

WHITE
BOX
CLASSES
THE CLAIR

外伝

The Claur

You are a terribly fragile, weak and pathetic Magic-user with an unknown racial identity (a silvery, crystal lattice woven throughout the skin, muscles and bones of your body). However, you possess the ability to call upon and wield powerful, arcane powers, once per day, that earn their repute from the legend that is the Claur.

Claur Class Abilities

Weapon/Armor Restrictions

Claur may only use staves and cannot use armor.

Spell Casting

Claur cast arcane spells from the Magic-user's Spell List, as per the Claur's Spell Advancement Table. Each day, the Claur is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Claur get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Claur possess an XP bonus like Clerics.

Arcane Power

Spellmind

Once per day, you can enhance your spell casting powers by 1d4+1 Levels for one hour and wield spells from the Claur Spell Advancement Table as if you have attained to this level.

Archmage

Once per day, you can cast any 6th Level Magic-user spell from the Magic-user Spell List (regardless of your current level).

Legend and Lore

Holy books throughout the realms tell of a once powerful God that was murdered by its own creations. According to this legend, this God will be reborn with the markings of the Crystal Race, that will, if he desires, guide all throughout the world unto righteousness, compassion for all sentient beings and ultimately paradise.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Identify Magic Item

By holding an item, and meditating on it for several seconds, you can determine if it is magical or mundane. If it is magical, you can determine its origin, purpose and monetary value.

Scribe Scroll

You can create a one time use spell scroll, once per day, per papyri you possess.

Grimoire

You understand all varieties of spell books.

Claur Mastery Abilities

Crystal Warrior

When you have reached a level of power determined by the referee, you can assume a powerful battle form, of your design, once a day and for one hour per level of experience.

Armor Class: 4[15]
Hit Dice: 3+2
Attacks: talons (1d6 + 3)
Special: None
Move: 5

Table 1: Claur Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	1	+0	14
3	3,000	1	+1	13
4	6,000	1	+1	13
5	11,500	1	+1	12
6	23,500	2	+2	12
7	48,000	2	+2	11
8	96,000	2	+2	11
9	192,000	2	+2	10
10	384,000	2	+2	10
11	640,000	3	+3	9
12	920,000	3	+3	9
13	1,240,000	3	+3	8
14	1,680,000	3	+4	8
15	2,286,000	4	+4	7

Table 2: Claur Spell Advancement

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	1	1	-	-	-
4	1	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	1
9	2	2	2	2	1
10	2	2	2	2	1
11	3	3	3	3	2
12	3	3	3	3	2
13	3	3	3	3	2
14	3	3	3	3	3
15	3	3	3	3	3

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