rogue manifests a supernatural degree of luck. Once per week, he can change any one die roll result that he makes by 50% (round down). So, a d20 result of 13 can be reduced or increased by 6. This applies only to a roll that the epic rogue's player makes.

At 30th level, the epic rogue may use ultimate luck twice per week.

Epic Sorcerer

Those rare sorcerers who reach epic status enjoy a number of special benefits in addition to a greater spell selection.

Hit Die: d4.

Skill Points at Each Level: 2 + Int modifier.

Cantrip Mastery (Sp): At every odd-numbered level, the epic sorcerer selects one 0-level spell that he can cast a number of times per day equal to his Intelligence modifier (so, a character with Intelligence 16 can cast a selected 0-level spell three times per day). The spell selected is considered a spell-like ability, and no longer takes up a 0-level spell slot. He may enhance the spell with metamagic feats as normal, but doing so requires using the necessary spell slots.

Familiars: An epic sorcerer may call for a second familiar at 23rd level and a third at 30th level. Each familiar is handled as normal (see “Familiars” in Chapter 3 of the *Player’s Handbook*), including the benefits listed in Table 2–25.

Treat each familiar independently for abilities that have limited uses per day — a 30th-level sorcerer could *sorry* on each of his three familiars twice daily, for example. Similar abilities conferred by multiple familiars do not stack.

Table 2-24: Familiar Ability Benefits

Master Class Level	Natural Armor Adj.	Int	Special
21st–22nd	+11	16	Scry on familiar (2/day)
23rd–24th	+12	17	Familiar Spell
25th–26th	+13	18	—
27th–28th	+14	19	Deliver touch spells (range)
29th–30th	+15	20	—

Scry on Familiar (Sp): The master may scry on his familiar twice per day.

Familiar Spell (Sp): Choose one spell of 8th level or lower; the familiar can cast this spell once per day as a spell-like ability as a caster of a level equal to the master’s caster level. Spells with a material component cost of more than 1 gp, or with any XP cost, are not eligible.

Deliver Touch Spells (Range) (Su): The familiar may still be designated the master’s “toucher” if they are within (10 x master’s class level) in feet of one another.



Table 2-25: The Epic Sorcerer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+10/+5	+7	+7	+12	Cantrip mastery 1
22nd	+11/+6/+1	+7	+7	+13	Specialty spell 1
23rd	+11/+6/+1	+7	+7	+13	2nd familiar, cantrip mastery 2
24th	+12/+7/+2	+8	+8	+14	Specialty spell 2
25th	+12/+7/+2	+8	+8	+14	Cantrip mastery 3
26th	+13/+8/+3	+8	+8	+15	Specialty spell 3
27th	+13/+8/+3	+9	+9	+15	Cantrip mastery 4
28th	+14/+9/+4	+9	+9	+16	Specialty spell 4
29th	+14/+9/+4	+9	+9	+16	Cantrip mastery 5
30th	+15/+10/+5	+10	+10	+17	3rd familiar, specialty spell 5

Epic Sorcerer Spells per Day

Level	0	1	2	3	4	5	6	7	8	9
21st	7	7	7	6	6	6	6	6	6	6
22nd	7	7	7	7	7	6	6	6	6	6
23rd	8	8	7	7	7	7	7	6	6	6
24th	8	8	8	7	7	7	7	7	6	6
25th	8	8	8	8	7	7	7	7	7	6
26th	8	8	8	8	7	7	7	7	7	7
27th	8	8	8	8	8	8	7	7	7	7
28th	9	9	8	8	8	8	8	7	7	7
29th	9	9	9	8	8	8	8	8	7	7
30th	9	9	9	9	8	8	8	8	8	7

Epic Sorcerer Spells Known

Level	0	1	2	3	4	5	6	7	8	9
21st	9	5	5	5	5	4	4	4	3	3
22nd	9	5	5	5	5	5	5	4	4	3
23rd	9	6	5	5	5	5	5	5	5	4
24th	9	6	6	5	5	5	5	5	5	5
25th	9	6	6	6	6	5	5	5	5	5
26th	9	7	6	6	6	6	6	5	5	5
27th	9	7	7	6	6	6	6	6	5	5
28th	9	7	7	7	7	6	6	6	6	5
29th	9	8	7	7	7	7	6	6	6	6
30th	9	8	8	8	7	7	7	7	6	6

Specialty Spell: At every even-numbered level, the epic sorcerer may select one 1st- through 9th-level spell that he knows as a specialty spell. This spell is considered to take up a spell slot one level lower, but is cast as if the caster were one level higher than

normal. For example, a 22nd-level epic sorcerer chooses *fireball*; it is considered to take a 2nd-level spell slot, but he casts it as if he were a 23rd-level sorcerer. The epic sorcerer may use this ability once per day for each specialty spell he knows.

Epic Wizard

Most epic wizards settle down from an adventuring life, constructing a tower or other sanctum in which he can conduct whatever arcane experiments interest him. Others travel the planes, seeking out new realities and magics to explore.

Hit Die: d4.

Skill Points at Each Level: 2 + Int modifier.

Improved Familiar: At 21st level, an epic wizard gains the Improved Familiar feat (see Chapter 6 of the *DMG* for a full description). This feat allows spellcasters to acquire a familiar of a type beyond those listed in the *Player's Handbook*. The list below, extracted from the *DMG*, presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar, pending GM approval.

Improved familiars otherwise use the rules for regular familiars and use the abilities listed on Table 2–25, with two exceptions: If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

Familiar	Alignment	Familiar	Type/Subtype
Shocker lizard	Neutral	Celestial hawk ¹	Good
Stirge	Neutral	Fiendish Tiny viper snake ²	Evil
Formian worker	Lawful neutral	Elemental, Small	By element
Imp	Lawful evil	Homunculus ³	Undead
Pseudodragon	Neutral good	Ice mephit	Cold
Quasit	Chaotic evil		

¹ Or other celestial animal from the standard familiar list.

² Or other fiendish animal from the standard familiar list.

³ The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

Spellcraft Mastery (Ex): Masters of magic, epic wizards gain a +1 bonus per every odd-numbered epic level (i.e., +1 at 21st level, +2 at 23rd level, etc.) to all Spellcraft checks. This bonus is doubled for spells in the wizard's specialty, if any.

Special Abilities: At 22nd, 26th and 30th levels, the epic wizard selects one ability from the list below. An ability's benefits stack with those gained from feats and other powers, unless noted otherwise.



Table 2-26: The Epic Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
21st	+10/+5	+7	+7	+12	Improved Familiar, Spellcraft mastery +1
22nd	+11/+6/+1	+7	+7	+13	Special ability
23rd	+11/+6/+1	+7	+7	+13	Spellcraft mastery +2
24th	+12/+7/+2	+8	+8	+14	—
25th	+12/+7/+2	+8	+8	+14	Spellcraft mastery +3
26th	+13/+8/+3	+8	+8	+15	Special ability
27th	+13/+8/+3	+9	+9	+15	Spellcraft mastery +4
28th	+14/+9/+4	+9	+9	+16	—
29th	+14/+9/+4	+9	+9	+16	Spellcraft mastery +5
30th	+15/+10/+5	+10	+10	+17	Special ability

Epic Wizard Spells per Level

Level	0	1	2	3	4	5	6	7	8	9
21	5	5	5	5	4	4	4	4	4	4
22	5	5	5	5	5	5	4	4	4	4
23	6	6	5	5	5	5	5	4	4	4
24	6	6	6	5	5	5	5	5	4	4
25	6	6	6	6	5	5	5	5	5	4
26	6	6	6	6	6	5	5	5	5	5
27	6	6	6	6	6	6	6	5	5	5
28	6	6	6	6	6	6	6	6	5	5
29	6	6	6	6	6	6	6	6	6	5
30	6	6	6	6	6	6	6	6	6	6

Damage Reduction (Su): Select one type of energy (acid, cold, electricity, fire or sonic). The character gains damage reduction $X/-$ against that energy type, with X equal to his epic wizard class levels + Intelligence modifier. So, a 24th-level epic wizard (four epic wizard levels) with Intelligence 16 (+3 modifier) has DR 7/- against a single energy type of his choice. This ability may be selected multiple times; its effects do not stack. Each choice is applied to a different energy type.

Magic Defense (Su): Choose a school of magic (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy or transmutation). The character gains a saving throw bonus equal to his epic wizard class levels against spells cast upon him from that school. So, a 26th-level epic wizard (six epic levels) gains a +6 bonus to saving throws against a single school of magic of his choice. This ability may

be selected multiple times; its effects do not stack. The saving throw bonus is applied to a different school each time. A specialist wizard may not choose his restricted school of magic.

Spell Focus (Su): The character gains the Spell Focus feat for a school of magic of his choice. If the epic wizard has that feat for the school already, he may add the benefit of Greater Spell Focus for spells cast from that school. If the epic wizard has both feats for the school already, he may take Superior Spell Focus, which adds an additional +2 to the Difficulty Class for all saving throws against spells he casts from that school.

This ability may be selected multiple times. Once a character has Spell Focus, Greater Spell Focus and Superior Spell Focus for a single school, this ability's benefits no longer stack. Any subsequent choice is applied to a new school.

CHAPTER THREE

ALTERNATE

COMBAT RULES

Combat in the d20 System remains, at its heart, very much like it was when the first incarnation of the game was released decades ago. A character rolls to hit, and if he exceeds the target's armor class, he rolls for damage. Score enough damage, and the enemy is knocked unconscious or dies. Then, move on to the next opponent, and so on....

With the revised Third Edition rules, d20 combat has been streamlined and refined to a relatively simple system that works well. As with any set of well worn rules, however, it can become stale and predictable after a while. Game Masters looking to spice up their battles should consider the optional rules provided in this section, which focus on virtually every aspect of combat.

Advanced Initiative Systems

When considering the way d20 combat works, the standard initiative system is designed for one thing only — determining who goes next in combat. Simple, isn't it? In fact, it's about one of the simplest systems of its kind in any game (roleplaying or otherwise), and yet rolling initiative is one of the most important things in the entire process. That single die roll determines whether or not a character moves first in a round, and that can often be the difference between life and death.

Three different initiative options are covered here: fast, secret and variable. Each has its own benefits and disadvantages. Some Game Masters might choose to combine some of these attributes if they wish (such as elements of fast and secret initiative). After all, this book is all about encouraging new options and alternatives!

Fast Initiative

Players looking for a way to speed up combat should consider this system. It's extremely simple and removes

nearly all of the "whose turn is it now?" moments that frequently arise around the table. Best of all, the fast initiative system can be expanded depending on the interest level of the players. It can be as useful to a group that prefers to deliberate as to one that just wishes to keep things moving.

Fast initiative uses a standard deck of playing cards. Choose one primary and one secondary suit — clubs, diamonds, hearts or spades — for the PCs (which includes player characters and any non-player character allies) and the NPCs (all characters opposing the PCs). So, the PCs might choose clubs primary and diamonds secondary, while the NPCs take hearts primary and spades secondary.

Separate the respective suits into four stacks and put the PC stacks within easy reach of the players and the NPC stacks near the Game Master. Each group draws cards from their primary stack (the secondary stack comes into play only under certain circumstances; see below). For battles with larger numbers of monsters, use thirteen cards for either side and double up the weakest opponents. Aces count as one, while jacks count as eleven, queens twelve, and kings thirteen.

When combat begins, each player draws one card from the primary PC stack (in order from highest to lowest initiative bonus) and places it face up in front of himself, or on top of his character sheet. The Game Master draws one card from the primary NPC stack for each monster and records the result but does not show which enemy drew which card. The combat round then proceeds, beginning with the kings, followed by queens, and so on in descending order. If the same card is drawn from the PC and NPC stacks, the character with the higher initiative bonus goes first. These are the only times that a character's initiative bonus is used with fast initiative.

A character who uses the delay maneuver and winds up adjusting his position in the initiative sequence discards his primary suit card and draws the new

number from the secondary suit. For example, if a PC with a 9 delays until an enemy with a 6 moves, the PC's player discards the 9 he'd drawn from the primary stack and takes a 6 from the secondary stack.

Fast Initiative Enhancements

- **Ordered:** This factors in respective initiative bonuses. Instead of players drawing their own cards, the GM deals one per character from the primary PC stack into a pile. The cards dealt are then allocated from highest to lowest to the PCs in descending order of initiative bonuses. For example, four characters with +6, +4, +3 and +1 initiative bonuses are dealt a 10, 6, 3 and ace. The PC with the +6 initiative bonus takes the 10, the PC with +4 takes the 6, the PC with +3 takes the 3 and the PC with +1 takes the ace.

- **Preplanning:** An irritating aspect of the standard initiative system is that no matter how much time you have to prepare for combat, you're always at the mercy of the initiative roll. With preplanning, a group that has at least one full minute to prepare for battle can preselect its cards in whatever order the players choose. Deal out cards as with the ordered option (above), but the players choose which PC gets which card. For any dispute over allocation, the player whose character has the higher initiative bonus makes the final choice. To prevent bickering and overdiscussion of the fight to come, the GM should allow no more than one or two minutes for the group to come to a consensus.

After that, any unallocated cards are assigned in initiative bonus order.

Preplanning can be very effective depending on the group's structure — wizards could move first, dropping *ice storms* or party enhancements, then other characters could make ranged attacks, with fighters making a charge at the end of the round. The GM should allow preplanning only in certain circumstances. A party cannot assume a fight will occur behind every door — it must be aware of the danger and its nature, and must achieve at least some measure of surprise over the opposition. For example, using *clairaudience/clairvoyance* to see what's behind a door creates a viable preplanning opportunity, but a random dungeon encounter does not.

- **Trading:** Fast initiative can be enhanced through the use of card trading, where a player may trade cards with the person next lowest in the sequence. The second character is not permitted to refuse this trade unless he has traded at least once during that encounter already. A character may initiate only one trade per combat. Trades can be performed only at the start of the encounter.

Fast Initiative Example

The four intrepid adventurers *Ellisia* (cleric, 0 initiative bonus), *Protor* (wizard, -1 initiative bonus), *Suworkin* (rogue, +7 initiative bonus) and *Tarla* (fighter, +2 initiative bonus) are creeping through a dark catacomb when they notice a light



ahead. Coming around a blind corner, they confront five huge, shadowy creatures huddled around a small fire. Before the party can decide what they're facing or whether a parley is possible, the monsters notice them and attack.

The PCs have encountered bugbears who are cooking up some stew. Unknown to the party, a shaman is just a short distance away, around another corner.

For this example, the GM is using both the trading and preplanning options with fast initiative. The party doesn't have time to study their opponents before the monsters attack, so preplanning isn't possible in this encounter.

The players chose hearts as their primary suit with spades secondary; the GM chose clubs as his primary suit with diamonds secondary. The GM shuffles each primary stack; the players draw one card from the PC stack while the GM deals six cards from the NPC stack (one for each monster). Ellisia draws the queen, Protor the 10, Suvorkin the 8 and Tarla the 5. The monsters draw the ace, 3, 6, 7, queen and king (the shaman gets the 6).

The players decide that they want to move Suvorkin and Protor as high as possible in the initiative sequence, to make maximum use of sneak attacks and the wizard's *cone of cold* wand. This requires trading, initiated by the character with the highest current initiative. Ellisia, with the queen, is first to trade. She can swap with Protor to move the wizard up to the highest spot, but that leaves Suvorkin unable to improve his position (Ellisia can't make a second trade, and Protor would drop back to a less advantageous position). Instead, Ellisia trades with Suvorkin, who then trades with Protor. This leaves Tarla moving last, but she's comfortable with that, figuring she can take advantage of potential flanking opportunities. The order is now Protor (queen), Suvorkin (10), Ellisia (8) and Tarla (5).

Meanwhile, the GM trades the bugbear shaman's 6 with one of the other bugbears' king so that the shaman can move first. This allows the shaman to go first overall; he moves up secretly and uses *Silent Spell* to cast *shield of faith*. Protor and one of the bugbears go next; Protor's initiative bonus is -1, so the bugbear goes first, charging forward to attack Tarla. Protor then triggers *cone of cold*, affecting other four bugbears (the shaman is still around the corner). Battle progresses from there, in descending order of playing card value.

Secret Initiative

This system is simple, a little more realistic, and provides a nail-biting aspect to the game that can spice up combat dramatically. It does, however, require more work and management by the Game Master, as well as a greater measure of trust from the players.

To use secret initiative, the GM notes all the characters' initiative bonuses and makes every initiative roll secretly. He then sorts everyone out himself, either by hand, with index cards, or using a computer with a

spreadsheet or other application. Instead of calling out initiative numbers in the standard manner, the GM simply announces whose action is next. None of the players know in advance whose turn will come in what order during the first round of combat (the routine is established after this, of course).

If one of the party's opponents does not take an action, the GM is not required to announce why or to otherwise call attention to the NPC. The NPC could be delaying or holding his action, or he might be doing nothing that round. He could also be a target the group has not yet seen, and who does not wish to give up his location by taking an action.

Secret Initiative Example

Let's revisit Ellisia (+0 initiative bonus), Protor (-1), Suvorkin (+7) and Tarla (+2), using secret initiative for the encounter instead. The GM rolls secretly for all four PCs and for the six NPC monsters, applying each character's initiative modifier. He gets the following initiative results:

Character	Initiative Result
Suvorkin	24
Bugbear #1	19
Tarla	16
Bugbear shaman	15
Protor and bugbear #2	12
Bugbear #3	11
Bugbear #4	6
Ellisia	5
Bugbear #5	2

The GM announces that Suvorkin is the first to go. Since he has the rest of the field flat-footed, the agile rogue makes a sneak attack that kills bugbear #2 (who, unknown to the players, had initiative 12). The GM next announces that one of the bugbears (#1) moves, stepping up to smack Suvorkin over the head. This sets up some good drama after only the second character's move — having no idea who goes next, Suvorkin wonders whether bugbears will overwhelm him before any of his companions have the chance to take an action!

Suvorkin breathes a sigh of relief when Tarla's turn is announced next. The fighter charges another bugbear (#3); although she misses on her attack, Tarla does block the monster's path to the rogue. Next, outside the party's view, the bugbear shaman moves up, takes stock of the situation and uses *Silent Spell* to put up *shield of faith*. Protor the wizard goes next. He circles around for a *cone of cold* strike — and spots the shaman hiding in the darkness! Protor doesn't know if the shaman has taken his action yet, and the party won't know where the monster falls in the initiative sequence until next round. Protor must now choose whether to use his wand on the three bugbears who aren't yet engaged in melee, or target this newly-discovered threat....

Variable Initiative

This is a throwback to previous incarnations of the game and represents combat in a much more chaotic, unstable manner. Instead of rolling once for initiative at the start of an encounter, everyone rolls initiative anew at the start of *each* combat round.

This system has advantages and disadvantages. If a player rolls poorly one round, he has a chance to make up for his character's slowness with a good roll in the next round. Unfortunately, the reverse is true — the character risks going from a superior initiative position to a spot far lower in the sequence. Variable initiative can be slower to manage, especially in large-scale battles, but is ideal for players who prefer an additional element of uncertainty in an encounter. Also, this system provides better rewards for characters with high initiative bonuses, which strengthens feats and other abilities that provide such increases.

If a character uses a hold action or delay maneuver, keep track of how many initiative steps are lost and apply that as a negative penalty to the character's initiative roll in each subsequent round. For example, a character with a 15 initiative result delays so that he moves on initiative 9; he then suffers a -6 penalty to his initiative roll on each successive round.

Variable Initiative Example

Let's return one last time to the catacomb battle between the bugbears and Ellisia (+0 initiative bonus), Protor (-1), Suvorkin (+7) and Tarla (+2). Let's further assume that the initiative rolls for the first round are the same as listed in the secret initiative example (except that each player knows what his result was). For the first round, combat proceeds as described in the secret initiative example — one bugbear is down and the rest are engaged in a fierce battle with the PCs — Tarla faces off against two bugbears while Ellisia and Suvorkin each fight one apiece; Protor and the shaman stand on opposite sides of the cave, each outside of melee range.

At the start of the second round, each player rolls a new initiative for his character while the GM does the same for the bugbears. This time, the results are:

Character	Initiative Result
Tarla	20
Bugbear shaman	19
Bugbear #1	15
Suvorkin	13
Ellisia	11
Bugbear #5	9
Bugbear #3	5
Bugbear #4	3
Protor	1
Bugbear #2	(Dead)

Tarla kills bugbear #3, but misses with his follow-up Cleave attempt on the other bugbear (#5) with whom she's engaged. The shaman goes next, casting *hold person* on Protor, who fails his saving throw.

Unfortunately for Suvorkin, the bugbear who attacked him after his move in the first round beat his initiative this round; Suvorkin is attacked again before he can react. Instead of attacking his virtually undamaged opponent, Suvorkin tumbles (successfully) to flank Tarla's other opponent, bugbear #5. Suvorkin's sneak attack hits and kills the bugbear before it takes its action for the round. The battle continues....

Critical Fumbles

Critical hits are an integral part of the basic game system. What about the other end of the spectrum? A tremendous blunder can be just as interesting in a roleplaying game as a memorable critical strike.

This section provides several systems for critical fumbles. These range from the simple to the highly complex. In general, a campaign should include fumbles of a level equivalent to its critical system. If using the optional advanced critical hits from this book, use a level of fumbles to match. If your game includes only standard critical hits, stick with the simple fumble rules, or none at all.

Basic Fumbles

Under this basic system, any natural "1" rolled on an attack threatens a fumble. The character should immediately roll another attack. If this roll misses, a fumble has occurred. Otherwise, no adverse effects occur. Include all standard bonuses in the second roll as if an actual attack were being made — this would include penalties for off-hand swings, negatives from power attacks and so forth. No "hit" is possible, however, only the avoidance of a fumble.

The effect of the fumble is dependent upon the weapon type, as listed below.

Slashing: The weapon hits something else in the vicinity (a low ceiling, part of the target's armor, the ground). The cutting edge catches long enough that the weapon is wrested from the character's grasp. Treat this as if the character has been disarmed. If using locked gauntlets, use the fumble for blunt weapons instead.

Blunt: The weapon slips in the wielder's hand to a position from which it is unusable. The character must spend a standard action maneuvering it back into place. If the character has another attack still to come in the same round, and chooses to do so, he can spend that attack moving his weapon back into place instead of using an action. If he has no further attacks or actions in that round, he may use his first attack in the next round to reset the weapon but may make no

attacks of opportunity with that weapon in the intervening period.

Piercing: The weapon sticks into something within five feet of the wielder's position — a wall, a table, the floor or some other obstacle. The character must spend a standard action (or a second attack, as described above for blunt weapons) freeing it. Pulling it loose requires a Strength check (DC 10).

Ranged: The weapon misses its intended target but has a possibility of hitting someone else in the vicinity. The shot is so bad that literally anyone within the character's line of sight (a cone extending out from his present facing), and within the weapon's effective range is eligible for targeting. The GM should roll randomly to determine who is threatened — it could be friend or foe, or even a neutral target. Once the target is selected, the character makes an involuntary attack roll using all standard bonuses, as if he were intentionally shooting at that particular target. Critical hits are possible, but a fumble is not — a natural "1" is simply a miss.

Double Fumble (Botch): Any fumble threat roll that comes up a natural "1" is a complete and utter botch. Regardless of weapon type, the character somehow manages to slip up so badly that he actually hits himself instead of his intended target. A sword comes down on his foot, a mace clubs the attacker in his own head, an arrow ricochets back, or something equally bad happens. No attack roll is necessary — just score damage as if the attack had hit normally (except that it goes on the attacker instead of the defender).

Complex Fumbles

This system begins very much like the simple fumble method (above). On a natural "1," a fumble is threatened and is confirmed if the subsequent threat roll misses. A second natural "1" is also a double fumble, or "botch." Instead of a single, simple effect, however, roll 1d20 on the following table whenever a fumble is confirmed. If a botch occurred, add +1 to this roll, and a more severe version of the resulting effect is applied. All penalties from such effects stack with each other or repeated fumbles of the same type.

- **Minor Slip:** The weapon turns in the attacker's hand. He can either spend his next attack or action readjusting it, or take a -3 penalty on his next attack, at the player's option.

Botch: The slip results in a temporary muscle strain or pull, resulting in a -1 attack penalty with that hand for the remainder of the battle. This stacks with any other penalties of a similar type.

- **Major Slip:** The weapon shifts to a position from which it cannot be used. The character must spend

Table 3-1: Complex Fumbles

Die Roll	Effect
1-4	Minor weapon slip
5-7	Major weapon slip
8-10	Weapon damaged
11-13	Weapon dropped
14-15	Weapon dropped and flies some distance away
16-18	Weapon strikes someone else nearby
19+	Strike self with weapon

his next attack or action readjusting it. The weapon may not be employed until this is done.

Botch: A temporary muscle pull results in a -2 penalty to attack with that hand for the remainder of the battle, and a -1 penalty until the character receives a good night's rest or at least a *cure light wounds* spell cast specifically on the muscle itself (resulting in no healing, but the elimination of the penalty). Repeated instances of this penalty stack.

- **Weapon Damaged:** Roll for damage as if a hit were scored, but do not include any special effects (acid, fire, etc.) in this calculation. This amount of damage is scored on the weapon itself, not the intended target. (Note that this means large and powerful characters are more likely to break their weapons with this fumble — a realistic result.)

Botch: Regardless of how many hit points of damage are actually caused on the weapon — if any — after its hardness is considered, some noticeable effect occurs to the weapon's performance as a result of this fumble. Slashing weapons receive nicks, dents or bends; piercing weapons have their points dulled; blunt weapons become cracked; and ranged weapons are twisted in some way. The weapon scores -1 to damage thereafter until repaired by a DC 20 Craft check. Access to proper repair facilities, such as a forge or carpenter's tools, is required. Repeated fumbles of this type stack, although a weapon can never do less than 1 point of damage on a hit.

- **Weapon Dropped:** The character drops the weapon as if he had just been disarmed. The weapon falls in the character's current square. If using locked gauntlets, use the Weapon Damaged result (above).

Botch: The weapon also hits the character in the process. Score damage as if a standard attack succeeded.

- **Weapon Dropped Some Distance Away:** The weapon is dropped as above, but instead of falling in the character's square, it flies off 2d6 squares in a random direction. (Ranged weapons that are not moved around when attacking cannot be flung away. Use the previous fumble instead. A sling could be

tossed, but a crossbow would not.) The weapon will bounce off walls during its flight like a billiards ball, and if it lands in a hole or other depression, it will drop inside. This fumble can be disastrous if fighting in the air or under water!

Botch: The weapon also hits someone else nearby, using the next critical as a guideline. Anyone within five feet of the weapon's flight path is eligible for targeting.

• **Weapon Strikes Someone Else Nearby:** The weapon hits someone else within its area of reach (ranged weapons use the rules described under "Simple Fumbles," above). Choose a target randomly. The original target is not eligible for selection. If no other targets exist, use the next fumble instead. When a subject is chosen, make an attack roll against him as if he were the original target of the attack. All relevant bonuses (including flanking if applicable, and even sneak attacks) must be applied to this roll, even if the target is an ally.

Botch: An ally is automatically chosen if anyone meets the criteria; if not, the weapon hits the wielder. In addition, a hit is automatic, and a critical is automatically threatened. Make the attack roll only to see if the critical hit succeeds.

• **Strike Self with Weapon:** Roll damage normally, as if a hit had been achieved, and score it on the attacker. No need to roll to hit; a hit is scored automatically.

Botch: The attack is automatically a critical hit.

Alternative Combat Rules

This section includes a variety of new rules options for combat, from a phased combat system to weapon speeds to an entirely new method of determining and applying damage.

Phased Combat

In this system, combat is handled in a series of phases rather than in an initiative order. The aim of phased combat is to increase the uncertainty factor in battle. This system forces players to think about their battle plan beforehand and then react to changes on the fly. Phased combat may seem cumbersome at first, but because every player moves simultaneously, the "real time" speed of combat is increased dramatically. In addition, players do not become bored waiting for their next turn to finally roll around in large battles. Something is almost always going on that involves each participant.

Battle Plans

In the phased system, the GM sets up the battle on the game table as he would in standard combat. Initiative rolls are not used, however. Instead, each



McHUGH

character begins the round by determining what he intends to do and jotting this down on any handy sheet of paper. This is referred to as his *battle plan*. Once written, the battle plan may not be changed, although the character may make certain reactionary adjustments described later in this section.

At the start of any round, the players involved in the battle are permitted a brief period to discuss their battle plans. To keep the game flowing, this should be no longer than a few minutes of real time, unless the characters have had a long period of time to set up an ambush. It is assumed that the characters under the control of these players are close enough to communicate during the fight and are not prohibited from doing so by some special condition, such as *silence*. If the party has been broken into two or more groups through the course of the fight, the subgroups should carry out battle discussions independently, out of hearing range of each other. Other communications disruptions affecting a character should also be applied to the player during planning sessions. For example, a player whose character who has been blinded or is within a *darkness* zone should not be allowed to look at the game map. By the same token, a player managing a deafened character may not listen to the arguments of others, though he could call out his own ideas and suggestions.

Although the assembled party may come up with an overall strategy, individual players are still permitted to write their own battle plans. Followers, cohorts, summoned creatures and the like have their plans written by the GM after listening to suggestions from the controlling players. If desired, Bluff and Intimidate checks may be used to influence these decisions further. A player may not use these skills to force another player to determine his actions, however, unless influenced by magic or some other special situation.

Of course, while the players decide what their characters are doing, the GM must do the same for the creatures under his control. He should do this without listening to the players if at all possible, so as to not be influenced by the plan they have come up with. (Certain prescient creatures may be able to read the characters' minds enough to permit this, but in general the GM will not want to know what the characters are intending.) Setting up secret battle plans can be quite beneficial and enjoyable for game play purposes, as it lends an air of surprise and intrigue to both sides of the GM's screen.

Combat Round

After battle plans have been determined, the combat round ensues. Each round takes place in several phases, which occur in the order listed. Note that the ability to take action is dependent upon that action being declared in the character's battle plan. If he does

not write down an action in his plan, he may not take it, except as detailed in the reaction rules hereafter.

1. Free Actions: Creatures capable of taking free actions may do so before anything else happens in the round. Free actions may also be taken during any other phase hereafter, if available, and precede or follow any other events in that phase at the character's option. Note that some free actions may not be used multiple times in a round, or require a certain delay time to take effect. For example, changing a dodge opponent can be done in any phase but may not be altered again until at least the same phase of the following round. Characters wishing to take actions that affect the entire round, such as fighting defensively, should declare it during this phase.

2. Fast Casting: Quickenened spells and similar fast-paced spell-like abilities are executed next. This includes any magical ability that is assumed to take place in the space of a single heartbeat. If desired, these actions can be delayed until any of the ensuing spellcasting phases.

3. First Step: All creatures that are capable of taking a 5-foot step may do so at this point. Note that all 5-foot steps are taken simultaneously. A creature that moves into a spot formerly threatened by an opponent who just moved in the opposite direction does not provoke an attack of opportunity.

4. Standard Spellcasting: Any spells that can be cast as standard actions are executed next. These precede any attacks made by creatures involved in the battle but can of course produce attacks of opportunity if the caster is threatened by an opponent. Characters who are casting full-round spells begin doing so at this time.

5. First Attack: All creatures capable of attacking may do so now. Combat spells may also be cast during this phase or any other attack phase as long as they are standard actions (or faster). Creatures with multiple methods of attack (e.g., a character with two weapons, a beast with a claw/claw/bite attack) may swing with each of their weapons. A creature is not required to attack at this point but may do so at any of the combat steps that follow. Note that all attacks taken during this phase are simultaneous. Two opponents could, in theory, slay each other during this phase.

6. First Half Movement: All creatures use half their available movement at this point, or take either a move-equivalent or standard action, or start a full-round action. For example, a character capable of moving 30 feet per round may move up to 15 feet in this phase, or 30 feet if he is taking a double move. Movement is not required, of course, and is simultaneous. Attacks of opportunity are not executed until all movement is completed, unless one of the two creatures remains motionless during this period

(in which case the immobile one would be eligible to take an attack of opportunity). Two creatures could, in theory, go right past each other — within each others' threat ranges — but wind up too far apart for an attack of opportunity. This is a realistic approach to representing a fast-placed battle on the tabletop.

7. Second Attack: All creatures capable of making a second attack may do so now. Alternatively, if they did not take their first attack in the earlier phase, they may take it at this time.

8. Second Half Movement: All creatures take the remainder of their eligible movement, if desired, or may take an unused move-equivalent or standard action. A full-round action started during the first half movement phase is completed at the end of the second half movement phase.

9. Remaining Attack(s): All creatures take their next available attacks. This phase may be repeated several times, as necessary, until all creatures have taken all attacks available to them. A high-level character with several attacks could, in theory, delay all his attacks until this phase if desired, but each would be executed in a separate individual step, simultaneously with other delayed attacks by other characters or opponents. For example, if an 11th-level fighter with three attacks per round uses his first attack during the first attack phase but does not use a second attack during the second attack phase, he has two attacks remaining. If facing an opponent who still has one attack left, each will take one simultaneous swing, and then the fighter gets his last swing unopposed by the opponent.

10. Final Spellcasting: Any spellcasters who did not cast spells earlier in the round have one final opportunity to do so now. Spells cast at this point take effect immediately and can threaten attacks of opportunity as normal. In addition, any spells started at the beginning of the round are finished at this point.

11. Final Actions: Any remaining actions are completed at this point. This would include any final free actions, such as calling for a general retreat or employing some other sort of instantaneous ability. If a creature has not already moved during the previous phases, it may take a 5-foot step during this phase.

Reactions

All creatures may assign some or all of their available movement for purposes of reacting to other actions during battle. Reactionary movement must be assigned to one of the following uses:

- **Defend:** The character notes in his battle plan that he is defending a particular character, object or position. If the defended individual or item moves, he must follow it in such a way as to remain in the same location relative to that person or object. He may cast

defensive or healing spells on the defended individual if circumstances require it. He may attack any enemy that enters his threat range during the course of this action. A character may defend himself if moving through an area where combat is expected and will thus engage any opponent who enters his threat range.

- **Intercept:** The character indicates in his battle plan that he will react to entry into a specific zone, such as a hallway, section of a room, or doorway. His action could be to move into the area, attack anyone entering that zone, cast a spell, or anything else he is capable of doing. If nothing enters that area during any of the movement phases, he can attack any other viable target within range thereafter, but cannot move except to take a 5-foot step.

- **Pursuit:** The character designates a specific target or group of targets and records in his battle plan that he will pursue and engage one or more creatures in that group. If one of these opponents moves away, the character is required to pursue at whatever movement rate he designated for the pursuit (standard move, double move, run, etc.). If the character selects multiple possible targets, he must assign each a priority, and if presented with several choices during the round must pursue the one with the highest priority rating. Note that if the situation changes after the first movement phase, the character may change to a different target for the second movement phase. A pursuit course may involve a charge if so declared in the character's battle plan.

- **Trigger:** The character's battle plan specifies an action he will take only when certain other circumstances occur. This could be used for anything that the Ready action can normally take in the normal combat system, such as setting a weapon against a charge or preparing a counterspell for use against an enemy caster. A character may not do anything else while waiting for the trigger event, except for free actions or a 5-foot step.

Most of the time, characters will choose one or another of these reaction movements in their battle plans, as they provide the greatest flexibility in combat. Creatures of low intelligence, such as animals, generally do not use reactionary movements other than pursuit, although some can be trained to defend or intercept. Constructs and summoned creatures are often set to defend or to activate on a particular trigger.

Other Combat Notes

- **Delay/Ready:** A character may not take these actions per se, but simply writes his battle plan such that his actions take place later in the round. Some reaction maneuvers are similar to delaying or readying an action.

- **Entering an Occupied Square:** With battle plans being what they are, sometimes movement will result



in one creature inadvertently attempting to enter a square occupied by another. If this occurs, treat it as an inadvertent overrun as described in Chapter 8 of the *Player's Handbook*. If a battle plan results in two creatures attempting to enter the same square simultaneously, treat both as overrunning each other. If both attempt to block each other, resolve both attempts simultaneously. It is entirely possible that both will knock each other prone — the realistic equivalent of two combatants colliding in the heat of battle. Individuals using reaction movements will always move to avoid overrunning an opponent unless they specifically noted otherwise in their battle plans.

- **Initiative:** Initiative is generally not used in this system. As an optional rule, two opponents facing off against each other during a given phase may use initiative bonuses (or rolls) to determine who goes first.

- **Surprise:** If one or more creatures in the battle are surprised, they may not produce a battle plan for the first round. They may also not engage in discussions regarding the group's actions.

Example of Phased Combat

Let's return to the bugbear combat example first covered under Advanced Initiative Systems, above. The GM announces that the five visible monsters have spotted and are attacking the party consisting of Ellisia,

Protor, Suvorkin and Tarla. The GM draws a map and places miniatures on the table indicating the initial battle set-up. As he has planned ahead for this encounter, he knows the bugbears' initial battle plan and needs no time to contemplate their actions.

The players spend a few minutes discussing the tactical situation and decide that Protor needs to fire off a *cone of cold* from his wand before melee begins. Protor is in the back of the group, however, so the others need to step aside. The plan is for Protor to use his first half movement to step up while the other characters form a wall to either side of him. He will fire the wand during the second attack phase, while the fighter and rogue guard his flanks. The wizard may be subject to attacks from one or at most two bugbears if they both happen to move forward to the exact spot he intends to reach before firing, but the players all agree the damage potential he can cause to lead the combat is worth the risk. In the second half of movement, the wizard will retreat behind his shield of allies, while the cleric Ellisia uses a defend action to protect him, and Tarla and Suvorkin use intercept orders to catch anyone stepping into melee range.

As it turns out, the GM has written down that all the bugbears will pull out weapons and charge the invaders, except for the shaman, who uses a *shield of faith* during the standard spellcasting step (the PCs do not detect this, as the shaman uses the Silent Spell feat).

No one is within range during the first attack step, so play proceeds to first half movement. The remaining bugbears all use pursuit orders against the PCs, while the shaman moves down a dark corridor toward the group but still out of sight. After the first half movement step, all the bugbears have reached the characters' lines and are within range to attack, and one is close enough to swing at Protor. Everyone except Ellisia swings simultaneously during the second attack step, and Protor fires off his wand at an angle of his choosing, wounding all but one of the bugbears. He takes a hit in the process, but two of the monsters fall to hits from his allies.

During the second half movement step, Protor retreats and the other fighters stand their ground, while the shaman moves closer but remains hidden from view. The other bugbears cannot pursue Protor as they plotted a simple pursuit against the opposing group, not at anyone in particular — of course, if they had targeted Protor and followed up, they would have opened themselves up to numerous attacks of opportunity). No attacks are left in the remaining attack phase, so that step is skipped. Ellisia, who is using a defend order to cover Protor, steps back with him; as she has not yet employed a standard action

this round, she casts *cure light wounds* on the injured wizard during the final spellcasting phase.

At this point all characters may take any final actions they have available, such as an unused 5-foot step, any free actions, a few final shouted words, or anything of that nature. Since everyone moved, no one has any last steps, and all characters took both move and standard actions, so nothing is left to do.

Play now proceeds to the next round. GM and players should determine their plans for the round separate from one another (no fair for the GM to overhear what the players plan — and besides, he still has the wild card of the still-unseen shaman!).

Weapon Speeds

Using this option, each weapon is assigned a *speed factor* based on size, weight and ease of use. This speed factor is applied as a bonus (or penalty) to the wielder's initiative roll at the start of combat. In addition, the bonus (or penalty) is also applied as an adjustment to initiative at the conclusion of each combat round. Faster weapons increase initiative ratings, allowing a character to potentially "pass" an enemy in the sequence, giving the equivalent of a double action against that opponent. Slower weapons, on the other hand, could allow enemies to do the same in return.

Table 3-2: Weapon Speeds

Speed Factor	Weapon or Weapon Type
3	Unarmed attacks (bonus is provided only if the character actually intends to fight unarmed; it does not apply just because a character is caught off guard without a weapon in hand)
3	Preloaded crossbow (bonus applies only at the start of combat)
2	Dagger; dart; sap; shuriken
1	Sling; shortbow; rapier; light melee weapon not listed elsewhere on this chart
0	Staff; one-handed melee weapon not listed elsewhere; missile weapon not listed elsewhere
-1	Two-handed melee weapon not listed elsewhere; composite shortbow
-2	Greatsword; greataxe; dire flail; double weapon such as a two-bladed sword, urgrosh or orcish double axe
-3	Composite longbow

Additional modifiers also apply as listed below. All modifiers are cumulative.

Weapon Speed Modifiers

Modifier	Description
+1	Character is wearing no armor
-2	Reach weapon that cannot be wielded against adjacent foes
-2	Not proficient in wielded weapon
-1	Character is carrying a heavy load
-1	Character is wearing heavy armor

If a character is wielding multiple weapons, he uses the speed factor of the slowest weapon he has in hand. If the character draws a new weapon, drops a weapon or otherwise changes his armament during a round, his initiative bonus changes only at the end of that round, not instantly.

Creatures with inherent weapons, such as claws, teeth, and the like, do not use the above rules. They are assumed always to have a zero speed factor with natural weapons (this also applies to characters with similar combat capabilities).

- **Rapid Strike:** This new weapon enhancement is available when using this system. A weapon with this improvement has a +2 bonus to its speed. Adding rapid strike to a magical weapon costs the same as a +1 enhancement. It requires a caster level 6+ and the ability to cast *haste*.

Armor Damage

One area the d20 System glosses over is the effect of blows on armor. In the basic system, a character can put on a suit of plate armor and wear it forever without needing to make repairs. The following system allows for greater realism and better rewards characters that spend skill points on blacksmithing and other crafts.

Under this system, each armor type is given a set number of hit points as well as a series of damage increments. Each time a damage increment is reached, the armor's protection level drops by 1 point. Should the armor ever reach zero hit points, it becomes useless and falls off the character's body in pieces. Armor can always be repaired in the field until the point it breaks apart, after which it requires a forge, tailor's shop or other repair facility.

Optional Rule: Under this system, a fully repaired, mint-condition suit of armor provides an additional +1 armor bonus until it suffers its first point of damage in combat. This encourages characters to repair their armor whenever possible and keep it in top condition. Characters involved in a long series of combats may not have enough time to keep their armor fully repaired, especially when using large, cumbersome suits that absorb a lot of damage.

A character wearing armor should record a separate Armor Class value for himself as if he were wearing no armor at all. For example, a fighter wearing standard full plate might have a base AC 18 and armorless AC 10. If any attack misses him but would have hit his armorless AC, then his armor has absorbed the damage and must mark off hit points as if the blow had struck the character. In the example above, an attack roll of 10 through 17 indicates this condition. The attacker rolls damage normally and applies it to the character's armor. Damage reduction and hardness possessed by the character are ignored for this purpose. Similarly,

if the attacker threatens a critical but fails to confirm because of armor, the attacker determines the bonus damage he would have scored from the critical hit and applies that to the character's armor (in addition to normal damage he causes by hitting the character). A running total of hit points scored against armor should be tracked at all times.

If a character is using a shield, he may accept damage to the shield instead of his main armor only if the difference between the attack roll and the character's armorless AC is equal to or less than the shield's AC benefit. For example, a fighter with plate mail and a large steel shield and no other bonuses has AC 20 and armorless AC 10. Either the shield or armor could absorb an attack roll of 18 or 19 at the character's option, while an attack roll of 10 through 17 could be absorbed only by armor.

If using the optional combat defense rules presented elsewhere in this chapter, armor takes damage only if the Armor Defense avoids an attack. Similarly, shields suffer damage only if Blocking Defense is employed. Under this system, armor will take damage less often, so the GM may wish to alter the values in Table 3-4 perhaps lowering them by one quarter, or possibly more.

Piercing attacks score only half damage against any type of armor because they tend to punch through only a very small area. Bludgeoning attacks do not damage padded, leather or hide armor and score only half damage against chain armor. Slashing attacks score only half damage against chain armor or plate armor. Area effect attacks, such as damage from a *fireball*, do not affect armor, with the sole exception of acid. Any acid attack that damages a character scores identical damage to any metal armor and half damage to leather, hide or padded armor.

Each magical plus increases a suit of armor's hit points by 10%, but thresholds are not improved. When recorded damage reaches or exceeds each threshold mark, the armor's protection drops by 1, to a minimum of 0.

Mithral armor increases hit points by 20% and thresholds by 10%. Adamantium armor increases hit points by 40% and thresholds by 20%.

- **Fortified Armor:** This new armor improvement is available for magical armor when using this system. *Fortified armor* increases all thresholds and hit points by 50% and confers a +1 armor enhancement. It requires caster level 7+ and the ability to cast *stoneskin*.

Example: Tarla the fighter is wearing an undamaged set of +2 full plate armor, which has a +11 armor bonus (the campaign is using the optional "mint armor" rule mentioned above). This armor has 3,000 hit points (2,500 + 20% from the pluses). Tarla's AC after all bonuses is 22. In her first encounter that day, an opponent hits AC 21. This misses only because of armor. The hit would be

scored 10 damage, so Tarla marks off 10 points on her armor's hit point track (no damage reduction applies, even if she has DR from some other source). The armor is no longer pristine, so its protection now drops to +10, reducing her to AC 21. Over the course of this encounter and several other fights on that arduous day, Tarla's armor suffers a total of 600 points of damage that would have hit her instead. After all these encounters, Tarla's armor bonus has fallen to +9.

Repairing Armor

Repairing damaged armor in the field is relatively easy. A character must have the appropriate tools (a hammer, tongs and campfire for metal armor, or a sewing kit and patch material for leather armor). Repairs require an appropriate Craft skill (armorsmith or blacksmith for metal armors, tailor or leatherworking for leather types) and ten minutes of time. No roll is needed for field repairs — the character simply repairs a number of hit points equal to his appropriate Craft skill level. If the character is using a forge or other large-scale professional equipment (typically available only in a town), he may also roll 1d20 to see how many more hit points he repairs during each ten-minute period (the equivalent of a standard Craft check result).

All hit points repaired, regardless of location, require materials equal to one copper piece in value. This may not seem like much, but it adds up quickly. Fully repairing a suit of full plate armor costs 25 gold pieces and will take a character with a Craft (armorsmith) skill of 10 more than 40 hours! A skilled

Optional Rule: Permanent Armor Damage

Each time armor is repaired, one hit point is lost permanently from the armor's hit point total, representing structural damage that cannot be replaced. Thus, a character with 8 ranks in an appropriate Craft skill would repair 7 points of damage every ten minutes, with the eighth point permanently marked off the armor's total (and off all threshold levels). More skilled smiths can keep armor together longer, but eventually even the best armor will become too fragile to last very long. Note that if this rule is employed, characters have added reason to return to town to visit a forge, as more hit points will be repaired with each Craft check, and therefore fewer will be marked as lost.

blacksmith in town may well do the job faster, but will charge at least four times this price.

Example: Tarla's plate mail, as mentioned in the previous example, has taken 600 points of damage. The GM is using the optional permanent damage rule (see sidebar) in this campaign. At the end of a long day, Tarla determines that she needs the armor in top shape for the battles to come tomorrow and cannot afford the time required to return to a forge. She has a Craft (armorsmith) skill of 10, so she needs 600 minutes (10 hours) to fix her plate mail completely. In the process, 6 gold pieces worth of materials are expended,

Table 3-3: Armor Hit Points

Armor Type	Base Hit Points	Damage Thresholds
<i>Light Armor</i>		
Padded	200	none
Leather	400	200, 400
Studded leather	500	200, 350, 500
Chain shirt	600	200, 400, 500, 650
<i>Medium Armor</i>		
Hide armor	600	150, 450, 650
Scale mail	800	200, 400, 600, 850
Chainmail	1,000	250, 500, 750, 900, 1,100
Ring mail	1,000	200, 400, 600, 800, 1,200
Breastplate	1,500	400, 700, 1,000, 1,250, 1,500
<i>Heavy Armor</i>		
Splint mail	1,500	500, 700, 900, 1,100, 1,300, 1,600
Banded mail	1,500	400, 650, 850, 1,000, 1,250, 1,750
Half-plate	2,000	500, 750, 1,000, 1,250, 1,500, 1,750, 2,250
Full plate	2,500	500, 1,000, 1,250, 1,500, 1,750, 2,000, 2,250, 2,750

and the armor permanently loses 60 hit points. It is now mint condition once again, providing a +11 armor bonus until it takes damage in the next battle.

Combat Defense

In the d20 System, virtually everything that can be done to an enemy allows him some sort of defense roll. Spells are countered by saving throws, and skill checks are contested by opposed skill rolls. Actual combat swings, however, cannot be defended against. If a character rolls to hit and succeeds, the target can do nothing except take whatever damage he dishes out.

The combat defense system provides a means to avoid being hit. One advantage of this system is that someone still has a chance to damage creatures that normally have an Armor Class far too high to penetrate, if he rolls high on his attack roll and their defense check is low enough. Similarly, it becomes virtually impossible to build a character with an Armor Class so high that he is invulnerable to attack. Even a low-level creature could still hit him on a high roll, if his defense roll is sufficiently bad.

In the combat defense system, a character does not have a single combined defense statistic (Armor Class). Instead, four statistics factor into defense:

- **Armor Defense (AD):** This represents any armor the character wears. Armor Defense equals the armor bonus plus any natural armor or deflection bonuses, but does not include shields, Dexterity bonuses, dodge bonuses or other modifications. Armor Defense may be used in combat against any blow, even if one of the other defenses listed hereafter is attempted and fails. Armor Defense can be significant at low levels, but since it increases little as the character advances in power, it tends to become little more than a last resort at high levels.

- **Block Defense (BD):** This statistic represents the character's shield bonus, if any. Add the shield's armor bonus to the character's base attack bonus to determine the Block Defense statistic. Block Defense may be used against one attack per round for each attack the character may make, using the base attack bonus as applicable. For example, a character with a +6/+1 base attack bonus and a heavy steel shield (+2 armor bonus) could make two block attempts per round, the first at +8 and the second at +3. Block Defense attempts are separate from the character's normal attacks for that round.

- **Dodge Defense (DD):** This represents the character's ability to avoid blows, as determined by adding the character's Dexterity bonus (less any relevant armor penalty) to his Reflex save and any dodge bonuses provided by magic items or other sources. Dodge Defense represents innate natural

reflexes, and may be applied at will in combat, even if the character is caught flat-footed. Each DD attempt after the first is at a cumulative -2 penalty, however. In addition, the character cannot add his Dexterity bonus if he is attacked in any circumstance where such bonuses are not allowed.

- **Parry Defense (PD):** Parry Defense is determined by the character's basic (maximum) attack bonus with a given weapon. A character may parry with any weapon he is wielding, including off-hand weapons. If the character has the Two-Weapon Fighting feat, he has no penalty to the Parry Defense if using an off-hand weapon; otherwise, he suffers a -2 penalty to Parry Defense for all weapons if dual-wielding. Parrying takes up one of the character's attacks with that weapon. Typically, off-hand weapons are used for this purpose, permitting a full attack with a primary weapon while parrying with a secondary one.

Applying Combat Defense

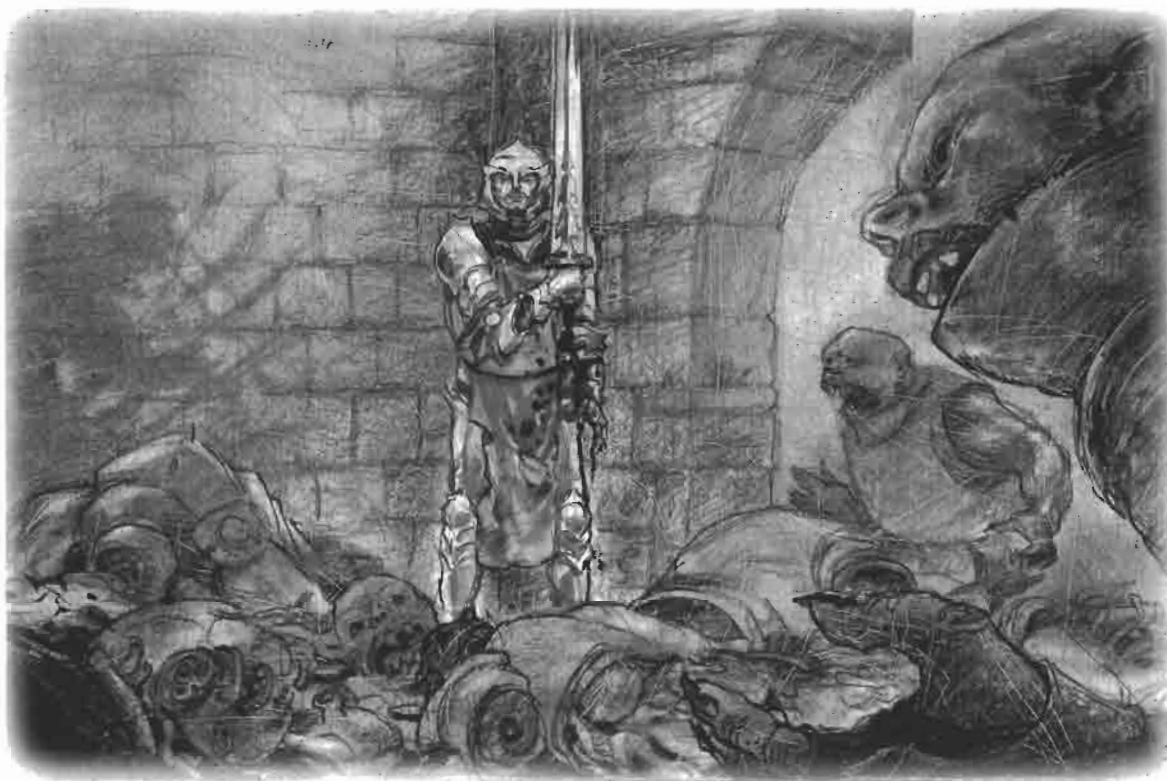
A character may choose any one of the four possible defenses against an attack. The player rolls 1d20 and adds the appropriate combat defense value. If the result equals or exceeds the opponent's attack roll, the character avoids or deflects the attack. A failed block, dodge or parry attempt still allows an Armor Defense attempt.

When using this system, the GM must determine the defense values for monsters and other creatures that presently use a single Armor Class. One solution is to employ the standard attack system for such targets. Intelligent monsters should, however, always break their AC up into the four defense values if possible. The GM should take into account the physical structure of each creature when determining defense values. For example, a giant would not be good at dodging, but could have an impressive parry ability with a very large weapon. Similarly, a fast-flying creature might be exceptional with its dodge but have little or no Armor Defense to speak of.

This system permits a wider range of combat results and provides a much greater effect of randomness on the battle. It also better rewards characters who use shields and gives another option for off-hand weapons not seen in the standard combat system. The primary advantage of this system is that characters take an active role in defending against an attack, instead of simply hoping the opponent rolls poorly.

Combat Defense Example

An NPC fighter attacks a PC ranger. The ranger is 6th level, with base attack bonus +6/+1, Reflex save +5, Strength 14 and Dexterity 18. He wields a +2 longsword in his left hand and a +3 dagger in his right, but does not use a shield. He wears a chain shirt +1 and has an amulet



of *natural armor* +1. He has the *Weapon Finesse* (dagger) feat. His defenses are calculated as follows:

Armor Defense: +6 (*Chain shirt* +1 (+5 armor bonus) and *amulet of natural armor* +1.)

Block Defense: +0 (He does not use a shield.)

Dodge Defense: +9 (Dexterity bonus +4 and Reflex save +5.)

Parry Defense (longsword): +10 (Base attack bonus +6, Strength bonus +2, +2 magic bonus.)

Parry Defense (dagger): +13 (Base attack bonus +6, Dexterity +4, +3 magic bonus.)

The enemy fighter wins initiative; his first attack roll is a 20 and the second is a 24. The ranger gives up his off-hand attack to parry the first attack with the dagger (PD +13) and rolls a 9, for a total +22 — enough to parry the blow. Preferring to save his two longsword attacks, the ranger decides to dodge the second blow (DD +9) and rolls a 15, for a total of 24 — just barely dodging the fighter's swing. If the fighter attacks again or if another opponent takes a swing, the ranger's dodge is only +7 due to a cumulative -2 penalty for each dodge attempt after the first. The ranger may make two attacks with his longsword, but cannot attack with the dagger this round since he used it to parry.

If the ranger attacked first and used his dagger to attack, that weapon would not be available for a parry attempt on that round. Also, if the ranger came under attack in a circumstance where he could not use his

Dexterity bonus for dodging, he could not include that bonus to his Dodge Defense. Even if he fails to dodge, he may still rely on his armor for a last-ditch defense.

Wound Level System

Damage in the d20 System is normally recorded through hit points. This is a simple and effective way of tracking damage and injury, but it doesn't appeal to all players. The following wound level system offers an alternative way to track damage to characters, creatures and objects. Instead of marking off a number of hit points when a character takes damage, this system assigns wound values such as "hurt" and "injured" to characters.

The wound level system removes hit points from the d20 System, which in turn requires several modifications of other systems and mechanics. GMs who want to use the wound level system in their campaigns must do some work to convert those mechanics to fit the change in the damage system. The following rules provide extensive guidelines on how to approach those changes, even though they don't convert every spell and weapon in detail.

The main advantage of this system is its speed. It cuts down the number of dice rolls involved in combat by removing damage rolls for attacks. It also cuts down the amount of bookkeeping needed for GMs and players, since hit points don't need to be tracked.

Wounds and Resistance

The wound level system is focused around the idea of damage resistance — a character's innate ability to weather attacks. As with hit points, a character's damage resistance is based on his class levels and his Constitution. It also subsumes factors such as magical protection, damage reduction and similar defensive abilities.

Attack rolls, spells and the like are handled as normal. However, when a character is hit by an attack or is affected by a hazard such as falling from a height, no subsequent damage roll is made. Instead, the subject makes a special Damage check. The outcome of this check determines how badly hurt the character is by the attack or hazard, and how vulnerable he is to further damage.

Resistance Bonus

Whenever a character or creature is hit by an attack, he makes a Damage check. This is a d20 roll that adds the character's Resistance bonus and is compared against a damage bonus (described further below).

A character has a base Resistance bonus which factors in his Constitution modifier and a number of other factors. The most significant comes from the character's Hit Dice (whether those provided by a character level or from the creature's race). Under this system, each Hit Die is replaced by a fractional bonus to the character's Resistance, as shown on Table 3-4.

**Table 3-4:
Hit Dice to
Damage Resistance Conversion**

Hit Die	Resistance Bonus
d4	+0.25
d6	+0.5
d8	+0.75
d10	+1
d12	+1.25

Add up all bonuses and round down (if necessary) to find the final bonus. Any fractional bonuses are still recorded, however. Such fractions do not affect the check itself but will affect increases to the check when levels or bonus hit points are gained.

Example: Loris Mageblade is a Sor6/Ftr2 with a Constitution of 12. Each sorcerer level (d4 Hit Dice) gives her a +0.25 to her Resistance bonus and each fighter level (d10 Hit Dice) gives her a +1 bonus. She also gains a +1 bonus from her Constitution score. This gives her a total Resistance bonus of +4.5 (0.25 x 0.25 + 0.25 + 0.25 + 0.25 + 0.25 + 1 + 1 + 1), which is rounded down to +4 in play.

Example: Zerothik, a frost giant, has 14d8 Hit Dice and a Constitution of 21. He receives a +0.75 to his Resistance bonus for each of his Hit Dice and a Constitution bonus of

+5. This gives him a total Resistance bonus of +15.5 ((14 x 0.75) + 5), rounded down to +15 in play.

Other Resistance Factors

Hit Dice are not the only factor determining the Resistance bonus, as noted below. Remember that the Damage check is a Constitution check, *not* a Fortitude save. Any Fortitude save bonus is *not* added to the character's Resistance bonus. Also, while the Endurance feat does affect some Constitution checks, it does not affect the Damage check.

- **Bonus Hit Points:** Some creatures, such as constructs, receive bonus hit points. A creature receives +1 to its Resistance bonus for every 5 bonus hit points a creature possesses (round down).

- **Damage Reduction:** A character with damage reduction receives +2 to its Resistance bonus for every 5 points of damage reduction. This bonus does *not* apply against damage from sources that bypass the creature's damage reduction — for instance, a werewolf would not gain a Resistance bonus from damage reduction for damage inflicted with a silver weapon.

- **Energy Resistance:** A character receives +2 to its Resistance bonus for every 5 points of energy resistance it possesses, but only against energy attacks of the matching type.

- **Temporary Hit Points:** If a spell or effect provides a variable number of bonus hit points, the recipient gains a bonus based on the effective Hit Die granted. For example, *aid* gives the recipient 1d8 temporary hit points, which would increase the recipient's Resistance bonus by +0.75 (round down as normal).

- **Toughness:** A character receives a cumulative +1 to his Resistance bonus every time he takes the Toughness feat.

Example: Loris Mageblade has a base +4 Resistance bonus. Her Toughness feat gives her an additional +1 for a total of +5. She also has the Great Fortitude feat, but that does not improve her Resistance bonus.

Preparing for combat, Loris casts protection from arrows on herself, giving herself damage reduction 10/magic against ranged attacks. This translates into +4 to her Resistance bonus against ranged attacks (2 x 10/5), except for those made with magic projectiles. She also drinks a potion of aid; this applies +0.75 to her Resistance bonus, increasing it from +5.5 to +6.25, for a total of +6.

Damage Bonus

In the wound level system, weapons, spells and hazards are not expressed in terms of damage dice. Instead, damage is measured in terms of a damage bonus, which forms the DC of the target's Damage check.

The primary factors in determining an attack's damage bonus are the number and type of dice normally rolled for hit point damage. The die type of the attack forms the base of the bonus, as listed in Table 3-5.

**Table 3-5:
Damage Dice to
Damage Bonus Conversion**

Die Type	Base Damage Bonus
d3 or lower	+0
d4	+1
d6	+2
d8	+3
d10	+4
d12	+5

If an attack does multiple dice of damage, multiply the base damage bonus by the number of dice rolled to determine the bonus. The exception to this rule is for attacks based on a d3 or d2, since multiplying by zero gains a result of zero; in this case, every additional die adds +1 to the bonus (so an attack of 4d3 would have a bonus of +3).

To this base damage bonus, add any additional damage bonuses for Strength, magical enhancement, special abilities or the like as normal. If an attack includes bonus damage dice, such as a rogue's sneak attack bonus or energy damage from a magical weapon, convert that damage to a bonus as above and add it to the attack's base damage.

Example: Loris Mageblade is armed with a +1 *shocking longsword* and has a Strength of 13. In standard d20 rules, she inflicts 1d8+2 +1d6 points of electrical damage with a successful attack. With the wound level system, her attack applies her Strength bonus of +1, the sword's +3 base damage bonus (due to the damage die type), the sword's -1 enhancement bonus and an additional +2 for the sword's electrical damage, for a total +7 damage bonus.

Loris also uses her *fireball* spell in combat, which inflicts 6d6 points of damage. Each d6 translates to a -2 base damage bonus, multiplied by 6 for the number of dice, for a total +12 damage bonus.

Example: Zerothik has two attack options: his *greataxe* or a *thrown rock*. The *greataxe* does 3d6+13, which translates to a -19 damage bonus ($[3 \times -2] + 13$). The *thrown rock* does 2d6+9, which translates to a +13 damage bonus ($[2 \times -2] + 9$).

In some circumstances, attacks may do more or less damage than normal. A critical hit will do double, triple or even more damage than usual, while many attack spells do only half damage if the target succeeds in a saving throw.

Example: Loris's *fireball* spell does only half damage if the target makes a Reflex save. The *fireball* has a +12 base damage bonus which drops to +6 on a successful save.

Damage Checks and Wound Levels

Attack rolls and spells occur normally, as described in the *Player's Handbook* (unless you also use the alternative combat defense rules covered earlier in this chapter).

Upon being subject to a successful attack roll or other circumstance in which the character takes damage, he must make a Damage check to determine the severity of the injury he suffers. The check has a DC equal to

$$10 + \text{the total damage bonus}$$

The total damage bonus is applied after determining any modifiers for a critical hit or a saving throw.

Unlike most ability checks, a roll of 20 is *not* an automatic success. In fact, a successful result on the Damage check does not mean the character avoids suffering damage, but simply that he suffers the minimum wound level possible.

To determine the character's wound level, compare the check result to the appropriate entry on Table 3-6. Each wound level has different effects, as detailed below. A character suffers only from the most severe wound he has received, and new wounds replace less severe wounds when suffered. So a character who is scratched and becomes injured from another attack replaces his scratched state with an injured state.

If a character receives simultaneous multiple wounds in a single round due to multiple attacks from an opponent, the most severe wound level is applied first, followed by the remaining wound levels in decreasing order of severity.

**Table 3-6:
Damage Check Result**

Check Result	Lethal Wound Level	Nonlethal Effect
Succeeded	Scratched	Unaffected
Failed by 1-5 points	Hurt	Staggered
Failed by 6-10 points	Injured	Dazed
Failed by 11-15 points	Incapacitated	Stunned
Failed by 16+ points	Dying	Unconscious

Lethal Wound Levels

- **Scratched:** A character who is scratched has taken mild, largely cosmetic damage from an attack. Such injuries might be scratches and shallow cuts, but might also be mild bruises, minor contusions, painful but nonimpairing aches and the like.

The only mechanical effect of a scratched wound level is that the character suffers a -1 penalty to all Damage checks until healed. This is not a cumulative penalty — a character scratched by five separate attacks still takes only a -1 penalty to his Damage check.

• **Hurt:** A character who is hurt has received a notable injury — not a life-threatening wound, but not something to be taken lightly. Good examples include large but shallow cuts, sprains, burns, large contusions, puncture wounds and so on.

A hurt character takes a -2 penalty to all Damage checks until healed. If the character is hurt by another attack, he becomes injured (see below).

• **Injured:** An injured character has received a serious wound, such as a bleeding cut, a deep puncture wound, a sprained joint or a severe burn. Such injuries can easily worsen to become life-threatening, and impair the character's ability to operate.

An injured character is shaken, taking a -2 penalty to attack rolls, skill checks and saving throws. The character also suffers a -2 penalty to all Damage checks. This condition persists until the character is healed to a hurt wound level or better. If the character is hurt or injured by another attack, he becomes incapacitated (see below).

• **Incapacitated:** An incapacitated character is hanging onto consciousness, faced with life-threatening grievous wounds. Good examples are broken limbs or ribs, puncture wounds to the stomach, third-degree burns, deep cuts to the chest and a severe concussion.

An incapacitated character is shaken and exhausted. He moves at half speed, cannot run or charge and suffers a -6 penalty to Strength and Dexterity. He also suffers a -3 penalty to all Damage checks.

If an incapacitated character rests for eight hours after being wounded, he becomes fatigued instead of exhausted — the penalty to Strength and Dexterity is adjusted to -2 and he can move at normal speed (but still can't run or charge). He remains fatigued until he heals to an injured state or better. The character becomes exhausted again if he is scratched by an attack.

If an incapacitated character is hurt or injured by an attack, his condition deteriorates to dying. If an incapacitated character receives another incapacitating wound, he must make a DC 15 Fortitude save or die immediately; if the save succeeds, he is dying instead.

• **Dying:** As the name implies, a dying character is moments away from death. Whether due to a single, massive injury such as a sucking chest wound or a first-degree burn, or an accumulation of lesser injuries, the character is likely to die within a few rounds without treatment.

A dying character is unconscious and will die within a number of rounds equal to 3 + his Con modifier (minimum of one round). At the end of each round, make a stabilization check on d%; on a roll of 10% or less, the character stabilizes. A stable character remains unconscious and badly injured but is not in danger of dying immediately. A character can also be stabilized by another character with a DC 15 Heal check or any degree of magical healing. For details of further treatment of stabilized characters, see Healing below.

If a dying character is hit by any further attacks, even if he is only scratched, he dies immediately. The GM can also rule that a creature or NPC dies outright when his condition drops to dying.

Example: Zerothik hurls a rock (+13 damage bonus) at Loris Mageblade, attempting to drive away this intruder on his snow-covered mountain. He hits her, requiring Loris to make a DC 23 Damage check. Loris has a +10 Resistance bonus (+6 base and an additional +4 from her protection from arrows spell) and rolls a 14 for a total of 24 — enough to be only scratched by the massive boulder.

In turn, Loris casts fireball (+12 damage bonus, +6 on a successful Reflex save) at Zerothik. The giant fails his Reflex save — and, since frost giants possess the cold subtype, he suffers double damage from the spell (+24 damage bonus). Zerothik must make a DC 34 Damage check. He has a +15 Resistance bonus and rolls an 8 for a total of 23 — failure by 11 points! Zerothik is blasted to an incapacitated wound level from the fireball's devastating flames and lurches away as fast as he can to escape.

Nonlethal Effects

Attacks made with nonlethal weapons such as sap or bare fists inflict little lasting damage and do not affect a character's wound level, but a character may still be left dazed or even knocked unconscious. The damage bonus and Damage check are handled the same as with lethal damage. However, the check result uses the "Nonlethal Effect" column in Table 3-6.

• **Unaffected:** The character is unfazed by the attack and may act normally.

• **Staggered:** The character may make only a single move action or standard action (but not both, nor can he make a full-round action). This condition lasts for one round.

• **Dazed:** The character may take no actions but still retains his normal Armor Class. This condition lasts for one round.

Table 3-7.
Recuperation Difficulty Class

Wound Level	DC
Scratched	5
Hurt	10
Injured	15
Incapacitated	20
Dying	25

- **Stunned:** The character drops everything held, cannot take actions, suffers a -2 penalty to Armor Class and loses his Dexterity bonus to Armor Class (if any). This condition lasts for one round.

- **Unconscious:** The character loses consciousness and falls prone. This condition lasts until the character receives magical healing, is treated by another character who succeeds in a DC 15 Heal check, or until one hour has passed.

Healing

Given the differences in applying damage that the wound level system has, the way characters heal from injuries is also changed.

Natural Healing

At the end of every day of rest, an injured character makes a Recuperation check as follows:

1d20 + character level

The DC based on the character's current wound level, as noted on Table 3-7. If the character undergoes a day of complete bed rest, he gains a bonus to the Recuperation check equal to half his character level (rounded down). So a 7th-level character makes a check with a $+7$ bonus; a day of bed rest increases this by $+3.5$ (round down) to a total of $+10$.

On a successful Recuperation check, the character's wound level improves by one step — a dying character becomes incapacitated, while a scratched character is restored to full health.

Magical Healing

Instead of healing a certain number of hit points, healing spells now grant a magical Recuperation check using the same DC on Table 3-7. The character using the healing magic makes the Recuperation check for the wounded character, as follows:

1d20 + caster level + magic bonus

The magic bonus depends on the spell effect used; see the Spell Changes section, below.

The recipient's wound level improves by one step if the magical Recuperation check succeeds, and by one additional step for every 10 points by which the magical Recuperation check result exceeds the DC. (Unlike natural healing, magical healing can heal multiple levels of wound severity.) So, a magical Recuperation result of 25 against DC 15 (injured) moves the recipient all the way to scratched. If an attempt to use magical healing on a dying character fails, the recipient of the spell still stabilizes automatically.

Supernatural Healing

In addition to spells such as *cure light wounds*, a number of other supernatural healing abilities can improve a character's health.

- **Fast Healing:** Characters and creatures with fast healing make a magical Recuperation check as a free action at the end of every round to heal their wounds. The hit points that the character would normally recover with fast healing using the standard d20 rules becomes a bonus to his magical Recuperation check — so, a character with fast healing 2 makes a magical Recuperation check with a $+2$ bonus. A character with fast healing stabilizes automatically when dying, and his magical Recuperation check always succeeds on a roll of 20 — given enough time, a character with fast healing *always* recovers from wounds that don't kill him outright.

- **Regeneration:** Creatures with regeneration take only nonlethal damage from most attacks. The creature makes the Damage check as normal but compares the result to the Nonlethal Effect column on Table 3-6. Attacks of a type to which the creature is vulnerable are treated in the normal way. The regeneration special quality's numerical rating is not used in this wound level system.

- **Supernatural Healing Class Abilities:** The paladin's lay on hands ability, the monk's wholeness of body ability, and other such supernatural healing powers allow characters to make one or more magical Recuperation checks per day. The total hit points that the character could heal per day using the standard d20 rules becomes a bonus to his magical Recuperation check. The character then decides how much, from a minimum of $+1$ to the full bonus, to allocate to any given supernatural healing attempt. Once the total bonus is used up, the character can make no more supernatural healing checks that day. This otherwise works in the same fashion as a healing spell and can improve wound levels by multiple steps.

Example: Donovan Rel is a 4th-level paladin with a Charisma of 14, giving him a $+8$ bonus (4th level + 2 Cha modifier) to magical Recuperation checks when using lay on hands. He could use this bonus for eight separate magical healing attempts, each with a bonus of $+1$; he could make just one check with a bonus of $+8$; or he could make anywhere from two to seven magical healing attempts with various bonuses, as long as the total bonus used for the day does not exceed $+8$.

Damage to Objects

Just as characters and creatures suffer wound levels instead of losing hit points, so too do inanimate objects suffer damage levels. The effects of those damage levels are slightly different than those of wound levels, since objects don't feel pain or suffer from wound trauma, but the core system remains the same.

Damage Resistance for Objects

As with characters, each object has a Resistance bonus. Three factors determine an object's bonus.

Hit Points: An object has a +1 Resistance bonus for every 5 hit points it possessed originally.

Hardness: An object gains a +2 Resistance bonus for every 5 points of hardness it possesses.

Magical Enhancement: An object receives a Resistance bonus equal to its magical enhancement bonus. Furthermore, an item with a magical enhancement bonus can be damaged only by a weapon with an enhancement bonus at least equal to its own.

Example: A strong wooden door has hardness 5 (+2) and 20 hp (+4), giving it a total +6 Resistance bonus. A stone door has hardness 8 (+3) and 60 hit points (+12) for a total +15 Resistance bonus.

Example: Loris Mageblade is armed with a +1 shocking longsword. A normal longsword has hardness 10 (+4) and 5 hit points (+1), for a +5 Resistance bonus. Loris also adds the longsword's +1 enhancement bonus, for a total +6 Resistance bonus. Furthermore, the sword can be damaged only by a blow from a +1 or greater magic weapon.

Damage Levels for Objects

Whenever an object is hit by an attack, it must make a Damage check against the attack's damage bonus DC, as described above. The result of the check determines how damaged the object is by the attack (see Table 3-8). Each damage level has different effects. As with wound levels, an object suffers only from the most severe damage level it has received.

Objects that suffer damage are repaired with the Craft skill as normal; see the skill's description for details.

- **Scuffed:** A scuffed item has taken a small, mostly cosmetic amount of damage. It suffers a -1 penalty to further Resistance checks until repaired.

- **Marred:** A marred item bears noticeable damage, but its function is not impaired. It suffers a -2 penalty to Resistance checks until repaired. If the item is marred by another attack, it becomes damaged.

- **Damaged:** A damaged item has suffered significant damage and no longer functions with full efficiency. All attempts to use the item, such as for a weapon's attack rolls and damage bonus, suffer a -2 penalty. If the item provides a DC that must be overcome, such as a lock or a door, the DC decreases by 2. The item also suffers a -3 penalty to Resistance checks until repaired. If the item is marred or damaged by another attack, it is destroyed.

Table 3-8.
Object Damage Check Result

Check Result	Damage Level
Succeeded	Scuffed
Failed by 1–5 points	Marred
Failed by 6–10 points	Damaged
Failed by 11+ points	Destroyed

- **Destroyed:** An item that has been destroyed is useless and cannot be repaired.

Example: Loris Mageblade tries to chop through a locked door while searching for Zerothik's treasure hoard in a ruined castle. This strong wooden door has a +6 bonus against a DC 17 check (10 + Loris's longsword damage bonus of +7). The GM rolls 9 on a d20, for a total check result of 15 — failure by 2 points. The door is marred by the attack, and its Resistance bonus drops to +4. Loris chops at it again; this time the GM rolls a 2 for a Resistance check result of 6 — failure by 11 points. The door is destroyed, and Loris steps over the wreckage.

Other System Changes

The hit point system is integrated thoroughly into the d20 System. Not surprisingly, replacing hit points with a wound level system has repercussions in many other mechanics. The following rules cover changes that should be made in your game if you apply the wound level system.

Concentration Checks

Whenever a character takes damage while casting a spell, he must make a Concentration check to avoid miscasting the spell. The check's DC is determined by the wound level the character suffers from the attack that just landed (see Table 3-11) plus the level of the spell the character is attempting to cast.

The Concentration check is based on the severity of the wound that lands just as the character casts the spell, not on the character's total wound levels at the moment. A hurt character is not further injured by an attack that results in a scratched wound level, but he must still make a Concentration check against a DC based on that scratched wound level. A character who is dying cannot cast spells, and any spell the character was casting when he was reduced to a dying state is lost.

Table 3-9.
Concentration Check
Difficulty Class

Wound Level	DC
Scratched	10
Hurt	15
Injured	20
Incapacitated	25

Example: Loris, injured after another encounter with Zerothik, must fight her way past a pair of wolves. One of the wolves strikes her with a bite while she tries to cast a scare. Loris's Resistance check fails by 3, resulting in a hurt wound level. This moves her wound level to incapacitated — but she makes a Concentration check before that happens. Loris's Concentration check is made

against DC 17 (she received a hurt wound level while casting, for a base DC 15, +2 since scare is a 2nd-level spell). In addition, Loris suffers a -2 penalty to her Concentration check since she is shaken as a result of being injured. Loris gets lucky with a total Concentration check result of 22, frightening off the wolves and giving her enough breathing room to tend to her wounds.

Coup de Grace Attacks

As noted in the *Player's Handbook*, a coup de grace attack is considered a critical hit. A victim of a coup de grace must make a Damage check against the critical hit's damage bonus. If the character is not reduced to dying, he must make a Fortitude save (DC equal to that from the Damage check). If this saving throw fails, the character dies immediately.

Feat Changes

The metamagic feats Empower Spell and Maximize Spell must be changed to reflect the nonvariable nature of damaging and healing spells. Empower Spell increases the bonus of such spells by 50% (round down). Maximize Spell doubles the bonus of suitable spells. If a spell is both empowered and maximized, its bonus increases by 150%. All other aspects of the feats remain the same.

Example: An explosive runes spell inflicts 6d6 hit points standard d20, which translates to a +12 damage bonus. An empowered explosive runes has a +18 damage bonus (+12 x 1.5); a maximized explosive runes has a +24 damage

bonus (+12 x 2); and an empowered, maximized explosive runes has a +30 damage bonus (+12 x 2.5).

Spell Changes

The following spells have altered effects or mechanics to reflect the nature of the wound level system.

Cure Critical Wounds: This spell provides a base +12 bonus to the magical Recuperation check, with an additional +1 bonus per caster level (to a maximum +20 caster level bonus).

Cure Light Wounds: This spell provides a base +3 bonus to the magical Recuperation check, with an additional +1 bonus per caster level (to a maximum +5 caster level bonus).

Cure Minor Wounds: This spell provides a +0 bonus to the magical Recuperation check, with no caster level bonus.

Cure Moderate Wounds: This spell provides a base +6 bonus to the magical Recuperation check, with an additional +1 bonus per caster level (to a maximum +10 caster level bonus).

Cure Serious Wounds: This spell provides a base +9 bonus to the magical Recuperation check, with an additional +1 bonus per caster level (to a maximum +15 caster level bonus).

Cure, Mass: All cure spells (except for cure minor wounds) have corresponding mass cure versions. Each provides the same bonus to the magical Recuperation check as the single target version, but the maximum caster level bonus increases by +20. Mass cure moderate



wounds, for example, provides a base +6 bonus with a maximum +30 caster level bonus.

Harm: This spell inflicts damage on the target, with a base +10 damage bonus, and an additional +2 damage bonus per caster level (to a maximum +30 caster level bonus). The total damage bonus is halved if the target makes a successful Will save, and the spell cannot reduce the target past Incapacitated.

Heal: This spell provides a base +10 bonus to the magical Recuperation check, with an additional +2 bonus per caster level (to a maximum +30 caster level bonus). All other factors of the spell function as described in the *Player's Handbook*.

Regenerate: In addition to regenerating the subject's body parts, this spell provides a base +12 bonus to the Recuperation check, with an additional +1 per caster level (to a maximum +35 caster level bonus).

Spells that inflict hit point damage (other than *harm*) should be reworked as described in Table 3-5: Damage Dice to Damage Bonus Conversion, above.

Detailed Critical Hits

The standard d20 critical hit system inflicts extra damage on a target whenever a critical hit is confirmed. This is quick and simple but abstracts away the effects of damage and can feel bland. The following detailed critical hit system elaborates on the existing system to make critical hits more meaningful and exciting. Under this system, critical hits inflict not just extra damage but also short-term and long-term aftereffects.

While this system is atmospheric and can add to the flavor of a campaign, it can also significantly slow down combat, since it requires additional dice rolls when a critical hit is landed.

Critical Hit System Changes

The following changes are required to implement the detailed critical hit system. Most of these changes are additions to the existing rules and take place during combat itself.

Changes to Critical Multipliers

Reduce the critical multipliers of all weapons and attacks by 1. This means that a longsword, which normally does double damage on a critical hit, inflicts just its normal damage when a critical is landed; a scythe that normally has a x4 critical multiplier now has a x3 multiplier.

This change is made to balance the additional effects critical hits can have in this system. Criticals aren't *better* in this system, just different.

Hit Location

When a successful critical hit is made, the GM must determine whereabouts the blow lands on the target. Roll 1d10 and compare the result to Table 3-10.

Add the attacker's size modifier to the 1d10 roll and subtract the target's size modifier. If the result is less than 1, treat it as 1; if more than 10, treat it as 10. Larger attackers are likely to hit the head and upper torso of their opponents, and smaller fighters are likely to hit legs and lower arms.

Critical Value

Once a hit location is determined, the attacker rolls damage for the attack, multiplied by the attack's critical multiplier.

To determine the critical hit's additional effects, roll d% and add the hit point damage inflicted by the attack. The resulting number is the attack's critical value (CV). The higher the critical value, the more severe the effects of the critical hit.

Critical Hit Results

To determine the result of a critical hit, reference the critical value (CV) of the attack with the hit location and type of attack on Tables 3-11 through 3-26. The tables break attacks down into four separate types:

Bludgeoning: Attacks by weapons such as clubs and hammers.

Piercing: Attacks by weapons such as rapiers and daggers.

Slashing: Attacks by weapons such as swords and axes.

Energy: Attacks by magical sources that do fire, cold, electrical, sonic or acid damage.

If an attack inflicts multiple types of damage, such as a claw (piercing and slashing) or morningstar (bludgeoning and piercing), the GM decides which table to consult to find the critical hit effect. The GM may also rule that a specific energy effect acts as a bludgeoning, piercing or slashing effect instead, depending on circumstances.

**Table 3-10:
Determine Hit Location**

1d10	Hit Location ¹
1-3	Leg
4-5	Arm
6-9	Torso
10	Head

¹ If a target has multiple body parts of the location hit (arms, legs, etc.), roll a die of the appropriate type for the quantity of limbs — 1d2 for two arms, 1d8 for eight heads, and so on.

This chart assumes a humanoid target. Nonhumanoid targets may have fewer limbs (or may lack them entirely), or may have additional body parts such as tails, wings, arms or even heads. The GM may adjust hit location rolls as he feels suitable; when in doubt, assume that the attack hit the torso.



Critical hits impose various adverse conditions on the target. The details of these conditions can be found in the Glossary of the *Player's Handbook* or in the *DMG*.

Critical Recovery and Healing

Critical hits may require more than simple time and rest to heal. Some injuries will require significant medical attention, and other injuries are so dramatic that they will never heal without magical assistance.

Fleeting Injuries

If a condition or complication lasts for only a limited number of rounds, or for the remainder of the encounter, it is minor enough to not require medical attention. If a character receives magical healing or is treated with a DC 15 Heal check, the condition is removed.

Temporary Injuries

If a character suffers a condition “temporarily” or “until healed,” then it has a longer-term impact and may require additional attention. These conditions persist until one of the following criteria occurs:

- The character recovers all his hit points through natural healing and rest.
- The character receives treatment by another character making a DC 15 Heal check. The patient can treat himself, but his injuries may affect his skill check.
- The character receives magical healing.

The fatigued and exhausted conditions are exceptions to this rule. An exhausted character becomes fatigued after one hour of complete rest, while a fatigued character recovers after eight hours of rest.

Ability damage is also an exception to this rule. Ability damage recovers at the rate of one point per day of rest, or can be healed through use of *restoration* spells.

Permanent Injuries

If a condition is listed as “permanent,” it is a serious, long-term injury that will never heal naturally. Arms and eyes do not grow back; useless legs do not suddenly start working again. Only use of magical spells such as *remove paralysis*, *regeneration* and *restoration* can repair permanent injuries.

Ability drains are also considered permanent, and only *restoration* can recover such losses.

Critical Hit Tables for Bludgeoning Damage

Table 3-11: Bludgeoning Attacks to the Head

CV	Result
02–10	<i>Solid head shot.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Seeing stars.</i> Target is dazzled for the remainder of the encounter.
21–30	<i>Minor damage to ear and hearing.</i> Target is deafened temporarily.
31–40	<i>Mild concussion.</i> Target is dazed for 1d3 rounds, then dazzled for the remainder of the encounter.
41–50	<i>Moderate concussion.</i> Target is shaken temporarily.
51–60	<i>Unbalancing blow.</i> Target falls prone and is shaken for the remainder of the encounter.
61–70	<i>Serious concussion.</i> Target takes 2 points of Intelligence and Wisdom damage.
71–80	<i>Broken nose that bleeds steadily.</i> Target suffers a –2 penalty to Charisma-based skill checks temporarily and loses 1 hit point per round until stabilized.
81–90	<i>Painful, disorienting blow to the temple.</i> Target is fatigued and is left staggered for 1d3 rounds.
91–100	<i>Rattled brains.</i> Target is <i>confused</i> for the remainder of the encounter and takes 2 points of Intelligence damage.
101–110	<i>Massive concussion.</i> Target must make a DC 15 Fortitude save or fall unconscious; otherwise, he is stunned for 1d3 rounds and is then nauseated temporarily.
111–120	<i>Eye socket crushed, one eye pulped.</i> Target must make a DC 15 Fortitude save or fall unconscious; he is also dazzled permanently and suffers 2 points of Charisma drain.
121–130	<i>Jaw shattered.</i> Target suffers 2 points of Constitution and Charisma drain and has a 30% chance of failing to cast spells with verbal components until the damage is healed.
131–140	<i>Permanent brain damage.</i> Target falls unconscious and takes 2 points each of Intelligence, Wisdom and Charisma drain and 2 points of Dexterity damage.
141–149	<i>Broken neck.</i> Target must make DC 15 Fortitude save or die instantly; he is left paralyzed permanently if the save succeeds.
150+	<i>Skull caved in, brain smashed into paste.</i> Instant death.

Table 3-12: Bludgeoning Attacks to the Torso

CV	Result
02–10	<i>Solid blow to the chest.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Loss of balance.</i> Target cannot make attacks of opportunity this round.
21–30	<i>Air driven from lungs.</i> Target is dazed for 1 round.
31–40	<i>Cracked ribs.</i> Target is disabled for 1 round, then staggered for 1d3 rounds.
41–50	<i>Cracked sternum and breastbone.</i> Target is sickened temporarily.
51–60	<i>Knocked off feet.</i> Target falls prone and is shaken for the remainder of the encounter.
61–70	<i>Trauma to stomach and kidneys.</i> Target is nauseated temporarily.
71–80	<i>Minor internal bleeding.</i> Target is sickened temporarily and loses 1 hit point per round until healed.
81–90	<i>Lungs bruised, breathing becomes difficult.</i> Target is fatigued and is left staggered for 1d3 rounds.
91–100	<i>Sternum breaks.</i> Target is exhausted and takes 2 points of Constitution damage.
101–110	<i>Ribcage shattered.</i> Target is exhausted and is disabled temporarily, and takes 2 points of Constitution damage.
111–120	<i>Intestines ruptured.</i> Target suffers 2 points of Strength drain and 2 points of Constitution damage, and loses 1 hp per round until healed.
121–130	<i>Kidneys ruptured.</i> Target suffers 2 points of Constitution drain and 2 points of Strength damage, and loses 2 hp per round until healed.
131–140	<i>Ribcage shattered and driven into lungs.</i> Target takes 2 points each of Strength, Dexterity and Constitution drain and must make DC 15 Fortitude save or be knocked unconscious.

Table 3-12: Bludgeoning Attacks to the Torso (cont.)

CV	Result
141–149	<i>Broken back.</i> Target must make DC 15 Fortitude save or die instantly; he is left paralyzed permanently if the save succeeds.
150+	<i>Ribcage shattered, heart pulverized.</i> Instant death.

Table 3-13: Bludgeoning Attacks to the Arms

CV	Result
02–10	<i>Solid blow to the arm.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Jarring blow to elbow.</i> If the target holds a weapon in this hand, the attacker may make an immediate disarm attack (handled as normal).
21–30	<i>Solid blow to forearm.</i> If the target holds a weapon in this hand, the attacker may make an immediate disarm attack without incurring an attack of opportunity.
31–40	<i>Crack to wrist and hand.</i> Target drops anything held in that hand and is dazed for 1 round.
41–50	<i>Heavy blow to shoulder.</i> Target is unable to use this arm for 1 round; target also suffers a –2 penalty to all attacks with this arm and has a 20% chance of failing to cast spells with somatic components for the remainder of the encounter.
51–60	<i>Significant trauma to elbow and forearm.</i> Target is shaken temporarily and cannot make any attacks of opportunity for the remainder of the encounter.
61–70	<i>Blow to shoulder, arm is paralyzed.</i> Target cannot attack or use arm, or cast spells with somatic components until healed.
71–80	<i>Sprained wrist.</i> Target drops anything held in hand, is stunned for 1 round, then staggered for 1d3 rounds.
81–90	<i>Sprained elbow.</i> Target is fatigued and is left staggered for 1d3 rounds.
91–100	<i>Broken wrist.</i> Target drops anything held in hand, is staggered for 1d3 rounds, and suffers a –2 to all attacks and Dexterity-based skill checks until healed.
101–110	<i>Broken elbow.</i> Target is fatigued and is staggered for the remainder of the encounter; target also suffers a –2 to all attacks and Dexterity-based skill checks until healed.
111–120	<i>Broken shoulder.</i> Target is exhausted, takes 2 points of Dexterity damage and cannot use arm until healed.
121–130	<i>Shoulder broken, massive trauma.</i> Target is exhausted, takes 2 points each of Dexterity and Strength damage, loses 1 hp a round and cannot use arm until healed.
131–140	<i>All major bones in arm broken, joints torn.</i> Target is exhausted, takes 2 points each of Strength and Dexterity drain, loses 1 hp per round and cannot use arm until healed.
141–149	<i>Arm ripped from shoulder.</i> Target must make DC 15 Fortitude save or die instantly; if the save succeeds, target loses arm permanently.
150+	<i>Bones in the arm are shattered to powder; the limb is driven into the heart and chest cavity.</i> Instant death.

Table 3-14: Bludgeoning Attacks to the Legs

CV	Result
02–10	<i>Solid blow to the thigh.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Crack to knee.</i> Target's speed is halved for 1d3 rounds.
21–30	<i>Strong hit to shin.</i> Target must make DC 10 Fortitude save or fall prone.
31–40	<i>Leg knocked out from under.</i> Target falls prone and is staggered for 1 round.
41–50	<i>Mild ankle sprain.</i> Target falls prone, speed is halved for the remainder of the encounter.
51–60	<i>Mild knee sprain.</i> Target falls prone, is disabled for 1d3 rounds, and speed is halved until healed.
61–70	<i>Tissue damage to thigh and hip.</i> Target falls prone, is staggered temporarily, and speed is halved until healed.
71–80	<i>Serious ankle sprain.</i> Target falls prone and can move only 5 ft. per round until healed.

Table 3-14: Bludgeoning Attacks to the Legs (cont.)

CV	Result
81-90	<i>Serious knee sprain.</i> Target falls prone, takes 2 points of Strength damage, and can move only 5 ft. per round until healed.
91-100	<i>Broken ankle.</i> Target falls prone, is fatigued, takes 2 points of Strength damage, and can move only 5 ft. per round until healed.
101-110	<i>Broken shin.</i> Target falls prone, is exhausted, takes 2 points of Strength damage, and can move only 5 ft. per round until healed.
111-120	<i>Broken knee.</i> Target falls prone, is exhausted and is disabled temporarily, takes 2 points of Strength damage, and can move only 5 ft. per round until healed.
121-130	<i>Broken thigh.</i> Target falls prone, is exhausted, takes 2 points of Strength and Dexterity damage, and cannot take move actions until healed.
131-140	<i>Broken thigh and hip, internal bleeding.</i> Target falls prone, is exhausted, takes 2 points of Strength drain, loses 1 hp per round and cannot take move actions until healed.
141-149	<i>Pelvis and hip smashed, bone chips rip into torso.</i> Target must make DC 15 Fortitude save or die instantly; if save is successful, target suffers 2 points of Strength drain and loses use of leg permanently.
150+	<i>Lower pelvis destroyed, leg torn from body.</i> Instant death.

Critical Hit Tables for Piercing Damage

Table 3-15: Piercing Attacks to the Head

CV	Result
02-10	<i>Solid jab to the head.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11-20	<i>Stab to edge of eye socket.</i> Target is dazzled for the remainder of the encounter.
21-30	<i>Painful stab to side of head.</i> Target is stunned for 1 round.
31-40	<i>Bleeding wound on forehead.</i> Target loses 1 hp per round until healed.
41-50	<i>Major trauma to face and skull.</i> Target is stunned for 1d3 rounds and is then dazzled for the remainder of the encounter.
51-60	<i>Throat wound impairs breathing.</i> Target is fatigued.
61-70	<i>Unbalancing thrust to base of skull.</i> Target falls prone and is staggered for 1d3 rounds.
71-80	<i>Stab to soft palate and jaw.</i> Target is shaken temporarily and has a 15% chance of failing to cast spells with verbal components until healed.
81-90	<i>Jab cracks skull.</i> Target is fatigued and takes 2 points of Wisdom damage.
91-100	<i>Jarring impact to skull.</i> Target is sickened temporarily and must make DC 15 Will save or become panicked for the remainder of the encounter.
101-110	<i>Bleeding puncture wound to throat.</i> Target loses 2 hp per round until healed.
111-120	<i>Jab to the throat punctures larynx.</i> Target is exhausted, loses 1 hp per round until healed, and becomes mute permanently.
121-130	<i>Lunge to center of face destroys sinuses, damages ability to breathe.</i> Target suffers 2 points of Constitution drain and takes a -2 penalty to all Charisma-based skill checks until healed.
131-140	<i>Stab to side of neck damages spinal cord.</i> Target falls prone and takes 2 points of Strength and Dexterity drain.
141-149	<i>Stab through eye socket into optic nerves.</i> Target must make DC 15 Fortitude save or die instantly; if successful, target is left blinded permanently.
150+	<i>Weapon pierces eye, skull and brain.</i> Instant death.

Table 3-16: Piercing Attacks to the Torso

CV	Result
02-10	<i>Solid stab to the ribs.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.

Table 3-16: Piercing Attacks to the Torso (cont.)

CV	Result
11–20	<i>Loss of balance.</i> Target cannot make attacks of opportunity this round.
21–30	<i>Hard jab to sternum.</i> Target is dazed for 1 round.
31–40	<i>Hairline crack to rib.</i> Target is staggered for 1d3 rounds.
41–50	<i>Cut to side cracks ribs.</i> Target is sickened temporarily.
51–60	<i>Stab goes between ribs, damages lung.</i> Target is fatigued.
61–70	<i>Lunge into stomach and intestines.</i> Target is nauseated temporarily.
71–80	<i>Bleeding puncture to stomach.</i> Target is nauseated temporarily and loses 1 hp per round until healed.
81–90	<i>Hole punched through ribcage.</i> Target is fatigued and is disabled temporarily.
91–100	<i>Stab into groin.</i> Target is exhausted and takes 2 points of Constitution damage.
101–110	<i>Perforated kidney.</i> Target is fatigued and is disabled temporarily, and takes 2 points of Constitution damage.
111–120	<i>Sucking chest wound.</i> Target suffers 2 points of Constitution damage, and loses 2 hp per round until healed.
121–130	<i>Lung punctured.</i> Target suffers 2 points of Constitution drain, loses 2 hp per round until healed, and is exhausted.
131–140	<i>Hole ripped through heart.</i> Target takes 4 points of Constitution drain and 2 points of Strength drain, and must make DC 15 Fortitude save or be knocked unconscious.
141–149	<i>Spinal cord damaged.</i> Target must make DC 15 Fortitude save or die instantly; if successful, target is left paralyzed permanently.
150+	<i>Thrust goes through ribcage and into heart.</i> Instant death.

Table 3-17: Piercing Attacks to the Arms

CV	Result
02–10	<i>Solid lunge into the arm.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Jab to hand.</i> If the target holds a weapon in this hand, the attacker may make an immediate disarm attack without incurring an attack of opportunity.
21–30	<i>Stab into upper arm.</i> Target may not make attacks of opportunity for 1d3 rounds.
31–40	<i>Hand impaled.</i> Target drops anything held in that hand and is dazed for 1 round.
41–50	<i>Elbow joint punctured.</i> Target is unable to use this arm for 1 round and suffers a –2 penalty to all attacks with this arm for the remainder of the encounter. Target has a 15% chance of failing to cast spells with somatic components until healed.
51–60	<i>Bleeding wound to forearm.</i> Target is shaken temporarily and loses 1 hp per round until healed.
61–70	<i>Hard jab to shoulder.</i> Target is disabled for 1d3 rounds and is shaken temporarily.
71–80	<i>Nerve damage to wrist.</i> Target drops anything held in hand and suffers 2 points of Dexterity damage.
81–90	<i>Stabbed through elbow.</i> Target is fatigued, suffers 2 points of Strength damage, and cannot use arm for 1d3 rounds.
91–100	<i>Stabbed through shoulder.</i> Target is fatigued and is staggered temporarily, suffers 2 points of Strength damage, and cannot use arm until healed.
101–110	<i>Upper arm impaled.</i> Target suffers 2 points of Strength damage, loses 1 hp per round and cannot use arm until healed.
111–120	<i>Hand damaged permanently.</i> Target is staggered for the remainder of the encounter and suffers a permanent –2 to all attacks and Dexterity-based skill checks using this hand. Target has a permanent 15% chance of failing to cast spells with somatic components.
121–130	<i>Attack severs nerves and muscles in elbow.</i> Target takes 2 points of Strength drain, loses 1 hp per round and cannot use arm until healed.
131–140	<i>Massive trauma to entire arm.</i> Target is fatigued, takes 2 points of Strength and Dexterity drain, and cannot use arm until healed.

Table 3-17: Piercing Attacks to the Arms (cont.)

CV	Result
141–149	<i>Attack destroys shoulder joint.</i> Target must make DC 15 Fortitude save or loses use of arm permanently; if save succeeds, target suffers 2 points of Strength and Dexterity drain. Target also loses 2 hp per round until healed.
150+	<i>Weapon passes through upper arm and shoulder joint before continuing into the heart.</i> Instant death.

Table 3-18: Piercing Attacks to the Legs

CV	Result
02–10	<i>Solid thrust to the leg.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Jab to foot.</i> Target's speed is halved for 1d3 rounds.
21–30	<i>Strong thrust to shin.</i> Target must make DC 10 Fortitude save or fall prone.
31–40	<i>Stab to knee.</i> Target falls prone.
41–50	<i>Bleeding wound to calf.</i> Target loses 1 hp per round until healed, speed is halved for the remainder of the encounter.
51–60	<i>Bone bruise to shin.</i> Target falls prone and is staggered for 1d3 rounds.
61–70	<i>Hole punched through calf.</i> Target falls prone, is shaken temporarily, and speed is halved until healed.
71–80	<i>Stab to upper thigh and pelvis.</i> Target falls prone and can move only 5 ft. per round until healed.
81–90	<i>Bleeding wound to thigh.</i> Target falls prone and loses 2 hp per round until healed, speed is halved for the remainder of the encounter.
91–100	<i>Muscle damage to shin.</i> Target is fatigued and can move only 5 ft. per round until healed.
101–110	<i>Muscle damage to knee.</i> Target is fatigued, takes 2 points of Strength damage, and can move only 5 ft. per round until healed.
111–120	<i>Stabbed through knee.</i> Target falls prone, is exhausted, takes 2 points of Strength damage, and can move only 5 ft. per round until healed.
121–130	<i>Stabbed through thigh, muscle damage.</i> Target falls prone, is exhausted, takes 2 points of Strength damage, loses 2 hp per round and cannot take move actions until healed.
131–140	<i>Stabbed through hip, massive trauma.</i> Target falls prone, is exhausted, takes 2 points of Constitution drain, loses 2 hp per round and cannot take move actions until healed.
141–149	<i>Thrust severs muscles and nerves, impales hip joint.</i> Target must make DC 15 Fortitude save or die instantly; if save is successful, target suffers 2 points of Strength drain and loses use of leg permanently.
150+	<i>Lunge into thigh continues up into groin, pelvis and intestines.</i> Instant death.

Critical Hit Tables for Slashing Damage

Table 3-19: Slashing Attacks to the Head

CV	Result
02–10	<i>Solid slash across the forehead.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>High-impact cut across the chin.</i> Target must make a DC 15 Fortitude save or be staggered for 1d3 rounds.
21–30	<i>A rake across the face.</i> Target must make DC 15 Will save or be shaken for 1d3 rounds.
31–40	<i>Cut tears open mouth and cheeks.</i> Target is staggered for 1d3 rounds and has a 15% chance of failing to cast spells with verbal components until healed.
41–50	<i>One ear cut off.</i> Target is left deafened for the remainder of the encounter and takes a –2 penalty to all Charisma-based skill checks temporarily.
51–60	<i>Bleeding cut across side of neck.</i> Target loses 1 hp per round until healed.
61–70	<i>Deep cut over eye.</i> Target is blinded for 1d3 rounds, then dazed for the remainder of the encounter.

Table 3-19: Slashing Attacks to the Head

CV	Result
71–80	<i>Disfiguring slash down side of face.</i> Target suffers a permanent –2 to Charisma-based skill checks and loses 2 hit points per round until healed.
81–90	<i>Deep cut on crown of head.</i> Target is fatigued and is left nauseated for 1 round.
91–100	<i>Slash across throat.</i> Target suffers 2 points of Constitution damage, and must make DC 15 Fortitude save or be stunned for 1d3 rounds.
101–110	<i>Most of jaw cut off.</i> Target is stunned for 1 round, is shaken temporarily, and has a 30% chance of failing to cast spells with verbal components until healed.
111–120	<i>Eye slashed open.</i> Target is dazzled permanently, suffers 2 points of Charisma drain, and is staggered for 1 round.
121–130	<i>Spinal cord nearly severed.</i> Target suffers 2 points of Strength and Dexterity drain, and is left shaken temporarily.
131–140	<i>Heavy slash fractures skull.</i> Target takes 2 points of Intelligence and Wisdom drain, plus 2 points of Dexterity damage, and must make DC 15 Fortitude save or fall unconscious.
141–149	<i>Throat is cut.</i> Target must make DC 15 Fortitude save or die instantly. Even if the save succeeds, the target is left exhausted and sickened temporarily and loses 4 hp per round until healed.
150+	<i>A clean decapitation.</i> Instant death.

Table 3-20: Slashing Attacks to the Torso

CV	Result
02–10	<i>Solid cut across the chest.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Cut to side prevents easy movement.</i> Target is staggered for 1 round.
21–30	<i>Painful slash across midriff.</i> Target is dazed for 1 round.
31–40	<i>Bleeding gash down side.</i> Target loses 1 hp per round until healed.
41–50	<i>Cut to side cracks ribs.</i> Target is shaken temporarily.
51–60	<i>Cut between ribs injures lungs.</i> Target is fatigued.
61–70	<i>Stomach slashed open.</i> Target is sickened temporarily.
71–80	<i>Serious bleeding from midriff.</i> Target is sickened temporarily and loses 2 hit points per round until healed.
81–90	<i>Slash to side breaks ribs.</i> Target is fatigued and is left staggered for 1d3 rounds.
91–100	<i>Kidneys bleeding into stomach.</i> Target is exhausted and takes 2 points of Constitution damage.
101–110	<i>Ribcage shattered.</i> Target is exhausted and is disabled temporarily, and takes 2 points of Constitution damage.
111–120	<i>Intestines slashed apart.</i> Target suffers 2 points of Constitution damage, and loses 2 hp per round until healed.
121–130	<i>Lungs cut open.</i> Target suffers 2 points of Constitution drain and 2 points of Strength damage, loses 1 hp per round until healed, and must make DC 15 Fortitude save or fall unconscious.
131–140	<i>Internal organs torn to ribbons.</i> Target takes 2 points of Strength, Dexterity and Constitution drain, and must make DC 15 Fortitude save or be knocked unconscious.
141–149	<i>Spine severed.</i> Target must make DC 15 Fortitude save or die instantly; if save is successful, target is left paralyzed permanently.
150+	<i>Attack cuts open chest, ribcage, heart and intestines.</i> Instant death.

Table 3-21: Slashing Attacks to the Arms

CV	Result
02–10	<i>Solid cut along the arm.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Cut to back of hand.</i> If the target holds a weapon in this hand, the attacker may make an immediate disarm attack without incurring an attack of opportunity.

Table 3-21: Slashing Attacks to the Arms (cont.)

CV	Result
21–30	<i>Slash down forearm into upper arm.</i> Target may not make attacks of opportunity for 1d3 rounds.
31–40	<i>Hand cut badly.</i> Target drops anything held in that hand and is dazed for 1 round.
41–50	<i>Cut across shoulder.</i> Target is unable to use this arm for 1 round and is shaken temporarily. Target has a 10% chance of failing to cast spells with somatic components until healed.
51–60	<i>Bleeding cut to forearm.</i> Target is shaken temporarily and loses 1 hp per round until healed.
61–70	<i>Arm slashed open along entire length.</i> Target is disabled for 1d3 rounds and is shaken temporarily.
71–80	<i>Fingers severed.</i> Target drops anything held in hand, is shaken temporarily, and suffers a permanent –1 to all attacks and Dexterity-based skill checks using this hand. Target has a permanent 10% chance of failing to cast spells with somatic components.
81–90	<i>Muscles severed in forearm.</i> Target is fatigued, suffers 2 points of Strength damage, and cannot use arm until healed.
91–100	<i>Shoulder broken and bleeding.</i> Target is fatigued, takes 2 points of Strength damage, loses 1 hp per round and cannot use arm until healed.
101–110	<i>Muscles severed in elbow.</i> Target suffers 2 points of Strength drain and cannot use arm until healed.
111–120	<i>Nerves in hand severed.</i> Target is staggered for the remainder of the encounter and suffers a permanent –2 to all attacks and Dexterity-based skill checks using this hand. Target has a permanent 20% chance of failing to cast spells with somatic components.
121–130	<i>Hand cut off at wrist.</i> Target loses 1 hp a round until healed and loses hand.
131–140	<i>Arm severed at elbow.</i> Target is fatigued, loses 1 hp per round until healed, and loses arm.
141–149	<i>Arm severed at shoulder.</i> Target must make DC 15 Fortitude save or die; if save succeeds, target loses arm. Target also loses 2 hp per round until healed.
150+	<i>Attack cuts through the shoulder and into the chest, severing arm in the process.</i> Instant death.

Table 3-22: Slashing Attacks to the Legs

CV	Result
02–10	<i>Solid slash along the thigh.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Slash to ankle.</i> Target's speed is halved for 1d3 rounds.
21–30	<i>Cut across shin.</i> Target must make DC 10 Fortitude save or fall prone.
31–40	<i>Stab to knee.</i> Target falls prone, is staggered for 1 round.
41–50	<i>Deep cut across calf.</i> Target loses 1 hp per round until healed, speed is halved for the remainder of the encounter.
51–60	<i>Slice down back of thigh.</i> Target falls prone and is shaken temporarily.
61–70	<i>Bone-deep cut through calf.</i> Target falls prone, is shaken temporarily, and speed is halved until healed.
71–80	<i>Stab to upper thigh and pelvis.</i> Target falls prone and can move only 5 ft. per round until healed.
81–90	<i>Bleeding rip along thigh.</i> Target falls prone, loses 2 hp per round and can move only 5 ft. per round until healed.
91–100	<i>Gash torn along entire leg.</i> Target is fatigued, suffers 2 points of Strength damage, and can only move 5 ft. per round until healed.
101–110	<i>Muscles severed in thigh.</i> Target falls prone, is shaken temporarily, and speed is halved permanently.
111–120	<i>Hamstrung.</i> Target falls prone, is shaken temporarily, suffers 2 points of Strength damage and speed is halved permanently.
121–130	<i>Leg severed at mid-calf.</i> Target is exhausted, loses 1 hp per round until healed and loses use of leg permanently.
131–140	<i>Leg severed at knee.</i> Target falls unconscious, loses 2 hp per round until healed, and loses use of leg permanently.

Table 3-22: Slashing Attacks to the Legs (cont.)

CV	Result
141–149	<i>Leg severed at hip.</i> Target must make DC 15 Fortitude save or die; if save succeeds, target loses leg permanently. Target also loses 2 hp per round until healed.
150+	<i>Attack severs leg at the hip, cutting deep into the pelvis and lower torso.</i> Instant death.

Critical Hit Tables for Energy Damage

Table 3-23: Energy Attacks to the Head

CV	Result
02–10	<i>Surge of energy into the face.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Blinding flash of energy.</i> Target is dazzled for the remainder of the encounter.
21–30	<i>Painful burns.</i> Target is staggered for 1d3 rounds.
31–40	<i>Energy eats away at ear canal.</i> Target is deafened temporarily.
41–50	<i>Immensely painful burns.</i> Target is sickened temporarily.
51–60	<i>Disfiguring burns and scars.</i> Target is nauseated for 1 round, is shaken temporarily and suffers 2 points of Charisma damage.
61–70	<i>Energy burns down throat into lungs.</i> Target is fatigued.
71–80	<i>Immense pain triggers fear and panic.</i> Target must make DC 15 Will save or be panicked temporarily; if the save succeeds, the target is staggered for 1 round and then shaken temporarily.
81–90	<i>Painful, tiring blow to the temple.</i> Target is fatigued and is left staggered for 1d3 rounds.
91–100	<i>Nervous system scrambled.</i> Target is confused for the remainder of the encounter and takes 2 points of Wisdom damage.
101–110	<i>Third-degree burns (or equivalent damage based on energy type) and hideous scars.</i> Target is exhausted, is nauseated temporarily, and takes a permanent –2 to all Charisma-based skill checks.
111–120	<i>One eye explodes.</i> Target must make a DC 15 Fortitude save or fall unconscious, is dazzled permanently and suffers 2 points of Charisma drain.
121–130	<i>Lower jaw eaten away.</i> Target takes 2 points of Constitution damage, suffers a permanent –2 to Charisma-based skill checks, and has a 30% chance of failing to cast spells with verbal components until jaw is restored.
131–140	<i>Brain partially destroyed.</i> Target is staggered temporarily and takes 2 points of Constitution damage, and 2 points of Intelligence and Charisma drain.
141–149	<i>Head combusts, causing massive cerebral trauma.</i> Target must make DC 15 Fortitude save or die instantly, and gains 1d3 negative levels if the save succeeds.
150+	<i>Head explodes.</i> Instant death.

Table 3-24: Energy Attacks to the Torso

CV	Result
02–10	<i>Energy coruscates around the torso.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11–20	<i>Extreme pain.</i> Target is dazed for 1 round.
21–30	<i>Excruciating pain.</i> Target is dazed for 1d3 rounds.
31–40	<i>Third-degree burns (or equivalent effect for energy type).</i> Target is stunned for 1 round and then sickened temporarily.
41–50	<i>Second-degree burns (or equivalent effect for energy type).</i> Target is sickened for 1d3 rounds and then staggered temporarily.
51–60	<i>Panic reaction due to pain.</i> Target must make DC 15 Will save or be panicked temporarily; if save succeeds, target is shaken temporarily.

Table 3-24: Energy Attacks to the Torso (cont.)

CV	Result
61-70	<i>Heart skips a beat from shock of trauma.</i> Target is nauseated temporarily.
71-80	<i>Intestines and stomach begin to cook (or equivalent effect for energy type).</i> Target is nauseated temporarily and loses 1 hp per round until healed.
81-90	<i>Lungs fail due to shock of trauma.</i> Target is fatigued and is left staggered for 1d3 rounds.
91-100	<i>First-degree burns across body (or equivalent effect for energy type).</i> Target is exhausted and takes 2 points of Constitution and Dexterity damage.
101-110	<i>Ribcage breaks from energy stress.</i> Target is exhausted and is disabled temporarily, and takes 2 points of Constitution damage.
111-120	<i>Intestines rupture from within.</i> Target suffers 2 points of Strength drain and 2 points of Constitution damage, and loses 1 hp per round until healed.
121-130	<i>Internal organs break down and melt, freeze or suffer equivalent effect for energy type.</i> Target suffers 2 points of Constitution and Strength drain, and is nauseated temporarily.
131-140	<i>One lung vaporized.</i> Target takes 4 points of Constitution drain, is left exhausted, and must make DC 15 Fortitude save or be stunned for the remainder of the encounter.
141-149	<i>Heart begins to combust, freeze or suffer equivalent effect for energy type.</i> Target must make DC 15 Fortitude save or die instantly, and is left disabled permanently if the save succeeds.
150+	<i>Body is consumed utterly, frozen solid or suffers equivalent effect for energy type.</i> Instant death.

Table 3-25: Energy Attacks to the Arms

CV	Result
02-10	<i>Energy blazes down the length of the arm.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11-20	<i>Intense pain.</i> Target must make Fortitude save (DC = 10 + damage suffered) or be dazed for 1d3 rounds.
21-30	<i>Hand burned, frozen or equivalent effect for energy type.</i> Target must make Fortitude save (DC = 10 + damage suffered) or be dazed for 1 round and drop anything held in hand.
31-40	<i>Forearm and hand burned, frozen or equivalent effect for energy type.</i> Target drops anything held in hand and is dazed for 1d3 rounds.
41-50	<i>Shoulder burned, frozen or equivalent effect for energy type.</i> Target is unable to use this arm for 1 round, and suffers a -1 penalty to all attacks with this arm for the remainder of the encounter. Target has a 10% chance of failing to cast spells with somatic components until healed.
51-60	<i>Entire arm burned, frozen or equivalent effect for energy type.</i> Target is sickened temporarily and cannot make any attacks of opportunity for the remainder of the encounter.
61-70	<i>Muscles in arm swell under stress.</i> Target cannot attack or use arm, or cast spells with somatic components until healed.
71-80	<i>Second-degree burns to hand (or equivalent effect for energy type).</i> Target drops anything held in hand, is stunned for 1 round, then staggered for 1d3 rounds.
81-90	<i>Second-degree burns along forearm (or equivalent effect for energy type).</i> Target is fatigued and suffers 2 points of Strength damage.
91-100	<i>Second-degree burns along entire arm (or equivalent effect for energy type).</i> Target is fatigued, suffers 2 points of Strength damage, and has -2 to all attacks and Dexterity-based skill checks until healed.
101-110	<i>Muscles in wrist begin to melt (or equivalent effect for energy type).</i> Target is fatigued and is shaken temporarily.
111-120	<i>Muscles in arm shrivel and melt (or equivalent effect for energy type).</i> Target is exhausted, takes 2 points of Strength damage, and cannot use arm until healed.
121-130	<i>Extensive weeping burns or equivalent effect for energy type, neural damage.</i> Target is exhausted, takes 2 points of Dexterity and Strength damage, loses 1 hp per round and cannot use arm until healed.

Table 3-25: Energy Attacks to the Arms (cont.)

CV	Result
131-140	<i>Arms withers into uselessness.</i> Target is shaken for the remainder of the encounter, takes 2 points of Strength and Dexterity drain, and loses use of arm permanently.
141-149	<i>Arm burns to ashes (or equivalent effect for energy type).</i> Target must make DC 15 Fortitude save or die instantly, and loses arm permanently if the save succeeds.
150+	<i>Arm is vaporized, and energy quickly consumes the body.</i> Instant death.

Table 3-26: Energy Attacks to the Legs

CV	Result
02-10	<i>Storm of energy lashes the leg.</i> Roll the damage dice (plus bonuses) for the attack again and add it to the total damage done.
11-20	<i>Intense pain.</i> Target must make Fortitude save (DC = 10 + damage suffered) or fall prone.
21-30	<i>Excruciating pain.</i> Target must make Fortitude save (DC = 10 + damage suffered) or be dazed for 1 round and fall prone.
31-40	<i>Shin and ankles badly burned (or equivalent effect for energy type).</i> Target falls prone and is dazed for 1d3 rounds.
41-50	<i>Knee burned (or equivalent effect for energy type).</i> Target falls prone, is dazed for 1d3 rounds, and moves at half speed for the remainder of the encounter.
51-60	<i>Extensive burns along leg (or equivalent effect for energy type).</i> Target falls prone, is sickened temporarily, and moves at half speed for the remainder of the encounter.
61-70	<i>Knee swells.</i> Target is sickened temporarily, takes 2 points of Strength damage, and moves at half speed for the remainder of the encounter.
71-80	<i>Neural damage.</i> Target falls prone, is shaken temporarily, and moves only 5 ft. per round until healed.
81-90	<i>Ankle ruptures under stress.</i> Target is fatigued and moves only 5 ft. per round until healed.
91-100	<i>Thigh and hip swell, internal bleeding.</i> Target is fatigued, suffers 2 points of Strength damage, loses 1 hp per round and moves only 5 ft. a round until healed.
101-110	<i>Knee joint ruptures.</i> Target is exhausted and cannot take move actions until healed.
111-120	<i>Muscles in leg shrivel and decay.</i> Target is exhausted, takes 2 points of Strength damage, and cannot take move actions until healed.
121-130	<i>Extensive weeping burns or equivalent effect for energy type, neural damage.</i> Target is exhausted, takes 2 points of Constitution and Strength damage, loses 1 hp per round and cannot take move actions until healed.
131-140	<i>Leg melts into uselessness (or equivalent effect for energy type).</i> Target is shaken, takes 2 points of Strength and Constitution drain, and loses the ability to walk.
141-149	<i>Leg burns to ashes, is frozen solid or equivalent effect for energy type.</i> Target must make DC 15 Fortitude save or die instantly, and loses leg if the save succeeds.
150+	<i>Entire lower body is consumed, frozen solid or equivalent effect for energy type.</i> Instant death.

CHAPTER FOUR

ARCANE

SPELLCASTING

SYSTEMS

Most d20-based fantasy games use a system of spell slots for magic and spellcasting. Such a system works well because it's simple and straightforward — you always know what spells your character can cast and how often he can cast them on a given day. But sometimes that straightforwardness can be a little, well, predictable; it can also feel a little artificial, with spells feeling more like a bandolier of magic bullets than things of wonder and power.

This chapter presents two different optional spellcasting systems that players and GMs can experiment with in their campaigns: a mana-based system and a skill-based system. Each attempts to discard the artificiality of the spell slot system by putting more choices about how to use magic in the hands of the player. Player choices about what spells to cast have a stronger effect on the game than usual; strong choices allow for more flexibility and increased effects, while poor choices might leave a mage running out of options early in an adventure.

The chapter concludes with a section on spellcasting critical successes and failures. These optional rules can be used with the spell-slot, mana-based or skill-based spellcasting systems and add an additional level of dynamics to any campaign.

Mana-based Spellcasting System

The standard d20 spellcasting system relies upon spell slots and preparation, where most characters can cast only a certain number of prepared spells of each level. Some spellcasting characters, such as sorcerers and bards, can cast spells without preparation but are

still limited to the number of spells of a specific level that can be cast per day.

The mana-based magic system does away with spell slots and instead gives characters a number of mana points. Every time a character casts a spell, he spends a number of mana points; the higher the level of the spell, the more mana points it costs to cast. If the character doesn't have enough mana points, he can't cast the spell. As long as he has enough mana points, he can cast any spell he knows or has access to.

The advantage of this system is its flexibility; a character might cast lots of 1st-level spells one day, then just two or three high-level spells the next. To compensate for this, characters can generally cast fewer spells per day, overall, than in the standard spell slot system.

Mana Points

Every spellcasting character has a pool of mana points to spend on casting spells. The number of points a character has depends on her class, her level and the ability score her spellcasting abilities are based upon. Table 4-1 and Table 4-2 list mana points for each spellcasting class and any ability modifiers.

The following changes apply to the spellcasting system when using the mana point system.

Mana Point Costs

Every spell costs a certain amount of mana points, equal to the spell's level. A 3rd-level spell costs three mana points, while an 8th-level spell costs eight mana points.

Zero-level spells (cantrips and orisons) have a special, variable cost. A character can cast a number

of 0-level spells per day equal to his caster level + his appropriate ability modifier (minimum of 1) for free. After that, each 0-level spell costs 1 mana point to cast.

A character can cast only those spells he knows and is of a high enough level to cast, as normal. Even if a 3rd-level cleric has 5 mana points in his pool, he cannot cast 5th-level spells until he reaches 9th level or higher.

Example: Lelia Kyvinycz is a bard with a Charisma of 16. At first level, she does not know any 1st-level spells and can cast only cantrips. She can cast four cantrips per day — caster level (1) + Cha modifier (+3) = 4 — without spending mana points; any further cantrips will cost her 1 mana point each to cast. If Lelia reached 7th level, she could cast $7+3 = 10$ cantrips per day without spending mana points, but any further casting would cost 1 mana point each.

Bonus Mana Points

Instead of receiving bonus spell slots for having high ability scores, characters gain bonus mana points. Any time a character would gain a bonus spell slot, she instead gains a number of bonus mana points equal to the bonus spell's level. Bonus mana points accumulate as normal; whenever a character becomes eligible to gain a bonus spell, she adds the appropriate number of mana points to her pool.

Example: Lelia Kyvinycz is a bard with a Charisma of 16. At 2nd level she becomes able to cast 1st-level spells; she gains 1 bonus mana point, added to her base pool of zero points (see below), for a total of 1 mana point. At 4th level, when she becomes capable of casting 2nd-level spells, she adds another 2 mana points to her pool, making it a total of $1 + 2 = 3$ points higher than the base of 1 point, for a total of 4 points. Even though she has enough mana points to cast a 3rd-level spell, she cannot do so until she gains 3rd-level spells at 7th level.

Recovering Mana Points

A character recovers all her mana points at once, following the same restrictions and methods that she would follow for regaining spell slots in the normal spellcasting system.

Spellcasting Classes

As noted in Table 4-2, the number of mana points a character possesses is based on her levels in a spellcasting class. Each time the character gains a level in a spellcasting class, her base mana points are equal to the amount shown in the tables below, plus any bonus spell points she might receive for high ability scores.

Some classes start with a base of zero mana points at low levels. These characters can still cast spells if they have bonus spell points from high ability scores, or cast a small number of 0-level spells (until the cost for such spells increases to 1 mana point).

Table 4-1: Bonus Mana Points per Level
Highest Spell Level Cast

Ability Score	1	2	3	4	5	6	7	8	9
10-11	—	—	—	—	—	—	—	—	—
12-13	1	—	—	—	—	—	—	—	—
14-15	1	2	—	—	—	—	—	—	—
16-17	1	2	3	—	—	—	—	—	—
18-19	1	2	3	4	—	—	—	—	—
20-21	2	2	3	4	5	—	—	—	—
22-23	2	4	3	4	5	6	—	—	—
24-25	2	4	6	4	5	6	7	—	—
26-27	2	4	6	8	5	6	7	8	—
28-29	3	4	6	8	10	6	7	8	9
30-31	3	6	6	8	10	12	7	8	9
32-33	3	6	9	8	10	12	14	8	9
34-35	3	6	9	12	10	12	14	16	9
36-37	4	6	9	12	15	12	14	16	18
38-39	4	8	9	12	15	18	14	16	18
40-41	4	8	12	12	15	18	21	16	18
42-43	4	8	12	16	15	18	21	24	18
44-45	5	8	12	16	20	28	21	24	27



Table 4-2.
Base Mana Points per Level

Class Level	Base Mana Points by Class				
	Brd	Clr/Drd	Pal/Rgr	Sor	Wiz
1st	0	1	—	2	1
2nd	0	2	—	3	2
3rd	1	3	—	4	3
4th	1	4	0	6	4
5th	3	5	0	8	5
6th	4	8	1	13	8
7th	4	10	1	15	10
8th	6	14	1	23	13
9th	8	17	1	26	17
10th	8	22	2	36	22
11th	11	26	2	40	26
12th	13	32	3	52	32
13th	18	42	3	57	37
14th	21	48	4	62	44
15th	21	60	6	77	50
16th	22	67	7	93	58
17th	26	77	10	100	65
18th	31	85	11	118	74
19th	37	96	15	126	82
20th	42	104	17	135	90

Multiclass Casters and Mana Pools

Each spellcasting class gains spells and mana points separately. Characters who multiclass into two or more spellcasting classes thus have separate spell lists for those classes, and separate mana point pools to draw upon when casting those spells.

The exception to this rule is when a multiclass character's different spells are based upon the same ability, such as a multiclass sorcerer/bard whose spells are affected by his Charisma. In such cases, add the mana point pools of the different classes, along with whatever bonus mana points are gained from high ability scores. The character can still cast only the appropriate spells for his class levels, though.

A character with levels in both a spellcasting prestige class and base class may similarly combine mana point pools, if all the spells involved are affected by the same ability score.

Example: Tibor Ironoak is a Drd5/Pal6. Because both his druid and paladin spells are affected by his Wisdom ability, he combines the mana point pools for both classes into one large pool. Even though he can cast 3rd-level druid spells from that pool, he can still cast only 1st-level paladin spells, despite the spells being powered by the same pool of mana points.

Bard

Bards gain bonus mana points based on their Charisma.

Mana Points for Other Classes

Table 4-2 gives the mana point allotments for the spellcasting core classes. Your campaign might involve other spellcasting classes, however. To determine the mana point allotments for other classes, follow this formula:

For every level of the class, multiply the *number* of spell slots available by the *level* of those slots. Add these numbers together to determine the total number of spell slots available for that level, and then halve that number (rounding down). This final number is the amount of mana points the class receives at that level. Repeat for every level in the class.

Why halve the total? Well, the mana point system is somewhat more flexible than the spell slot system, but that flexibility is balanced by a reduction in the sheer number of spells cast. Mana point mages can cast spells without preparation, and can cast large numbers of lower-level spells, but can't cast as many total spell levels per day as their spell slot counterparts.

Example: The assassin prestige class has minor spellcasting abilities and gains mana points based on Charisma. At 4th level, an assassin receives three 1st-level spell slots and one 2nd-level spell slot, for a total of $(3 \times 1) + (1 \times 2) = 5$ spell levels; halved and rounded down, this means the assassin has a base of 2 mana points at second level. At 10th level, the assassin has three slots of each spell level, for a total of $(3 \times 1) + (3 \times 2) + (3 \times 3) + (3 \times 4) = 30$ spell levels; halved and rounded down, this equals a base of 15 mana points.

Cleric

Clerics gain bonus mana points based on their Wisdom.

Spell Preparation: Clerics do not need to prepare spells. Instead, they can cast any appropriate spells from the clerical spell lists and from their domain spell lists.

Domain Spells: The first domain spell of a given level a cleric casts each day costs no mana points. Subsequent castings of that spell, or any other domain spells of that level, cost the normal amount of mana points. As in the spell slot system, the cleric's god gives him the ability to cast a few more spells than usual, but only if those spells coincide with the divine purpose and portfolio (domains) of the god.

Example: Father Terrenous is a 6th-level cleric with the Strength and Travel domains. His 3rd-level domain spells are magic vestment and fly. In a battle with a group of mummies, he casts magic vestment on his shield; because this is his first casting of his 3rd-level domain spells, it does not cost him any mana points. It will cost him the normal 3 mana points if he later wants to cast fly, or cast magic vestment on the armor of one of his allies.

Spontaneous Casting: The spontaneous casting rules are not used in the mana point system. Clerics can already cast any *cure* or *inflict* spells they have access to, simply by spending the appropriate number of mana points.

Druid

Druids gain bonus mana points based on their Wisdom.

Spell Preparation: Druids do not need to prepare spells. Instead, they can cast any appropriate spells from the druid spell lists.

Spontaneous Casting: The spontaneous casting rules are not used in the mana point system. Druids can already cast any *summon nature's ally* spells they have access to, simply by spending the appropriate number of mana points.

Paladin

Paladins gain bonus mana points based on their Wisdom. Paladins do not gain spellcasting abilities until 4th level, and can only cast spells once they have a pool of mana points to spend.

Spell Preparation: Paladins do not need to prepare spells. Instead, they can cast any appropriate spells from the paladin spell lists.

Ranger

Rangers gain bonus mana points based on their Wisdom. Rangers do not gain spellcasting abilities until 4th level, and can only cast spells once they have a pool of mana points to spend.

Spell Preparation: Rangers do not need to prepare spells. Instead, they can cast any appropriate spells from the ranger spell lists.

Sorcerer

Sorcerers gain bonus mana points based on their Charisma.

Wizard

Wizards gain bonus mana points based on their Intelligence.

Spell Preparation: Wizards do not need to prepare spells in the mana point system. They must still spend one hour meditating and engaging in general preparation with the aid of their spellbooks before being able to cast spells. Without accessing her

spellbook at the start of the day, a wizard cannot cast any spells (unless she has the feat Spell Mastery).

Specialization: A specialist wizard may cast one spell of her specialist school per level, per day, without spending mana points. A 5th-level enchanter, for example, could cast one 0-level, one 1st-level, one 2nd-level, and one 3rd-level Enchantment spell each day without spending mana points, but any additional Enchantment spells would incur the normal cost in mana points.

Other Changes

To coincide with the changes in the spellcasting system, some other aspects of the d20 System must also be altered.

Metamagic Feats

Feats that increase a spell's effective level also affect the number of mana points required to cast it. An empowered 3rd-level spell is treated as a 5th-level spell, and thus costs 5 mana points to cast. Even if a character has enough mana points to cast a spell improved by a metamagic feat, she may cast it only if she is capable of casting a spell of the new level.

Spells are not prepared with metamagic feats in the mana-based system; instead, a spellcaster decides whether to apply metamagic feats to a spell when she casts it. Unlike the spell slot system, this does not require the spell to be cast as a full-round action.

Spells

The following spells are altered to fit the mana point system.

Imbue with Spell Ability: You do not recover the mana points used to cast *imbue with spell ability* until the recipient uses the granted ability.

Mord's Lucubration: This spell has no function in the mana-based system and should be removed from the wizard spell list.

Rar's Mnemonic Enhancer: This spell has no function in the mana-based system and should be removed from the wizard spell list.

Magic Items

The following magic items have different effects in the mana-based system.

Candle of Invocation: A cleric of the appropriate alignment gains additional mana points when preparing spells under the influence of a *candle of invocation*, as if he were two levels higher. He may also prepare more spells than normal, as if he had two additional cleric levels.

Pearl of Power: These items allow the caster to reduce the mana point cost of one spell that she casts to zero. The level of the *pearl of power* is the highest-level spell

that can be affected in this way — so a *pearl of power III* can negate the mana point cost of a 0-, 1st-, 2nd- or 3rd-level spell. A *pearl of power* that can affect two spells can only be used on two different spells of two different levels, both of which must be 6th level or less.

Ring of Wizardry: These rings provide arcane spellcasters with additional mana points. A *ring of wizardry I* provides 3 additional mana points, a *ring of wizardry II* provides 6 additional mana points, a *ring of wizardry III* provides 9 additional mana points, and a *ring of wizardry IV* provides 12 additional mana points. These can be spent as normal and recover at the same time as the bearer's mana points do.

Skill-based Spellcasting System

As with the mana-based system, the skill-based system does away with spell slots. Instead, spellcasting characters use a new skill — Spellcasting — to cast their spells. While it possesses some special rules, Spellcasting works much as a normal ability; spellcasters can attempt to cast spells many times over the course of a day, just as rogues can attempt to pick multiple locks and fighters can swing their swords over and over again.

The advantage of this system is its flexibility; as does the mana-based system, it allows spellcasters to cast a wide variety of spells rather than prepare their spells ahead of time. Spells are difficult to cast, however, and spellcasting characters may need to make multiple attempts and take extra time to cast their spells.

Spellcasting (varies, trained only)

Description: Use this skill to cast spells, whether arcane or divine.

Check: Whenever a character attempts to cast a spell, she must make a Spellcasting check. If her check total is higher than the DC, the spell is successfully cast. The time required to make a Spellcasting check is the casting time required for a specific spell, as listed in the spell's description.

Spellcasting is actually *two* different skills, and ranks in one do not count toward the other. Spellcasting (divine) is used to cast divine spells, such as those of clerics and rangers, and has Wisdom as its key ability. Spellcasting (arcane) is used to cast arcane spells, such as those of sorcerers and wizards. Characters who gain bonus spells from Charisma (such as bards and sorcerers) use Charisma as the key ability for Spellcasting checks; characters who gain bonus spells from Intelligence (such as wizards) use Intelligence as the key ability for Spellcasting checks.

The DC of a Spellcasting check depends on the level of the spell being cast. Divine spells are slightly more difficult to cast than arcane spells, but divine spellcasters have access to more extensive spell lists than arcane spellcasters.

If the Spellcasting check fails, the character has not managed to cast the spell. She still expends any material components required by the spell in the attempt; similarly, if the spell requires spending experience points, she pays the XP cost even if the check fails.

Spell Level	Arcane Spellcasting DC	Divine Spellcasting DC
0	10	12
1	15	17
2	18	20
3	20	22
4	23	25
5	25	27
6	28	30
7	30	32
8	33	35
9	35	37

Retry: Yes. If a character fails to cast a spell, she may try to cast it again when she next has an action.

Example: Lelia Kyvinycz is a 4th-level bard. She gains bonus spells based on Charisma, so her Spellcasting skill is likewise based on her Charisma modifier. She has 5 ranks in Spellcasting and a Charisma of 16, for a total bonus of +8. Lelia tries to cast the 1st-level spell hypnotism, which has a DC of 15. On her first attempt, Lelia gets a total of 13 and fails to cast the spell. On the second attempt, Lelia gets a total of 17 and successfully casts hypnotism.

A character can cast only a certain number of spells per day before her magical abilities start to wane; after that point, Spellcasting DCs steadily increase. See Core Spells, below, for more details.

Special: You may not take 10 or take 20 on Spellcasting checks.

Characters with no knowledge or access to magic, such as fighters and monks, may still take ranks in Spellcasting as a cross-class skill. They cannot actually cast spells using the skill until they gain one or more levels in a spellcasting class, however. They must also define whether the skill covers arcane or divine spellcasting.

Spellcasting is available only in campaigns that use the skill-based spellcasting system.

Core Spells

A spellcasting character can attempt to cast any spell that she knows or has access to. Arcane

spellcasting is demanding in a way that mundane skills are not, however, and even the most skilled wizard will eventually tire. After a character casts a certain number of spells, it becomes more difficult for her to keep doing so; her control over magical forces begins to weaken, and she must rest to refresh her magical abilities. Divine spellcasters also have limits on their daily spellcasting; once a cleric casts a certain number of spells, her god becomes increasingly reluctant to continue granting divine favor.

Under the standard d20 System, each class has a number of spells per day a character can cast. In the Spellcasting skill system, this number (plus any bonus spells) becomes the number of spells a

Optional Rule: Physical Fatigue

The Spellcasting skill system's main point of game balance is the increasing DC of Spellcasting checks. Characters can cast a lot of spells in this system, but eventually the DC to cast a spell will reach the point where it becomes impossible to achieve. Even before that point, DCs can quickly become high enough that casting spells in combat can be dangerously slow and unreliable.

Still, nothing in the system stops characters (and players) from trying to cast spells over and over and over again until they finally work. For low-level spells, this isn't all that unbalancing — but when it's *wish* and *meteor swarm*, it can be a definite problem. To prevent this, GMs might wish to add an additional drawback to the Spellcasting system — the problem of characters becoming physically fatigued and drained by casting spells.

In this optional extra for the Spellcasting system, characters risk suffering nonlethal damage when they cast spells. Whenever a character attempts to cast a spell and *fails*, he suffers nonlethal damage equal to the *level* of the spell he attempted to cast — so if a sorcerer failed his Spellcasting check to cast *fly*, he'd suffer 3 points of nonlethal damage. This damage must be healed as normal, through rest or with magical healing.

If this sounds too punishing — and it can be, especially for low-level characters — you might vary it so that a character only takes nonlethal damage if he fails the Spellcasting check by 5 or more.

character can cast per day *easily*. These are referred to as her core spells.

Once a spellcasting character casts her core spells for the day, any Spellcasting checks to cast further spells of that level suffer a cumulative increase to the Difficulty Class. The Spellcasting DC increases by a cumulative +2 each time a character successfully casts a spell beyond her core spell amount.

Such modifiers to the Spellcasting DC go away after the character rests, meditates or prepares (as in the spell slot system).

Example: As a 4th-level bard with a high Charisma, Lelia Kyvinycz can cast four 0-level spells, three 1st-level spells, and one 2nd-level spell each day without difficulty. In a battle with the prince's ghoulish servants, Lelia casts cure light wounds twice and protection from evil once, using up her core 1st-level spells. If she later wants to cast hypnotism to distract a pair of sentries, she must make a DC 17 Spellcasting check. If she casts hypnotism successfully, the next 1st-level spell she wants to cast is made at DC 19. The DCs for casting cantrips and 2nd-level spells are not affected, however. Once Lelia rests for eight hours and spends 15 minutes readying her magical abilities, she can cast 1st-level spells at the normal DC again.

Spellcasting Classes

The following rules reflect the changes made to the spellcasting classes to adapt them to the Spellcasting skill system.

Multiclass Spellcasters

Characters with levels in two or more classes that cast divine spells use their Spellcasting (divine) skill for casting all their spells. They can still cast only those spells that they have access to for their individual class levels.

The character's core spells for each spell level are found by adding together the core spells from both (or all) his classes. The character's bonus spells for having a good Wisdom score are added only to the total, not to the spells of each class. The character can freely cast spells from any of his divine spell lists until he casts his core spells; after that, all spells of the appropriate level suffer DC increases, no matter which divine spell list they come from.

Example: Tibor Ironoak is a Drd5/Pal6, and he uses his full ranks in Spellcasting (divine) to cast both druid and paladin spells. He can still cast only 1st-level paladin spells with a Spellcasting check, even though he uses the same skill to cast 3rd-level druid spells. To find his core 1st-level spells, Tibor adds his base druid spells (3) to his base paladin spells (1) for a total of four; because he has a Wisdom of 18, he gains a bonus 1st-level spell, for a total of 5 core 1st-level spells. Tibor can cast five 1st-level spells from either the druid or paladin spell lists at the normal Spellcasting DC — but if he attempts to cast a sixth 1st-level spell, whether it's a druid or paladin spell, the DC of the Spellcasting check increases.

Characters with levels in two or more classes that cast arcane spells follow the same restrictions as for



divine classes. Some arcane spellcasters use Intelligence as the key ability for Spellcasting, however, while others use Charisma. If an arcane spellcaster has levels in classes that use different key abilities, she must use whatever key ability is appropriate when casting spells from a particular class.

As with divine spellcasting, arcane spellcasters add their core spells for each class together to determine how many spells they can easily cast; bonus spells from a high ability score add to this total. If the character uses Intelligence for some spells and Charisma for others, she only gains bonus spells from the higher of the two abilities.

Example: If Lelia Kyvinycz gained a wizard level, she would add her Intelligence bonus to her ranks in Spellcasting (arcane) when casting wizard spells. She would add her Charisma bonus to her ranks, rather than her Intelligence, when casting bard spells. She adds the core spells together from the two classes to determine her core spells. Because her Charisma is higher than her Intelligence, she gains bonus spells only from her Charisma.

Characters that have levels in both divine and arcane spellcasting classes require ranks in both Spellcasting (arcane) and Spellcasting (divine), and use whichever key ability and skill is appropriate when casting a particular spell. Furthermore, the character has *different* core spells for arcane and divine spells, and must keep track of them separately. It's possible for such a character to exhaust her arcane spellcasting abilities while still easily casting divine spells, and vice versa.

Example: If Lelia took a level of cleric instead of a level of wizard, she would have two different sets of core spells. She would use Charisma for casting her bard spells, and Wisdom for casting her cleric spells. Her core arcane spells would be separate from her core divine spells, and her ability to cast bless would not be affected by how often she had cast hypnotism that day.

Bard

Bards gain Spellcasting (arcane) as a class skill, using Charisma as the key ability.

Cleric

Clerics gain Spellcasting (divine) as a class skill, using Wisdom as the key ability.

Additional Skill Points: Because clerics must now focus on an additional skill, their base skill points increase as well. Clerics now start with a base of (4 + Int modifier) x 4 skill points at first level, and gain 4+ Int modifier skill points with each new level.

Spell Preparation: Clerics do not need to choose and prepare spells at a given time each day under the Spellcasting-skill system. Instead, they can cast any spell from their clerical and domain spell lists.

Domain Spells: As well as their standard number of base spells per day, clerics may also cast a domain

spell of a given level once per day without suffering an increase to the Spellcasting DC. Additional castings of domain spells count against the base number of spells that can be cast.

Example: Father Terrenous is a 6th-level cleric with a Wisdom of 16. He can cast three 3rd-level spells per day (2 as a base number, +1 for his high Wisdom ability) at the base DC; any further 3rd-level spells he casts incur an increase to the Spellcasting DC. He can also cast one of his 3rd-level domain spells, magic vestment or fly, once each day without incurring a DC increase, even if he's currently suffering a +6 DC to all other 3rd-level spells; additional castings of those domain spells will, however, have a higher DC.

Spontaneous Casting: Clerics who channel positive energy and have the power to turn undead gain a +2 sacred bonus to Spellcasting checks for casting *cure* spells. Clerics who channel negative energy and have the power to rebuke undead gain a +2 profane bonus to Spellcasting checks for casting *inflict* spells.

Druid

Druids gain Spellcasting (divine) as a class skill, using Wisdom as the key ability.

Spell Preparation: Druids do not need to choose and prepare spells at a given time each day under the Spellcasting skill system. Instead, they can cast any spell from their druidic spell lists.

Spontaneous Casting: Druids gain a +2 circumstance bonus to Spellcasting checks for casting *summon nature's ally* spells.

Paladin

Paladins gain Spellcasting (divine) as a class skill, using Wisdom as the key ability. Paladins can spend skill points to gain ranks in Spellcasting even if they do not yet know how to cast spells.

Additional Skill Points: Because paladins must now focus on an additional skill, their base skill points increase as well. Paladins now start with a base of (4 + Int modifier) x 4 skill points at first level, and gain 4+ Int modifier skill points with each new level.

Spell Preparation: Paladins do not need to choose and prepare spells at a given time each day under the Spellcasting skill system. Instead, they can cast any spell from their paladin spell lists.

Ranger

Rangers gain Spellcasting (divine) as a class skill, using Wisdom as the key ability. Rangers can spend skill points to gain ranks in Spellcasting even if they do not yet know how to cast spells.

Spell Preparation: Rangers do not need to choose and prepare spells at a given time each day under the Spellcasting skill system. Instead, they can cast any spell from their ranger spell lists.

Sorcerer

Sorcerers gain Spellcasting (arcane) as a class skill, using Charisma as the key ability.

Additional Skill Points: Because sorcerers must now focus on an additional skill, their base skill points increase as well. Sorcerers now start with a base of (4 + Int modifier) x 4 skill points at first level, and gain 4+ Int modifier skill points with each new level.

Wizard

Wizards gain Spellcasting (arcane) as a class skill, using Intelligence as the key ability.

Additional Skill Points: Because wizards must now focus on an additional skill, their base skill points increase as well. Wizards now start with a base of (4 + Int modifier) x 4 skill points at first level, and gain 4+ Int modifier skill points with each new level.

Spell Preparation: Wizards do not need to choose and prepare spells at a given time each day under the Spellcasting skill system. Instead, they can cast any spells inscribed in their spellbooks. A wizard must still spend an hour readying and preparing himself, with access to his spellbook, before he can cast spells that day.

Other Changes

To coincide with the changes in the spellcasting system, some other aspects of the d20 System must also be altered.

Metamagic Feats

Feats that increase a spell's effective level also affect the DC of the Spellcasting check required to cast it. An empowered 3rd-level arcane spell is treated as a 5th-level spell, and thus requires a DC 25 Spellcasting (arcane) check to cast. A character may only cast a spell improved by a metamagic feat if she is capable of casting a spell of the new level.

Spells are not prepared with metamagic feats in the Spellcasting skill system; instead, a spellcaster decides whether to apply metamagic feats to a spell when she casts it. Unlike the spell slot system, this does *not* require the spell to be cast as a full-round action.

Spells

The following spells are altered to fit the Spellcasting skill system.

Imbue with Spell Ability: You lose one of your 4th-level core spells per day until the recipient uses the granted ability.

Mord's Lucubration: When you cast this spell, you regain a core spell per day for each of levels one through five, allowing you to cast one spell from each level without penalty.

Rar's Mnemonic Enhancer: When you cast this spell, you gain a +4 circumstance bonus to the next

Spellcasting check you make to cast a spell. If this benefit is not used before you next recover your core spells, it is lost.

Magic Items

The following magic items have different effects in the skill-based system.

Candle of Invocation: A cleric of the appropriate alignment calculates her core spells as if she were two levels higher while burning a *candle of invocation*.

Incense of Brilliance: If a divine spellcaster spends eight hours meditating under the influence of *incense of brilliance*, all of her core spells gain the advantages of the Maximize Spell metamagic feat, but with no increase in level or Spellcasting DC. Any spells in excess of her core spells that she casts, though, do not gain this benefit.

Pearl of Power: When a spellcaster uses a *pearl of power*, she recovers one of her core spells, allowing her to cast a spell of that level without suffering a higher DC. The level of the core spell recovered is equal to the level of the *pearl of power*.

Ring of Wizardry: These rings provide arcane spellcasters with a +5 circumstance bonus to their Spellcasting checks. The bonus applies to spells of a level equal to or less than that of the ring, so a *ring of wizardry I* gives a +5 bonus to Spellcasting checks to cast 1st-level spells, while a *ring of wizardry III* gives a bonus for casting 1st-, 2nd- and 3rd-level spells.

Spellcasting Critical Successes and Failures

Spells that require an attack may threaten a critical, but most spell effects are normally defined and immutable. A *fireball* always does a certain amount of damage (based on caster level), has a certain range, a certain spread and so on.

To add further excitement to spellcasting, this optional system establishes spellcasting critical successes. On rare occasions, a spell may have far greater than normal effects — doing more damage, lasting longer, or having unusual positive side effects. At the same time, though, the system adds risk with the possibility of critical failures when spellcasting. If a spell goes wrong, it may not only fail to work, but it could also leave the caster injured, drained of magic, or under attack.

Critical Hits with Attack Spells

Spells that involve attack rolls in standard d20, such as rays and other combat spells, already have a chance of threatening a critical. It is recommended that you resolve such spells as normal rather than using this system — or that you use the optional critical hit system covered in Chapter Three of this book.

Spell Criticals in the Spellcasting Check System

Determining whether a spell is a critical success or failure in the Spellcasting check system (or similar systems) is easy. The system is the same as for determining whether any skill check or attack roll is a critical.

Critical Success: If you roll a natural 20 on a Spellcasting check, you threaten a critical. As with an attack roll, you make a second Spellcasting check against the same DC. If you succeed at the second check, then the Spellcasting check is a critical success.

Critical Failure: If you roll a natural 1 on a Spellcasting check, you fail. Make a second Spellcasting check against the same DC. If you fail at the second check, then the Spellcasting check is a critical failure.

If a Spellcasting check is confirmed as a critical success or failure, you move on to Spell Critical Results, below.

Spell Level	Spellcraft DC
0	10
1	15
2	18
3	20
4	23
5	25
6	28
7	30
8	33
9	35

Spell Criticals in Other Spellcasting Systems

Critical successes and failures occur naturally only in systems that involve skill checks, such as the Spellcasting check system. Systems that don't involve skill checks, such as the mana point or spell slot systems, will not normally produce critical results. In such systems, it's necessary to provide a mechanism for spellcasters to gain critical successes (and risk critical failures) voluntarily.

Critical Casting

Critical casting is a way in which a spellcaster can "overpower" a spell, increasing the amount of magical or spiritual energy involved. Critical casting has two elements.

First, the spellcaster must force more magical energy into the spell by effectively casting two spells at once: the "base" spell he wishes to cast, and a second spell that is sacrificed to "power up" the base spell. The second spell must be equal to or one level lower than the spell chosen for critical casting. If the character cannot cast a

spell of that level, he cannot critically cast the base spell. Sacrificing the second spell is a free action that is subsumed into the time required to cast the base spell.

Second, the character must make a Spellcraft check. The DC of the Spellcraft check depends on the level of the spell that the character wants to cast critically.

If the Spellcraft check succeeds, the spell is a critical success. If the Spellcraft check fails by 5 points or less, the second spell is still sacrificed, but the base spell takes effect as normal. If the Spellcraft check fails by more than 5 points, the spell is a critical failure. Refer to Spell Critical Results, below, for details on critical successes and failures.

Example: Father Terrenous wishes to perform a critical casting with searing light. He can use any of his prepared 2nd- or 3rd-level spells to do a searing light critical casting, but he could not make this attempt if he only had 1st level spell slots available aside from searing light. Luckily, he does have 2nd-level spells available. To give the spell the extra power needed, he sacrifices one of his 2nd-level spells, crossing hold person off his list of prepared spells.

Since searing light is a 3rd-level spell, Father Terrenous makes a DC 20 Spellcraft check. He gets a total of 24 on the check — a critical success! Searing light would still have been cast normally as long as he got a result between 15–19 on the check, but he would have sacrificed hold person. If the good father had been unfortunate enough to have a result of 14 or less on the Spellcraft check, the spell would have been a critical failure.

Spell Critical Results

If a spell is determined to be a critical success or failure, the next step is to work out the effect of the spell. This is done in the same way for both critical successes and failures.

1d20 + the level of the spell cast

The higher this critical total, the more impressive the critical success — or the more devastating the critical failure. Look up the critical total on the following tables. These tables are sorted by the school of the spell being cast; different schools will produce different critical effects.

Universal Spells

Critical successes with universal spells tend to have subtle effects, enhancing the caster's control of the spell or bolstering his other magical abilities for a short time.

Critical failures with universal spells weaken the caster's control over his magic, causing other spells to fail or draining him of power.

Abjuration Spells

Critical successes with abjuration spells enhance the spell's effects or protect the caster from harm as a side effect.

Critical failures with abjuration spells leave the caster vulnerable to spells and attacks, as well as disrupting her control over her magic.

Conjuration Spells

Critical successes with conjuration spells enhance the spell's effects or conjure other useful effects as a side effect.

Critical failures with conjuration spells affect the character's spellcasting ability or target him with dangerous conjured effects.

Divination Spells

Critical successes with divination spells provide more information or more effective results, or give the character special insight.

Critical failures with divination spells leave the caster confused and unsettled, or affect her ability to perceive his surroundings.

Enchantment Spells

Critical successes with enchantment spells increase the spell's effectiveness or heighten the caster's sway over the minds of others.

Critical failures with enchantment spells weaken the character's spellcasting ability or cause targets to mistrust and dislike her.

Evocation Spells

Critical success with evocation spells increase the power and damage of the spells, or unleash further energy the caster can use.

Critical failures with evocation spells injure or weaken the caster, or unleash dangerous energies.

Illusion Spells

Critical successes with illusion spells make the spells more effective and more difficult to detect, or create beneficial illusions as a side effect.

Critical failures with illusion spells make the caster's illusions less realistic and effective, or plague her with harmful illusions.

Necromancy Spells

Critical successes with necromancy spells make the spell more damaging or effective, or awaken undead to serve the caster.

Critical failures with necromancy spells leave the caster weakened or attract the anger of the forces of death.

Transmutation Spells

Critical successes with transmutation spells increase the effectiveness of the spells or bolster the caster's ability to alter things with magic.

Critical failures with transmutation spells weaken or tire the caster, or damage his ability to control his own body.



Table 4-3: Universal Spell Critical Success and Failure

Critical Total	Critical Success Result
1–4	<i>Enhanced Casting:</i> The spell is cast at +1 caster level.
5–8	<i>Extended Spell:</i> The spell's duration is doubled, as if it has been cast using the Extend Spell feat. This has no effect on spells that have an instantaneous or permanent duration.
9–12	<i>Superior Casting:</i> The spell is cast at +3 caster level.
13–16	<i>Insight:</i> The caster gains an intuitive understanding into the nature of magic. He receives a one-time insight bonus equal to the spell's level on the next Knowledge (arcana), Spellcasting (if appropriate), Spellcraft or Use Magic Device check he makes. If this bonus is not used within an hour, it is lost.
17–20	<i>Infusion of Power:</i> The spell takes effect but does not count as being cast; no spell slots or mana points are expended, and no skill check penalties are accrued.
21–24	<i>Diminished XP Cost:</i> The XP cost of the spell (if any) is halved. This has no effect on spells with no XP component.
25+	<i>Thaumaturgical Insight:</i> The caster's mind is filled with an intuitive understanding of magic and how to control it. He receives an insight bonus equal to the spell's level on all Knowledge (arcana), Spellcasting (if appropriate), Spellcraft and Use Magic Device checks. This bonus lasts until he next recovers his spells.

Critical Total	Critical Failure Result
1–4	<i>Clumsy Casting:</i> The caster suffers a –2 penalty to all Concentration, Spellcasting (if appropriate), Spellcraft and Use Magic Device checks for the next hour.
5–8	<i>Spell Loss:</i> The caster loses the ability to cast a number of spells. Halve the level of the spell he tried to cast (round up); the character loses this number of additional spell slots, mana points, etc., as if he had cast extra spells amounting to this level.
9–12	<i>Shock:</i> The caster is left shaken. The condition lasts until the character rests for 8 hours.
13–16	<i>Weakened Magic:</i> The character's effective caster level is halved. He can still cast any spells he knows/ has prepared, but any caster-level-dependent effects of the spell are reduced appropriately. This penalty lasts until he next prepares or readies his spells.
17–20	<i>Major Spell Loss:</i> The caster loses the ability to cast a large number of spells. Double the level of the spell he tried to cast (to a minimum of 2); the character loses this number of additional spell slots, mana points, etc., as if he had cast extra spells amounting to this level.
21–24	<i>Confusion:</i> The character is confused for 2d6 rounds.
25+	<i>Drained of Power:</i> The caster cannot cast any further spells, arcane or divine, until he prepares or readies his spellcasting abilities as normal the next day. The character cannot use spell completion or spell trigger items until he recovers his spells.

Table 4-4: Abjuration Spell Critical Success and Failure

Critical Total	Critical Success Result
1–4	<i>Enhanced Casting:</i> The spell is cast at +1 caster level.
5–8	<i>Shared Spell:</i> The caster can choose to extend the spell's benefits to one other subject within 5 ft. This second subject gains all the same benefits as the original subject. This has no effect on spells that do not have a beneficial effect.
9–12	<i>Extended Spell:</i> The spell's duration is doubled, as if it has been cast using the Extend Spell feat. This has no effect on spells that have an instantaneous or permanent duration.
13–16	<i>Spell Resistance:</i> The caster gains spell resistance equal to 15 + spell level. This protection lasts for one hour and does not stack with any existing spell resistance.
17–20	<i>Superior Casting:</i> The spell is cast at +3 caster level.
21–24	<i>Mass Spell Resistance:</i> The caster and any allies within 15 ft. gain spell resistance equal to 15 + spell level. This protection lasts for one hour and does not stack with any existing spell resistance.

Table 4-4: Abjuration Spell Critical Success and Failure (cont.)

Critical	
Total	Critical Success Result
25+	<i>Aura of Invulnerability</i> : The caster is surrounded by an invisible field of protective power. She gains a +5 circumstance bonus to all saving throws, damage reduction 5/–, 5 points of resistance to all energy forms, and spell resistance equal to 20 + spell level. In addition, the DC of any dispel magic checks made against her are increased by the spell's level. The aura lasts for one hour.
Critical	
Total	Critical Failure Result
1–4	<i>Feedback</i> : The caster is left dazed for 1d3 rounds.
5–8	<i>Vulnerability</i> : The caster suffers a –2 penalty to all saving throws for the next hour.
9–12	<i>Shock</i> : The caster is left shaken. The condition lasts until the character rests for 8 hours.
13–16	<i>Dispelling</i> : The caster suffers the effects of a <i>dispel magic</i> spell targeting her and any magic items she holds. The spell makes its caster level check using the character's caster level.
17–20	<i>Spell Loss</i> : The caster loses the ability to cast a number of spells. Halve the level of the spell she tried to cast (round up); the character loses this number of additional spell slots, mana points, etc., as if she had cast extra spells amounting to this level.
21–24	<i>Major Vulnerability</i> : The caster suffers a –5 penalty to saving throws and AC until she rests for 8 hours.
25+	<i>Disjunction</i> : The caster suffers the effects of a disjunction spell that affects only her and any magic items she carries, rather than affecting an area. The spell takes effect at the character's caster level.

Table 4-5: Conjunction Spell Critical Success and Failure

Critical	
Total	Critical Success Result
1–4	<i>Enhanced Casting</i> : The spell is cast at +1 caster level.
5–8	<i>Extended Spell</i> : The spell's duration is doubled, as if it had been cast using the Extend Spell feat. This has no effect on spells that have an instantaneous or permanent duration.
9–12	<i>Enlarged Spell</i> : The spell's range and area of effect are doubled, as if it had been cast using the Enlarge Spell and Widen Spell feats. This has no effect on spells that have no range or area of effect.
13–16	<i>Superior Casting</i> : The spell is cast at +3 caster level.
17–20	<i>Positive Energy Surge</i> : The caster is filled with positive energy and gains temporary hit points equal to 1d6 per spell level. These hit points remain for one hour or until lost.
21–24	<i>Maximized Spell</i> : The spell's variable effects are maximized, as if it had been cast using the Maximize Spell feat. This has no effect on spells that have no variable effects.
25+	<i>Personal Servitor</i> : A creature appears 10 ft. from the caster, as if it had been summoned using a <i>summon monster</i> or <i>summon nature's ally</i> spell of the same level. The GM decides what creature appears. This summoned creature will serve the caster, as if it had been magically summoned, but will remain on this plane for one hour or until dismissed or killed.
Critical	
Total	Critical Failure Result
1–4	<i>Feedback</i> : The caster is left dazed for 1d3 rounds.
5–8	<i>Feeble Spells</i> : Any saving throws made against the character's Conjunction spells receive a +2 circumstance bonus. This condition remains until the character readies or prepares his spells again.
9–12	<i>Blinded</i> : The character is targeted with a <i>glitterdust</i> spell that affects only him, cast at his caster level. The spell's effects last twice as long as normal.
13–16	<i>Turnabout</i> : If the spell the character attempted to cast has a negative or damaging effect, he is targeted by it and suffers the effects accordingly. If the spell has a positive or beneficial effect, it instead affects one of the caster's enemies (chosen by the GM as appropriate).

Table 4-5: Conjunction Spell Critical Success and Failure (cont.)

Critical	
Total	Critical Failure Result
17–20	<i>Weakened Magic:</i> The character's effective caster level is halved. He can still cast any spells he knows/ has prepared, but any caster-level-dependent effects of the spell are reduced appropriately. This penalty lasts until he next prepares or readies his spells.
21–24	<i>Negative Energy Surge:</i> The caster is filled with negative energy and takes damage equal to 1d6 per spell level. If killed by this effect, the character may rise as an undead creature within 1d4 rounds (GM's discretion).
25+	<i>Nemesis:</i> A creature appears 10 ft. from the caster, as if it had been summoned using a <i>summon monster</i> or <i>summon nature's ally</i> spell of the same level. The GM decides what creature appears. This creature immediately attacks the caster, ignoring all other opponents, and will fight until killed. If the caster is killed, the creature continues to rampage for a number of rounds equal to the character's caster level.

Table 4-6: Divination Spell Critical Success and Failure

Critical	
Total	Critical Success Result
1–4	<i>Enhanced Casting:</i> The spell is cast at +1 caster level.
5–8	<i>Awakened Senses:</i> The caster becomes more alert, his mind sharpened by the spell. He receives a +2 insight bonus to all Listen, Search, Sense Motive and Spot checks for the next hour.
9–12	<i>Extended Spell:</i> The spell's duration is doubled, as if it had been cast using the Extend Spell feat. This has no effect on spells that have an instantaneous or permanent duration.
13–16	<i>Superior Casting:</i> The spell is cast at +3 caster level.
17–20	<i>See Through Illusions:</i> The caster gains a +5 insight bonus to Will saves to disbelieve illusions for the next hour.
21–24	<i>Infusion of Power:</i> The spell takes effect but does not count as being cast; no spell slots or mana points are expended, and no skill check penalties are accrued.
25+	<i>Perfect Awareness:</i> The caster gains not only perfectly honed senses but can also see snippets of the future moments before they happen. He receives a +5 insight bonus to all Listen, Search, Sense Motive and Spot checks, AC, and Initiative checks for the next hour.

Critical	
Total	Critical Failure Result
1–4	<i>Feedback:</i> The caster is left dazed for 1d3+1 rounds.
5–8	<i>Dulled Senses:</i> The caster's mind is fogged by the spell's failure. She suffers a –2 penalty to all Listen, Search, Sense Motive and Spot checks for the next hour.
9–12	<i>Gullibility:</i> The caster suffers a –2 penalty to all Will saves for seeing through illusions for the next hour.
13–16	<i>Shock:</i> The caster is left shaken. The condition lasts until the character rests for 8 hours.
17–20	<i>Mental Instability:</i> The caster suffers a –5 penalty to all Will saves for the next hour.
21–24	<i>Spell Loss:</i> The caster loses the ability to cast a number of spells. Halve the level of the spell she tried to cast (round up); the character loses this number of additional spell slots, mana points, etc., as if she had cast extra spells amounting to this level.
25+	<i>Overwhelmed:</i> Information floods the caster's mind, to the point where she cannot make sense of it all. She suffers the effects of a <i>confusion</i> spell, cast at her caster level. When the effects of the confusion end, she is shaken until she sleeps for 8 hours.

Table 4-7: Enchantment Spell Critical Success and Failure

Critical	
Total	Critical Success Result
1–4	<i>Enhanced Casting:</i> The spell is cast at +1 caster level.
5–8	<i>Effective Spell:</i> The save DC of the spell is increased by +2. This has no effect on spells that do not allow a save.

Table 4-7: Enchantment Spell Critical Success and Failure (cont.)

Critical Total	Critical Success Result
9–12	<i>Extended Spell:</i> The spell's duration is doubled, as if it has been cast using the Extend Spell feat. This has no effect on spells that have an instantaneous or permanent duration.
13–16	<i>Personal Magnetism:</i> The caster's personal charisma is enhanced as a side effect of the spell. He gains a +2 circumstance bonus to all Charisma-based skill checks for the next hour.
17–20	<i>Superior Casting:</i> The spell is cast at +3 caster level.
21–24	<i>Overwhelming Spell:</i> The save DC of the spell is increased by +5. This has no effect on spells that do not allow a save.
25+	<i>Aura of Splendor:</i> The caster is surrounded by an invisible aura that compels onlookers to respect him. He gains a +5 circumstance bonus to all Charisma-based skill checks. He may fascinate people as per the <i>hypnotism</i> spell with his gaze, and opponents must make a Will save or suffer a –2 penalty to attack him (the DC to overcome these effects is that of the original spell). The aura lasts for one hour.

Critical Total	Critical Failure Result
1–4	<i>Feedback:</i> The caster is left dazed for 1d3 rounds.
5–8	<i>Feeble Spells:</i> Any saving throws made against the character's Enchantment spells receive a +2 circumstance bonus. This condition remains until the character readies or prepares her spells again.
9–12	<i>Aura of Untrustworthiness:</i> The caster's personal charisma is damaged. She suffers a –2 circumstance bonus to all Charisma-based skill checks for the next hour.
13–16	<i>Weakened Magic:</i> The character's effective caster level is halved. She can still cast any spells she knows/ has prepared, but any caster-level-dependent effects of the spell are reduced appropriately. This penalty lasts until she next prepares or readies her spells.
17–20	<i>Exhaustion:</i> The caster is left exhausted and must recover through rest as normal.
21–24	<i>Shock:</i> The caster is left shaken. The condition lasts until the character rests for 8 hours.
25+	<i>Mark of the Pariah:</i> Anyone who sees the caster dislikes or even hates her on sight. She suffers a –5 circumstance bonus to all Charisma-based skill checks, and anyone attacking her gains a +2 morale bonus to attack rolls, damage rolls and Will saves. This effect lasts for an hour.

Table 4-8: Evocation Spell Critical Success and Failure

Critical Total	Critical Success Result
1–4	<i>Enhanced Casting:</i> The spell is cast at +1 caster level.
5–8	<i>Improved Casting:</i> The spell is cast at +2 caster level.
9–12	<i>Effective Spell:</i> The save DC of the spell is increased by +2. This has no effect on spells that do not allow a save.
13–16	<i>Enlarged Spell:</i> The spell's range and area of effect are doubled, as if it had been cast using the Enlarge Spell and Widen Spell feats. This has no effect on spells that have no range or area of effect.
17–20	<i>Superior Casting:</i> The spell is cast at +3 caster level.
21–24	<i>Overwhelming Spell:</i> The save DC of the spell is increased by +5. This has no effect on spells that do not allow a save.
25+	<i>Force Vortex:</i> An explosion of raw force erupts around the caster, striking down nearby foes. Every enemy within 50 ft. of the caster suffers damage equal to 1d8 per spell level, with a Reflex save (DC is that of the original spell) for half damage. The caster and her allies are not affected. As a force effect, this effect can damage incorporeal creatures.

Critical Total	Critical Failure Result
1–4	<i>Feedback:</i> The caster is left dazed for 1d3 rounds.
5–8	<i>Shattering:</i> The caster is targeted by a <i>shatter</i> spell, which affects all fragile items on her person.

Table 4-8: Evocation Spell Critical Success and Failure (cont.)

Critical	
Total	Critical Failure Result
9–12	<i>Feeble Spells:</i> Any saving throws made against the character's Evocation spells receive a +2 circumstance bonus. This condition remains until the character readies or prepares her spells again.
13–16	<i>Energy Magnet:</i> An invisible aura around the character makes her more vulnerable to energy attacks. She suffers a –2 penalty to any save made to resist or avoid damaging energy effects, such as a <i>fireball</i> spell.
17–20	<i>Turnabout:</i> If the spell the character attempted to cast has a negative or damaging effect, she is targeted by it and suffers the effects accordingly. If the spell has a positive or beneficial effect, it instead affects one of the caster's enemies (chosen by the GM as appropriate).
21–24	<i>Exhaustion:</i> The caster is left exhausted and must recover through rest as normal.
25+	<i>Explosion:</i> An explosion of raw force erupts at the caster's feet. She and everyone within 30 ft. suffers damage equal to 1d8 per spell level, with a Reflex save (DC is that of the original spell) for half damage. As a force effect, this effect can damage incorporeal creatures.

Table 4-9: Illusion Spell Critical Success and Failure

Critical	
Total	Critical Success Result
1–4	<i>Enhanced Casting:</i> The spell is cast at +1 caster level.
5–8	<i>Shadow Enhancement:</i> If the spell has the Shadow descriptor, the strength of the shadow increases by 10%. This has no effect on spells that don't have the Shadow descriptor.
9–12	<i>Extended Spell:</i> The spell's duration is doubled, as if it has been cast using the Extend Spell feat. This has no effect on spells that have an instantaneous or permanent duration.
13–16	<i>Superior Casting:</i> The spell is cast at +3 caster level.
17–20	<i>Effective Spell:</i> The save DC of the spell is increased by +2. This has no effect on spells that do not allow a save.
21–24	<i>Illusory Mask:</i> The caster is surrounded by an invisible aura that confounds divination spells. He is considered to have spell resistance equal to 15 + spell level, but only against divination spells; spells that don't overcome this resistance seem to work, but only produce false information. This effect lasts for one hour.
25+	<i>Image of Infallibility:</i> The caster's illusions become so perfect that it's nearly impossible to see through them. Opponents suffer a –5 penalty to their Will saves to disbelieve his illusions. If someone does disbelieve and tells others that the spell is an illusion, those others do not receive the usual +4 bonus to their Will saves. This effect lasts for one hour.

Critical	
Total	Critical Failure Result
1–4	<i>Feedback:</i> The caster is left dazed for 1d3 rounds.
5–8	<i>Feeble Spells:</i> Any saving throws made against the character's Illusion spells receive a +2 circumstance bonus. This condition remains until the character readies or prepares her spells again.
9–12	<i>Dulled Senses:</i> The caster's perceptions are clouded by distracting phantasms. She suffers a –2 penalty to all Listen, Search, Sense Motive and Spot checks for the next hour.
13–16	<i>Gullibility:</i> The caster suffers a –2 penalty to all Will saves for seeing through illusions for the next hour.
17–20	<i>Tattered Seeming:</i> The caster's illusion spells stand out and are easier to detect. Anyone affected by one of her illusions may immediately make a disbelief check, even if the illusion is not carefully studied. This penalty lasts for one hour.
21–24	<i>Shock:</i> The caster is left shaken. The condition lasts until the character rests for 8 hours.
25+	<i>Mindscape:</i> The caster's perceptions are thrown totally out of whack, and she becomes lost in a terrifying illusory mindscape. She is confused for 2d6 minutes and is then left shaken for one hour.

Table 4-10: Necromancy Spell Critical Success and Failure

Critical Total	Critical Success Result
1-4	<i>Enhanced Casting:</i> The spell is cast at +1 caster level.
5-8	<i>Undead Servitor:</i> A zombie or skeleton claws its way from the ground 10 ft. from the caster. The creature obeys all of the caster's spoken commands. It stays in her service for one hour or until destroyed, then returns to the grave.
9-12	<i>Extended Spell:</i> The spell's duration is doubled, as if it has been cast using the Extend Spell feat. This has no effect on spells that have an instantaneous or permanent duration.
13-16	<i>Superior Casting:</i> The spell is cast at +3 caster level.
17-20	<i>Effective Spell:</i> The save DC of the spell is increased by +2. This has no effect on spells that do not allow a save.
21-24	<i>Negative Energy Shield:</i> The caster gains the benefit of the negative energy protection spell, cast at her caster level, and also receives a +3 circumstance bonus to saves against Necromancy spells. These benefits last for one hour.
25+	<i>Undead Retinue:</i> A number of mohrg or bodaks (equal to the spell's level) claw their way out of the ground 10 ft. from the caster. These creatures are loyal to the caster and will obey her spoken commands. They stay in her service for one hour or until destroyed, then return to the grave. The GM decides whether bodaks or mohrg (or both) are summoned.

Critical Total	Critical Failure Result
1-4	<i>Feedback:</i> The caster is left dazed for 1d3 rounds.
5-8	<i>Fatigue:</i> The caster is left fatigued and must recover through rest as normal.
9-12	<i>Feeble Spells:</i> Any saving throws made against the character's Necromancy spells receive a +2 circumstance bonus. This condition remains until the character readies or prepares her spells again.
13-16	<i>Turnabout:</i> If the spell the character attempted to cast has a negative or damaging effect, she is targeted by it and suffers the effects accordingly. If the spell has a positive or beneficial effect, it instead affects one of the caster's enemies (chosen by the GM as appropriate).
17-20	<i>Exhaustion:</i> The caster is left exhausted and must recover through rest as normal.
21-24	<i>Negative Energy Surge:</i> The caster is filled with negative energy and takes damage equal to 1d6 per spell level. If killed by this effect, the character may rise as an undead creature within 1d4 rounds (GM's discretion).
25+	<i>Death's Vengeance:</i> A number of mohrg or bodaks equal to the spell's level claw their way out of the ground 10 ft. from the caster. These creatures immediately attack the caster, ignoring all other opponents, and fight until killed. If the caster is killed, the creatures continue to rampage for a number of rounds equal to the character's caster level. The GM decides whether bodaks or mohrg (or both) are summoned.

Table 4-11: Transmutation Spell Critical Success and Failure

Critical Total	Critical Success Result
1-4	<i>Enhanced Casting:</i> The spell is cast at +1 caster level.
5-8	<i>Effective Spell:</i> The save DC of the spell is increased by +2. This has no effect on spells that do not allow a save.
9-12	<i>Improved Casting:</i> The spell is cast at +2 caster level.
13-16	<i>Extended Spell:</i> The spell's duration is doubled, as if it has been cast using the Extend Spell feat. This has no effect on spells that have an instantaneous or permanent duration.
17-20	<i>Stability of Body:</i> The caster is surrounded by an invisible aura that defends him against magical attempts to alter his body. He receives a +5 circumstance bonus to all saves against Transmutation spells, and a +2 circumstance bonus to Fortitude saves against other spells. This effect lasts for one hour.

Table 4-11: Transmutation Spell Critical Success and Failure (cont.)

Critical

Total Critical Success Result

- 21–24 *Superior Casting*: The spell is cast at +3 caster level.
- 25+ *Paragon of Power*: The caster is filled with a surge of energy that enhances all of his mundane abilities. All of his ability scores receive a +4 enhancement bonus for a number of minutes equal to the spell level.

Critical

Total Critical Failure Result

- 1–4 *Feedback*: The caster is left dazed for 1d3 rounds.
- 5–8 *Instability*: The caster suffers a –2 penalty to all saves against Transmutation spells. This effect lasts for one hour.
- 9–12 *Fatigue*: The caster is left fatigued and must recover through rest as normal.
- 13–16 *Turnabout*: If the spell the character attempted to cast has a negative or damaging effect, he is targeted by it and suffers the effects accordingly. If the spell has a positive or beneficial effect, it instead affects one of the caster's enemies (chosen by the GM as appropriate).
- 17–20 *Cursed*: The caster is affected by a bestow curse spell, cast at his caster level. The DM decides on the spell's effects. The curse lasts for a number of days equal to the spell's level (minimum one), or until lifted with a *remove curse* spell.
- 21–24 *Exhaustion*: The caster is left exhausted and must recover through rest as normal.
- 25+ *Petrification*: The caster is turned to stone, as if by a *flesh to stone* spell. He must be treated with a *stone to flesh* spell to return to life.

CHAPTER FIVE

VARIANT

MAGIC

The *Player's Handbook* approaches magic in the same way for both arcane and divine systems. Both use spells, which are selected each morning from a larger repertoire. The spells are divided into seven schools (Abjuration, Conjunction, Enchantment, Divination, Evocation, Illusion, Necromancy and Transmutation). Spellcasters can specialize in a school, gaining greater familiarity with its spells in exchange for not using the spells from one or more of the other schools. Each spell has a designated level, and the spellcaster must be able to cast this level of spells in order to select that particular spell. Spells take a certain amount of time and concentration to cast, and require certain components (verbal, somatic or material, or some combination of the three).

The primary difference between arcane and divine spellcasters is that arcane casters gain their power from mastery of certain forces, while divine casters gain their powers from deities. A second distinction is that arcane casters learn certain spells and can select only from those, while divine casters can usually select any spell from their level. Divine casters also use domains, a different way of grouping spells by theme (war, death, fire, luck, etc.) rather than by method.

This structure works fine for the magic provided in the *Player's Handbook*, but it can also be somewhat limiting. Not everyone wants to play an illusionist, or a necromancer. People can tire of having to find spell components in order to cast their spells, or having to memorize spells that morning in order to use them later that day. More importantly, however, you may become bored with using the same system over and over again in your campaigns. Every time you create a wizard, you wind up with a character who lugs about a heavy spellbook and pores over it every morning, and who can cast *magic missile* and *web* and *fly* but cannot heal or create water or cure disease. Your sorcerer has a handful of innate spells

but is basically an intuitive wizard with greater flexibility but less range. Your cleric has certain domains which match those of his patron god, but he can also cast healing spells at any time and can turn undead (or command them, if he is evil). And your druid is always focused on making the plants do his bidding, and summoning animals to fight for him.

This chapter provides players and GMs with a few different approaches to arcane and divine magic systems. Each presents a new core class and a corresponding spell structure, but there is far more to each than simply new class abilities and spell options. Each has a completely different focus, a different philosophy and a different purpose.

These variants offer new options for spellcasting characters and magic, but require some consideration of how they will impact your campaign. Since they approach so many aspects of character and setting differently from the core classes and magic found in the *Player's Handbook*, they are presented together in this chapter rather than with the prestige and elite classes in Chapter Two.

Aethercraft

The uninitiated believe that magic is an art form, something that people have innate talent for and can access from deep within. Those a bit closer to the profession say that magic is a craft, which can be learned and practiced and slowly perfected. Those who have unlocked the secrets of the mystic know that both are wrong.

Magic is a science.

The world is filled with energy of all sorts — heat, fire, electricity — but other forms exist and not all of them are visible. One of the most powerful of these unseen forces is magic. It flows through every creature, every person, every object, connecting all of reality in a

single vast energy field. It cannot be seen or smelled or heard or tasted or touched, but it is there. With the right equipment, it can be measured. And anything that can be measured can, with enough ingenuity, be manipulated.

Aethercraft is about the challenge of delving into something powerful and present but beyond our ability to sense. It is about finding ways to access that force — to measure it and to exert control over it. In many ways, aethercraft is about taking control of one's destiny, of grasping the previously untouchable through sheer determination and ingenuity and then forcing it to fit a chosen path, rather than the other way around. Aethercraft is very much a science of hope, and even of faith.

At the same time, aethercraft is still a science. Data are all-important, and every detail must be double-checked and triple-checked to eliminate any risk of error. Magic requires absolute precision at every stage — even a single mistake can lead to catastrophic failure.

Those who approach magic with the strictest of scientific method are called aethersmiths. They analyze the magic of the world, noting its every manifestation in painstaking detail. They catalog every occurrence they can find, and build charts and graphs from the information accumulated. From their compiled data and experiences, they develop theories of magic.

All this research has a practical application — nothing less than building machinery that can perform magic. If the aethersmith's data are correct and their theory sound, these devices do what they were supposed to do: tap into the aether — or celestial spheres or lifeforce or planetary consciousness or whatever the aethersmith has named it. Aethersmiths have competing theories about what the magic is and how it works, but all manage not dissimilar means of accessing it through machinery. Aethercraft devices are not magical in and of themselves — when turned off, they are mundane collections of wire and gears and pulleys and so forth. However, active aethercraft devices enable aethersmiths to “see” magic, manipulate it, and use it to produce a variety of effects.

Aethercraft Design Philosophy

There are arcane spellcasters in the d20 setting called artificers. These individuals use their mystic training to build devices that reproduce spell effects, such as *magic missile*, *levitate* and *invisibility*.

Aethersmiths are not the same. Aethersmiths have no magical training. They do not model their devices after existing magical processes. Instead, their machines bridge the gap between raw magic and themselves. They use logic and observation rather than first-hand arcane experience, and build their machines from scientific method.

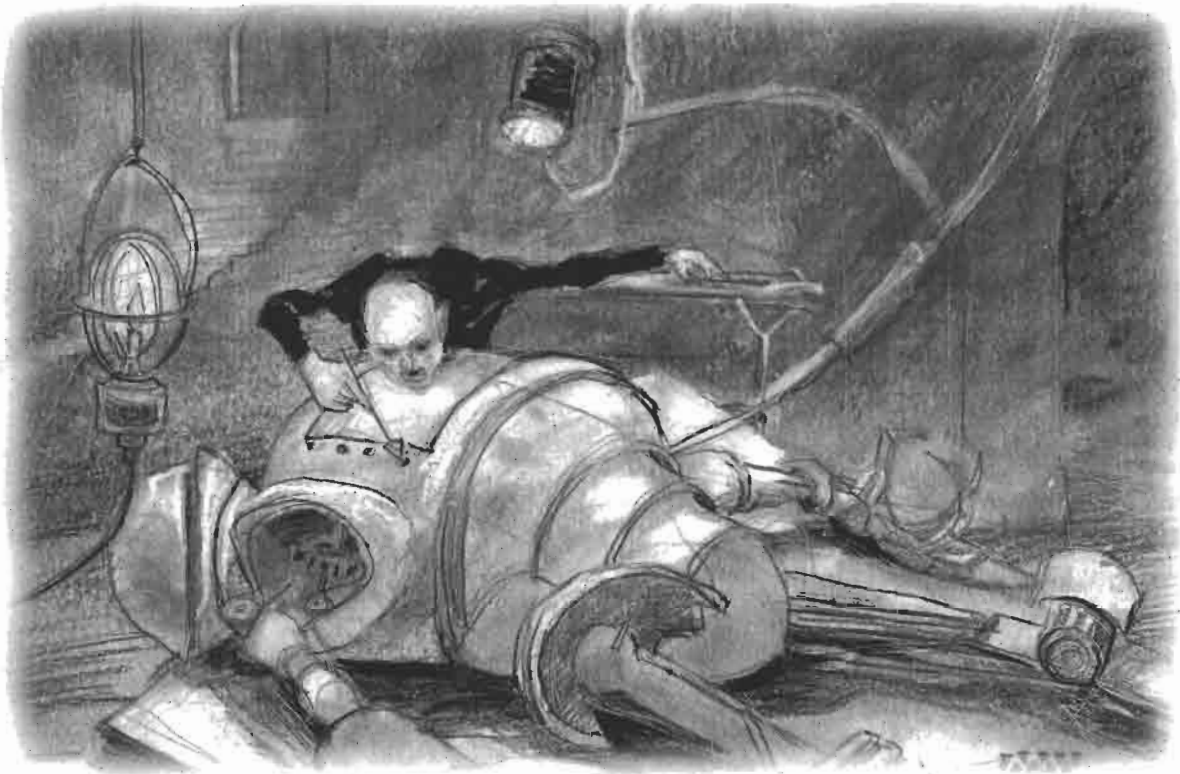
The player of an aethersmith should figure out exactly how the character thinks magic works. This can be as esoteric as the player wishes, as long as it maintains an internal logic that is then applied to the construction of aethercraft devices. If the character thinks that arcane energy is produced by the pained cries of injured plants, his devices should have vines woven between the gears, require mulching vegetation and other processes. All the character's devices must match this paradigm, even if other aethersmiths use the same design for their own machines. The campaign's GM should know what the aethersmith's theory is so that he may adjudicate any aethercraft attempts accordingly.

Each aethersmith works differently, building different machines designed for specific tasks. But all agree on certain points. Magic exists. It is everywhere, but undetectable by the normal senses. Mechanical tools can measure it, sample it, tap into it and control it to some degree. This is the common theme of all aethercraft devices — each is designed to channel magical energy to produce an effect.

Building the machines is a slow process, particularly since an aethersmith is very precise in his measurements and must construct each element himself. Each device follows the same procedure. The aethersmith diagrams the device, detailing each gear and wire exactly. He then fabricates the housing by hand and assembles the various components. With the parts readied, the aethersmith wires everything together and encloses it all within the housing. The final step is to test the device to make sure it works.

This process is comparable to creating enchanted items — it is long and laborious and requires the best-quality materials. The main difference is that the devices themselves are not magical, and so they have no special protection from damage. To protect their delicate machines, most aethersmiths have equipment cases made of hard wood or tempered steel. The machine housings also often have safeguards such as spikes and reinforced plates to keep others from getting too close.

Each aethercraft device can produce only a single type of effect. For example, an aethercraft gun can fire magical blasts but cannot bestow flight. Each device uses special components such as crystals, combinations of special powders, metallic salts and the like to catalyze and channel the magical effect to produce the desired effect. These components are consumed in the process, just like the charges in a magic item. Once a device's available charges are consumed, the device cannot be used again until the aethersmith can purchase the components necessary to reload it.



Aethersmith

Aethersmiths seem strange to most people. They spend much of their time writing in notebooks and drawing bizarre diagrams. They talk in numbers as much as words, spouting complex equations that only another aethersmith can understand, and often debate with themselves on topics that make no sense to anyone listening. They tinker constantly with their gadgets and never go anywhere without several devices hanging from various parts of their clothing and limbs. Most aethersmiths look like traveling tinkers, covered with metal that clanks as they walk.

Odd behavior and appearance matters little to aethersmiths. All they care about is their discoveries. They crave information, specifically regarding magic — how it works, how to access it and how to manipulate it. This leads most aethersmiths to wander about, looking for any instance of strange and possibly magical events. This field research is tempered by the necessity of laboratory study, so many aethersmiths make frequent forays only in local areas, returning to their labs in between ventures. This is not the standard, however. Some aethersmiths spend several years traveling, keeping copious notes on everything they encounter to serve as the basis of a data pool to draw upon when they finally settle down to perform experiments.

Aethersmiths are sociable and usually happy to talk about their studies, their theories and their devices. Most believe that sharing knowledge is the best way

to form a larger picture of events, and that the best way to gain that knowledge is simply to talk to people and ask them what they saw or experienced. A good aethersmith knows the danger of becoming too set upon a single idea or method. It is always good to hear outside opinions, in the hopes that they can point out any flaws or suggest new methods. Still, each aethersmith is a staunch supporter of his own theories. It takes a persuasive soul — or incontrovertible evidence — to change an aethersmith's mind.

Being proud of what they do and of any successes they've had, most aethersmiths will discuss their theories and their creations, and even let other people test them out. It is not uncommon for aethersmiths to gather for meetings, comparing notes and exhibiting their most recent inventions. These can last for several weeks at a time and are usually hosted by an experienced aethersmith with a large, well equipped lab. His guests stay with him (or in nearby inns) and spend the days talking together, comparing notes and data, debating theories, or building new devices. This allows them to share information and to get valuable input from their peers. Arguments are not uncommon, as when two aethersmiths won't budge from their contrasting theories. There is also drama when new machinery is tested. Aethercraft devices can be dangerous if not built properly, and more than one convention has ended prematurely when the lab collapsed or burned down or turned to stone or flew away on enormous, iridescent wings.

Limitations

Aethersmiths without their devices are simply men with mechanical knowledge and some interesting theories. They need access to their devices in order to produce even the simplest magical effect. In addition, the devices themselves are not sleek, easily-operated gadgets that fit easily in the palm of your hand. Rather, they are large and awkward and made of many toggles and knobs that require a great deal of attention to maintain.

Not that aethercraft devices are ugly — far from it. Most are as much sculpture as tool, with polished metal, crystal rods, glittering wire and handsome knobs. Their cases are often fine-grained wood or burnished metal. Smaller models lose none of their visual appeal and often have detailed etchings on gears and levers and metal filigree around their control panels. Aethersmiths never build their devices for subtlety — they're too proud of what they've learned not to show it off whenever possible.

Aethercraft devices are also quite fragile. If even a single wire pulls loose, the whole thing can malfunction. Aethersmiths must check their equipment constantly, making sure everything is still in working order, and repairing or replacing worn or damaged parts. Unexpected movement can jar pieces loose, or shatter crystals and glass tubes. Rain can cause rust or sparks from exposed wiring or simply warp the wooden cases. Aethersmiths are protective of their devices and often insist upon packing each piece carefully before they will agree to take any on the road.

Hit Die: d4.

Class Skills

The aethersmith's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions. Note that an aethersmith may take Craft (mechanical object). This functions like any other Craft skill, but is essential in creating aethercraft devices.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Starting Gold: 2d4 x 10 (50 gp average).

Aethercraft Design: Aethersmiths have a spell list, but they do not cast spells as such. They have no inherent magical ability and cannot tap into arcane energy unaided. What they do have is an understanding of how magic works and how to access that power by mechanical devices. Instead of learning

spells, aethersmiths use the Aethercraft Design feat to create design schematics which are used to construct aethercraft devices. The Aethersmith Spell List (found later in this chapter) is handled the same way as an arcane spellcaster's spell list, in that it shows the design options available to an aethersmith.

Aethercraft devices are considered to have a device level equal to the spell level that the device emulates.

Creating Aethercraft Devices: Aethercraft devices function much like magic items that reproduce spell effects. Instead of the specific magic item creation mechanics, however, they use the following rules.

Each step of creation listed below — design, construction, testing — takes two weeks and requires a successful Craft (mechanical object) check against DC 13 + device level. This time is shortened by one day for every two aethersmith levels, to a minimum of two days each. So, a 14th-level aethersmith must spend only one week on design, one week on construction and one week on testing.

Design: The character can create a schematic to produce any single spell effect available on the aethersmith list (see New Spell Lists, below). The devices themselves are categorized by size the same as any other objects (see Table 9–10: Size and Armor Class of Objects in the *Player's Handbook*). A starting aethersmith's devices are at least Medium objects and weigh between 50–100 lb. depending on the materials used. The design dictates what the device looks like, within these parameters — it is not unknown for an aethersmith to use a wagon or other conveyance to transport his devices!

Construction: Building an aethercraft device requires the design schematic and costs (100 x device level) in gold pieces (0-level designs — gadgets — cost 50 gp). Each device expends charges to function. A device has a number of charges equal to the aethersmith's Intelligence modifier; an aethersmith has an opportunity to increase the number of charges as he gains aethersmith levels.

Testing: At the end of the testing period, the aethersmith makes a Craft (mechanical object) check against DC 13 + device level. On a successful result, the device produces the desired function. On a failed check, the character must spend another testing period fixing errors in design and construction before making a new testing check. If the aethersmith rolls a 1, the device suffers a critical malfunction and explodes in a 10-foot radius for (1d6 x device level) points of damage. Further, the malfunction was evidence of a fundamental flaw in the aethersmith's theory. He can never create a device that reproduces that spell effect.

Design Limit: An aethersmith can create any number of designs, but he has the skill and resources to

maintain only a certain number of devices at any time. See “Aethersmith Devices” in Table 5–1.

Starting aethersmith characters receive their initial devices for free, each with full charges for a 1st-level aethersmith.

Using Aethercraft Devices: As noted above, aethercraft devices only channel arcane energy and are not magical as such. Aethersmiths are the only ones with the technical understanding to use the devices that they create without suffering any penalties. Even so, triggering a device’s requires an involved turning of knobs and dials and pushing of buttons. In game terms, triggering an aethercraft device is a full action that provokes an attack of opportunity. The aethersmith is otherwise subject to the same rules as if he was using a magic item (see “Using Items” in Chapter 7 of the *DMG*).

Though aethersmiths can channel magical power through mechanical objects, it is important to note that these bizarre — and sometimes dangerous — devices cannot be operated by just anyone. Not only are aethersmiths often very possessive of their precious designs, their machines require a host of precise calibrations and detailed procedures to operate. The only person that can safely operate an aethersmith’s machinery is the aethersmith himself. Arcane spellcasters may try to make an aethercraft device work. Doing so requires a Use Magic Device check as if activating blindly, except that the check is made against DC 30.

Device Maintenance: An aethersmith must spend 10 minutes each day per device checking systems, recharging the aetheric batteries and performing other necessary maintenance. This requires a maintenance check — a Craft (mechanical object) check against DC 13 + device level — for each. On a successful check, the device is considered fully charged and functional for the day.

On a failed check or for each day of missed maintenance, one of the device’s variables operates at half effectiveness — damage, duration, effect, range, targets or other effect it produces is halved (round down). The GM chooses which effect variable is halved. (So, for a device that generates *mage armor*, the GM decides whether its +4 bonus or its one hour per level duration is reduced by half.) This continues each day of failed or lost maintenance. Once all the device’s variables are halved, the next day of failed or lost maintenance renders the device nonfunctional.

A successful maintenance check stops any further failures in the device. To restore it to full functionality at this point, however, the aethersmith must gather replacement parts at a cost of (25 x device level) in gold pieces (0-level gadgets cost 10 gp) and make a successful maintenance check.

Craftsman (Ex): Starting at 2nd level, the aethersmith gains a cumulative +1 competence bonus to Craft (mechanical object) checks every two aethercraft levels, to a total +10 bonus at 20th level.

Monkeywrench (Ex): By 3rd level, the aethersmith has an intuitive understanding of general mechanical processes such that he has a superior ability to sabotage any functional mechanism. When using Disable Device on any object that contains mechanical parts (whether a lock, a clockwork mechanism or even an aethercraft device), the category is considered one step less complex — wicked becomes difficult, difficult becomes tricky, tricky becomes simple. The Disable Device attempt otherwise functions as normal (see Chapter 4 of the *Player’s Handbook* for specifics).

Manageable Devices (Ex): By 5th level, the aethersmith has learned to design more compact devices. Any device that he creates is now considered a Small object and weighs between 15–30 lb. depending on materials used.

Improved Controls (Ex): By 7th level, the aethersmith perfects a method for streamlining the various control actions into a few keystrokes, lever pulls and/ or button pushes. New devices that the aethersmith builds require only a standard action to activate (this also does not trigger an attack of opportunity). Also, any character with Use Magic Device may activate the device with a successful check as if activating blindly.

At 14th level, the aethersmith masters schematic design such that any character with Use Magic Device may activate an aethercraft mechanism as if activating a wand.

Machine Sense (Ex): At 7th level, the aethersmith can take a move action to know automatically whether a mechanism is working properly (whether by feeling its vibration, listening to its tone or simply observing it in action, as appropriate). The aethersmith also gains a +4 bonus to any subsequent Craft checks to pinpoint the source of any problem the mechanism has and repair it.

Increased Efficiency (Ex): Much of the arcane energy that aethercraft devices use is devoted to powering the device itself, leaving little for generating the desired effect. Upon reaching 8th level, the aethersmith learns to refine the efficiency of each new device that he creates, increasing its total charges to one-and-one-half times his Intelligence modifier (round down).

Portable Devices (Ex): A 10th-level aethersmith has improved upon his designs to the point that his devices are considered Tiny objects and weigh between 5–10 lb. depending on materials used.

Concealable Devices (Ex): Upon reaching 15th level, the aethersmith’s devices are considered

Table 5-1: The Aethersmith (Aet)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Aethercraft design
2nd	+1	+0	+0	+3	Craftsman +1
3rd	+1	+1	+1	+3	Monkeywrench
4th	+2	+1	+1	+4	Craftsman +2
5th	+2	+1	+1	+4	Manageable devices
6th	+3	+2	+2	+5	Craftsman +3
7th	+3	+2	+2	+5	Improved controls 1, machine sense
8th	+4	+2	+2	+6	Craftsman +4, increased efficiency
9th	+4	+3	+3	+6	—
10th	+5	+3	+3	+7	Craftsman +5, portable devices
11th	+5	+3	+3	+7	—
12th	+6/+1	+4	+4	+8	Craftsman +6
13th	+6/+1	+4	+4	+8	—
14th	+7/+2	+4	+4	+9	Craftsman +7, improved controls 2
15th	+7/+2	+5	+5	+9	Concealable devices
16th	+8/+3	+5	+5	+10	Craftsman +8, superior efficiency
17th	+8/+3	+5	+5	+10	Mechanical memory
18th	+9/+4	+6	+6	+11	Craftsman +9
19th	+9/+4	+6	+6	+11	—
20th	+10/+5	+6	+6	+12	Craftsman +10

Aethersmith Devices

Aet Level	Active Devices per Device Level									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	4	3	2	—	—	—	—	—	—	—
5th	4	3	2	1	—	—	—	—	—	—
6th	4	3	3	2	—	—	—	—	—	—
7th	4	4	3	2	1	—	—	—	—	—
8th	4	4	3	3	2	—	—	—	—	—
9th	4	4	4	3	2	1	—	—	—	—
10th	4	4	4	3	3	2	—	—	—	—
11th	4	4	4	4	3	2	1	—	—	—
12th	4	4	4	4	3	3	2	—	—	—
13th	4	4	4	4	4	3	2	1	—	—
14th	4	4	4	4	4	3	3	2	—	—
15th	4	4	4	4	4	4	3	2	1	—
16th	4	4	4	4	4	4	3	3	2	—
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

Diminutive objects and weigh between 1–5 lb. depending on materials used.

Superior Efficiency (Ex): At 16th level, the aethersmith improves still further on the efficiency of his designs. Each new device that he creates gains total charges equal to twice his Intelligence modifier.

Mechanical Memory (Ex): At 17th level, the aethersmith can construct devices from memory. He must still go through the design stage for each new device, but he must no longer refer to design schematics to build them.

Animism

Most priests pray to their gods for strength and guidance, and receive special gifts from them in return. For some priests, the deity works through intermediaries, sending not only signs and omens but also powers through the agency of other, lesser creatures. Such other creatures are often more accessible than the gods themselves, and thus such priests may actually have an easier time calling upon them for aid. This type of faith is called animism.

Animists believe that every creature has a soul, and that these souls tie everyone together. Gods bestow the gift of the soul, and so every living creature is linked to the gods in some way. Souls carry different elements or attitudes, being attuned to particular elements, notions or emotions. Each god has certain domains, areas over which he reigns supreme, and creatures whose souls draw upon those domains are under that

god's dominion. A priest also answers to a god and adheres to that god's particular domains, and so has a certain affinity for the creatures the deity protects. This provides both a source of power and an obligation, for the priest can call upon the aligned animals and other creatures for support, but also has a duty to protect them from any danger.

Some consider animists strange because they spend so much of their time communing with creatures rather than talking with people. The animists know better. Animals and spirits are merely simpler creatures, with more straightforward goals and more direct personalities. A bear does not bother to hide its anger, nor does it plot revenge against someone who has wronged it — the bear either attacks right away or decides the battle is not worth the trouble and walks away. This makes such creatures far easier to understand and to speak with than most humans or any of the other so-called “intelligent” races. By speaking with and emulating them more, animists hope to strip away many of their learned prejudices and complications, and return to a more direct communion with the patrons who gift them with life and their protection.

Determining Allied Creatures

The trick with animists is figuring out what animals and spirits are allied to them. Consider the patron god's domains. For example, if one of the domains happens to be water, then many fish will be suitable allies. Obviously not every four-legged animal is allied to



priests of an earth god or even a nature god, so look at the god's other domains as well. A god whose domains include both Nature or Animals or Earth and Sun will have animals who are active by day, whereas a god whose domains include Darkness or Night will have more nocturnal creatures. Additionally, consider the god's own attributes and personality. A quick, agile god will favor fast creatures such as cats and weasels, while a strong god will lean more toward bears and oxen — in birds, the faster gods prefer hawks and falcons, while the stronger gods might like eagles and swans. A god will never favor two animals that are natural enemies, such as the cobra and the mongoose or the dolphin and the shark, so by picking one creature you eliminate several other possibilities. Also, each god should favor animals no other god has selected, so as you determine the animals of one deity you narrow the choices for the others — two closely allied gods may have animals who are also similar, however. Work up a list of which animals each god favors, so that you can keep this handy for reference.

Spirits are both easier and more difficult to determine. They're easier because spirits are not as clearly defined — you can simply say that “this god is a god of air and trickery, and so his protected spirits are mischievous invisible air spirits.” The difficulty is that, since spirits are so vague, you'll need to come up with their stats — it doesn't do you any good to draw upon the agility of a spirit if you don't know what its Dexterity is. As with the animals, work up a list of these spirits, so that you can consult it when necessary. Both the GM and the animist's player should have access to these lists, so they will both be clear on what creatures are allied to the character and what each creature has to offer.

Animist

Animists do not distinguish between natural, physical creatures and those of a less material nature. Spirits and other immaterial creatures are a part of existence, and each bears a soul as well. Those who fall within the domains of the priest's patron god are as much a part of the extended family as any badger, fox or bear. These other creatures are not only more powerful than most animals, they are often less bound by climate and geography, and so can be found in more locales. Some animists even befriend particular spirits to such a degree that the spirits will accompany them on their travels, providing both companionship and aid.

Some animists take their faith to the extreme. They wear only furs and hides and leathers, and carry only such items as they can find in nature or create with their own two hands. They eat berries and fruits and fresh meat, and drink only spring water or juice. These

Sample Animals and Spirits

It can be difficult to figure out what creature a particular priest might call upon for aid in the thick of an adventure. The list below offers a few animals and/or spirits that are connected most closely to certain types of deities (categorized by domain). These are merely samples, and you should feel free to modify and add to the list as you see fit.

Deity Domain	Allied Animals	Allied Spirits
Courage, valor	Badgers, bass, donkeys	Water spirits
Crafts	Beavers, chipmunks, woodpeckers	Earth spirits
Death	Hyenas, ravens, scarab beetles, wolves	Air and fire spirits
Destruction, war	Fleas, rats, termites	Earth spirits
Dwarves, mining	Beavers, moles, crabs	Earth spirits
Elves, creativity	Cats, horses, peacocks	Water spirits
Justice, retribution	Dogs, lions	Water spirits
Magic	Owls, lizards, carp	Air and shadow spirits
Nature	Robins, trout, turtles	Wood spirits
Oppression, tyranny	Ants, snakes, wasps	Earth spirits
Orcs, goblinoids	Cockroaches, termites, weasels	Fire spirits
Secrets	Bats, spiders	Shadow spirits
Strength, might	Bears, tigers, hawks	Earth spirits
Sun	Snakes, sparrows	Fire spirits
Thieves	Blue jays, raccoons, monkeys	Air spirits
Travel, roads	Ferrets, pigeons	Air spirits
Wilderness	Bees, foxes, dragonflies	Wood spirits

animists wash their hands of most “civilized” behaviors and tools, and in doing so become more like animals themselves. That may allow them to be closer to nature, and thus to their god, but it also separates them from the rest of their own kind and makes it harder to share their message with other people.

Other animists do speak with the animals and spend time in the wilderness to cultivate a bond with such creatures, but they also recognize the value of society and its comforts. They wear normal clothing and carry crafted items, though they may avoid items that they know animals distrust, such as bows and spears. These animists are more concerned with bringing their gods’ message back to the rest of their people, and so they attempt to bridge the gap between wilderness and society.

Animists vary widely in how far they will travel. Some live in particular areas, a forest or along a river or high atop a mountain, in a place where their gods’ favored creatures are most common. They set themselves up as protectors of those areas. They know every rock and twig within their territories, and distrust anyone who enters without permission. Every animal in a particular area knows the animist, and he is considered the lord of the land, and can often issue orders to other creatures. There are also animists who observe that beasts are found everywhere, and only in understanding each creature and its clime can one truly know one’s god. These animists travel from place to place, introducing themselves to the creatures of the area and offering their aid to alleviate any problem they face. Then the priests travel on to new lands. Such animists hope to link all the creatures of the land together, bringing them all closer to their god and, in turn, giving the animists a wider appreciation of that deity’s plans.

Limitations

The single largest limitation for an animist is that her powers are drawn from the animals and spirits allied with her god. If the priest has no allied animals or spirits within range, she cannot tap any of their powers (unless she has acquired the ability Animal Memory). Further, an animist can draw upon only one animal at a time. She cannot cast a spell simultaneously on two creatures, or even cast one spell on one creature and then cast another on another creature — the first spell’s effects must be gone before the second spell can be cast.

It is important to remember that animists are allied to the creatures of their god, and request their aid rather than demand it. This means that the animal or spirit must be inclined to help the animist. Being a servant of the same deity who protects these creatures gives the animist an advantage, but she must still win their support. Some creatures help willingly, while

others demand some favor or service in return. Still others may refuse outright, and the animist cannot force them. Forcing an allied creature to do something against its will may incur the wrath of the god, who may strip the animist of her patronage and spells (see below). The GM determines any situations where the animist may need to negotiate with an animal or spirit.

Animists have an obligation to aid and protect the creatures of their patron god whenever possible. No animist can pass by an allied creature without making sure it is okay. If the creature is in any difficulty, the animist must help, regardless of other interests and goals. The animist also cannot refuse any reasonable request by an allied creature, whether it is for immediate aid or simply for something the creature wants (such as fresh food, or a ride to the next copse of trees).

An animist cannot attack or harm allied creatures in any way. She can drive off such creatures (to keep them from hurting other people, for example) but cannot actually harm them. Doing so may incur her god’s wrath.

Ex-Animists

Forcing allied creatures to perform some task, spurning their requests for aid or inflicting harm upon them strips the animist of all her class spells and supernatural and spell-like abilities. She may not progress any farther in levels as an animist. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description), as appropriate.

Hit Die: d8.

Class Skills

The animist’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Starting Gold: 3d4 x 10 (75 gp)

Weapon and Armor Proficiency: Animists are proficient with all simple weapons except spears, with all types of armor (light, medium, and heavy), and with shields (except tower shields). They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Spells: An animist casts divine spells which are drawn from the animist spell list (see New Spell Lists later in this chapter). She must choose and prepare her spells in advance, just as a druid does. To prepare or cast a spell, the animist must have a Wisdom score equal to at least 10 + the spell level. The Difficulty

Table 5-2: The Animist (Ani)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	<i>Detect animals, speak with allied animal, wild empathy</i>
2nd	+1	+3	+0	+3	<i>Speak with allied animals</i>
3rd	+2	+3	+1	+3	<i>Speak with spirits</i>
4th	+3	+4	+1	+4	<i>Detect spirits</i>
5th	+3	+4	+1	+4	Animal senses 1, <i>speak with animals</i>
6th	+4	+5	+2	+5	—
7th	+5	+5	+2	+5	Beacon, natural hide (+1)
8th	+6/+1	+6	+2	+6	Animal memory 1
9th	+6/+1	+6	+3	+6	<i>Detect prey</i> (1/day)
10th	+7/+2	+7	+3	+7	Animal senses 2, spirit sight
11th	+8/+3	+7	+3	+7	—
12th	+9/+4	+8	+4	+8	Allied immunity
13th	+9/+4	+8	+4	+8	Natural hide (+2)
14th	+10/+5	+9	+4	+9	Constant beacon
15th	+11/+6/+1	+9	+5	+9	Animal senses 3
16th	+12/+7/+2	+10	+5	+10	Animal memory 2
17th	+12/+7/+2	+10	+5	+10	—
18th	+13/+8/+3	+11	+6	+11	<i>Detect prey</i> (2/day)
19th	+14/+9/+4	+11	+6	+11	—
20th	+15/+10/+5	+12	+6	+12	Animal senses 4, natural hide (+4)

Class for a saving throw against an animist's spell is 10 + the spell level + the animist's Wisdom modifier.

The animist's base daily spell allotment is the same as that for a druid (see Table 3–8 in the *Player's Handbook*). In addition, she receives bonus spells per day if she has a high Wisdom score.

The animist can only draw upon the power of animals which she can sense, either through normal perception or using *detect animals*.

Appeal to the Wild: Animists must request aid from the spirits and animals of their god. Although each spell is a prayer for aid, an animist is not a supplicant upon the animal or spirit's mercy. He asks for help as an equal, and as a servant of the same god who protects the creatures. In game terms, all animist spells require a verbal component.

Spells are directed at a particular animal or spirit, rather than at a general species. They can only be targeted to a single creature at a time, and the health of the creature can affect the outcome. A wolf whose leg has been mangled cannot run at his normal speed, and so an animist who taps the wolf's speed will gain only the animal's current movement rate, not his normal healthy rate. Once the animist begins to cast

a spell, he cannot switch the target — attempting to do so will cause the spell to fail instead and will burn off that spell slot.

Animal Companion (Ex): An animist may begin play with an animal companion, much as a druid does. The only restriction is that the animal selected must be from the animist's allied category.

It is not uncommon for animists to use their companion as the source for many spells that require an allied animal. Still, an animal companion seldom offers the full range of options that other allied animals may, so few animists draw upon their companion exclusively.

Detect Animals (Sp): At will, an animist can use *detect animals*, as the spell *detect animals* or *plants*.

Speak with Allied Animal (Sp): At will, the animist gains the ability to *speak with animals* as the spell with any single allied animal type that falls within the animist's patron domains.

Wild Empathy (Ex): An animist can improve the attitude of an animal. This ability functions as the druid ability of the same name.

Speak with Allied Animals (Sp): Starting at 2nd level, the animist can *speak with animals* at will with all animals that fall within the animist's patron domains.