

BASIC D20 CLASS ADVANTAGES

In Basic d20, both feats and class special abilities are grouped together and called “advantages.” Each advantage costs 1 power point (PP). The Basic d20 rule book asks the GM to use either Custom Characters or D&D5E as a reference for class advantages. This document remedies that situation by presenting all class special abilities from the d20 Fantasy SRD as class advantages for Basic d20.

CHARACTER LEVEL

For the purposes of this document, a character’s “character level” is whatever the GM determines it to be. A good guideline to follow is that a character’s character level is equal to his highest rank or level from among all 20 broad skills or from among any powers the character possesses. Each class advantage is associated with a certain character level. This is the minimum character level at which the character may take that class advantage. A character must be at or above the minimum character level before the class advantage can be purchased.

CLASS LEVELS

Some class advantages require that a character’s class level in a certain class be known. It is suggested that the Profession broad skill be used to determine this. Each class can have its own specialty in the Profession broad skill area, like Profession (fighter) and Profession (assassin). In Basic d20, each skill rank in a specialty costs 0.25 PP. For spellcasting classes, having levels in the appropriate spellcasting power automatically grants class levels. Thus, a character with Wizard Spellcasting Level 10 is also considered to be a 10th level wizard for the purposes of advantage prerequisites. A character can never have more class levels in any single class than he has character levels. However, a character can have as many class levels in different classes as long as none of these class levels exceed his character level. For example, a 10th level character could have Profession (fighter) 10 ranks, Profession (rogue) 10 ranks, and Profession (ranger) 10 ranks, if desired.

Since characters taking levels in a prestige class must be of higher character level, apply the modifier shown to the character level to determine maximum class levels. For example, for our character above, he could take up to 5 ranks in Profession (assassin), 3 ranks in Profession (duelist) and no ranks in Profession (archmage).

BROAD SKILLS AND SPECIALTIES

The Basic d20 GM always retains the right to determine what broad skill a specialty falls under. The names of the SRD skills have not been changed in the class advantage descriptions to allow the GM maximum flexibility in assigning them to broad skill areas.

Prestige Class	Level Modifier
Arcane Archer	-7
Arcane Trickster	-8
Archmage	-13
Assassin	-5
Blackguard	-6
Dragon Disciple	-5
Duelist	-7
Dwarven Defender	-7
Hierophant	-13
Horizon Walker	-5
Loremaster	-7
Shadowdancer	-7
Thaumaturgist	-7

1ST-LEVEL SPECIAL ABILITIES

All 1st-Level Special Abilities are available to starting characters during character generation as long as the character meets the prerequisites.

ANIMAL COMPANION

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: Druid and Ranger (Half).

Description: The character gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the character on her adventures as appropriate for its kind.

An animal companion is completely typical for its kind except as noted below. As the character advances in druid class levels, the animal's power increases as shown on the table. If the character releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A character with a druid class level of 4th level or higher may select from alternative lists of animals. Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid class level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid class level and compare the result with the druid class level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective class level to 0 or lower, she can't have that animal as a companion.)

Each ranger class level counts as half of a druid class level when determining the animal companion's abilities. Consult The Druid's Animal Companion section of the System Reference Document for more information about animal companions.

AURA OF ALIGNMENT

Prerequisites: Chaotic, evil, good, or lawful alignment.

Ability Type: Extraordinary.

Class Levels: Cleric and Paladin.

Description: Choose a non-neutral component of the character's alignment, either chaotic, evil, good, or lawful. The character gains a particularly powerful aura corresponding to that alignment component (see the *detect evil* spell for details). The power of the aura corresponds to the character's class levels in cleric and paladin.

BARDIC KNOWLEDGE

Prerequisites: None.

Ability Type: Natural.

Class Levels: Bard and Loremaster.

Description: The character may make a special bardic knowledge check with a bonus equal to his bard and loremaster class levels + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the character has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A character may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Types of knowledge with corresponding DC are shown below.

DC 10: Common, known by at least a substantial minority of the local population.

DC 20: Uncommon but available, known by only a few people, legends.

DC 25: Obscure, known by few, hard to come by.

DC 30: Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

BARDIC MUSIC

Prerequisites: None.

Ability Type: Natural.

Class Levels: Bard.

Description: Once per day per bard class level, the character can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard class level and a minimum number of ranks in the Perform skill as prerequisites.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the character must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, the character cannot cast spells, activate magic items by spell completion (such as scrolls), spell trigger (such as wands), or command word. Just as for casting a spell with a verbal component, a deaf character has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

COUNTERSONG

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use his music or poetics to counter magical

effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the character (including the character himself) that is affected by a sonic or language-dependent magical attack may use the character's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The character may keep up the countersong for 10 rounds.

DETECT ALIGNMENT

Prerequisites: None.

Ability Type: Spell-Like.

Class Levels: None.

Description: Choose an alignment component, either chaos, evil, good, or law. At will, the character can use *detect chaos*, *detect evil*, *detect good*, or *detect law* as the spell. The exact spell corresponds to the alignment component chosen.

FASCINATE

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the character, and able to pay attention to him. The character must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three bard class levels the character attains beyond 1st,

he can target one additional creature with a single use of this ability.

To use the ability, the character makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the character cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the character continues to play and concentrate (up to a maximum of 1 round per bard class level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the character to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

FAST MOVEMENT

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the character's speed because of any load carried or armor worn.

FAVORED ENEMY I

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character selects a type of creature from among those given on **Table: Ranger Favored Enemies** in the System Reference Document. The character gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using

these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

FLURRY OF BLOWS I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: When unarmored, the character may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the character might make before her next action. The character must use a full attack action to strike with a flurry of blows.

When using flurry of blows, the character may attack only with unarmed strikes or with special weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special weapons interchangeably as desired. When using weapons as part of a flurry of blows, the character applies her Strength bonus (not Str bonus $\times 1\frac{1}{2}$ or $\times\frac{1}{2}$) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The character can't use any weapon other than a special weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, the character may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

INSPIRE COURAGE I

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the character sing. The effect lasts for as long as the ally hears the character sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

INTUITIVE DEFENSE I

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character adds her Wisdom bonus (if any) to her AC.

This bonus to AC applies even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

NATURE SENSE

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on Knowledge (nature) and Survival checks.

RAGE I

Prerequisites: Non-lawful alignment.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can fly into a rage one time per day. In a rage, the character temporarily gains a +2 bonus to the Strength modifier, a +2 bonus to the Constitution modifier, and a +2

morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the character's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A character may prematurely end his rage. At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-1 penalty to the Strength modifier, -1 penalty to the Dexterity modifier, can't charge or run) for the duration of the current encounter. Entering a rage takes no time itself, but a character can do it only during his action, not in response to someone else's action.

REBUKE UNDEAD

Prerequisites: Non-good alignment, cannot have Turn Undead special ability.

Ability Type: Supernatural.

Class Levels: Cleric.

Description: The character has the power to affect undead creatures by channeling the power of his faith through his unholy symbol (see Turn or Rebuke Undead in the System Reference Document).

The character may attempt to rebuke undead a number of times per day equal to 3 + his Charisma modifier. A character with 5 or more ranks in Knowledge (religion) gets a +2 bonus on rebuke checks against undead.

SMITE CHAOS I

Prerequisites: Aura of Alignment (Lawful).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite chaos with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

SMITE EVIL I

Prerequisites: Aura of Alignment (Good).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

SMITE GOOD I

Prerequisites: Aura of Alignment (evil).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite good with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

SMITE LAW I

Prerequisites: Aura of Alignment (Chaotic).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite law with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not lawful, the smite has no effect, but the ability is still used up for that day.

SNEAK ATTACK I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character's attack deals 1d6 extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, the character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

SUMMON FAMILIAR

Prerequisites: Ability to cast arcane spells.

Ability Type: Spell-Like.

Class Levels: Sorcerer and Wizard.

Description: The character can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The character chooses the kind of familiar he gets. As the character gains sorcerer and wizard class levels, his familiar also increases in power.

If the familiar dies or is dismissed by the character, the character must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points for every sorcerer and wizard class level; success reduces the loss to one-half that amount. However, a character's experience point total can never go below zero as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

TRAPFINDING

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

The character can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A character who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

TURN UNDEAD

Prerequisites: Non-evil alignment, cannot have Rebuke Undead special ability.

Ability Type: Supernatural.

Class Levels: Cleric and Paladin.

Description: The character has the power to affect undead creatures by channeling the power of his faith through his holy symbol (see Turn or Rebuke Undead in the System Reference Document).

The character may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A character with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

UNARMED STRIKE I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Unarmed Strike as a bonus feat. This does not count as a base feat for the purposes of level determination. The character's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that the character may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for the character when striking unarmed. The character may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually the character's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

The character's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A character also deals more damage with her unarmed strikes than a normal person would. A small character deals

1d4 damage, a medium character deals 1d6 damage, and a large character deals 1d8.

WILD EMPATHY

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: Druid and Ranger.

Description: The character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her druid and ranger class levels along with her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the character and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

2ND-LEVEL SPECIAL ABILITIES

All 2nd-Level Special Abilities have "Character Level 2" as a prerequisite.

COMBAT STYLE: ARCHERY

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

COMBAT STYLE: TWO-WEAPON

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

DEADLY TOUCH

Prerequisites: Character Level 2, Cha 12, Aura of Alignment (Evil).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin class level x her Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin class level + character's Cha modifier) to halve the damage dealt.

Alternatively, the character can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the lay on hands ability.

DIVINE GRACE

Prerequisites: Character Level 2, Aura of Alignment (Any).

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains a bonus equal to her Charisma bonus (if any) on all saving throws.

EVASION

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can avoid even magical and unusual attacks with great agility. If the character makes a successful Reflex saving throw against

an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the character is wearing light armor or no armor. A helpless character does not gain the benefit of evasion.

LAY ON HANDS

Prerequisites: Character Level 2, Cha 12, Aura of Alignment (Good).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin class level x her Charisma bonus. The character may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, the character can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The character decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

UNCANNY DODGE

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can react to danger before his senses would normally allow him to do so. The character retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

WOODLAND STRIDE

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may move through any sort of undergrowth (such

as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

3RD-LEVEL SPECIAL ABILITIES

All 3rd-Level Special Abilities have "Character Level 3" as a prerequisite.

AURA OF COURAGE

Prerequisites: Character Level 3, lawful good alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF DEBILITATION

Prerequisites: Character Level 3, chaotic evil alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF DESPAIR

Prerequisites: Character Level 3, lawful evil alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character radiates a malign aura that causes enemies within

10 feet of him to take a -2 penalty on all saving throws.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF RESOLVE

Prerequisites: Character Level 3, chaotic good alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character is immune to compulsion effects. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions while the character is conscious, but not if she is unconscious or dead.

DIVINE HEALTH

Prerequisites: Character Level 3, Aura of Alignment (Any).

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all diseases, including supernatural and magical diseases.

INSPIRE COMPETENCE

Prerequisites: Character Level 3, Bardic Music, Countersong, Fascinate, Inspire Courage I, 6 or more ranks in Perform.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the character. The character must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the character's music. Certain uses of this ability are infeasible. The effect lasts as long as the character concentrates, up to a maximum of 2 minutes. The character can't inspire competence in himself. Inspire competence is a mind-affecting ability.

SPEED BONUS I

Prerequisites: Character Level 3.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains an enhancement bonus to her speed of +10 ft. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

SNEAK ATTACK II

Prerequisites: Character Level 3, Sneak Attack I.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 2d6 extra damage (instead of 1d6).

STILL MIND

Prerequisites: Character Level 3.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

TRACKLESS STEP

Prerequisites: Character Level 3, Woodland Stride.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

TRAP SENSE I

Prerequisites: Character Level 3.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

4TH-LEVEL SPECIAL ABILITIES

All 4th-Level Special Abilities have "Character Level 4" as a prerequisite.

KI STRIKE: MAGIC

Prerequisites: Character Level 4.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

RAGE II

Prerequisites: Character Level 4, non-lawful alignment, Rage I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage two times per day. See Rage I for details.

RESIST NATURE'S LURE

Prerequisites: Character Level 4, Nature Sense.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +4 bonus on saving throws against the spell-like abilities of fey.

SLOW FALL I

Prerequisites: Character Level 4.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 20 feet shorter than it actually is.

UNARMED STRIKE II

Prerequisites: Character Level 4, Unarmed Strike I.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 1d6 damage with unarmed strikes, a medium character 1d8 damage, and a large character 2d6 damage.

5TH-LEVEL SPECIAL ABILITIES

All 5th-Level Special Abilities have "Character Level 5" as a prerequisite.

FAVORED ENEMY II

Prerequisites: Character Level 5, Favored Enemy I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

FLURRY OF BLOWS II

Prerequisites: Character Level 5, Flurry of Blows I.

Ability Type: Natural.

Class Levels: None.

Description: The character's Flurry of Blows attack penalty lessens from -2 to -1.

IMPROVED UNCANNY DODGE

Prerequisites: Character Level 5, Uncanny Dodge.

Ability Type: Extraordinary.

Class Levels: Barbarian and Rogue.

Description: The character can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue class levels than the target has barbarian and rogue class levels.

INTUITIVE DEFENSE II

Prerequisites: Character Level 5, Intuitive Defense I.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +1 bonus to AC.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

PURITY OF BODY

Prerequisites: Character Level 5, Still Mind.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all diseases except for supernatural and magical diseases.

SMITE CHAOS II

Prerequisites: Character Level 5, Smite Chaos I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos two times per day (instead of only once per day).

SMITE EVIL II

Prerequisites: Character Level 5, Smite Evil I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil two times per day (instead of only once per day).

SMITE GOOD II

Prerequisites: Character Level 5, Smite Good I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good two times per day (instead of only once per day).

SMITE LAW II

Prerequisites: Character Level 5, Smite Law I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law two times per day (instead of only once per day).

SNEAK ATTACK III

Prerequisites: Character Level 5, Sneak Attack II.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 3d6 extra damage (instead of 2d6).

SPECIAL MOUNT

Prerequisites: Character Level 5, Aura of Alignment (Any).

Ability Type: Spell-Like.

Class Levels: Paladin.

Description: The character gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (or goodness, law, or chaos). This mount is usually a heavy warhorse (for a Medium character) or a warpony (for a Small character).

Once per day, as a full-round action, the character may magically call her mount from the otherworldly realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the character's paladin class level. The mount immediately appears adjacent to the character and remains for 2 hours per paladin class level; it may be dismissed at any time as a free action. The mount is the same creature

each time it is summoned, though the character may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the character's mount die, it immediately disappears, leaving behind any equipment it was carrying. The character may not summon another mount for thirty days or until she gains a paladin class level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a -1 penalty on attack and weapon damage rolls.

WILD SHAPE I

Prerequisites: Character Level 5.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per druid class level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Any gear worn or carried by the character melds into the new form and becomes nonfunctional. When the character reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the character's feet.

The form chosen must be that of an animal the character is familiar with.

The character loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

The new form's Hit Dice can't exceed the character's druid class level.

6TH-LEVEL SPECIAL ABILITIES

All 6th-Level Special Abilities have "Character Level 6" as a prerequisite.

BESTOW CURSE I

Prerequisites: Character Level 6, Aura of Alignment (Chaos).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *bestow curse* effect, as the spell, once per week.

CAUSE DISEASE I

Prerequisites: Character Level 6, Aura of Alignment (Evil).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the *contagion* spell), once per week.

DEATH ATTACK

Prerequisites: Character Level 6, evil alignment, Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks, the character must kill someone for no other reason than to become an assassin.

Ability Type: Natural.

Class Levels: Assassin.

Description: If the character studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of

possibly either paralyzing or killing the target (character's choice). While studying the victim, the character can undertake other actions so long as his attention stays focused on the target and the target does not detect the character or recognize the character as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the character's assassin class level + the character's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per assassin class level of the character. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the character has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the character does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

IMPROVED COMBAT STYLE: ARCHERY

Prerequisites: Character Level 6, Combat Style: Archery.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

IMPROVED COMBAT STYLE: TWO-WEAPON

Prerequisites: Character Level 6, Combat Style: Two-Weapon.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style

apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

POISON USE

Prerequisites: Character Level 6, evil alignment, Hide 5 ranks.

Ability Type: Natural.

Class Levels: None.

Description: The character is trained in the use of poison and can never risk accidentally poisoning himself when applying poison to a blade.

REMOVE CURSE I

Prerequisites: Character Level 6, Aura of Alignment (Law).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove curse* effect, as the spell, once per week.

REMOVE DISEASE I

Prerequisites: Character Level 6, Aura of Alignment (Good).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove disease* effect, as the spell, once per week.

SLOW FALL II

Prerequisites: Character Level 6, Slow Fall I.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 30 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall I.

SPEED BONUS II

Prerequisites: Character Level 6, Speed Bonus I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +20 ft. This replaces the enhancement bonus granted by Speed Bonus I. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

SUGGESTION

Prerequisites: Character Level 6, Bardic Music, Inspire Competence, 9 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: Bard.

Description: The character can make a *suggestion* (as the spell) to a creature that he has already fascinated. Using this ability does not break the character's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a suggestion doesn't count against a character's daily limit on bardic music performances. A Will saving throw (DC 10 + ½ the character's bard class level + the character's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

TERRAIN MASTERY

Prerequisites: Character Level 6, Knowledge (geography) 8 ranks, Endurance feat.

Ability Type: Natural.

Class Levels: None.

Description: Choose one terrain type found below under Terrain Mastery Benefits. Terrain mastery gives the character a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit. The character also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The character only gains

the bonus if the creature description specifically lists the terrain type.

Characters take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Terrain Mastery Benefits

Aquatic

You gain a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.

Desert

You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest

You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Hills

You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hill creatures.

Marsh

You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains

You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains

You have a +4 competence bonus on Spot checks. You gain a +1 insight

bonus on attack and damage rolls against plains creatures.

Underground

You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.

Terrain Mastery can be taken multiple times. Each time it is taken choose a new terrain type.

TRAP SENSE II

Prerequisites: Character Level 6, Trap Sense I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense I.

WILD SHAPE II

Prerequisites: Character Level 6, Wild Shape I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape twice per day.

7TH-LEVEL SPECIAL ABILITIES

All 7th-Level Special Abilities have "Character Level 7" as a prerequisite.

DAMAGE REDUCTION I

Prerequisites: Character Level 7.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains Damage Reduction. Subtract 1 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

POISON RESISTANCE I

Prerequisites: Character Level 7, Poison Use.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +1 natural saving throw bonus to all poisons.

SNEAK ATTACK IV

Prerequisites: Character Level 7, Sneak Attack III.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 4d6 extra damage (instead of 3d6).

WHOLENESS OF BODY

Prerequisites: Character Level 7, Purity of Body.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk class level each day, and she can spread this healing out among several uses.

WILD SHAPE III

Prerequisites: Character Level 7, Wild Shape II.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape three times per day.

8TH-LEVEL SPECIAL ABILITIES

All 8th-Level Special Abilities have "Character Level 8" as a prerequisite.

CANNY DEFENSE

Prerequisites: Character Level 8, Base Attack Bonus +6, Perform 3 ranks,

Tumble 5 ranks, Dodge feat, Mobility feat, and Weapon Finesse feat.

Ability Type: Extraordinary.

Class Levels: Duelist.

Description: When not wearing armor or using a shield, the character adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If the character is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

DEFENDER AC BONUS I

Prerequisites: Character Level 8, dwarf, lawful alignment, base attack bonus +7, Dodge feat, Endurance feat, Toughness feat.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives a +1 dodge bonus to Armor Class. Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DEFENSIVE STANCE I

Prerequisites: Character Level 8, dwarf, lawful alignment, base attack bonus +7, Dodge feat, Endurance feat, Toughness feat.

Ability Type: Natural.

Class Levels: None.

Description: When he adopts a defensive stance, the character gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +1 to his Strength modifier, +2 to his Constitution modifier, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the character's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score modifier drops back 2 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, the character cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the

character's (newly improved) Constitution modifier. The character may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the character is winded and takes a -1 penalty to the Strength modifier for the duration of that encounter. The character can only use his defensive stance once per day as determined. Using the defensive stance takes no time itself, but the character can only do so during his action.

ENHANCE ARROW I

Prerequisites: Character Level 8, elf or half-elf, +6 base attack bonus, Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow), ability to cast 1st-level arcane spells.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the character need not spend experience points or gold pieces to accomplish this task. However, the character's magic arrows only function for her.

HIDE IN PLAIN SHADOW

Prerequisites: Character Level 8, Move Silently 8 ranks, Hide 10 ranks, Combat Reflexes feat, Dodge feat, Mobility feat.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, the character can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

IMPROVED ALLY

Prerequisites: Character Level 8, Spell Focus (conjuration), ability to cast *lesser planar ally*.

Ability Type: Natural.

Class Levels: None.

Description: When the character casts a *planar ally* spell (including the lesser and greater versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the character's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

The character's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

The character can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

INSPIRE COURAGE II

Prerequisites: Character Level 8, Inspire Courage I.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increase by 1 and is now +2. See Inspire Courage I for details.

LOREMASTER SECRET

Prerequisites: Character Level 8, Knowledge (any two specialties) 10 ranks each, any three metamagic or item creation feats, Skill Focus (Knowledge [any specialty]), ability to cast seven different divination spells, one of which must be 3rd level or higher.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses one secret from the table below. Her loremaster class level plus Intelligence modifier determines the secrets from which she can choose. She can't choose the same secret twice.

Loremaster Secret can be taken multiple times. Each time it is taken, choose a different secret from among those allowed.

LOREMASTER SECRETS

Level+Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+2 bonus on Will saves
4	The lore of true stamina	+2 bonus on Fortitude saves
5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	Weapon trick	+1 bonus on attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any feat
9	Newfound arcana	1 bonus 1st-level spell
10	More newfound arcana	1 bonus 2nd-level spell

RAGE III

Prerequisites: Character Level 8, non-lawful alignment, Rage II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage three times per day. See Rage I for details.

SLOW FALL III

Prerequisites: Character Level 8, Slow Fall II.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 40 feet shorter than it actually is. This distance

replaces the distance gained from Slow Fall II.

SWIFT TRACKER

Prerequisites: Character Level 8, Track feat.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

UNARMED STRIKE III

Prerequisites: Character Level 8, Unarmed Strike II.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 1d8 damage with unarmed strikes, a medium character 1d10 damage, and a large character 2d8 damage.

WILD SHAPE: LARGE

Prerequisites: Character Level 8, Wild Shape III.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Large animal when using Wild Shape.

9TH-LEVEL SPECIAL ABILITIES

All 9th-Level Special Abilities have "Character Level 9" as a prerequisite.

BESTOW CURSE II

Prerequisites: Character Level 9, Aura of Alignment (Chaos), Bestow Curse I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *bestow curse* effect, twice per week (instead of once per week).

CAUSE DISEASE II

Prerequisites: Character Level 9, Aura of Alignment (Evil), Cause Disease I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the *contagion* spell), twice per week (instead of once per week).

DARKVISION

Prerequisites: Character Level 9, Hide in Plain Shadow.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can see in the dark as though she were permanently under the effect of a *darkvision* spell.

FLURRY OF BLOWS III

Prerequisites: Character Level 9, Flurry of Blows II.

Ability Type: Natural.

Class Levels: None.

Description: The character's Flurry of Blows attack penalty disappears (i.e., becomes +0 instead of -1).

IMBUE ARROW

Prerequisites: Character Level 9, Enhance Arrow I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the character to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

IMPROVED EVASION

Prerequisites: Character Level 9, Evasion.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless character does not gain the benefit of improved evasion.

IMPROVED REACTION I

Prerequisites: Character Level 9, Canny Defense.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on initiative checks. This bonus stacks with the benefit provided by the Improved Initiative feat.

INSPIRE GREATNESS

Prerequisites: Character Level 9, Suggestion, 12 or more ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three bard class levels the bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, the character must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the character sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells

that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

POISON RESISTANCE II

Prerequisites: Character Level 9, Poison Use, Poison Resistance I.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +2 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance I.

RANGED LEGERDEMAIN I

Prerequisites: Character Level 9, non-lawful alignment, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks, ability to cast *mage hand*, ability to cast one arcane spell of 3rd level or higher.

Ability Type: Natural.

Class Levels: None.

Description: The character can perform one of the following skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and the character cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

REMOVE CURSE II

Prerequisites: Character Level 9, Aura of Alignment (Law), Remove Curse I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove curse* effect, twice per week (instead of once per week).

REMOVE DISEASE II

Prerequisites: Character Level 9, Aura of Alignment (Good), Remove Disease I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove disease* effect, as the spell, twice per week (instead of only once per week).

SNEAK ATTACK V

Prerequisites: Character Level 9, Sneak Attack IV.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 5d6 extra damage (instead of 4d6).

SPEED BONUS III

Prerequisites: Character Level 9, Speed Bonus II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +30 ft. This replaces the enhancement bonus granted by Speed Bonus II. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TRAP SENSE III

Prerequisites: Character Level 9, Trap Sense II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense II.

VENOM IMMUNITY

Prerequisites: Character Level 9, Wild Shape: Large.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all poisons.

10TH-LEVEL SPECIAL ABILITIES

All 10th-Level Special Abilities have "Character Level 10" as a prerequisite.

DAMAGE REDUCTION II

Prerequisites: Character Level 10, Damage Reduction I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 1 point, for a new total of 2. Subtract 2 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

DEFENSIVE STANCE II

Prerequisites: Character Level 10, Defensive Stance I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance twice per day (instead of only once per day).

ENHANCE ARROW II

Prerequisites: Character Level 10, Enhance Arrow I.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +2 enhancement bonus (instead of +1).

EXTEND SUMMONING

Prerequisites: Character Level 10, Improved Ally, Augment Summoning feat.

Ability Type: Natural.

Class Levels: None.

Description: All spells from the summoning subschool that the character casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the

effect of the Extend Spell feat, which does change the spell's level.

ENHANCED MOBILITY

Prerequisites: Character Level 10, Improved Reaction.

Ability Type: Extraordinary.

Class Levels: None.

Description: When wearing no armor and not using a shield, the character gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

FAVORED ENEMY III

Prerequisites: Character Level 10, Favored Enemy II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

INTUITIVE DEFENSE III

Prerequisites: Character Level 10, Intuitive Defense II.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +2 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense II.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries

a shield, or when she carries a medium or heavy load.

KI STRIKE: LAWFUL

Prerequisites: Character Level 10, lawful alignment, Ki Strike: Magic.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons and lawful weapons for the purpose of dealing damage to creatures with damage reduction.

ROGUE SPECIAL ABILITY

Prerequisites: Character Level 10.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains a special ability of her choice from among the following options. Rogue Special Ability can be taken multiple times. Each time, choose a different special ability.

Crippling Strike (Ex)

A character with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also loses 1 point of Strength ability score modifier. Ability score modifier points lost to damage return on their own at the rate of 1 modifier point per two days for each damaged ability.

Defensive Roll (Ex)

The character can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the character can attempt to roll with the damage. To use this ability, the character must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to

execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the character's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex)

This ability works like evasion, except that while the character still takes no damage on a successful Reflex saving throw against attacks henceforth she takes only half damage on a failed save. A helpless character does not gain the benefit of improved evasion.

Opportunist (Ex)

Once per round, the character can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery

The character becomes so certain in the use of a certain broad skill that she can use it reliably even under adverse conditions.

Upon gaining this ability, she selects a broad skill from among those in this list: Athletics, Awareness, Interaction, Knowledge, Languages, Perform, Profession, Science, Technology, Thievery, Vehicles, or Wilderness. When making any skill checks with this broad skill, she may take 10 even if stress and distractions would normally prevent her from doing so. A character may gain this special ability multiple times, selecting additional broad skills for it to apply to each time.

Slippery Mind (Ex)

This ability represents the character's ability to wriggle free from magical effects that would otherwise control or compel her. If a character with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round

later at the same DC. She gets only this one extra chance to succeed on her saving throw.

SHADOW ILLUSION

Prerequisites: Character Level 10, Hide in Plain Shadow, Darkvision.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

SLOW FALL IV

Prerequisites: Character Level 10, Slow Fall III.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 50 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall III.

SMITE CHAOS III

Prerequisites: Character Level 10, Smite Chaos II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos three times per day (instead of twice per day).

SMITE EVIL III

Prerequisites: Character Level 10, Smite Evil II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil three times per day (instead of twice per day).

SMITE GOOD III

Prerequisites: Character Level 10, Smite Good II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good three times per day (instead of twice per day).

SMITE LAW III

Prerequisites: Character Level 10, Smite Law II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law three times per day (instead of twice per day).

SUMMON SHADOW

Prerequisites: Character Level 10, Hide in Plain Shadow, Darkvision.

Ability Type: Supernatural.

Class Levels: Shadowdancer.

Description: The character can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the character, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the character and can communicate intelligibly with the character. Every third shadowdancer class level gained by the character adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

If a shadow companion is destroyed, or the character chooses to dismiss it, the character must attempt a DC 15 Fortitude save. If the saving throw fails, the character loses 2 power points (PP). A successful saving throw reduces the loss by half, to 1 PP. The character's PP total can never go below zero as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

WILD SHAPE IV

Prerequisites: Character Level 10, Wild Shape III.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape four times per day.

11TH-LEVEL SPECIAL ABILITIES

All 11th-Level Special Abilities have "Character Level 11" as a prerequisite.

COMBAT STYLE MASTERY: ARCHERY

Prerequisites: Character Level 11, Improved Combat Style: Archery.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

COMBAT STYLE MASTERY: TWO-WEAPON

Prerequisites: Character Level 11, Improved Combat Style: Two-Weapon.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

CONTINGENT CONJURATION

Prerequisites: Character Level 11, Extend Summoning.

Ability Type: Natural.

Class Levels: None.

Description: The character can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the *contingency* spell, including having the character cast the summoning or

calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjurations can be dismissed normally. The character can have only one contingent conjuration active at a time.

DEFENDER AC BONUS II

Prerequisites: Character Level 11, Defender AC Bonus I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonus granted by Defender AC Bonus I (for a new total of +2). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DIAMOND BODY

Prerequisites: Character Level 11, Wholeness of Body.

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains immunity to poisons of all kinds.

FIENDISH SERVANT

Prerequisites: Character Level 11, evil alignment.

Ability Type: Spell-Like.

Class Levels: Blackguard.

Description: The character gains a fiendish servant. See the blackguard prestige class special ability in the System Reference Document for more details.

GRACE

Prerequisites: Character Level 11, Enhanced Mobility.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for the character only when she is wearing no armor and not using a shield.

GREATER FLURRY

Prerequisites: Character Level 11, Flurry of Blows III.

Ability Type: Natural.

Class Levels: None.

Description: In addition to the standard single extra attack the character gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

GREATER RAGE

Prerequisites: Character Level 11, non-lawful alignment, Rage III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's bonuses to the Strength and Constitution ability score modifiers during his rage each increase to +3, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

IMPROMPTU SNEAK ATTACK I

Prerequisites: Character Level 11, non-lawful alignment, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks, ability to cast *mage hand*, ability to cast one arcane spell of 3rd level or higher..

Ability Type: Natural.

Class Levels: None.

Description: The character can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to

critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack). The character can use this ability once per day.

PLANAR TERRAIN MASTERY

Prerequisites: Character Level 11, five Terrain Mastery advantages.

Ability Type: Natural.

Class Levels: None.

Description: Choose one terrain type found below under Planar Terrain Mastery Benefits. Planar terrain mastery gives the character a bonus on checks involving a skill useful in that planar terrain, or some other appropriate benefit. The character also knows how to fight dangerous creatures typically found in that planar terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The character only gains the bonus if the creature description specifically lists the terrain type.

Characters take their planar terrain mastery with them wherever they go. They retain their planar terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Planar Terrain Mastery can be taken multiple times. Each time, choose a different terrain type.

Planar Terrain Mastery Benefits

Fiery (Planar)

This kind of planar terrain mastery provides you with resistance to fire 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.

Weightless (Planar)

You gain a +30-foot bonus to your fly speed on planes with no gravity or subjective gravity. You gain a +1 insight on attack and damage rolls against creatures native to the Astral Plane, the Elemental Plane of Air, and the Ethereal Plane.

Cold (Planar)

This kind of planar terrain mastery provides you with resistance to cold 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.

Shifting (Planar)

You instinctively anticipate shifts in the reality of the plane that bring you closer to your destination, giving you the spell-like ability to use dimension door (as the spell cast at your character level) once every 1d4 rounds. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals native to a shifting plane.

Aligned (Planar)

You have the instinctive ability to mimic the dominant alignment of the plane. You incur none of the penalties for having an alignment at odds with that of the plane, and spells and abilities that harm those of the opposite alignment don't affect you. You have the dominant alignment of the plane with regard to magic, but your behavior and any alignment-related Class Features you have are unaffected.

Cavernous (Planar)

You gain tremorsense with a 30-foot range.

Other (Planar)

If other planes are in use additional Planar Terrains can be created by the DM.

POISON RESISTANCE III

Prerequisites: Character Level 11, Poison Use, Poison Resistance II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +3 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance II.

SEEKER ARROW

Prerequisites: Character Level 11, Enhance Arrow II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

SHADOW JUMP I

Prerequisites: Character Level 11, Shadow Illusion, Summon Shadow.

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The character can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each.

SNEAK ATTACK VI

Prerequisites: Character Level 11, Sneak Attack V.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 6d6 extra damage (instead of 5d6).

WILD SHAPE: TINY

Prerequisites: Character Level 11, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Tiny animal when using Wild Shape.

12TH-LEVEL SPECIAL ABILITIES

All 12th-Level Special Abilities have "Character Level 12" as a prerequisite.

ABUNDANT STEP

Prerequisites: Character Level 12, Diamond Body.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk class level (rounded down).

BESTOW CURSE III

Prerequisites: Character Level 12, Aura of Alignment (Chaos), Bestow Curse II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *bestow curse* effect, three times per week (instead of twice per week).

CAUSE DISEASE III

Prerequisites: Character Level 12, Aura of Alignment (Evil), Cause Disease II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the *contagion* spell), three times per week (instead of twice per week).

DEFENSIVE STANCE III

Prerequisites: Character Level 12, Defensive Stance II.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance three times per day (instead of twice per day).

ENHANCE ARROW III

Prerequisites: Character Level 12, Enhance Arrow II.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +3 enhancement bonus (instead of +2).

PLANAR COHORT

Prerequisites: Character Level 12, Contingent Conjunction.

Ability Type: Natural.

Class Levels: None.

Description: The character can use any of the *planar ally* spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the character continues to advance a cause important to the creature.

To call a planar cohort, the character must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp × the HD of the creature to convince it to serve as a planar cohort, and the Improved Ally advantage can't be used to reduce or eliminate this cost. The planar cohort can't have more Hit Dice than the character has, and must have an ECL no higher than the thaumaturgist's character level -2.

The character can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces the character's existing cohort, if he has one by virtue of the Leadership feat.

PRECISE STRIKE I

Prerequisites: Character Level 12, Grace.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to her normal damage roll.

When making a precise strike, the character cannot attack with a weapon in her other hand or use a shield. The character's precise strike only works against living creatures with discernible

anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike.

RAGE IV

Prerequisites: Character Level 12, non-lawful alignment, Rage III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage four times per day. See Rage I for details.

REMOVE CURSE III

Prerequisites: Character Level 12, Aura of Alignment (Law), Remove Curse II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove curse* effect, three times per week (instead of two times per week).

REMOVE DISEASE III

Prerequisites: Character Level 12, Aura of Alignment (Good), Remove Disease II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove disease* effect, as the spell, three times per week (instead of twice per week).

SLOW FALL V

Prerequisites: Character Level 12, Slow Fall IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 60 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall IV.

SONG OF FREEDOM

Prerequisites: Character Level 12, Inspire Greatness, 15 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: Bard.

Description: The character can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard class level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. The character can't use song of freedom on himself.

SPEED BONUS IV

Prerequisites: Character Level 12, Speed Bonus III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +40 ft. This replaces the enhancement bonus granted by Speed Bonus III. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TRAP SENSE IV

Prerequisites: Character Level 12, Trap Sense III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense III.

UNARMED STRIKE IV

Prerequisites: Character Level 12, Unarmed Strike III.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 1d10 damage with unarmed strikes, a medium character

2d6 damage, and a large character 3d6 damage.

WILD SHAPE: PLANT

Prerequisites: Character Level 12, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character is able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (The character can't use this ability to take the form of a plant that isn't a creature.)

13TH-LEVEL SPECIAL ABILITIES

All 13th-Level Special Abilities have "Character Level 13" as a prerequisite.

A THOUSAND FACES

Prerequisites: Character Level 13, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to change her appearance at will, as if using the *disguise self* spell, but only while in her normal form. This affects the character's body but not her possessions. It is not an illusory effect, but a minor physical alteration of the character's appearance, within the limits described for the spell.

ACROBATIC CHARGE

Prerequisites: Character Level 13, Precise Strike.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

DAMAGE REDUCTION III

Prerequisites: Character Level 13, Damage Reduction II or Defensive Stance III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains damage reduction 3/-. This damage reduction replaces the damage reduction gained from Damage Reduction I and Damage Reduction II. Subtract 3 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

CAMOUFLAGE

Prerequisites: Character Level 13.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

DIAMOND SOUL

Prerequisites: Character Level 13, Abundant Step.

Ability Type: Extraordinary.

Class Levels: Monk.

Description: The character gains spell resistance equal to her current monk class level + 10. In order to affect the character with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the character's spell resistance.

GREATER LORE

Prerequisites: Character Level 13, three Loremaster Secrets.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to understand magic items, as with the *identify* spell.

PHASE ARROW

Prerequisites: Character Level 13, Enhance Arrow III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

POISON RESISTANCE IV

Prerequisites: Character Level 13, Poison Use, Poison Resistance III.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +4 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance III.

RANGED LEGERDEMAIN II

Prerequisites: Character Level 13, non-lawful alignment, Ranged Legerdemain I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now make two ranged legerdemain skill checks each day. See details under Ranged Legerdemain I.

SHADOW JUMP II

Prerequisites: Character Level 13, Shadow Jump I.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet, two jumps of 20 feet each, four jumps of 10 feet each, etc.

SNEAK ATTACK VII

Prerequisites: Character Level 13, Sneak Attack VI.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 7d6 extra damage (instead of 6d6).

14TH-LEVEL SPECIAL ABILITIES

All 14th-Level Special Abilities have "Character Level 14" as a prerequisite.

DEFENDER AC BONUS III

Prerequisites: Character Level 14, Defender AC Bonus II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonuses granted by previous Defender AC Bonus special abilities (for a new total of +3). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DEFENSIVE STANCE IV

Prerequisites: Character Level 14, Defensive Stance III, Damage Reduction III.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance four times per day (instead of three times per day).

ELABORATE PARRY

Prerequisites: Character Level 14, Acrobatic Charge.

Ability Type: Extraordinary.

Class Levels: Duelist.

Description: If the character chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for each class level of duelist she has.

ENHANCE ARROW IV

Prerequisites: Character Level 14, Enhance Arrow III.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +4 enhancement bonus (instead of +3).

HIEROPHANT SPECIAL ABILITY

Prerequisites: Character Level 14, Knowledge (religion) 15 ranks, any metamagic feat, ability to cast 7th-level divine spells.

Ability Type: Varies.

Class Levels: None.

Description: The character gains a special ability of his choice from among the following. Hierophant Special Ability can be taken multiple times. Each time, choose a different special ability or a different version of a special ability that has multiple applications.

Blast Infidel (Su)

The character can use negative energy spells to their maximum effect on creatures with an alignment opposed to the character. Any spell with a description that involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

Divine Reach (Su)

A character with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the character must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing (Su)

The character can use healing spells to their maximum effect on creatures of the same alignment as the character

(including the character himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Gift of the Divine (Su)

Available only to characters with cleric class or spellcaster levels, this ability allows the character to transfer one or more uses of his turn undead ability to a willing creature. (Characters who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the character is reduced by the number transferred. The recipient turns undead as a cleric of the character's cleric class level but uses her own Charisma modifier.

Mastery of Energy (Su)

Available only to characters with cleric class or spellcaster levels, this ability allows the character to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the character's turning checks and turning damage rolls. This ability only affects undead, even if the character can turn other creatures, such as with a granted power of a domain.

Power of Nature (Su)

Available only to characters with druid class or spellcasting levels, this ability allows the character to temporarily transfer one or more of his druid special abilities (those appearing in the druid basic class description in the System Reference Document) to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the character cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The wild shape ability can be partially or completely transferred. The character chooses how many uses of wild shape per day to give to transfer

and retains the rest of the uses for himself. If the character can assume the form of Tiny or Huge animals, the recipient can as well.

As with the imbue with spell ability spell, the character remains responsible to his deity for any use to which the recipient puts the transferred abilities.

Spell Power

This special ability increases the character's effective caster level by 1 for purposes of determining level-dependent spell variables and for caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

Spell-Like Ability

A character who selects this special ability can use one of his divine spell slots (or an appropriate number of spell points) to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day. The character does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the character chooses to permanently attach a metamagic feat to the spell chosen). The character can use an available higher-level spell slot to use the spell-like ability more than twice per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.

HIGH ARCANA

Prerequisites: Character Level 14, Knowledge (arcana) 15 ranks, Spellcraft 15 ranks, Skill Focus (Spellcraft), Spell Focus in two schools of magic, ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the highest-level spell she can cast). Each special ability has a minimum required spell slot level, as specified in its description.

The character may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

High Arcana can be taken multiple times. Each time, choose a different special ability or a different version of a special ability that has multiple applications.

Arcane Fire (Su)

The character gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/class level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Arcane Reach (Su)

The character can use spells with a range of touch on a target up to 30 feet away. The character must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling

When the character counterspells a spell, it is turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning, then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements

The character can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping

The character can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power

This ability increases the character's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability

A character who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The character does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the character can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The character may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

INDOMITABLE WILL

Prerequisites: Character Level 14, non-lawful alignment, Greater Rage.

Ability Type: Extraordinary.

Class Levels: None.

Description: While in a rage, the character gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

INSPIRE COURAGE III

Prerequisites: Character Level 14, Song of Freedom.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increases by 1 and is now +3. See Inspire Courage I for details.

SLOW FALL VI

Prerequisites: Character Level 14, Slow Fall V.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 70 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall V.

WILD SHAPE V

Prerequisites: Character Level 14, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape five times per day.

15TH-LEVEL SPECIAL ABILITIES

All 15th-Level Special Abilities have "Character Level 15" as a prerequisite.

BESTOW CURSE IV

Prerequisites: Character Level 15, Aura of Alignment (Chaos), Bestow Curse III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *bestow curse* effect, four times per week (instead of three times per week).

CAUSE DISEASE IV

Prerequisites: Character Level 15, Aura of Alignment (Evil), Cause Disease III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the *contagion* spell), four times per week (instead of three times per week).

FAVORED ENEMY IV

Prerequisites: Character Level 15, Favored Enemy III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific

creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

HAIL OF ARROWS

Prerequisites: Character Level 15, Enhance Arrow IV.

Ability Type: Spell-Like.

Class Levels: Arcane Archer.

Description: In lieu of her regular attacks, once per day the character can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer class level. Each attack uses the character's primary attack bonus, and each enemy may only be targeted by a single arrow.

IMPROMPTU SNEAK ATTACK II

Prerequisites: Character Level 15, non-lawful alignment, Impromptu Sneak Attack I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use impromptu sneak attack twice per day.

IMPROVED REACTION II

Prerequisites: Character Level 15, Improved Reaction I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's bonus from Improved Reaction I increases to +4. This replaces the bonus gained from Improved Reaction I. This bonus stacks with the benefit provided by the Improved Initiative feat.

INSPIRE HEROICS

Prerequisites: Character Level 15, Inspire Courage III, 18 or more ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard

class levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, the character must sing and an ally must hear the character sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the character sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

INTUITIVE DEFENSE IV

Prerequisites: Character Level 15, Intuitive Defense III.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +3 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense III.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

MOBILE DEFENSE

Prerequisites: Character Level 15, Defensive Stance IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

POISON RESISTANCE V

Prerequisites: Character Level 15, Poison Use, Poison Resistance IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +5 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance IV.

QUIVERING PALM

Prerequisites: Character Level 15, Ki Strike: Lawful, Diamond Soul.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can set up vibrations within the body of another creature that can thereafter be fatal if the character so desires. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the character strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the character can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk class level. To make such an attempt, the character merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + ½ the character's monk class level + the character's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

REMOVE CURSE IV

Prerequisites: Character Level 15, Aura of Alignment (Law), Remove Curse III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove curse* effect, four times per week (instead of three times per week).

REMOVE DISEASE IV

Prerequisites: Character Level 15, Aura of Alignment (Good), Remove Disease III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove disease* effect, as the

spell, four times per week (instead of three times per week).

SHADOW JUMP III

Prerequisites: Character Level 15, Shadow Jump II.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 80 feet each day in this way; this may be a single jump of 80 feet, two jumps of 40 feet each, four jumps of 20 feet each, etc.

SMITE CHAOS IV

Prerequisites: Character Level 15, Smite Chaos III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos four times per day (instead of three times per day).

SMITE EVIL IV

Prerequisites: Character Level 15, Smite Evil III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil four times per day (instead of three times per day).

SMITE GOOD IV

Prerequisites: Character Level 15, Smite Good III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good four times per day (instead of three times per day).

SMITE LAW IV

Prerequisites: Character Level 15, Smite Law III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law four times per day (instead of three times per day).

SNEAK ATTACK VIII

Prerequisites: Character Level 15, Sneak Attack VII.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 8d6 extra damage (instead of 7d6).

SPEED BONUS V

Prerequisites: Character Level 15, Speed Bonus IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +50 ft. This replaces the enhancement bonus granted by Speed Bonus IV. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TIMELESS BODY: DRUIDIC

Prerequisites: Character Level 15, Wild Shape V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the character still dies of old age when her time is up.

TRAP SENSE V

Prerequisites: Character Level 15, Trap Sense IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +5 bonus on Reflex saves made to avoid traps and a +5 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense IV.

WILD SHAPE: HUGE

Prerequisites: Character Level 15, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Huge animal when using Wild Shape.

16TH-LEVEL SPECIAL ABILITIES

All 16th-Level Special Abilities have "Character Level 16" as a prerequisite.

DAMAGE REDUCTION IV

Prerequisites: Character Level 16, Damage Reduction III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 1 point, for a new total of 4. Subtract 4 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

DEFENSIVE STANCE V

Prerequisites: Character Level 16, Mobile Defense.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance five times per day (instead of four times per day).

DEFLECT ARROWS: DUELIST

Prerequisites: Character Level 16, Elaborate Parry.

Ability Type: Natural.

Class Levels: None.

Description: The character gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

ENHANCE ARROW V

Prerequisites: Character Level 16, Enhance Arrow IV.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +5 enhancement bonus (instead of +4).

KI STRIKE: ADAMANTITE

Prerequisites: Character Level 16, Ki Strike: Lawful.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons and lawful weapons for the purpose of dealing damage to creatures with damage reduction. Also, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

RAGE V

Prerequisites: Character Level 16, non-lawful alignment, Rage IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage five times per day. See Rage I for details.

SLOW FALL VII

Prerequisites: Character Level 16, Slow Fall VI.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 80 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall VI.

UNARMED STRIKE V

Prerequisites: Character Level 16, Unarmed Strike IV.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small

character now deals 2d6 damage with unarmed strikes, a medium character 2d8 damage, and a large character 3d8 damage.

WILD SHAPE: ELEMENTAL I

Prerequisites: Character Level 16, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the character gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

17TH-LEVEL SPECIAL ABILITIES

All 17th-Level Special Abilities have "Character Level 17" as a prerequisite.

ARROW OF DEATH

Prerequisites: Character Level 17, Enhance Arrow V.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can create an arrow of death that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an arrow of death, and the arrow only functions for the character that created it. The arrow of death lasts no longer than one year, and the character can only have one such arrow in existence at a time.

DAMAGE REDUCTION: DEFENDER

Prerequisites: Character Level 17, Defensive Stance V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 3 points, for a new total of 6. Subtract 6 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

DEFENDER AC BONUS IV

Prerequisites: Character Level 17, Defender AC Bonus III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonuses granted by previous Defender AC Bonus special abilities (for a new total of +4). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

PRECISE STRIKE II

Prerequisites: Character Level 17, Precise Strike I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage bonus from a precise strike increases to +2d6. This bonus replaces the bonus granted by Precise Strike I.

HIDE IN PLAIN SIGHT

Prerequisites: Character Level 17, Camouflage.

Ability Type: Extraordinary.

Class Levels: None.

Description: While in any sort of natural terrain, the character can use the Hide skill even while being observed.

RANGED LEGERDEMAIN III

Prerequisites: Character Level 17, non-lawful alignment, Ranged Legerdemain II.

Ability Type: Natural.

Class Levels: None.

Description: The character can now make three ranged legerdemain skill checks each day. See details under Ranged Legerdemain I.

SHADOW JUMP IV

Prerequisites: Character Level 17, Shadow Jump III.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 160 feet each day in this way; this may be a single jump of 160 feet, two jumps of 80 feet each, four jumps of 40 feet each, eight jumps of 20 feet each, etc.

SNEAK ATTACK IX

Prerequisites: Character Level 17, Sneak Attack VIII.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 9d6 extra damage (instead of 8d6).

TIMELESS BODY: ASCETIC

Prerequisites: Character Level 17, Diamond Soul.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the character still dies of old age when her time is up.

TIRELESS RAGE

Prerequisites: Character Level 17, non-lawful alignment, Indomitable Will.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer becomes fatigued at the end of his rage.

TONGUE OF THE SUN AND THE MOON

Prerequisites: Character Level 17, Diamond Soul.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can speak with any living creature.

TRUE LORE

Prerequisites: Character Level 17, five Loremaster Secrets.

Ability Type: Extraordinary.

Class Levels: None.

Description: Once per day the character can use her knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

18TH-LEVEL SPECIAL ABILITIES

All 18th-Level Special Abilities have "Character Level 18" as a prerequisite.

BESTOW CURSE V

Prerequisites: Character Level 18, Aura of Alignment (Chaos), Bestow Curse IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *bestow curse* effect, five times per week (instead of four times per week).

CAUSE DISEASE V

Prerequisites: Character Level 18, Aura of Alignment (Evil), Cause Disease IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the *contagion* spell), five times per week (instead of four times per week).

MASS SUGGESTION

Prerequisites: Character Level 18, Inspire Heroics, 18 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: None.

Description: This special ability functions like Suggestion, above, except that the character can make the suggestion simultaneously to any

number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

REMOVE CURSE V

Prerequisites: Character Level 18, Aura of Alignment (Law), Remove Curse IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove curse* effect, five times per week (instead of four times per week).

REMOVE DISEASE V

Prerequisites: Character Level 18, Aura of Alignment (Good), Remove Disease IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove disease* effect, as the spell, five times per week (instead of four times per week).

SLOW FALL VIII

Prerequisites: Character Level 18, Slow Fall VII.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 90 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall VII.

SPEED BONUS VI

Prerequisites: Character Level 18, Speed Bonus V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +60 ft. This replaces the enhancement bonus granted by Speed Bonus V. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TRAP SENSE VI

Prerequisites: Character Level 18, Trap Sense V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +6 bonus on Reflex saves made to avoid traps and a +6 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense V.

WILD SHAPE VI

Prerequisites: Character Level 18, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape six times per day.

WILD SHAPE: ELEMENTAL II

Prerequisites: Character Level 18, Wild Shape: Elemental I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use Wild Shape: Elemental twice per day.

19TH-LEVEL SPECIAL ABILITIES

All 19th-Level Special Abilities have "Character Level 19" as a prerequisite.

DAMAGE REDUCTION V

Prerequisites: Character Level 19, Damage Reduction IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 1 point, for a new total of 5. Subtract 5 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

EMPTY BODY

Prerequisites: Character Level 19, Timeless Body: Ascetic.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character gains the ability to assume an ethereal state for 1 round per monk class level per day, as though using the spell *etherealness*. She may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed her monk class level.

SNEAK ATTACK X

Prerequisites: Character Level 19, Sneak Attack IX.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 10d6 extra damage (instead of 9d6).

20TH-LEVEL SPECIAL ABILITIES

All 20th-Level Special Abilities have "Character Level 20" as a prerequisite.

FAVORED ENEMY V

Prerequisites: Character Level 20, Favored Enemy IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

INSPIRE COURAGE IV

Prerequisites: Character Level 20, Mass Suggestion.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increases by 1 and is now +4. See Inspire Courage I for details.

INTUITIVE DEFENSE V

Prerequisites: Character Level 20, Intuitive Defense IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +4 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense IV.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

MIGHTY RAGE

Prerequisites: Character Level 20, non-lawful alignment, Tireless Rage.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's bonuses to the Strength and Constitution ability score modifiers during his rage each increase to +4, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

PERFECT SELF

Prerequisites: Character Level 20, Empty Body.

Ability Type: Natural.

Class Levels: None.

Description: The character becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid (or whatever the character's creature type was) for the purpose of spells and magical effects. Additionally, the character gains damage reduction

10/magic, which allows her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the character can still be brought back from the dead as if she were a member of her previous creature type.

RAGE VI

Prerequisites: Character Level 20, non-lawful alignment, Rage V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage six times per day. See Rage I for details.

SMITE CHAOS V

Prerequisites: Character Level 20, Smite Chaos IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos five times per day (instead of four times per day).

SMITE EVIL V

Prerequisites: Character Level 20, Smite Evil IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil five times per day (instead of four times per day).

SMITE GOOD V

Prerequisites: Character Level 20, Smite Good IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good five times per day (instead of four times per day).

SMITE LAW V

Prerequisites: Character Level 20, Smite Law IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law five times per day (instead of four times per day).

SLOW FALL IX

Prerequisites: Character Level 20, Slow Fall VIII.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent and fall any distance without harm.

UNARMED STRIKE VI

Prerequisites: Character Level 20, Unarmed Strike V.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 2d8 damage with unarmed strikes, a medium character 2d10 damage, and a large character 4d8 damage.

WILD SHAPE: ELEMENTAL III

Prerequisites: Character Level 20, Wild Shape: Elemental II.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use Wild Shape: Elemental three times per day.

WILD SHAPE: ELEMENTAL (HUGE)

Prerequisites: Character Level 20, Wild Shape: Elemental I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Huge elemental when using Wild Shape: Elemental.

ADDING NEW SPECIAL ABILITIES

Adding new special abilities is quite simple. First determine the minimum character level a character can get the special ability under the standard rules. This will become the level of the special ability. Then, determine what prerequisites are required. Usually, prerequisites are based on how related special abilities are gained as a character progresses. Lower-level special abilities having the same name or effect as higher-level special abilities should be made prerequisites of the higher-level abilities. Special abilities that seem to be more powerful than other special abilities in your campaign should have more prerequisites.

Ensure that any requirements for entry into a prestige class are made prerequisites. Determining the level of special abilities that appear in prestige class descriptions can be tricky. Just find the minimum character level that a character could enter the prestige class and use that as a basis for determination.

After that, determine whether the special ability is an extraordinary, spell-like, or supernatural ability. If it is not one of these, make it "natural." If class levels are used to determine the effectiveness of the special ability, include the appropriate classes in the special ability description.

Finally, write up the description of the class advantage. Normally, the description will already be written in whatever game book you're pulling it from.