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CLASSES
THE AETHON

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The Aethon

You are an Elementalist of unique sorts, forged by the fires of the Divine and cast onto the earth as a fallen star. As all Aethons say similar, you remember little of your origins in the firmament but know you possess great power to manipulate the fundamental building blocks of reality. Earth, Water, Air and Fire are powers you wield with repute.

Aethon Class Abilities

Weapon/Armor Restrictions

Aethons may only use staves and cannot use armor.

Spell Casting

Aethons cast arcane spells from the Cleric's Spell List, as per the Aethon Spell Advancement Table. Each day, the Aethon is endowed with the ability to cast selected spells from the standard list.

Saving Throw

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

XP Bonus for Wisdom

Aethons possess an XP bonus like Clerics.

Elementalism

Earth, Water, Air and Fire

You can create, permute and destroy the 4 Classic Elements with might of willpower and design that of imagination. The power of your spells are determined by the referee.

Elementals

You possess the ability to create constructs composed of one, or a combination, of the four elements. They will do anything you command.

Legend and Lore

Some believe those that call themselves Aethons were once part of a vast hierarchy of Gods and Goddesses, the Higher Powers that rule the realms, and served as Divine Soldiers: Angels. It is said many of these lofty beings schemed on manipulating the fundamental constituents into a prison where they would wickedly cast their creator.

Skills

Language

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

Craft Elemental Magical Item

You possess the ability of forging magical items with elemental uses of your own design, limited by your imagination and the homebrew rules of the referee. You can create one item per day per XP Level.

Identify Elemental Item

You can identify the element of magical, elemental items.

Elemental Commune

You can converse with elementals.

Aethon Mastery Abilities

Unbridled Power

When you have attained to a measure of power determined by the referee, your elemental magic rivals that of the Gods. This power is moderated by referee.

Elemental Form

By a measure of power, determined by the referee, you can assume a powerful elemental form of one or a combination of the elements of your own design.

Table 1: Aethon Advancement

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

Table 2: Aethon Spell Advancement

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

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