

CUSTOM CHARACTERS

A GUIDE TO FREE-FORM CHARACTER CREATION AND ADVANCEMENT



by Erick Lee Edwards

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ICOSAHEDRON

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The cover photo shows an ancient Roman twenty-sided die which I sincerely hope was used for roleplaying purposes.

TABLE OF CONTENTS

<i>Table of Contents</i>	<i>i</i>
<i>Tables</i>	<i>iii</i>
<i>Introduction</i>	<i>1</i>
<i>Character Generation</i>	<i>2</i>
Generating Ability Scores	2
Selecting a Race	2
Selecting an Alignment	2
Determining Vital Statistics	2
Selecting Traits	2
Character Creation Worksheet	4
<i>Character Advancement</i>	<i>5</i>
Basic Traits	6
Spellcasting Traits	8
Advancing Traits	8
Optional Basic Traits	8
Optional Partial-Level Spellcasting Traits	9
Optional Bonus Feats	9
Optional Level Determination	9
Negative-Level Characters	9
High-Level Characters	10
<i>Character Creation and Advancement Example</i>	<i>11</i>
<i>Special Abilities</i>	<i>12</i>
1st-Level Special Abilities	12
2nd-Level Special Abilities	17
3rd-Level Special Abilities	19
4th-Level Special Abilities	20
5th-Level Special Abilities	20
6th-Level Special Abilities	22
7th-Level Special Abilities	25
8th-Level Special Abilities	25
9th-Level Special Abilities	27
10th-Level Special Abilities	29
11th-Level Special Abilities	32
12th-Level Special Abilities	34
13th-Level Special Abilities	37
14th-Level Special Abilities	38
15th-Level Special Abilities	41
16th-Level Special Abilities	44
17th-Level Special Abilities	45
18th-Level Special Abilities	47
19th-Level Special Abilities	48
20th-Level Special Abilities	48
Adding New Special Abilities	50
<i>Changes to Core Rules</i>	<i>51</i>

Feats	51
Spell Lists & Domains	51
Spells	51
Psionic Rules	53
<i>Basic Character Class Builds</i>	54
Level-By-Level Builds for Basic Character Classes	55
<i>Constructing Character Classes</i>	72
Combatant	73
Expert	74
Spellcaster	75
Specialist	77
Gish	78
Zerth	81
Polymath	84
Multiclass Generic Characters	87
Class Concepts for Generic Classes	88
<i>Alternate Advancement Systems</i>	90
Simplified XP Awards	90
“Blue-Booking” Advancement	91
<i>Charts for Spell Points Variant</i>	92
<i>Index of Special Abilities</i>	98

TABLES

Table 1: Starting Character Traits	3
Table 2: Character Level Determination	5
Table 3: Basic Traits	6
Table 4: Prestige Class Level Determination	7
Table 5: Spellcasting Traits	8
Table 6: Optional Basic Traits	8
Table 7: Optional Spellcasting Traits	9
Table 8: Pre-Character Level Determination	10
Table 9: Loremaster Secrets	27
Table 10: Experience Point Costs for Basic Character Class Builds	54
Table 11: XP Awards	90
Table 12: Converting CR	91
Table 13: Career Experience Points	91
Table 14: Expanded Spellcaster Level Chart	92
Table 15: Expanded Bonus Spell Points (Spellcasters)	95
Table 16: Expanded Bonus Spell Points (Bard)	96
Table 17: Expanded Bonus Power Points (Psion)	97

INTRODUCTION

Simply put, Custom Characters is a set of variant rules applied to the System Reference Document for use in a modified OGL fantasy campaign featuring a purchase advancement system.

The purchase advancement system eliminates the concept of character class almost entirely by allowing players to purchase exactly what bonuses, abilities, and traits they desire for their characters. Under the normal rule system, new character capabilities are granted wholesale at every rise in character level. Under this ruleset, characters are advanced incrementally and the concept of character level exists only to determine how many experience points to award for encounters. Furthermore, there is no character level to limit the abilities of the character. The character's abilities determine his character level. This is a reversal from the normal rules where character level determines the maximum potency of a character's abilities. Thus, this version of the game does away with not only character classes, but character levels as well.

Although the concept of using experience points as currency to buy character traits is nothing new in gaming circles, trait costs are handled a bit differently in this rulebook as compared to past efforts. Previous treatments base the experience point cost of a trait on the trait level itself. For example, the cost to raise your

character's base attack bonus from +0 to +1 may cost 100 XP while the cost to raise it from +19 to +20 may cost 2,000 XP. A simple thought experiment illustrates why this approach is not in keeping with advancement principles present in the System Reference Document. Imagine that your 1st level rogue has earned 1,000 XP. This means that he is eligible to select a new class level and thus become a 2nd level character. In our example, you choose one level of fighter. This makes your character a 2nd level character with one level in rogue and one level in fighter. How much did your fighter level cost? Your first fighter level cost 1,000 XP, naturally. Now imagine a second character, a 19th level rogue. Your character earns an additional 19,000 XP to bring his accumulated experience point total to 190,000 XP. You decide to take your first level in fighter, making your character a 20th level character overall, with 19 levels in rogue and one level in fighter. How much did your first fighter level cost in this case? Your first fighter level, with its +1 to base attack bonus, d10 hit die, bonus feat, armor proficiencies, and other traits cost you 19,000 XP. Clearly, then, trait costs should be based on your character's overall level, not on the level of the traits themselves.

It is my intention that this ruleset be different enough to constitute an entirely new form of d20 fantasy roleplaying, while retaining enough of the character of the original SRD

source material to permit the vast corpus of gaming resources for this game to continue to be useful to your gaming group. Indeed, the normal class system is subsumed by this system and many of the variants adopted are those found in supplements for the "orthodox" version of the game. All innovations that are new to this ruleset can be cheerfully used or disregarded by the GM who, as always, exercises total control over the campaign. The system presented here can be used in its entirety as the default system for character generation and advancement. I have taken great care to provide a balanced character advancement system which is firmly rooted in the game design principles evident in the System Reference Document. Although the math behind the purchase advancement system is not described in this document, rest assured that many hours were spent poring over numerous spreadsheets to prove that the numbers do indeed work out. The section in this document entitled "Basic Character Class Builds" is the product of extensive research and calculations.

If you've wanted to explore the concept of characters with "no class" then turn the page and get started on your first character. Just about any kind of character can be created now, using familiar d20-based fantasy game rules!

CHARACTER GENERATION

This section is meant to supplement the character creation section of your favorite game handbook. Follow the normal rules for creating a character, and implement the changes found in this chapter.

GENERATING ABILITY SCORES

Due to the relative ease at which ability scores can be raised during a character's career, there is little reason to worry about non-exceptional ability scores at start. Any method chosen by the GM is suitable, but those using some sort "point-buy" or "point-allocation" system are the best since it puts all starting characters on equal footing as far as ability score values are concerned. Therefore, it suggested that the GM use some manner of point buy system to determine starting ability scores.

SELECTING A RACE

Any race allowed during initial character generation by the GM is suitable.

SELECTING AN ALIGNMENT

Any alignment allowed during initial character generation by the GM is suitable.

DETERMINING VITAL STATISTICS

All of a character's vital statistics are determined normally, as found in the System Reference Document.

SELECTING TRAITS

Since there are no classes in this ruleset, a new method of selecting class abilities and other game statistics is employed. A trait is defined as a game statistic that can be purchased with experience points. The base attack bonus, all saves, skill ranks, feats, special abilities, and spellcasting abilities are examples of traits. A starting character has 2,000 XP available to spend on traits before he begins his adventuring career. Consult **Table 1: Starting Character Traits** to find the list of traits that can be purchased and the cost to purchase those traits. All starting characters receive one hit point (at no cost) by virtue of being alive.

BASE ATTACK BONUS

A starting character can select a +0 base attack bonus at no cost or a +1 base attack bonus at the cost of 300 XP.

BASE SAVE BONUSSES

Each of the three saves (Fortitude, Reflexes, and Will) must be purchased individually. A save of +0 costs nothing, +1 costs 100 XP, and +2 costs 200 XP. Base save bonuses do not include bonuses due to high ability scores, magical items and the like.

BASE HIT POINTS

The maximum number of base hit points a starting character can have is 12. Base hit points do not include hit points due to the character's Constitution modifier (if any). Base hit points cost 25 XP per hit point. The character's positive Constitution modifier (if any) is applied after all base hit points are

purchased. All starting characters receive one hit point, without cost.

SKILL RANKS

Skill ranks are purchased at the cost of 25 XP per rank. Each skill can have a maximum of 4 skill ranks. There are no class or cross-class skills in this ruleset (since there are no classes). The character also receives skill ranks equal to four times his positive Intelligence modifier (if he has one) at no cost. Humans receive an additional 4 skill ranks for free at start.

FEATS

Any number of armor and weapon proficiency feats can be bought during character generation at the cost of 100 XP per feat. Only one base feat can be purchased at 100 XP. Any other feats gained due to character race or special abilities do not count towards the total number of bonus feats.

Under this system, a character purchasing the Martial Weapon Proficiency feat gains proficiency in all martial weapons (not just one, as stated in the feat description).

SPELLCASTING

Spellcasting or manifesting can be purchased for various costs as shown in **Table 5: Spellcasting Traits**. When a character purchases a level in spellcasting or manifesting, the character does not gain any special abilities, bonus feats, or other abilities associated with the character classes found in the System Reference Document. The character does gain one caster (or manifester) level, the ability to cast spells (manifest powers) at the new level, and an appropriate number of spells per day (power points) for the spellcasting

(manifesting) class. If the character is a spontaneous caster, he gains an appropriate number of spells known. If the character purchases cleric spellcasting, he should choose two domains and gains an aura appropriate to his alignment. The character can opt to be a specialist wizard if wizard spellcasting is purchased. Characters can purchase the ability to cast spells in more than one class at start, but caster level cannot be increased above 1st.

SPECIAL ABILITIES

A barbarian's rage, a cleric's turn undead ability, and a rogue's sneak attack are all examples of special abilities. Each class special costs 100 XP during character generation. A character can only purchase special abilities available to 1st-level characters but can purchase as

many as they can afford. The complete list of special abilities starts on page 12.

CLASS LEVELS

Some special abilities (such as the monk's *wholeness of body* class special) increase in potency as a character attains higher levels in a certain class. Since there are no classes in this ruleset, the ability to purchase "class levels" is used to determine the level at which these special abilities operate. Characters that have purchased spellcasting levels can count those levels as class levels in the appropriate spellcasting class (such as bard and druid) and do not need to purchase class levels. Starting characters can purchase one class level in as many classes they want (but one class level only in each).

ABILITY SCORES

Ability scores can also be purchased with experience points at start, over and above those gained through ability score generation up to racial maximums. The cost is 150 XP per point. The ability scores that your character starts the game with are known as their "Starting Values."

STARTING EQUIPMENT AND WEALTH

All characters start with 6d4 X 100 gold pieces worth of equipment and cash. Since there are no classes, all characters start with the same amount. Any equipment allowed by the GM can be purchased.

TABLE 1: STARTING CHARACTER TRAITS

Trait	Cost (XP)	Maximum Value
Base Attack Bonus	300 for +1	+1
Base Save Bonus	100 per +1	+2
Base Hit Points	25 per HP	12 HP
Skill Rank	25 per Rank	4 Ranks per Skill
Base Feat	100	One Base Feat
Armor and Weapon Proficiency Feats	100 per Feat	--
Bard Spellcasting	150	First Level
Cleric Spellcasting	300	First Level
Druid Spellcasting	200	First Level
Psion Manifesting	500	First Level
Sorcerer Spellcasting	500	First Level
Wizard Spellcasting	500	First Level
Special Ability	100 per Ability	First Level
Class Level	25 per Class	First Level
Ability Score	150 per +1	Racial Max

CHARACTER CREATION WORKSHEET

Original Ability Scores	Cost per Increase	Number of Increases	Total Cost	Purchase Limit	Starting Value
Strength	150 XP			Up to Racial Maximum	
Dexterity	150 XP			Up to Racial Maximum	
Constitution	150 XP			Up to Racial Maximum	
Intelligence	150 XP			Up to Racial Maximum	
Wisdom	150 XP			Up to Racial Maximum	
Charisma	150 XP			Up to Racial Maximum	

Combat Traits	Cost	Number	Total Cost	Purchase Limit
Base Attack Bonus	300 XP			+1
Base Fortitude Bonus	100 XP			+2
Base Reflex Bonus	100 XP			+2
Base Will Bonus	100 XP			+2
Base Hit Points (1 HP for free)	25 XP			11

Skills	Cost per Rank	Ranks	Total Cost	Purchase Limit
1.	25 XP			4 skill ranks
2.	25 XP			4 skill ranks
3.	25 XP			4 skill ranks
4.	25 XP			4 skill ranks
5.	25 XP			4 skill ranks
6.	25 XP			4 skill ranks
7.	25 XP			4 skill ranks
8.	25 XP			4 skill ranks
9.	25 XP			4 skill ranks
10.	25 XP			4 skill ranks

Feats	Cost	Take?	Total Cost	Prerequisite
Light Armor Proficiency	100 XP	Yes / No		None
Medium Armor Proficiency	100 XP	Yes / No		Light Armor
Heavy Armor Proficiency	100 XP	Yes / No		Medium Armor
Shield Proficiency	100 XP	Yes / No		None
Tower Shield Proficiency	100 XP	Yes / No		Shield
Simple Weapon Proficiency	100 XP	Yes / No		None
Martial Weapon Proficiency*	100 XP	Yes / No		Simple Weapon
Base Feat	100 XP	Yes / No		Varies

Special Abilities	Cost	Class?	Total Cost	Purchase Limit
1.	100 XP			First Level Abilities only
2.	100 XP			First Level Abilities only
3.	100 XP			First Level Abilities only
4.	100 XP			First Level Abilities only
5.	100 XP			First Level Abilities only
6.	100 XP			First Level Abilities only
7.	100 XP			First Level Abilities only

Spellcasting / Class Levels	Cost	Class	Total Cost	Purchase Limit
Spellcasting #1	XP			First Level
Spellcasting #2	XP			First Level
Spellcasting #3	XP			First Level
Class Level #1	25 XP			First Level
Class Level #2	25 XP			First Level
Class Level #3	25 XP			First Level

* The character receives proficiency in all Martial weapons.

2,000XP

CHARACTER ADVANCEMENT

Under this ruleset, characters are advanced through the expenditure of experience points. Character traits are purchased one at a time, allowing for more incremental advancement. Because there are no strictly defined character levels under this system, a new method must be employed to determine character level (for the purposes of encounter experience, spell effects, hit dice determination, and other game factors). Simply put, character level is determined by the

highest single trait a character has. **Table 2: Character Level Determination** shows all traits that can be used to determine character level. For example, a character having a +3 base attack bonus with his highest save at +3, highest skill rank at 9, 59 base hit points, with all ability scores at starting values, and no special abilities, class levels, or spellcasting above Level 3 would be a 6th level character (due to having a skill at rank 9). Likewise a character

having a +0 base attack bonus, all saves at +0, one skill at rank 9, 4 base hit points, all ability scores at starting values, and no special abilities, class levels, or spellcasting above Level 1 would be a 6th level character as well. Under this system, the player controls character level by advancement choices made during play. Unbalanced advancement can result in characters being underpowered for their particular character level.

TABLE 2: CHARACTER LEVEL DETERMINATION

Character Level	Base Attack Bonus	Base Save Bonus	Skill Rank	Base Hit Points	Ability Scores	Base Feats	Special Abilities, Class Levels, and Spellcasting
1	+1	+2	4	12	Starting Value	1st	Level 1
2	+2	+3	5	24			Level 2
3	+3		6	36		2nd	Level 3
4	+4	+4	7	48	Starting Value +1		Level 4
5	+5		8	60			Level 5
6	+6	+5	9	72		3rd	Level 6
7	+7		10	84			Level 7
8	+8	+6	11	96	Starting Value +2		Level 8
9	+9		12	108		4th	Level 9
10	+10	+7	13	120			Level 10
11	+11		14	132			Level 11
12	+12	+8	15	144	Starting Value +3	5th	Level 12
13	+13		16	156			Level 13
14	+14	+9	17	168			Level 14
15	+15		18	180		6th	Level 15
16	+16	+10	19	192	Starting Value +4		Level 16
17	+17		20	204			Level 17
18	+18	+11	21	216		7th	Level 18
19	+19		22	228			Level 19
20	+20	+12	23	240	Starting Value +5		Level 20

TABLE 3: BASIC TRAITS

Trait	XP Cost	Per
Base Attack Bonus	300 x CL	+1
Base Save Bonuses	100 x CL	+1
Base Hit Points	25 x CL	Hit Point
Skills	25 x CL	Skill Rank
Feats	100 x CL	Feat
Special Abilities	100 x CL	Special Ability
Class Levels	25 x CL	Class Level
Ability Scores	150 x CL	+1 to Score

BASIC TRAITS

As characters earn experience points, these points can be used to purchase new traits or raise the level at which previously purchased traits operate. Spending XP in this manner is exactly like spending XP to cast spells with XP components or spending XP to make magic items. Once XP have been spent on a trait, these XP are no longer available for the purposes of casting spells, making magical items, or for any other game situation requiring the conscious expenditure of XP. Experience points previously spent on the acquisition of traits can still be taken away as a result of calamity, such as when a sorcerer's familiar dies. In this case, the DM may allow the player to choose which traits are reduced in effectiveness due to XP loss.

Table 3: Basic Traits gives all of the basic traits that can be bought with experience points. Each XP cost is multiplied by the character's current character level (denoted by 'x CL'). Note that any character level increase that comes as a result of raising a trait is immediately applied to all subsequent costs. For example, a character at the beginning of his career (1st level) earns 300 XP over the course of several encounters. At the end of the play session, the player decides to spend those 300 XP to raise his character's base attack bonus from +1 to +2. Consulting **Table 2: Character Level Determination**, the player notes that his character is

now a 2nd level character. All XP costs on **Table 3: Basic Traits** will now be multiplied by 2 (until the character reaches 3rd character level). It is important to note that the character level (not the trait level) is used to calculate the XP cost. For example, a 6th level character wishes to raise his previously-neglected base attack bonus. Currently, he has a base attack bonus of +1. Raising it from +1 to +2 will cost 300 XP times 6 (his character level), or 1,800 XP. Raising it from +2 to +3 will also cost 1,800 XP since his character level is still 6th, even after raising his base attack bonus from +1 to +2.

Explanations of all basic traits are given in the following sections.

BASE ATTACK BONUS

This is the normal base attack bonus as used in the System Reference Document. Characters receive multiple attacks as appropriate. Each +1 added to the base attack bonus costs 300 XP times the character's level.

BASE SAVE BONUS

This is the normal base save bonus as used in the System Reference Document. Each of the three saving throws (Fortitude, Reflexes, and Will) has its own base save bonus and all three must be purchased separately. Each +1 added to a base save bonus costs 100 XP x CL.

BASE HIT POINTS

Base hit points represent the hit points that normally come from hit dice and do not include hit points from any other source (such as hit points derived from the character's Constitution modifier). One base hit point costs 25 XP x CL. The character's positive Constitution modifier (if any) multiplied by Character Level is added to the base hit point total. Characters having a negative Constitution modifier do not have their hit points reduced. Characters start with one free hit point.

SKILL RANKS

These are the normal skill ranks described in the SRD. Skill ranks are purchased at the cost of 25 XP x CL. There are no class or cross-class skills in this ruleset (since there are no classes).

When a character attains a new character level, the character receives bonus skill ranks equal to that character's positive Intelligence modifier (if any) at no cost. Skill ranks gained from this positive Intelligence modifier can never be used to purchase skill ranks above the character's Character Level plus three. In other words, these bonus skill ranks cannot be used to further raise the character's Character Level.

Characters having a negative Intelligence modifier do not receive a reduction in the number of skill

ranks. Characters having a negative Intelligence modifier do not have the number of skill ranks they may purchase reduced.

Human characters receive one free skill rank upon attaining each new Character Level. As with skill ranks gained from a positive Intelligence modifier, this skill rank cannot be used to raise a skill above Character Level plus three ranks.

FEATS

The term “base feats” is used to refer to feats that are not acquired as racial bonus feats (such as the feat gained by all human characters) or as special abilities (such as those gained by fighters and wizards). Base feats also do not include armor and weapon proficiency feats. The number of base feats acquired by a character is a level-determining trait (c.f., **Table 2: Character Level Determination**). All feats, regardless of classification, have a purchase price of 100 XP x CL. Racial bonus feats are free, however.

SPECIAL ABILITIES

All traits listed in the “Special” column of each character class description in the SRD are called special abilities in this ruleset. Special abilities are treated much like feats, having prerequisites and the same purchase price of 100 XP times the character’s level. See the Special Abilities section for more extensive details.

CLASS LEVELS

Characters can buy class levels in certain classes to meet the prerequisites of special abilities (or feats) and to determine the level at which some specials operate. When a class level is bought, the class must be specified, such as class level (fighter) or class level (monk). Each class level is bought in

sequence (the previous class level always being a prerequisite for the next class level). Characters that have purchased spellcasting levels can count those levels as class levels in the appropriate spellcasting class (such as bard and druid) and do not need to purchase class levels. Class levels in spellcasting classes can be bought separately, however (in case a character wants class levels but not necessarily spellcasting ability). Characters must also abide by the alignment restrictions of a class when gaining class levels. A character must be lawful to purchase monk class levels, have a neutral alignment component to purchase druid class levels, be lawful good to purchase paladin class levels, etc. Gaining class levels in a class with an alignment aura (such as cleric and paladin) grants an aura of corresponding strength to the character.

A quick illustration may be helpful. Let’s say that a player wishes for his character to gain the Weapon Specialization (longsword) feat. He is already proficient in the longsword and has already bought the Weapon Focus feat for longsword. However, the feat lists “fighter level 4th” as a prerequisite. The character would need to have four levels in class level (fighter) before being able to take Weapon Specialization (longsword).

Class levels cost 25 XP times the character’s level. Remember that XP costs are based on the Character Level and not the level at which the trait is bought. Thus, a 6th level character will pay 150 XP (6 x 25 XP) for each class level as long as he remains a 6th level character

Class levels can also be purchased for prestige classes, but only after all prerequisites are met for entry into the prestige class. Level determination for prestige classes works differently than for basic classes. Prestige class entry prerequisites almost always guarantee that characters must be of a certain character level (since no

character begins play with one level in a prestige class). Therefore, for the purposes of level determination, class levels in prestige classes are higher than class levels in the basic classes.

Table 4: Prestige Class Level Determination

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

Table 4: Prestige Class Level Determination shows the equivalent basic class level that a certain prestige class level is for the purposes of level determination (see **Table 2**). For example, the level modifier for the arcane archer prestige class is +7. This means that taking the 1st class level in arcane archer counts as taking the 8th class level in a basic class for the purpose of level determination. Taking the 2nd class level in arcane archer is the equivalent to taking the 9th class level in a basic class, and so on. This level modifier only affects the class level as it relates to level determination. The level modifier has no effect on the potency of special abilities. Having one class level in arcane archer counts as one class level for all of the special abilities that increase in potency as the character’s arcane archer class level increases.

Note that the eldritch knight and mystic theurge prestige classes are not included in this table. This is due to the fact that these prestige classes can already be simulated using the normal character

advancement rules in this ruleset (and these prestige classes offer no new special abilities).

The level modifier is determined by finding the minimum number of character levels a character would have to have before being eligible to take the first level in the prestige class. Thus, the level modifiers for prestige classes not found on **Table 4** can be found easily by the GM.

Keep in mind that class levels cost the same amount of XP as skill ranks. The GM may wish to simply refer to class levels as skill ranks in an appropriate Profession (type) skill. In this case, the class level is equal to the number of skill ranks possessed minus three (minimum of one). The Wisdom modifier does not affect this number (since skill ranks only are counted, not the total skill modifier). Because you must purchase five skill ranks to reach 2nd class level, this option makes purchasing class levels a bit more costly up front. Otherwise, this Profession skill functions as normal (i.e., granting income). So, a character with 10 ranks in Profession (fighter) is considered to have seven class levels in fighter. If his Wisdom bonus is +2, then the player may make a skill check each week, with a +12 modifier, to determine the character's income (half of the check result in gold pieces).

ABILITY SCORES

There are six ability scores and each must be advanced individually. Advancing an ability score above its starting value can make that ability score a level determining trait (c.f., **Table 2: Character Level Determination**). The price to advance an ability score by one point is 150 XP x CL.

SPELLCASTING TRAITS

The costs for purchasing spellcasting ability are shown in

Table 5: Spellcasting Traits.

Buying a level of spellcasting is very much like prestige class special abilities that read "+1 level of existing spellcasting class." For each level of spellcasting bought, the character gains one caster level (and the class level inherent in this), the ability to cast spells up to the highest level granted by that class (such as 3rd level spells for 5th level wizards), and the new array of spells per day for that class/level combination.

If the character is a spontaneous caster, he gains an appropriate number of spells known. If the character purchases cleric spellcasting, he continues to gain access to domain spells and the aura appropriate to his alignment strengthens. The character can opt to be a specialist wizard if wizard spellcasting is purchased.

The character does not gain any bonus feats, special abilities, or any other benefit a character of that class would have gained (but of course, these can be bought separately).

TABLE 5: SPELLCASTING TRAITS

Spellcasting Trait	XP Cost	Per
Bard	150 x CL	Level
Cleric	300 x CL	Level
Druid	200 x CL	Level
Psion	500 x CL	Level
Sorcerer	500 x CL	Level
Wizard	500 x CL	Level

ADVANCING TRAITS

With these two tables, advancing along a path similar to any of the basic character classes is possible. More importantly, players are now able to conceive of characters not bound to the archetypal, traditional fantasy roles. Characters can become *polymaths*, remaining at a certain character level while purchasing a broad array of traits encompassing several different class

roles. Or they can become *paragons*, focusing on one particular trait while neglecting all others. If balance is desired, a character can advance as a *hero*, following a traditional class-based path.

OPTIONAL BASIC TRAITS

More well-defined characters can be created at the cost of added complexity. **Table 6: Optional Basic Traits** gives several optional basic traits that can be used break down the base attack bonus into less costly components as well as the costs for buying whole class levels outright as packaged-deals (or "bundles").

TABLE 6: OPTIONAL BASIC TRAITS

Trait	XP Cost	Per
Base Attack Bonus		
(Melee)	150 x CL	+1
(Ranged)	150 x CL	+1
(One Group)	75 x CL	+1
(One Weapon)	25 x CL	+1
Weapon Group	25 x CL	Feat
Whole Class Level	1000 x CL	Level
Level Adjustment	1000 x CL	Level

For the purposes of **Table 2: Character Level Determination**, use the character's highest base attack bonus when determining character level if these optional base attack bonus traits are used, whether it be with a single weapon or an entire class of weapons. Weapon group feats are found in the System Reference Document and can be bought at a reduced cost since each of these feats grants proficiency with a smaller group of weapons than normal feats. A class level package is a normal class level as found in the System Reference Document. Level adjustments can be bought off directly if this optional basic trait is used.

OPTIONAL PARTIAL-LEVEL SPELLCASTING TRAITS

If the Spell Points variant in the System Reference Document is used, spellcasting ability can be made more incremental. Half- and quarter-level purchases are offered at reduced XP costs in **Table 7**.

TABLE 7: OPTIONAL SPELLCASTING TRAITS

Trait	XP Cost	Per
Bard*	75 x CL	Half-Level
	25/50 x CL	Quarter-Level
Cleric	150 x CL	Half-Level
	75 x CL	Quarter-Level
Druid	100 x CL	Half-Level
	50 x CL	Quarter-Level
Psion	250 x CL	Half-Level
	125 x CL	Quarter-Level
Sorcerer	250 x CL	Half-Level
	125 x CL	Quarter-Level
Wizard	250 x CL	Half-Level
	125 x CL	Quarter-Level

*The quarter-level cost for bard spellcasting is 25 XP x CL when purchasing the ¼ and ¾ quarter-levels and 50 XP x CL when purchasing the ½ and whole integer quarter-levels.

Table 14: Expanded Spellcaster Level Chart gives the spell points for each spellcaster/level combination along with the highest level of spell that a spellcaster of the given level can cast at all quarter-level increments. This is an expanded version of a similar table found in the System Reference Document. A spell point value of zero indicates that the spellcaster has only bonus spell points received from a high ability score. A dashed line indicates that nothing is received at that level. If this system is used, cantrips and orisons have a cost of ½ of a spell point.

Expanded tables for bonus spell and power points are given in **Table 15**, **Table 16**, and **Table 17**.

OPTIONAL BONUS FEATS

Since the number of special abilities a character possesses is not a level-determining trait, the GM may rule that feats operate in this manner as well. Using this option, a character can purchase any number of feats and the whole concept of “base feats” is removed from the ruleset. Individual feats themselves may require a certain minimum character level if a minimum level is specified as a prerequisite, such as “fighter level 4th” for Weapon Specialization and “caster level 12th” for Craft Staff.

To implement this option, simply ignore the “Base Feats” column on **Table 2: Character Level Determination**. The number of feats a character purchases is not a level-determining trait.

OPTIONAL LEVEL DETERMINATION

The GM may not be comfortable with the level-determination system as written. If the GM wishes to use experience points as the only level-determinant, then the following rules should be employed. First, character level is determined by the number of experience points the character has used to purchase traits. Experience points spent on magical item construction, spellcasting, etc. do not count. Once a character has spent 1,000 XP on traits, increase the character level by one. It does not matter how the XP were spent, only the amount. Thus, after spending 1,000 XP, a 1st level character becomes a 2nd level character. Traits may be purchased up to a level shown on **Table 2: Character Level Determination**. For example, as long as a character is 2nd level, his base attack bonus may not be increased above +2, he may not have a base save above +3, hit points above 24, etc. Traits no

longer determine the character level, the character level determines the maximum value of the traits.

NEGATIVE-LEVEL CHARACTERS

Some gaming groups may wish to begin their characters as completely unskilled, normal members of their race. In this case, the 2,000 XP given to all starting characters is not available. Characters start with no experience. Ability scores are determined and each character receives one free hit point. **Table 8: Pre-Character Level Determination** shows the maximum base attack bonus, base save bonus, skill rank, base hit points, ability scores, and spellcasting levels as they pertain to these “pre-levels.” One base feat may be purchased, as long as it is a feat that must be purchased at 1st level according to the rules. Humans may take their free feat at any point up to and including 1st character level. Humans may take their free skill points upon attaining 1st character level. Weapon and armor proficiency feats may be purchased at any point. Only the 1st class level in a single class may be purchased at these levels. Only one class special available to 1st level characters may be purchased and only one level of spellcasting in one class can be bought during these pre-levels. If half- and quarter-levels are used for spellcasting (using the Expanded Spellcaster Level Charts), then only fractional levels can be purchased. However, if this system is used, then fractional spellcasting levels can be purchased for multiple spellcasting classes. For advancement, use the appropriate trait cost tables found in previous sections.

HIGH-LEVEL CHARACTERS

Other gaming groups may wish to create high-level characters at start. In this case, create 1st level characters as normal. After that, determine the highest level character that will be allowed at start. The GM can consult **Table 2** to determine the maximum character level, and thus maximum traits that will be allowed at the start of the campaign.

Once the maximum character level has been determined, allow each player to spend a number of experience points equal to the normal amount of experience points for a character of that level. For example, if the GM decides to limit the characters to 10th level, then each player will have an additional 45,000 XP to spend.

The GM should also consult the appropriate rulebooks to determine how much equipment and money to give to each character at start if high-level characters are generated.

It is important to create 1st level characters as the first step in the process of creating high-level characters. The starting values of ability scores must be determined since there is a character level limit to how high ability scores may be raised with experience points.

If this option is used, characters cannot exceed the maximum character level determined by the GM, but may be lower level than the maximum.

TABLE 8: PRE-CHARACTER LEVEL DETERMINATION

Character Level	Base Attack Bonus	Base Save Bonus	Skill Rank	Base Hit Points	Ability Scores	Base Feats	Spellcasting
-2	+0	+0	1	3	Racial Max	(1st)	Level ¼
-1	+0	+1	2	6	Racial Max		Level ½
0	+0	+2	3	9	Racial Max		Level ¾

CHARACTER CREATION AND ADVANCEMENT EXAMPLE

An example of character creation and subsequent character advancement will be useful in illustrating these rules in action.

Russell wants to create a character that specializes in hunting down and slaying undead creatures. After determining ability scores, character race, alignment, and vital statistics, he is ready to purchase traits with the starting 2,000 XP. He wants the character to be good at combat, so he buys the +1 base attack bonus for 300 XP. He feels that having a good Fortitude save at start continues to represent the martial nature of his character, so he allocates 200 XP to get a +2 base save bonus in Fortitude. His character receives one free hit point at start and Russell buys eight more for him (200 XP). He also purchases eight skill ranks for the same price (200 XP). He takes the one base feat he is allowed to buy during character generation (100 XP). So far, Russell has spent 1,000 XP. He envisions a lightly-armored,

but well-armed character so he takes armor proficiency (light), simple weapon proficiency, and martial weapon proficiency (300 XP). He now has 700 XP left to spend on special abilities, class levels, and spellcasting. He decides to buy the turn undead cleric class special along with one class level in cleric (125 XP total for both). Taking a class level in cleric automatically gives him an alignment aura (Russell chooses the aura of good). He also takes the detect evil and smite evil (1/day) special abilities (200 XP total for both). To use smite evil effectively, he needs to take a class level in paladin (25 XP) which also causes a strengthening of his aura of good. He purchases the 1st favored enemy (undead) class special from the ranger class (100 XP). This leaves 250 XP left to spend. He decides to go ahead and give the character two more hit points (up to 11, just one short of the starting maximum) and eight more skill ranks. Our

undead-slayer is now ready to begin adventuring.

After a few successful adventures, Russell's stingy GM, Erick, awards the undead-slayer 600 XP. Russell determines that his character should have the ability to track, so he purchases the ranger class special of the same name (100 XP). He notes that this does not change the undead-slayer's character level since track is available to 1st level characters. With 500 XP left to spend, Russell decides to raise his character's base attack bonus from +1 to +2. This costs 300 XP and makes his character a 2nd level character (according to **Table 2**). With 200 XP left to spend, Russell buys another class level in cleric which costs 50 XP. He also buys another class level of paladin for the same price (50 XP). Buying hit points is always a good idea, so he spends the remaining 100 XP to get two additional hit points. Note that as soon as his character became 2nd level, all XP costs were doubled.

SPECIAL ABILITIES

Special abilities are grouped by level. The level of a special ability is a level determining trait (see **Table 2: Character Level Determination**). Each special ability is listed along with prerequisites, ability type, class levels, and a description. Characters must have all prerequisites before purchasing a special ability. Ability type refers to its classification as either an extraordinary, spell-like, or supernatural ability. Special abilities not falling into one of these three categories is classified as a natural ability. The class level entry lists what class levels can be used to increase the potency of the special ability (if any). Finally, description gives the details of the special ability in game terms.

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.

FIGHTING MASTERY I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This

bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

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.

MARTIAL ARTS I: IMPROVED GRAPPLE

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Grapple as a bonus feat. This does not count as a base feat for the purposes of level determination.

MARTIAL ARTS I: STUNNING FIST

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Stunning Fist as a bonus feat. This does not count as a base feat for the purposes of level determination.

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 +4 bonus to Strength, a +4 bonus to Constitution, 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 (-2 penalty to Strength, -2 penalty to Dexterity, 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.

TRACK

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Track as a bonus feat. This does not count as a base feat for the purposes of level determination.

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.

WIZARDRY I

Prerequisites: Ability to cast arcane spells.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Scribe Scroll as a bonus feat. This does not count as a base feat for the purposes of level determination.

2ND-LEVEL SPECIAL ABILITIES

All 2nd-Level Special Abilities have "Character Level 1" as a prerequisite.

COMBAT STYLE: ARCHERY

Prerequisites: Character Level 1.

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. This feat does not count as a base feat for the purposes of level determination. 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 1.

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. This feat does not count as a base feat for the purposes of level determination. 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 1, 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 1, 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 1.

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.

FIGHTING MASTERY II

Prerequisites: Character Level 1, Fighting Mastery I.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

LAY ON HANDS

Prerequisites: Character Level 1, 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.

MARTIAL ARTS II: COMBAT REFLEXES

Prerequisites: Character Level 1, any Martial Arts I special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Combat Reflexes as a bonus feat. This does not count as a base feat for the purposes of level determination.

MARTIAL ARTS II: DEFLECT ARROWS

Prerequisites: Character Level 1, any Martial Arts I special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Deflect Arrows as a bonus feat. This does not count as a base feat for the purposes of level determination.

UNCANNY DODGE

Prerequisites: Character Level 1.

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 1.

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 2" as a prerequisite.

AURA OF COURAGE

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

Ability Type: Extraordinary.

Class Levels: None.

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

ENDURANCE

Prerequisites: Character Level 2.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Endurance as a bonus feat. This feat does not count as a base feat for the purposes of level determination.

INSPIRE COMPETENCE

Prerequisites: Character Level 2, 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 2.

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 2, 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 2.

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 2, 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 2.

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 3" as a prerequisite.

FIGHTING MASTERY III

Prerequisites: Character Level 3, Fighting Mastery II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

KI STRIKE: MAGIC

Prerequisites: Character Level 3.

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 3, 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 3, 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 3.

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 3, 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 4" as a prerequisite.

FAVORED ENEMY II

Prerequisites: Character Level 4, 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 4, 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 4, 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 4, 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 4, 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 4, 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 4, 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 4, 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 4, 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 4, 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 4, 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 4.

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.

WIZARDRY II

Prerequisites: Character Level 4, Wizardry I.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums. This feat does not count as a base feat for the purposes of level determination.

6TH-LEVEL SPECIAL ABILITIES

All 6th-Level Special Abilities have "Character Level 5" as a prerequisite.

BESTOW CURSE I

Prerequisites: Character Level 5, 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 5, 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 5, 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.

FIGHTING MASTERY IV

Prerequisites: Character Level 5, Fighting Mastery III.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

IMPROVED COMBAT STYLE: ARCHERY

Prerequisites: Character Level 5, 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. This feat does not count as a base feat for the purposes of level determination. 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 5, 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. This feat does not count as a base feat for the purposes of level determination. 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.

MARTIAL ARTS III: IMPROVED DISARM

Prerequisites: Character Level 5, any Martial Arts II special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Disarm as a bonus feat. This does not count as a base feat for the purposes of level determination.

MARTIAL ARTS III: IMPROVED TRIP

Prerequisites: Character Level 5, any Martial Arts II special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Trip as a bonus feat. This

does not count as a base feat for the purposes of level determination.

POISON USE

Prerequisites: Character Level 5, 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 5, 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 5, 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 5, 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 5, 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 5, 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 + $\frac{1}{2}$ 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 I

Prerequisites: Character Level 5, 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 hills 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.

TRAP SENSE II

Prerequisites: Character Level 5, 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 5, 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 6” as a prerequisite.

DAMAGE REDUCTION I

Prerequisites: Character Level 6.

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 6, 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 6, Sneak Attack III.

Ability Type: Natural.

Class Levels: None.

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

TERRAIN MASTERY II

Prerequisites: Character Level 6, Terrain Mastery I.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

WHOLENESS OF BODY

Prerequisites: Character Level 6, 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 6, 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 7” as a prerequisite.

CANNY DEFENSE

Prerequisites: Character Level 7, 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 7, 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 7, 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 +2 to Strength, +4 to Constitution, 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 drops back 4 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 -2 penalty to Strength 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 7, 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.

FIGHTING MASTERY V

Prerequisites: Character Level 7, Fighting Mastery IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIDE IN PLAIN SHADOW

Prerequisites: Character Level 7, 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 7, Spell Focus (conjunction), 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 7, 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 I

Prerequisites: Character Level 7, Knowledge (any two) 10 ranks each, any three metamagic or item creation feats, Skill Focus (Knowledge [any]), 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.

TABLE 9: 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 7, 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 7, 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 7, Track special ability or 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.

TERRAIN MASTERY III

Prerequisites: Character Level 7, Terrain Mastery II.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

UNARMED STRIKE III

Prerequisites: Character Level 7, 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 7, 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 8" as a prerequisite.

AUGMENT SUMMONING

Prerequisites: Character Level 8, Improved Ally.

Ability Type: Natural.

Class Levels: None.

Description: The character gains the Augment Summoning feat. This feat does not count as a base feat for the purposes of level determination.

BESTOW CURSE II

Prerequisites: Character Level 8, 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 8, 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 8, 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 8, 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 8, 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 8, 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 8, 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 8, 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 8, 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 8, 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 8, 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 8, 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 8, 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 8, 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.

TERRAIN MASTERY IV

Prerequisites: Character Level 8, Terrain Mastery III.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

TRAP SENSE III

Prerequisites: Character Level 8, 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 8, 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 9" as a prerequisite.

DAMAGE REDUCTION II

Prerequisites: Character Level 9, 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 9, 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 9, 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 9, Improved Ally, Augment Summoning.

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 9, 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 9, 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.

FIGHTING MASTERY VI

Prerequisites: Character Level 9, Fighting Mastery V.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

INTUITIVE DEFENSE III

Prerequisites: Character Level 9, 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 9, 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.

LOREMASTER SECRET II

Prerequisites: Character Level 9, Loremaster Secret I.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 9: Loremaster Secrets**.

ROGUE SPECIAL ABILITY I

Prerequisites: Character Level 9.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains a special ability of her choice from among the following options.

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 takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day 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 certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, 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 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.

Feat

A character may gain a bonus feat in place of a special ability. This feat does not count as a base feat for the purposes of level determination.

SHADOW ILLUSION

Prerequisites: Character Level 9, 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 9, 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 9, 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 9, 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 9, 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 9, 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 9, 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 200 experience points per shadowdancer class level. A successful saving throw reduces the loss by half, to 100 XP per shadowdancer class level. The character's XP 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.

TERRAIN MASTERY V

Prerequisites: Character Level 9, Terrain Mastery IV.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

WILD SHAPE IV

Prerequisites: Character Level 9, Wild Shape III.

Ability Type: Supernatural.

Class Levels: Druid.

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

WIZARDRY III

Prerequisites: Character Level 9, Wizardry II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums.

11TH-LEVEL SPECIAL ABILITIES

All 11th-Level Special Abilities have "Character Level 10" as a prerequisite.

BONUS LANGUAGE I

Prerequisites: Character Level 10, Loremaster Secret II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a new language.

COMBAT STYLE MASTERY: ARCHERY

Prerequisites: Character Level 10, 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. This feat does not count as a base feat for the purposes of level determination. 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 10, 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. This feat does not count as a base feat for the purposes of level determination. 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 10, 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 10, 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 10, Wholeness of Body.

Ability Type: Supernatural.

Class Levels: None.

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

FIENDISH SERVANT

Prerequisites: Character Level 10, 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 10, 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 10, 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 10, non-lawful alignment, Rage III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

IMPROMPTU SNEAK ATTACK I

Prerequisites: Character Level 10, 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 I

Prerequisites: Character Level 10, Terrain Mastery V.

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 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 10, 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 10, 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 10, 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 10, 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 10, 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 11" as a prerequisite.

ABUNDANT STEP

Prerequisites: Character Level 11, 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 11, 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 11, 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 11, 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 11, 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).

FIGHTING MASTERY VII

Prerequisites: Character Level 11, Fighting Mastery VI.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

LOREMASTER SECRET III

Prerequisites: Character Level 11, Loremaster Secret II.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 9: Loremaster Secrets**.

PLANAR COHORT

Prerequisites: Character Level 11, 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 class feature 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.

PLANAR TERRAIN MASTERY II

Prerequisites: Character Level 11, Planar Terrain Mastery I.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

PRECISE STRIKE I

Prerequisites: Character Level 11, 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 11, 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 11, 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 11, 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 11, 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 11, 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 11, 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 11, 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 11, 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 11, 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 12” as a prerequisite.

A THOUSAND FACES

Prerequisites: Character Level 12, 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 12, 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 12, 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 12.

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 12, 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 12, Loremaster Secret III.

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 12, 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).

PLANAR TERRAIN MASTERY III

Prerequisites: Character Level 12, Planar Terrain Mastery II.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

POISON RESISTANCE IV

Prerequisites: Character Level 12, 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 12, 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.

ROGUE SPECIAL ABILITY II

Prerequisites: Character Level 12, Rogue Special Ability I.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains another special ability of her choice from among those listed under Rogue Special Ability I.

SHADOW JUMP II

Prerequisites: Character Level 12, 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 12, 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 13" as a prerequisite.

DEFENDER AC BONUS III

Prerequisites: Character Level 13, 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 13, 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 13, 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 13, 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).

FIGHTING MASTERY VIII

Prerequisites: Character Level 13, Fighting Mastery VII.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIEROPHANT SPECIAL ABILITY I

Prerequisites: Character Level 13, 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.

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.

Metamagic Feat

The character can choose a metamagic feat in place of one of the special abilities described here if desired.

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 I

Prerequisites: Character Level 13, 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.

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 13, 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 13, 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.

LOREMASTER SECRET IV

Prerequisites: Character Level 13, Loremaster Secret III.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 9: Loremaster Secrets**.

PLANAR TERRAIN MASTERY IV

Prerequisites: Character Level 13, Planar Terrain Mastery III.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

SLOW FALL VI

Prerequisites: Character Level 13, 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 13, 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 14" as a prerequisite.

BESTOW CURSE IV

Prerequisites: Character Level 14, 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).

BONUS LANGUAGE II

Prerequisites: Character Level 14, Loremaster Secret IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a new language.

CAUSE DISEASE IV

Prerequisites: Character Level 14, 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 14, 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 14, 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.

HIEROPHANT SPECIAL ABILITY II

Prerequisites: Character Level 14, Hierophant Special Ability I.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA II

Prerequisites: Character Level 14, High Arcana I.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

IMPROMPTU SNEAK ATTACK II

Prerequisites: Character Level 14, 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 14, 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 14, 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 14, 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 14, 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.

PLANAR TERRAIN MASTERY V

Prerequisites: Character Level 14, Planar Terrain Mastery IV.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

POISON RESISTANCE V

Prerequisites: Character Level 14, 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 14, 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 14, 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 14, 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 14, 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 14, 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 14, 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 14, 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 14, 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).

SMITE EVIL IV

Prerequisites: Character Level 14, 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).

SNEAK ATTACK VIII

Prerequisites: Character Level 14, 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 14, 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 14, 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 14, 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 14, 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.

WIZARDRY IV

Prerequisites: Character Level 14, Wizardry III.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums.

16TH-LEVEL SPECIAL ABILITIES

All 16th-Level Special Abilities have “Character Level 15” as a prerequisite.

DAMAGE REDUCTION IV

Prerequisites: Character Level 15, 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 15, 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 15, 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 15, 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).

FIGHTING MASTERY IX

Prerequisites: Character Level 15, Fighting Mastery VIII.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIEROPHANT SPECIAL ABILITY III

Prerequisites: Character Level 15, Hierophant Special Ability II.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA III

Prerequisites: Character Level 15, High Arcana II.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

LOREMASTER SECRET V

Prerequisites: Character Level 15, Loremaster Secret IV.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 9: Loremaster Secrets**.

KI STRIKE: ADAMANTITE

Prerequisites: Character Level 15, 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 15, 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.

ROGUE SPECIAL ABILITY III

Prerequisites: Character Level 15, Rogue Special Ability II.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains yet another special ability of her choice from among those listed under Rogue Special Ability I.

SLOW FALL VII

Prerequisites: Character Level 15, 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 15, 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 15, 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 16" as a prerequisite.

ARROW OF DEATH

Prerequisites: Character Level 16, 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 16, 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 16, 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 16, 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 16, 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.

HIEROPHANT SPECIAL ABILITY IV

Prerequisites: Character Level 16, Hierophant Special Ability III.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA IV

Prerequisites: Character Level 16, High Arcana III.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

RANGED LEGERDEMAIN III

Prerequisites: Character Level 16, 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 16, 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 16, 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 16, 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 16, 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 16, Diamond Soul.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can speak with any living creature.

TRUE LORE

Prerequisites: Character Level 16, Loremaster Secret V.

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 17” as a prerequisite.

BESTOW CURSE V

Prerequisites: Character Level 17, 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 17, 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).

FIGHTING MASTERY X

Prerequisites: Character Level 17, Fighting Mastery IX.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This

bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIEROPHANT SPECIAL ABILITY V

Prerequisites: Character Level 17, Hierophant Special Ability IV.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA V

Prerequisites: Character Level 17, High Arcana IV.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

MASS SUGGESTION

Prerequisites: Character Level 17, 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 17, 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 17, 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 17, 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 17, 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 17, 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 17, 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 17, 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 18” as a prerequisite.

DAMAGE REDUCTION V

Prerequisites: Character Level 18, 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 18, 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.

ROGUE SPECIAL ABILITY IV

Prerequisites: Character Level 18, Rogue Special Ability III.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains still another special ability of her choice from among those listed under Rogue Special Ability I.

SNEAK ATTACK X

Prerequisites: Character Level 18, 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 19” as a prerequisite.

FAVORED ENEMY V

Prerequisites: Character Level 19, 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.

FIGHTING MASTERY XI

Prerequisites: Character Level 19, Fighting Mastery X.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

INSPIRE COURAGE IV

Prerequisites: Character Level 19, 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 19, 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 19, non-lawful alignment, Tireless Rage.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

PERFECT SELF

Prerequisites: Character Level 19, 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 19, 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 19, 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 19, 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 19, 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 19, 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 19, 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 19, 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 19, 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 19, 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.

WIZARDRY V

Prerequisites: Character Level 19, Wizardry IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums.

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.

Determining the appropriate cost for other types of special abilities and spellcasting, such as draconic auras for the dragon shaman class or the spellcasting ability of the beguiler class (both from Player's Handbook II) is easy, as well. Simply add up the XP costs for all traits that you do have costs for (such as base attack bonus, base save bonuses, etc.) and then subtract this total from 20,000 XP. This is the amount of experience points a character would have to invest to get 20 levels of that particular special ability or spellcasting. For example, at 20th level, the dragon shaman has a +15 base attack bonus (4,500 XP), a total of +30 in saves (3,000 XP), 20d10 hit points (5,000 XP for maximum), 40 skill ranks (1,000 XP), 29 special abilities (2,900 XP), seven base feats (700 XP) and five ability score increases (750 XP). This totals 17,850 XP. The difference is 2,150 XP. By the time the dragon shaman reaches 20th level, he knows seven dragon auras. Therefore, each aura should cost about 300 XP x CL (2,150 XP / 7). The first three dragon auras are 1st level abilities. The fourth aura is a 3rd level ability (since the dragon shaman gains it at 3rd level). The fifth, sixth, and seventh auras are 5th, 7th, and 9th level abilities, respectively.

CHANGES TO CORE RULES

FEATS

Change the Martial Weapon Proficiency feat to read:

MARTIAL WEAPON PROFICIENCY [GENERAL]

Prerequisite: Simple Weapon Proficiency.

Benefit: You make attack rolls with martial weapons normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

SPELL LISTS & DOMAINS

There are a few changes to spell lists. Paladins and rangers no longer have their own spell lists and spell progressions. Players wishing to emulate the spellcasting abilities of paladins and rangers must purchase spellcasting levels in cleric and druid spellcasting (respectively). Because of this, a few changes to spell lists must occur.

All paladin spells are now part of the cleric spell list. When a spell is duplicated (i.e., the spell appears in both the cleric and paladin spell lists), the spell keeps its cleric level. If the spell is not part of the original cleric spell list, it becomes a cleric spell at the same level it had as a paladin spell.

All ranger spells are now part of the druid spell list. When a spell is duplicated (i.e., the spell appears in both the druid and ranger spell lists), the spell keeps its druid level. If the spell is not part of the original druid spell list, it becomes a druid spell at the same level it had as a ranger spell.

After these two changes, five spell lists remain: bard, cleric, druid, sorcerer, and wizard. Cleric domain lists remain unchanged.

SPELLS

The changes to paladin and ranger spells are detailed in Spell Lists & Domains (above).

If the GM wishes to incorporate a limited, free-form spellcasting system, then add the following spells to every spell list found in the SRD up to the maximum spell level found on that list (e.g., 6th level for bards and 9th level for all other spellcasters). The spells themselves are designed to take advantage the Spell Points Variant. If the GM does not use this variant, then only five of the following spells need to be added to every spellcaster's spell list (*sorcery I*, *sorcery II*, *sorcery IV*, *sorcery VI*, and *sorcery VIII*).

SORCERY I

UNIVERSAL

Level: Spellcaster 1

Components: V, S, (See text)

Casting Time: 1 standard action
(See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery I* lets you duplicate any cantrip available to spellcasters of your class. A *sorcery I* can do the following.

- Duplicate any spell on your spell list of 0th level.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 1st-level spell). The casting time for this spell is one standard action or the

duplicated spell's casting time, whichever is longer. When a *sorcery I* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery I* duplicates a spell with a material component, you must provide that component. If a *sorcery I* duplicates a spell with a focus, you must provide that focus.

SORCERY II

UNIVERSAL

Level: Spellcaster 2

Components: V, S, (See text)

Casting Time: 1 standard action
(See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery II* lets you duplicate any cantrip or basic class spell. A *sorcery II* can do the following.

- Duplicate any 0th or 1st level spell on your spell list (or a spell on your spell list with a casting cost of one spell point if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 2nd-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery II* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery II* duplicates a spell with a material component, you must provide that component. If a *sorcery II* duplicates a spell with a focus, you must provide that focus.

SORCERY III

UNIVERSAL

Level: Spellcaster 3

Components: V, S, (See text)

Casting Time: 1 standard action
(See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery III* lets you duplicate an extremely small number of basic spells and cantrips. A *sorcery III* can duplicate any spell of 1st level or lower on your spell list (or any spell on your spell list with a casting cost of two spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 3rd-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery III* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery III* duplicates a spell with a material component, you must provide that component. If a *sorcery III* duplicates a spell with a focus, you must provide that focus.

SORCERY IV

UNIVERSAL

Level: Spellcaster 4

Components: V, S, (See text)

Casting Time: 1 standard action
(See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery IV* lets you duplicate an extremely small number of spells. A *sorcery IV* can duplicate any spell of 2nd level or lower on your spell list (or any spell on your spell list with a casting cost of three spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a

4th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery IV* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery IV* duplicates a spell with a material component, you must provide that component. If a *sorcery IV* duplicates a spell with a focus, you must provide that focus.

SORCERY V

UNIVERSAL

Level: Spellcaster 5

Components: V, S, (See text)

Casting Time: 1 standard action
(See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery V* lets you duplicate a small number of spells. A *sorcery V* can duplicate any spell of 2nd level or lower on your spell list (or any spell on your spell list with a casting cost of four spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 5th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery V* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery V* duplicates a spell with a material component, you must provide that component. If a *sorcery V* duplicates a spell with a focus, you must provide that focus.

SORCERY VI

UNIVERSAL

Level: Spellcaster 6

Components: V, S, (See text)

Casting Time: 1 standard action
(See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery VI* lets you duplicate a number of spells. A *sorcery VI* can duplicate any spell of 3rd level or lower on your spell list (or any spell on your spell list with a casting cost of five spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 6th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When *sorcery VI* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery VI* duplicates a spell with a material component, you must provide that component. If a *sorcery VI* duplicates a spell with a focus, you must provide that focus.

SORCERY VII

UNIVERSAL

Level: Spellcaster 7

Components: V, S, (See text)

Casting Time: 1 standard action
(See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery VII* lets you duplicate a great number of spells. A *sorcery VII* can duplicate any spell of 3rd level or lower on your spell list (or any spell on your spell list with a casting cost of six spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery VII* duplicates a spell that has an XP cost, you must pay that

cost. When a *sorcery VII* duplicates a spell with a material component , you must provide that component. If a *sorcery VII* duplicates a spell with a focus, you must provide that focus.

SORCERY VIII

UNIVERSAL

Level: Spellcaster 8

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery VIII* lets you duplicate an extremely large number of spells. A *sorcery VIII* can duplicate any spell of 4th level or lower on your spell list (or any spell on your spell list with a casting cost of seven spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 8th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery VIII* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery VIII* duplicates a spell with a material component , you must provide that component. If a *sorcery VIII* duplicates a spell with a focus, you must provide that focus.

SORCERY IX

UNIVERSAL

Level: Spellcaster 9

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery IX* lets you duplicate an extremely large number of spells. A *sorcery IX* can duplicate any spell of 4th level or lower on your spell list (or any spell on your spell list with a casting cost of eight spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 9th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery IX* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery IX* duplicates a spell with a material component , you must provide that component. If a *sorcery IX* duplicates a spell with a focus, you must provide that focus.

PSIONIC RULES

All psychic warrior powers are now part of the psion power list. When a power is duplicated (i.e., the power appears in both the psion and psychic warrior power lists), the power keeps its psion level. If the power is not part of the original psion power list, it becomes a psion power at the same level it had as a psychic warrior power.

BASIC CHARACTER CLASS BUILDS

Inquisitive players and Gamemasters may be interested in seeing how the basic character classes turn out when constructed using the character advancement system contained in this ruleset. The number of experience points required to purchase the base attack bonus, base save bonuses, skill points, class special abilities, spellcasting, and ability score increases appropriate to each character class at each class level are assumed in the calculation. The experience point cost representing the maximum number of hit points that could be rolled on each hit die (per class level) is included in these

builds. Furthermore, it is assumed that the most costly trait of that class is purchased when increasing the character level (and thus increasing the experience point cost multiplier). This results in the smartest, most economical build with a minimum of wasted experience points.

All experience point totals for each class fall within the normal experience point ranges for the appropriate character level with a few exceptions. Experience point totals that are one level higher than standard are shown in bold black, while experience point totals

indicated one level lower than standard are in italics. For example, building an 12th level monk requires 78,300 XP when using this ruleset. This XP total is greater than 78,000, the minimum for a 13th level character under the normal rules. As you can see, fighters most often require less XP than other classes to reach the same character level. The XP amount in the first row shows how much additional XP is needed to build a 1st level character of that class, over the 2,000 XP granted during character creation. Positive numbers indicate that more XP is needed, while negative numbers show that less XP is required.

TABLE 10: EXPERIENCE POINT COSTS FOR BASIC CHARACTER CLASS BUILDS

			C	L	A	S	S	E	S			
Level	Standard	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz
1	0	(-25)	(+275)	(-225)	(-25)	(-175)	(-225)	(-75)	(+275)	(-275)	(-725)	(-625)
2	1,000	1,500	1,600	1,800	1,900	1,300	1,900	1,500	1,600	1,400	1,600	1,600
3	3,000	4,500	4,450	4,650	4,900	3,700	4,300	4,500	4,150	4,550	3,950	3,950
4	6,000	8,400	8,550	9,150	9,600	7,200	9,400	8,000	8,250	8,250	8,250	8,250
5	10,000	12,000	10,800	11,600	12,400	9,900	11,800	13,200	12,700	10,400	11,000	11,500
6	15,000	18,900	18,000	18,800	19,900	16,200	19,300	19,500	19,300	17,000	18,600	19,100
7	21,000	24,200	22,950	24,450	25,900	20,100	23,900	25,500	25,650	21,950	22,650	23,150
8	28,000	32,300	32,250	33,750	35,600	27,400	33,600	32,000	34,150	29,650	31,750	32,250
9	36,000	41,800	39,000	40,200	42,600	35,200	39,800	43,400	44,200	37,200	39,800	40,300
10	45,000	50,500	48,200	50,400	53,300	42,900	51,500	51,100	53,400	45,400	49,800	51,300
11	55,000	59,000	56,150	59,450	62,900	49,200	60,000	60,700	63,550	53,350	56,450	57,950
12	66,000	76,100	72,650	75,950	80,000	63,900	78,300	75,400	77,650	68,650	73,950	75,450
13	78,000	86,100	78,500	82,800	87,600	71,400	83,400	86,800	89,700	75,700	81,900	83,400
14	91,000	98,400	92,900	97,200	102,700	82,300	97,100	96,300	101,300	85,900	96,100	97,600
15	105,000	114,600	108,350	112,650	120,400	95,500	111,800	117,000	118,250	102,850	109,850	112,850
16	120,000	132,700	125,650	131,550	140,100	110,400	131,500	130,300	133,950	118,550	128,550	131,550
17	136,000	145,900	133,300	140,600	148,400	120,300	139,900	145,300	149,800	126,100	139,100	142,100
18	153,000	167,200	155,500	162,800	173,300	139,800	161,200	164,800	168,400	146,500	162,900	165,900
19	171,000	182,100	169,450	178,650	188,200	150,900	174,200	181,600	184,250	162,350	174,750	177,750
20	190,000	204,800	193,150	202,350	214,900	169,600	202,900	200,300	205,950	180,050	198,250	203,250

LEVEL-BY-LEVEL BUILDS FOR BASIC CHARACTER CLASSES

Most players and Gamemasters would be interested to see how the basic character classes from the System Reference Document fare under this system, so a level-by-level build of each character class is presented below.

Each character class is built using the system detailed in this document. Class levels (at 25 XP per CL) are not purchased each level because an appropriate class level is subsumed into the total cost to gain the level. In other words, since we are building the basic character classes, we will already assume that the character gains the appropriate “class level” as described by these rules without needing to purchase it.

The format for each purchased level remains the same for continuity even if a particular trait for that level isn’t purchased. For example, barbarians do not purchase spellcasting levels (ever!), but “Spellcasting +0 Level (0 XP)” appears for each level entry, regardless.

For Level 1, the Level Cost is shown. This is the amount that must be used during character generation to purchase all Level 1 traits for that class. Career XP is listed as zero, because the character has not begun adventuring yet. All subsequent Career XP totals ignore the starting XP that must be used during character generation as well.

For spellcasting, the character receives an additional spellcasting level relevant to class. In the case of paladins, they receive cleric spellcasting levels while rangers receive druid spellcasting levels.

The most expensive trait is purchased first when raising the level of the character. For example, the listing for a barbarian’s 2nd level lists the cost of the +1 to base attack bonus as 300 XP. According to the rules, a +1 to base attack bonus costs 300 XP per character level. So shouldn’t this actually cost 600 XP? No. In this case, the 1st level barbarian purchases a +1 to the base attack bonus for 300 XP. Immediately after this purchase, the character becomes 2nd level. Every purchase after that will use the 2nd character level as the multiplier for trait costs. As you will note, the +1 to the Fortitude save immediately after that purchase costs 200 XP (which is 100 XP per CL, or 100 XP times 2). For the barbarian, fighter, paladin, and ranger, base attack bonus is purchased first. For clerics, sorcerers, and wizards, spellcasting levels are purchased first. For all other characters, base attack bonus is purchased first (if received for that level) or a special ability (if a BAB add is not received for that level).

BARBARIAN

Level 1 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +2 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +11 (275 XP), Skill Points: +16 (400 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fast Movement, Rage I (200 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple, Martial Weapons; Light, Medium Armor; Shields (500 XP), Level Cost: 1975 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (600 XP), Skill Points: +4 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Uncanny Dodge (200 XP), Class Levels: +0 (0 XP), Level Cost: 1500 XP, CAREER XP: 1500 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (300 XP), Will Save: +1 (300 XP), Hit Points: +12 (900 XP), Skill Points: +4 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense I (300 XP), Class Levels: +0 (0 XP), Level Cost: 3000 XP, CAREER XP: 4500 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (1200 XP), Skill Points: +4 (400 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rage II (400 XP), Class Levels: +0 (0 XP), Level Cost: 3900 XP, CAREER XP: 8400 XP.

Level 5 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (1500 XP), Skill Points: +4 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Improved Uncanny Dodge (400 XP), Class Levels: +0 (0 XP), Level Cost: 3600 XP, CAREER XP: 12000 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +12 (1800 XP), Skill Points: +4 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense II (600 XP), Class Levels: +0 (0 XP), Level Cost: 6900 XP, CAREER XP: 18900 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (2100 XP), Skill Points: +4 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Damage Reduction I (700 XP), Class Levels: +0 (0 XP), Level Cost: 5300 XP, CAREER XP: 24200 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (2400 XP), Skill Points: +4 (800 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rage III (800 XP), Class Levels: +0 (0 XP), Level Cost: 8100 XP, CAREER XP: 32300 XP.

Level 9 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (900 XP), Will Save: +1 (900 XP), Hit Points: +12 (2700 XP), Skill Points: +4 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense III (800 XP), Class Levels: +0 (0 XP), Level Cost: 9500 XP, CAREER XP: 41800 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (3000 XP), Skill Points: +4 (1000 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Damage Reduction II (1000 XP), Class Levels: +0 (0 XP), Level Cost: 8700 XP, CAREER XP: 50500 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (3300 XP), Skill Points: +4 (1100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Greater Rage (1100 XP), Class Levels: +0 (0 XP), Level Cost: 8500 XP, CAREER XP: 59000 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +12 (3600 XP), Skill Points: +4 (1200 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rage IV, Trap Sense IV (2400 XP), Class Levels: +0 (0 XP), Level Cost: 17100 XP, CAREER XP: 76100 XP.

Level 13 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (3900 XP), Skill Points: +4 (1300 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Damage Reduction III (1200 XP), Class Levels: +0 (0 XP), Level Cost: 10000 XP, CAREER XP: 86100 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (4200 XP), Skill Points: +4 (1400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Indomitable Will (1400 XP), Class Levels: +0 (0 XP), Level Cost: 12300 XP, CAREER XP: 98400 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1500 XP), Will Save: +1 (1500 XP), Hit Points: +12 (4500 XP), Skill Points: +4 (1500 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense V (1500 XP), Class Levels: +0 (0 XP), Level Cost: 16200 XP, CAREER XP: 114600 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (4800 XP), Skill Points: +4 (1600 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Damage Reduction IV, Rage V (3200 XP), Class Levels: +0 (0 XP), Level Cost: 18100 XP, CAREER XP: 132700 XP.

Level 17 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (5100 XP), Skill Points: +4 (1700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Tireless Rage (1600 XP), Class Levels: +0 (0 XP), Level Cost: 13200 XP, CAREER XP: 145900 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +12 (5400 XP), Skill Points: +4 (1800 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense VI (1800 XP), Class Levels: +0 (0 XP), Level Cost: 21300 XP, CAREER XP: 167200 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (5700 XP), Skill Points: +4 (1900 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Damage Reduction V (1900 XP), Class Levels: +0 (0 XP), Level Cost: 14900 XP, CAREER XP: 182100 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (6000 XP), Skill Points: +4 (2000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Mighty Rage, Rage VI (4000 XP), Class Levels: +0 (0 XP), Level Cost: 22700 XP, CAREER XP: 204800 XP.

BARD

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +2 (200 XP), Will Save: +2 (200 XP), Hit Points: +5 (125 XP), Skill Points: +24 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +1 Level (150 XP), Class Specials: Bardic Music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage I (500 XP), Armor and Weapon Feats: Simple, Bard Weapons; Light Armor; Shields (400 XP), Class Levels: +0 (0 XP), Level Cost: 2275 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (200 XP), Will Save: +1 (200 XP), Hit Points: +6 (300 XP), Skill Points: +6 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (300 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 1600 XP, CAREER XP: 1600 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +1 (300 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (450 XP), Skill Points: +6 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +1 Level (450 XP), Class Specials: Inspire Competence (300 XP), Class Levels: +0 (0 XP), Level Cost: 2850 XP, CAREER XP: 4450 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (400 XP), Will Save: +1 (400 XP), Hit Points: +6 (600 XP), Skill Points: +6 (600 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (600 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 4100 XP, CAREER XP: 8550 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (750 XP), Skill Points: +6 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (750 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2250 XP, CAREER XP: 10800 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +6 (900 XP), Skill Points: +6 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +1 Level (900 XP), Class Specials: Suggestion (600 XP), Class Levels: +0 (0 XP), Level Cost: 7200 XP, CAREER XP: 18000 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1050 XP), Skill Points: +6 (1050 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1050 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 4950 XP, CAREER XP: 22950 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (800 XP), Will Save: +1 (800 XP), Hit Points: +6 (1200 XP), Skill Points: +6 (1200 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1200 XP), Class Specials: Inspire Courage II (800 XP), Class Levels: +0 (0 XP), Level Cost: 9300 XP, CAREER XP: 32250 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (900 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1350 XP), Skill Points: +6 (1350 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (1350 XP), Class Specials: Inspire Greatness (900 XP), Class Levels: +0 (0 XP), Level Cost: 6750 XP, CAREER XP: 39000 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1000 XP), Will Save: +1 (1000 XP), Hit Points: +6 (1500 XP), Skill Points: +6 (1500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9200 XP, CAREER XP: 48200 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1650 XP), Skill Points: +6 (1650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1650 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7950 XP, CAREER XP: 56150 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +6 (1800 XP), Skill Points: +6 (1800 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +1 Level (1800 XP), Class Specials: Song of Freedom (1200 XP), Class Levels: +0 (0 XP), Level Cost: 16500 XP, CAREER XP: 72650 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1950 XP), Skill Points: +6 (1950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1950 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 5850 XP, CAREER XP: 78500 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1400 XP), Will Save: +1 (1400 XP), Hit Points: +6 (2100 XP), Skill Points: +6 (2100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2100 XP), Class Specials: Inspire Courage III (1400 XP), Class Levels: +0 (0 XP), Level Cost: 14400 XP, CAREER XP: 92900 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +1 (1500 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (2250 XP), Skill Points: +6 (2250 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (2250 XP), Class Specials: Inspire Heroics (1500 XP), Class Levels: +0 (0 XP), Level Cost: 15450 XP, CAREER XP: 108350 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1600 XP), Will Save: +1 (1600 XP), Hit Points: +6 (2400 XP), Skill Points: +6 (2400 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2400 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 17300 XP, CAREER XP: 125650 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (2550 XP), Skill Points: +6 (2550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2550 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7650 XP, CAREER XP: 133300 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +6 (2700 XP), Skill Points: +6 (2700 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +1 Level (2700 XP), Class Specials: Mass Suggestion (1800 XP), Class Levels: +0 (0 XP), Level Cost: 22200 XP, CAREER XP: 155500 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (2850 XP), Skill Points: +6 (2850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2850 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 13950 XP, CAREER XP: 169450 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (2000 XP), Will Save: +1 (2000 XP), Hit Points: +6 (3000 XP), Skill Points: +6 (3000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3000 XP), Class Specials: Inspire Courage IV (2000 XP), Class Levels: +0 (0 XP), Level Cost: 23700 XP, CAREER XP: 193150 XP.

CLERIC

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +2 (200 XP), Reflex Save: +0 (0 XP), Will Save: +2 (200 XP), Hit Points: +7 (175 XP), Skill Points: +8 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +1 Level (300 XP), Class Specials: Turn Undead or Rebuke Undead (100 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple Weapons; Light, Medium, Heavy Armor; Shields (500 XP), Level Cost: 1775 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +1 (200 XP), Reflex Save: +0 (0 XP), Will Save: +1 (200 XP), Hit Points: +8 (400 XP), Skill Points: +2 (100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (300 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 1800 XP, CAREER XP: 1800 XP.

Level 3 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (300 XP), Will Save: +0 (0 XP), Hit Points: +8 (600 XP), Skill Points: +2 (150 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +1 Level (600 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2850 XP, CAREER XP: 4650 XP.

Level 4 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +1 (400 XP), Reflex Save: +0 (0 XP), Will Save: +1 (400 XP), Hit Points: +8 (800 XP), Skill Points: +2 (200 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (900 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 4500 XP, CAREER XP: 9150 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1000 XP), Skill Points: +2 (250 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1200 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2450 XP, CAREER XP: 11600 XP.

Level 6 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +8 (1200 XP), Skill Points: +2 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +1 Level (1500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7200 XP, CAREER XP: 18800 XP.

Level 7 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1400 XP), Skill Points: +2 (350 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1800 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 5650 XP, CAREER XP: 24450 XP.

Level 8 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +1 (800 XP), Reflex Save: +0 (0 XP), Will Save: +1 (800 XP), Hit Points: +8 (1600 XP), Skill Points: +2 (400 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2100 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9300 XP, CAREER XP: 33750 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (900 XP), Will Save: +0 (0 XP), Hit Points: +8 (1800 XP), Skill Points: +2 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (2400 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6450 XP, CAREER XP: 40200 XP.

Level 10 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1000 XP), Hit Points: +8 (2000 XP), Skill Points: +2 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2700 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 10200 XP, CAREER XP: 50400 XP.

Level 11 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2200 XP), Skill Points: +2 (550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9050 XP, CAREER XP: 59450 XP.

Level 12 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +8 (2400 XP), Skill Points: +2 (600 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +1 Level (3300 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 16500 XP, CAREER XP: 75950 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2600 XP), Skill Points: +2 (650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3600 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6850 XP, CAREER XP: 82800 XP.

Level 14 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1400 XP), Hit Points: +8 (2800 XP), Skill Points: +2 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3900 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 14400 XP, CAREER XP: 97200 XP.

Level 15 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1500 XP), Will Save: +0 (0 XP), Hit Points: +8 (3000 XP), Skill Points: +2 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (4200 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 15450 XP, CAREER XP: 112650 XP.

Level 16 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1600 XP), Hit Points: +8 (3200 XP), Skill Points: +2 (800 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (4500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 18900 XP, CAREER XP: 131550 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3400 XP), Skill Points: +2 (850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (4800 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9050 XP, CAREER XP: 140600 XP.

Level 18 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +8 (3600 XP), Skill Points: +2 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +1 Level (5100 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 22200 XP, CAREER XP: 162800 XP.

Level 19 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3800 XP), Skill Points: +2 (950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5400 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 15850 XP, CAREER XP: 178650 XP.

Level 20 - Base Attack Bonus: +1 (6000 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +0 (0 XP), Will Save: +1 (2000 XP), Hit Points: +8 (4000 XP), Skill Points: +2 (1000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5700 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 23700 XP, CAREER XP: 202350 XP.

DRUID

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +2 (200 XP), Reflex Save: +0 (0 XP), Will Save: +2 (200 XP), Hit Points: +7 (175 XP), Skill Points: +16 (400 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +1 Level (200 XP), Class Specials: Animal Companion, Nature Sense, Wild Empathy (300 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Druid Weapons; Light, Medium Armor; Shields (400 XP), Level Cost: 1975 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +0 (0 XP), Will Save: +1 (200 XP), Hit Points: +8 (400 XP), Skill Points: +4 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (400 XP), Class Specials: Woodland Stride (200 XP), Class Levels: +0 (0 XP), Level Cost: 1900 XP, CAREER XP: 1900 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (300 XP), Will Save: +0 (0 XP), Hit Points: +8 (600 XP), Skill Points: +4 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +1 Level (600 XP), Class Specials: Trackless Step (300 XP), Class Levels: +0 (0 XP), Level Cost: 3000 XP, CAREER XP: 4900 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +0 (0 XP), Will Save: +1 (400 XP), Hit Points: +8 (800 XP), Skill Points: +4 (400 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (800 XP), Class Specials: Resist Nature's Lure (400 XP), Class Levels: +0 (0 XP), Level Cost: 4700 XP, CAREER XP: 9600 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1000 XP), Skill Points: +4 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (800 XP), Class Specials: Wild Shape I (500 XP), Class Levels: +0 (0 XP), Level Cost: 2800 XP, CAREER XP: 12400 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +8 (1200 XP), Skill Points: +4 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +1 Level (1200 XP), Class Specials: Wild Shape II (600 XP), Class Levels: +0 (0 XP), Level Cost: 7500 XP, CAREER XP: 19900 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1400 XP), Skill Points: +4 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1400 XP), Class Specials: Wild Shape III (700 XP), Class Levels: +0 (0 XP), Level Cost: 6000 XP, CAREER XP: 25900 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +0 (0 XP), Will Save: +1 (800 XP), Hit Points: +8 (1600 XP), Skill Points: +4 (800 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1600 XP), Class Specials: Wild Shape: Large (800 XP), Class Levels: +0 (0 XP), Level Cost: 9700 XP, CAREER XP: 35600 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (900 XP), Will Save: +0 (0 XP), Hit Points: +8 (1800 XP), Skill Points: +4 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (1600 XP), Class Specials: Venom Immunity (900 XP), Class Levels: +0 (0 XP), Level Cost: 7000 XP, CAREER XP: 42600 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1000 XP), Hit Points: +8 (2000 XP), Skill Points: +4 (1000 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2000 XP), Class Specials: Wild Shape IV (1000 XP), Class Levels: +0 (0 XP), Level Cost: 10700 XP, CAREER XP: 53300 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2200 XP), Skill Points: +4 (1100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2200 XP), Class Specials: Wild Shape: Tiny (1100 XP), Class Levels: +0 (0 XP), Level Cost: 9600 XP, CAREER XP: 62900 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +8 (2400 XP), Skill Points: +4 (1200 XP), Ability Score: +1 (1800 XP), Bonus Feat: Wild Shape: Plant (1200 XP), Spellcasting: +1 Level (2400 XP), Class Specials: +1 (1200 XP), Class Levels: +0 (0 XP), Level Cost: 17100 XP, CAREER XP: 80000 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2600 XP), Skill Points: +4 (1300 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2400 XP), Class Specials: A Thousand Faces (1300 XP), Class Levels: +0 (0 XP), Level Cost: 7600 XP, CAREER XP: 87600 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1400 XP), Hit Points: +8 (2800 XP), Skill Points: +4 (1400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2800 XP), Class Specials: Wild Shape V (1400 XP), Class Levels: +0 (0 XP), Level Cost: 15100 XP, CAREER XP: 102700 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1500 XP), Will Save: +0 (0 XP), Hit Points: +8 (3000 XP), Skill Points: +4 (1500 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (3000 XP), Class Specials: Timeless Body: Druidic, Wild Shape: Huge (3000 XP), Class Levels: +0 (0 XP), Level Cost: 17700 XP, CAREER XP: 120400 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1600 XP), Hit Points: +8 (3200 XP), Skill Points: +4 (1600 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3200 XP), Class Specials: Wild Shape: Elemental I (1600 XP), Class Levels: +0 (0 XP), Level Cost: 19700 XP, CAREER XP: 140100 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3400 XP), Skill Points: +4 (1700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3200 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 8300 XP, CAREER XP: 148400 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +8 (3600 XP), Skill Points: +4 (1800 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +1 Level (3600 XP), Class Specials: Wild Shape: Elemental II, Wild Shape VI (3600 XP), Class Levels: +0 (0 XP), Level Cost: 24900 XP, CAREER XP: 173300 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3800 XP), Skill Points: +4 (1900 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3800 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 14900 XP, CAREER XP: 188200 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +0 (0 XP), Will Save: +1 (2000 XP), Hit Points: +8 (4000 XP), Skill Points: +4 (2000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (4000 XP), Class Specials: Wild Shape: Elemental III, Wild Shape: Elemental (Huge) (4000 XP), Class Levels: +0 (0 XP), Level Cost: 26700 XP, CAREER XP: 214900 XP.

FIGHTER

Level 1 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +2 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +9 (225 XP), Skill Points: +8 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: Fighting Mastery I (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: +1 (100 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple, Martial Weapons; Light, Medium, Heavy Armor; Shields, Tower Shields (700 XP), Level Cost: 1825 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (500 XP), Skill Points: +2 (100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery II (200 XP), Class Levels: +0 (0 XP), Level Cost: 1300 XP, CAREER XP: 1300 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (300 XP), Will Save: +1 (300 XP), Hit Points: +10 (750 XP), Skill Points: +2 (150 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2400 XP, CAREER XP: 3700 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1000 XP), Skill Points: +2 (200 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery III (400 XP), Class Levels: +0 (0 XP), Level Cost: 3500 XP, CAREER XP: 7200 XP.

Level 5 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1250 XP), Skill Points: +2 (250 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2700 XP, CAREER XP: 9900 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +10 (1500 XP), Skill Points: +2 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery IV (600 XP), Class Levels: +0 (0 XP), Level Cost: 6300 XP, CAREER XP: 16200 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1750 XP), Skill Points: +2 (350 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 3900 XP, CAREER XP: 20100 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2000 XP), Skill Points: +2 (400 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery V (800 XP), Class Levels: +0 (0 XP), Level Cost: 7300 XP, CAREER XP: 27400 XP.

Level 9 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (900 XP), Will Save: +1 (900 XP), Hit Points: +10 (2250 XP), Skill Points: +2 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7800 XP, CAREER XP: 35200 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2500 XP), Skill Points: +2 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery VI (1000 XP), Class Levels: +0 (0 XP), Level Cost: 7700 XP, CAREER XP: 42900 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2750 XP), Skill Points: +2 (550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6300 XP, CAREER XP: 49200 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +10 (3000 XP), Skill Points: +2 (600 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery VII (1200 XP), Class Levels: +0 (0 XP), Level Cost: 14700 XP, CAREER XP: 63900 XP.

Level 13 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (3250 XP), Skill Points: +2 (650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7500 XP, CAREER XP: 71400 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (3500 XP), Skill Points: +2 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery VIII (1400 XP), Class Levels: +0 (0 XP), Level Cost: 10900 XP, CAREER XP: 82300 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1500 XP), Will Save: +1 (1500 XP), Hit Points: +10 (3750 XP), Skill Points: +2 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 13200 XP, CAREER XP: 95500 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4000 XP), Skill Points: +2 (800 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery IX (1600 XP), Class Levels: +0 (0 XP), Level Cost: 14900 XP, CAREER XP: 110400 XP.

Level 17 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4250 XP), Skill Points: +2 (850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9900 XP, CAREER XP: 120300 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +10 (4500 XP), Skill Points: +2 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery X (1800 XP), Class Levels: +0 (0 XP), Level Cost: 19500 XP, CAREER XP: 139800 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4750 XP), Skill Points: +2 (950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 11000 XP, CAREER XP: 150900 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (5000 XP), Skill Points: +2 (1000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery XI (2000 XP), Class Levels: +0 (0 XP), Level Cost: 18700 XP, CAREER XP: 169600 XP.

MONK

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +2 (200 XP), Reflex Save: +2 (200 XP), Will Save: +2 (200 XP), Hit Points: +7 (175 XP), Skill Points: +16 (400 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: Flurry of Blows I, Intuitive Defense I, Martial Arts I (one choice), Unarmed Strike I (400 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Monk Weapons (100 XP), Level Cost: 1775 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +1 (200 XP), Will Save: +1 (200 XP), Hit Points: +8 (400 XP), Skill Points: +4 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Evasion, Martial Arts II (one choice) (400 XP), Class Levels: +0 (0 XP), Level Cost: 1900 XP, CAREER XP: 1900 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (600 XP), Skill Points: +4 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: Speed Bonus I, Still Mind (600 XP), Class Levels: +0 (0 XP), Level Cost: 2400 XP, CAREER XP: 4300 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +1 (400 XP), Will Save: +1 (400 XP), Hit Points: +8 (800 XP), Skill Points: +4 (400 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Ki Strike: Magic, Slow Fall I, Unarmed Strike II (1200 XP), Class Levels: +0 (0 XP), Level Cost: 5100 XP, CAREER XP: 9400 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1000 XP), Skill Points: +4 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Intuitive Defense II, Purity of Body (900 XP), Class Levels: +0 (0 XP), Level Cost: 2400 XP, CAREER XP: 11800 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +8 (1200 XP), Skill Points: +4 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Martial Arts III (one choice), Slow Fall II, Speed Bonus II (1800 XP), Class Levels: +0 (0 XP), Level Cost: 7500 XP, CAREER XP: 19300 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1400 XP), Skill Points: +4 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Wholeness of Body (700 XP), Class Levels: +0 (0 XP), Level Cost: 4600 XP, CAREER XP: 23900 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +1 (800 XP), Will Save: +1 (800 XP), Hit Points: +8 (1600 XP), Skill Points: +4 (800 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Slow Fall III, Unarmed Strike III (1600 XP), Class Levels: +0 (0 XP), Level Cost: 9700 XP, CAREER XP: 33600 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1800 XP), Skill Points: +4 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +0 Level (0 XP), Class Specials: Flurry of Blows III, Improved Evasion, Speed Bonus III (2600 XP), Class Levels: +0 (0 XP), Level Cost: 6200 XP, CAREER XP: 39800 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +1 (1000 XP), Will Save: +1 (1000 XP), Hit Points: +8 (2000 XP), Skill Points: +4 (1000 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Intuitive Defense III, Ki Strike: Lawful, Slow Fall IV (3000 XP), Class Levels: +0 (0 XP), Level Cost: 11700 XP, CAREER XP: 51500 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2200 XP), Skill Points: +4 (1100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Diamond Body, Greater Flurry (2200 XP), Class Levels: +0 (0 XP), Level Cost: 8500 XP, CAREER XP: 60000 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +8 (2400 XP), Skill Points: +4 (1200 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: Abundant Step, Slow Fall V, Speed Bonus IV, Unarmed Strike IV (4800 XP), Class Levels: +0 (0 XP), Level Cost: 18300 XP, CAREER XP: 78300 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2600 XP), Skill Points: +4 (1300 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Diamond Soul (1200 XP), Class Levels: +0 (0 XP), Level Cost: 5100 XP, CAREER XP: 83400 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +1 (1400 XP), Will Save: +1 (1400 XP), Hit Points: +8 (2800 XP), Skill Points: +4 (1400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Slow Fall VI (1400 XP), Class Levels: +0 (0 XP), Level Cost: 13700 XP, CAREER XP: 97100 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3000 XP), Skill Points: +4 (1500 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +0 Level (0 XP), Class Specials: Intuitive Defense IV, Quivering Palm, Speed Bonus V (4500 XP), Class Levels: +0 (0 XP), Level Cost: 14700 XP, CAREER XP: 111800 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +1 (1600 XP), Will Save: +1 (1600 XP), Hit Points: +8 (3200 XP), Skill Points: +4 (1600 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Ki Strike: Adamantite, Unarmed Strike V (3200 XP), Class Levels: +0 (0 XP), Level Cost: 19700 XP, CAREER XP: 131500 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3400 XP), Skill Points: +4 (1700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Timeless Body: Ascetic, Tongue of the Sun and Moon (3300 XP), Class Levels: +0 (0 XP), Level Cost: 8400 XP, CAREER XP: 139900 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +8 (3600 XP), Skill Points: +4 (1800 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: Slow Fall VIII, Speed Bonus VI (3600 XP), Class Levels: +0 (0 XP), Level Cost: 21300 XP, CAREER XP: 161200 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3800 XP), Skill Points: +4 (1900 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Empty Body (1900 XP), Class Levels: +0 (0 XP), Level Cost: 13000 XP, CAREER XP: 174200 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +1 (2000 XP), Will Save: +1 (2000 XP), Hit Points: +8 (4000 XP), Skill Points: +4 (2000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Intuitive Defense V, Perfect Self, Slow Fall IX, Unarmed Strike VI (8000 XP), Class Levels: +0 (0 XP), Level Cost: 28700 XP, CAREER XP: 202900 XP.

PALADIN

Level 1 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +2 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +9 (225 XP), Skill Points: +8 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: Aura of Alignment (choose one), Detect Alignment (choose one), Smite I (choose one alignment) (300 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple, Martial Weapons; Light, Medium, Heavy Armor; Shields (600 XP), Level Cost: 1925 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (500 XP), Skill Points: +2 (100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Divine Grace, Lay on Hands or Deadly Touch (400 XP), Class Levels: +0 (0 XP), Level Cost: 1500 XP, CAREER XP: 1500 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (300 XP), Will Save: +1 (300 XP), Hit Points: +10 (750 XP), Skill Points: +2 (150 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: Aura of Courage, Debilitation, Despair, or Resolve (pick only one), Divine Health (600 XP), Class Levels: +0 (0 XP), Level Cost: 3000 XP, CAREER XP: 4500 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1000 XP), Skill Points: +2 (200 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Turn Undead or Rebuke Undead (400 XP), Class Levels: +0 (0 XP), Level Cost: 3500 XP, CAREER XP: 8000 XP.

Level 5 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1250 XP), Skill Points: +2 (250 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1500 XP), Class Specials: Smite II, Special Mount (1000 XP), Class Levels: +0 (0 XP), Level Cost: 5200 XP, CAREER XP: 13200 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +10 (1500 XP), Skill Points: +2 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Bestow Curse I, Cause Disease I, Remove Curse I, or Remove Disease I (pick only one) (600 XP), Class Levels: +0 (0 XP), Level Cost: 6300 XP, CAREER XP: 19500 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1750 XP), Skill Points: +2 (350 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2100 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6000 XP, CAREER XP: 25500 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2000 XP), Skill Points: +2 (400 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6500 XP, CAREER XP: 32000 XP.

Level 9 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (900 XP), Will Save: +1 (900 XP), Hit Points: +10 (2250 XP), Skill Points: +2 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (2700 XP), Class Specials: Bestow Curse II, Cause Disease II, Remove Curse II, or Remove Disease II (pick only one) (900 XP), Class Levels: +0 (0 XP), Level Cost: 11400 XP, CAREER XP: 43400 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2500 XP), Skill Points: +2 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Smite III (1000 XP), Class Levels: +0 (0 XP), Level Cost: 7700 XP, CAREER XP: 51100 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2750 XP), Skill Points: +2 (550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3300 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9600 XP, CAREER XP: 60700 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +10 (3000 XP), Skill Points: +2 (600 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: Bestow Curse III, Cause Disease III, Remove Curse III, or Remove Disease III (pick only one) (1200 XP), Class Levels: +0 (0 XP), Level Cost: 14700 XP, CAREER XP: 75400 XP.

Level 13 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (3250 XP), Skill Points: +2 (650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3900 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 11400 XP, CAREER XP: 86800 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (3500 XP), Skill Points: +2 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9500 XP, CAREER XP: 96300 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1500 XP), Will Save: +1 (1500 XP), Hit Points: +10 (3750 XP), Skill Points: +2 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (4500 XP), Class Specials: Bestow Curse IV, Cause Disease IV, Remove Curse IV, or Remove Disease IV (pick only one), Smite IV (3000 XP), Class Levels: +0 (0 XP), Level Cost: 20700 XP, CAREER XP: 117000 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4000 XP), Skill Points: +2 (800 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 13300 XP, CAREER XP: 130300 XP.

Level 17 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4250 XP), Skill Points: +2 (850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5100 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 15000 XP, CAREER XP: 145300 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +10 (4500 XP), Skill Points: +2 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: Bestow Curse V, Cause Disease V, Remove Curse V, or Remove Disease V (pick only one) (1800 XP), Class Levels: +0 (0 XP), Level Cost: 19500 XP, CAREER XP: 164800 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4750 XP), Skill Points: +2 (950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5700 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 16800 XP, CAREER XP: 181600 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (5000 XP), Skill Points: +2 (1000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Smite V (2000 XP), Class Levels: +0 (0 XP), Level Cost: 18700 XP, CAREER XP: 200300 XP.

RANGER

Level 1 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +2 (200 XP), Reflex Save: +2 (200 XP), Will Save: +0 (0 XP), Hit Points: +7 (175 XP), Skill Points: +24 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: Favored Enemy I, Track, Wild Empathy (300 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple, Martial Weapons; Light Armor; Shields (400 XP), Level Cost: 2275 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +1 (200 XP), Will Save: +0 (0 XP), Hit Points: +8 (400 XP), Skill Points: +6 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Combat Style (choose one) (200 XP), Class Levels: +0 (0 XP), Level Cost: 1600 XP, CAREER XP: 1600 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (300 XP), Hit Points: +8 (600 XP), Skill Points: +6 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: Endurance (300 XP), Class Levels: +0 (0 XP), Level Cost: 2550 XP, CAREER XP: 4150 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +1 (400 XP), Will Save: +0 (0 XP), Hit Points: +8 (800 XP), Skill Points: +6 (600 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Animal Companion (400 XP), Class Levels: +0 (0 XP), Level Cost: 4100 XP, CAREER XP: 8250 XP.

Level 5 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1000 XP), Skill Points: +6 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1000 XP), Class Specials: Favored Enemy II (500 XP), Class Levels: +0 (0 XP), Level Cost: 4450 XP, CAREER XP: 12700 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +8 (1200 XP), Skill Points: +6 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Improved Combat Style (choose one) (600 XP), Class Levels: +0 (0 XP), Level Cost: 6600 XP, CAREER XP: 19300 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1400 XP), Skill Points: +6 (1050 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1400 XP), Class Specials: Woodland Stride (700 XP), Class Levels: +0 (0 XP), Level Cost: 6350 XP, CAREER XP: 25650 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +1 (800 XP), Will Save: +0 (0 XP), Hit Points: +8 (1600 XP), Skill Points: +6 (1200 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Swift Tracker (800 XP), Class Levels: +0 (0 XP), Level Cost: 8500 XP, CAREER XP: 34150 XP.

Level 9 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (900 XP), Hit Points: +8 (1800 XP), Skill Points: +6 (1350 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (1800 XP), Class Specials: Evasion (900 XP), Class Levels: +0 (0 XP), Level Cost: 10050 XP, CAREER XP: 44200 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +1 (1000 XP), Will Save: +0 (0 XP), Hit Points: +8 (2000 XP), Skill Points: +6 (1500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Favored Enemy III (1000 XP), Class Levels: +0 (0 XP), Level Cost: 9200 XP, CAREER XP: 53400 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2200 XP), Skill Points: +6 (1650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2200 XP), Class Specials: Combat Style Mastery (choose one) (1100 XP), Class Levels: +0 (0 XP), Level Cost: 10150 XP, CAREER XP: 63550 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +8 (2400 XP), Skill Points: +6 (1800 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 14100 XP, CAREER XP: 77650 XP.

Level 13 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2600 XP), Skill Points: +6 (1950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2600 XP), Class Specials: Camouflage (1300 XP), Class Levels: +0 (0 XP), Level Cost: 12050 XP, CAREER XP: 89700 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +1 (1400 XP), Will Save: +0 (0 XP), Hit Points: +8 (2800 XP), Skill Points: +6 (2100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 11600 XP, CAREER XP: 101300 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1500 XP), Hit Points: +8 (3000 XP), Skill Points: +6 (2250 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (3000 XP), Class Specials: Favored Enemy IV (1500 XP), Class Levels: +0 (0 XP), Level Cost: 16950 XP, CAREER XP: 118250 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +1 (1600 XP), Will Save: +0 (0 XP), Hit Points: +8 (3200 XP), Skill Points: +6 (2400 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 15700 XP, CAREER XP: 133950 XP.

Level 17 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3400 XP), Skill Points: +6 (2550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3400 XP), Class Specials: Hide in Plain Sight (1700 XP), Class Levels: +0 (0 XP), Level Cost: 15850 XP, CAREER XP: 149800 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +8 (3600 XP), Skill Points: +6 (2700 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 18600 XP, CAREER XP: 168400 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3800 XP), Skill Points: +6 (2850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3800 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 15850 XP, CAREER XP: 184250 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +1 (2000 XP), Will Save: +0 (0 XP), Hit Points: +8 (4000 XP), Skill Points: +6 (3000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Favored Enemy V (2000 XP), Class Levels: +0 (0 XP), Level Cost: 21700 XP, CAREER XP: 205950 XP.

ROGUE

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +2 (200 XP), Will Save: +0 (0 XP), Hit Points: +5 (125 XP), Skill Points: +32 (800 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack I, Trapfinding (200 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple, Rogue Weapons; Light Armor (300 XP), Level Cost: 1725 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (200 XP), Will Save: +0 (0 XP), Hit Points: +6 (300 XP), Skill Points: +8 (400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Evasion (200 XP), Class Levels: +0 (0 XP), Level Cost: 1400 XP, CAREER XP: 1400 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +1 (300 XP), Reflex Save: +0 (0 XP), Will Save: +1 (300 XP), Hit Points: +6 (450 XP), Skill Points: +8 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack II, Trap Sense I (600 XP), Class Levels: +0 (0 XP), Level Cost: 3150 XP, CAREER XP: 4550 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (400 XP), Will Save: +0 (0 XP), Hit Points: +6 (600 XP), Skill Points: +8 (800 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Uncanny Dodge (400 XP), Class Levels: +0 (0 XP), Level Cost: 3700 XP, CAREER XP: 8250 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (750 XP), Skill Points: +8 (1000 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack III (400 XP), Class Levels: +0 (0 XP), Level Cost: 2150 XP, CAREER XP: 10400 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +6 (900 XP), Skill Points: +8 (1200 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense II (600 XP), Class Levels: +0 (0 XP), Level Cost: 6600 XP, CAREER XP: 17000 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1050 XP), Skill Points: +8 (1400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack IV (700 XP), Class Levels: +0 (0 XP), Level Cost: 4950 XP, CAREER XP: 21950 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (800 XP), Will Save: +0 (0 XP), Hit Points: +6 (1200 XP), Skill Points: +8 (1600 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Improved Uncanny Dodge (800 XP), Class Levels: +0 (0 XP), Level Cost: 7700 XP, CAREER XP: 29650 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (900 XP), Reflex Save: +0 (0 XP), Will Save: +1 (900 XP), Hit Points: +6 (1350 XP), Skill Points: +8 (1800 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack V, Trap Sense III (1700 XP), Class Levels: +0 (0 XP), Level Cost: 7550 XP, CAREER XP: 37200 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1000 XP), Will Save: +0 (0 XP), Hit Points: +6 (1500 XP), Skill Points: +8 (2000 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rogue Special Ability I (1000 XP), Class Levels: +0 (0 XP), Level Cost: 8200 XP, CAREER XP: 45400 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1650 XP), Skill Points: +8 (2200 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack VI (1100 XP), Class Levels: +0 (0 XP), Level Cost: 7950 XP, CAREER XP: 53350 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +6 (1800 XP), Skill Points: +8 (2400 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense IV (1200 XP), Class Levels: +0 (0 XP), Level Cost: 15300 XP, CAREER XP: 68650 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1950 XP), Skill Points: +8 (2600 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rogue Special Ability II, Sneak Attack VII (2500 XP), Class Levels: +0 (0 XP), Level Cost: 7050 XP, CAREER XP: 75700 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1400 XP), Will Save: +0 (0 XP), Hit Points: +6 (2100 XP), Skill Points: +8 (2800 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 10200 XP, CAREER XP: 85900 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +1 (1500 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1500 XP), Hit Points: +6 (2250 XP), Skill Points: +8 (3000 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack VIII, Trap Sense V (3000 XP), Class Levels: +0 (0 XP), Level Cost: 16950 XP, CAREER XP: 102850 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1600 XP), Will Save: +0 (0 XP), Hit Points: +6 (2400 XP), Skill Points: +8 (3200 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rogue Special Ability III (1600 XP), Class Levels: +0 (0 XP), Level Cost: 15700 XP, CAREER XP: 118550 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (2550 XP), Skill Points: +8 (3400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack IX (1600 XP), Class Levels: +0 (0 XP), Level Cost: 7550 XP, CAREER XP: 126100 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +6 (2700 XP), Skill Points: +8 (3600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense VI (1800 XP), Class Levels: +0 (0 XP), Level Cost: 20400 XP, CAREER XP: 146500 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (2850 XP), Skill Points: +8 (3800 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rogue Special Ability IV, Sneak Attack X (3800 XP), Class Levels: +0 (0 XP), Level Cost: 15850 XP, CAREER XP: 162350 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (2000 XP), Will Save: +0 (0 XP), Hit Points: +6 (3000 XP), Skill Points: +8 (4000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 17700 XP, CAREER XP: 180050 XP.

SORCERER

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +2 (200 XP), Hit Points: +3 (75 XP), Skill Points: +8 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +1 Level (500 XP), Class Specials: Summon Familiar (100 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple Weapons (100 XP), Level Cost: 1275 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (200 XP), Hit Points: +4 (200 XP), Skill Points: +2 (100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 1600 XP, CAREER XP: 1600 XP.

Level 3 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (300 XP), Reflex Save: +1 (300 XP), Will Save: +0 (0 XP), Hit Points: +4 (300 XP), Skill Points: +2 (150 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +1 Level (1000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2350 XP, CAREER XP: 3950 XP.

Level 4 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (400 XP), Hit Points: +4 (400 XP), Skill Points: +2 (200 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 4300 XP, CAREER XP: 8250 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (500 XP), Skill Points: +2 (250 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2750 XP, CAREER XP: 11000 XP.

Level 6 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +4 (600 XP), Skill Points: +2 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +1 Level (2500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7600 XP, CAREER XP: 18600 XP.

Level 7 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (700 XP), Skill Points: +2 (350 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 4050 XP, CAREER XP: 22650 XP.

Level 8 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (800 XP), Hit Points: +4 (800 XP), Skill Points: +2 (400 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9100 XP, CAREER XP: 31750 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (900 XP), Reflex Save: +1 (900 XP), Will Save: +0 (0 XP), Hit Points: +4 (900 XP), Skill Points: +2 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (4000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 8050 XP, CAREER XP: 39800 XP.

Level 10 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1000 XP), Hit Points: +4 (1000 XP), Skill Points: +2 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (4500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 10000 XP, CAREER XP: 49800 XP.

Level 11 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1100 XP), Skill Points: +2 (550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6650 XP, CAREER XP: 56450 XP.

Level 12 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +4 (1200 XP), Skill Points: +2 (600 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +1 Level (5500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 17500 XP, CAREER XP: 73950 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1300 XP), Skill Points: +2 (650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (6000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7950 XP, CAREER XP: 81900 XP.

Level 14 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1400 XP), Hit Points: +4 (1400 XP), Skill Points: +2 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (6500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 14200 XP, CAREER XP: 96100 XP.

Level 15 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (1500 XP), Reflex Save: +1 (1500 XP), Will Save: +0 (0 XP), Hit Points: +4 (1500 XP), Skill Points: +2 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (7000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 13750 XP, CAREER XP: 109850 XP.

Level 16 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1600 XP), Hit Points: +4 (1600 XP), Skill Points: +2 (800 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (7500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 18700 XP, CAREER XP: 128550 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1700 XP), Skill Points: +2 (850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (8000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 10550 XP, CAREER XP: 139100 XP.

Level 18 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +4 (1800 XP), Skill Points: +2 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +1 Level (8500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 23800 XP, CAREER XP: 162900 XP.

Level 19 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1900 XP), Skill Points: +2 (950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (9000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 11850 XP, CAREER XP: 174750 XP.

Level 20 - Base Attack Bonus: +1 (6000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (2000 XP), Hit Points: +4 (2000 XP), Skill Points: +2 (1000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (9500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 23500 XP, CAREER XP: 198250 XP.

WIZARD

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +2 (200 XP), Hit Points: +3 (75 XP), Skill Points: +8 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +1 Level (500 XP), Class Specials: Summon Familiar, Wizardry I (200 XP), Armor and Weapon Feats: Wizard Weapons (100 XP), Level Cost: 1375 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (200 XP), Hit Points: +4 (200 XP), Skill Points: +2 (100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (500 XP), Class Specials: +0 (0 XP), Level Cost: 1600 XP, CAREER XP: 1600 XP.

Level 3 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (300 XP), Reflex Save: +1 (300 XP), Will Save: +0 (0 XP), Hit Points: +4 (300 XP), Skill Points: +2 (150 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +1 Level (1000 XP), Class Specials: +0 (0 XP), Level Cost: 2350 XP, CAREER XP: 3950 XP.

Level 4 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (400 XP), Hit Points: +4 (400 XP), Skill Points: +2 (200 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1500 XP), Class Specials: +0 (0 XP), Level Cost: 4300 XP, CAREER XP: 8250 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (500 XP), Skill Points: +2 (250 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2000 XP), Class Specials: Wizardry II (500 XP), Level Cost: 3250 XP, CAREER XP: 11500 XP.

Level 6 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +4 (600 XP), Skill Points: +2 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +1 Level (2500 XP), Class Specials: +0 (0 XP), Level Cost: 7600 XP, CAREER XP: 19100 XP.

Level 7 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (700 XP), Skill Points: +2 (350 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3000 XP), Class Specials: +0 (0 XP), Level Cost: 4050 XP, CAREER XP: 23150 XP.

Level 8 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (800 XP), Hit Points: +4 (800 XP), Skill Points: +2 (400 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3500 XP), Class Specials: +0 (0 XP), Level Cost: 9100 XP, CAREER XP: 32250 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (900 XP), Reflex Save: +1 (900 XP), Will Save: +0 (0 XP), Hit Points: +4 (900 XP), Skill Points: +2 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (4000 XP), Class Specials: +0 (0 XP), Level Cost: 8050 XP, CAREER XP: 40300 XP.

Level 10 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1000 XP), Hit Points: +4 (1000 XP), Skill Points: +2 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (4500 XP), Class Specials: Wizardry III (1000 XP), Level Cost: 11000 XP, CAREER XP: 51300 XP.

Level 11 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1100 XP), Skill Points: +2 (550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5000 XP), Class Specials: +0 (0 XP), Level Cost: 6650 XP, CAREER XP: 57950 XP.

Level 12 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +4 (1200 XP), Skill Points: +2 (600 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +1 Level (5500 XP), Class Specials: +0 (0 XP), Level Cost: 17500 XP, CAREER XP: 75450 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1300 XP), Skill Points: +2 (650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (6000 XP), Class Specials: +0 (0 XP), Level Cost: 7950 XP, CAREER XP: 83400 XP.

Level 14 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1400 XP), Hit Points: +4 (1400 XP), Skill Points: +2 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (6500 XP), Class Specials: +0 (0 XP), Level Cost: 14200 XP, CAREER XP: 97600 XP.

Level 15 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (1500 XP), Reflex Save: +1 (1500 XP), Will Save: +0 (0 XP), Hit Points: +4 (1500 XP), Skill Points: +2 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (7000 XP), Class Specials: Wizardry IV (1500 XP), Level Cost: 15250 XP, CAREER XP: 112850 XP.

Level 16 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1600 XP), Hit Points: +4 (1600 XP), Skill Points: +2 (800 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (7500 XP), Class Specials: +0 (0 XP), Level Cost: 18700 XP, CAREER XP: 131550 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1700 XP), Skill Points: +2 (850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (8000 XP), Class Specials: +0 (0 XP), Level Cost: 10550 XP, CAREER XP: 142100 XP.

Level 18 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +4 (1800 XP), Skill Points: +2 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +1 Level (8500 XP), Class Specials: +0 (0 XP), Level Cost: 23800 XP, CAREER XP: 165900 XP.

Level 19 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1900 XP), Skill Points: +2 (950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (9000 XP), Class Specials: +0 (0 XP), Level Cost: 11850 XP, CAREER XP: 177750 XP.

Level 20 - Base Attack Bonus: +1 (6000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (2000 XP), Hit Points: +4 (2000 XP), Skill Points: +2 (1000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (9500 XP), Class Specials: Wizardry V (2000 XP), Level Cost: 25500 XP, CAREER XP: 203250 XP.

CONSTRUCTING CHARACTER CLASSES

Custom Characters can be used to create classes for your campaign, even if you don't want to use the free-form "classless" system. Building a class is quite easy. First, you start off with 21,000 XP. Then, you spend these experience points on the various traits members of the class gain as they progress. Ignore the "x CL" multiplier to trait costs. You start with 21,000 XP because 1st level characters start with 2,000 XP. Add another 1,000 XP for each level beyond first (19 more levels) and you get 21,000 XP. However, any number of experience points can be used, as long as all of the classes in your campaign get the same amount of XP on traits.

The generic classes listed in the System Reference Document are a little on the weak side. Custom Characters can be used to beef them up. Each class was built using approximately 21,100 XP and is at about the same power level as the standard classes found in the SRD.

These classes can form the basis of a more systematic treatment of character archetypes as well. There is a certain logic to the structure of these classes. The three basic generic classes (combatant, expert, and spellcaster) are used to create the other four classes. The gish is a combatant/spellcaster. The zerth is a spellcaster/expert. The specialist is a combatant and

expert. Finally, the polymath is an amalgamation of all three. Of the spellcasting classes (spellcaster, gish, zerth, and polymath), each has three variations based on the character's "prime requisite." Arcane magic-users are Intelligence-based and operate like wizards. Divine magic-users are Wisdom-based and operate like clerics and druids. Innate magic-users are Charisma-based and operate like bards and sorcerers. Thus, there are fifteen different generic classes, if each type of magic-user is considered a separate class. Furthermore, players are given the option to choose the class skills for their characters' classes and base save bonuses, adding more variation.

These classes can be used as a foundation while additional traits are purchased *a la carte*. Thus, players are not limited to advancing along these career paths alone. They can add a few feats, additional skill ranks, and add more hit points as needed as they follow the class progression. For example, no two arcane zerths will be the same. One may operate like a sage, while another may function as an assassin. With the right combination of feats and special abilities, the combatant class can be made to represent any sort of fighter. And all classes found in the System Reference Document can be approximated and developed exactly as the player desires!

COMBATANT

The combatant is the basic warrior of the trio of generic classes. He has the fighter's hit points, combat prowess, bonus feats, and weapon selection. This class represents all characters that make their way primarily through martial prowess and is suitable for such characters as mercenaries, knights, barbarians, soldiers, archers, horsemen, footmen, and all other types of combatants.

Alignment: Any.

Hit Die: d10.

Base Save Bonuses

One good save and two poor saves. Fortitude is the default good save.

Class Skills

Choose any six skills as class skills, plus Craft.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Combatant

Level	Base Bonus	Attack	Good Save	Poor Saves	Class Specials
1st	+1		+2	+0	1st, 2nd
2nd	+2		+3	+0	3rd, 4th
3rd	+3		+3	+1	5th, 6th
4th	+4		+4	+1	7th, 8th
5th	+5		+4	+1	9th, 10th
6th	+6/+1		+5	+2	11th, 12th
7th	+7/+2		+5	+2	13th, 14th
8th	+8/+3		+6	+2	15th, 16th
9th	+9/+4		+6	+3	17th, 18th
10th	+10/+5		+7	+3	19th, 20th
11th	+11/+6/+1		+7	+3	21st, 22nd
12th	+12/+7/+2		+8	+4	23rd, 24th
13th	+13/+8/+3		+8	+4	25th, 26th
14th	+14/+9/+4		+9	+4	27th, 28th
15th	+15/+10/+5		+9	+5	29th, 30th
16th	+16/+11/+6/+1		+10	+5	31st, 32nd
17th	+17/+12/+7/+2		+10	+5	33rd, 34th
18th	+18/+13/+8/+3		+11	+6	35th, 36th
19th	+19/+14/+9/+4		+11	+6	37th, 38th
20th	+20/+15/+10/+5		+12	+6	39th, 40th

CLASS FEATURES

All of the following are class features of the combatant.

Weapon and Armor Proficiency: A combatant is proficient with all simple and martial weapons. They are proficient with light, medium, and heavy armor as well as with shields and tower shields.

Class Specials: At 1st level, the combatant gains two bonus feats or class special abilities as found in this rulebook. At each level thereafter, the combatant gains two additional bonus feats or class special abilities. These feats or special abilities may be any that the combatant qualifies for.

EXPERT

The expert class represents a wide variety of non-magical and non-martial characters. Advisors, academics, craftsmen, performers, sailors, and many other types of characters can be constructed using this class. Experts are the true masters of skill use in the campaign world and surpass all other character classes in this area. This class is an adaptation of the expert generic character class.

Alignment: Any.

Hit Die: d6.

Base Save Bonuses

One good save and two poor saves. Reflex is the default good save.

Class Skills

Choose any twelve skills as class skills, plus Craft and Profession.

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Table: The Expert

Level	Base Attack Bonus	Good Save	Poor Saves	Class Specials
1st	+0	+2	+0	1st, 2nd
2nd	+1	+3	+0	3rd, 4th
3rd	+2	+3	+1	5th, 6th
4th	+3	+4	+1	7th, 8th
5th	+3	+4	+1	9th, 10th
6th	+4	+5	+2	11th, 12th
7th	+5	+5	+2	13th, 14th
8th	+6/+1	+6	+2	15th, 16th
9th	+6/+1	+6	+3	17th, 18th
10th	+7/+2	+7	+3	19th, 20th
11th	+8/+3	+7	+3	21st, 22nd
12th	+9/+4	+8	+4	23rd, 24th
13th	+9/+4	+8	+4	25th, 26th
14th	+10/+5	+9	+4	27th, 28th
15th	+11/+6/+1	+9	+5	29th, 30th
16th	+12/+7/+2	+10	+5	31st, 32nd
17th	+12/+7/+2	+10	+5	33rd, 34th
18th	+13/+8/+3	+11	+6	35th, 36th
19th	+14/+9/+4	+11	+6	37th, 38th
20th	+15/+10/+5	+12	+6	39th, 40th

CLASS FEATURES

All of the following are class features of the expert.

Weapon and Armor Proficiency: An expert is proficient with all simple and martial weapons. They are proficient with light armor, but they are not proficient with shields.

Class Specials: At 1st level, the expert gains two bonus feats or class special abilities as found in this rulebook. At each level thereafter, the expert gains two additional bonus feats or class special abilities. These feats or special abilities may be any that the expert qualifies for.

SPELLCASTER

This class represents any kind of pure spellcaster, whether divine, arcane, innate, or otherwise. Use this class for wizards, wise ones, hedge mages, witches, sorcerers, infernalists, clerics, miracle workers, kabalists, thaumaturgists, theurgists, necromancers, shaman, sorcerers, and any other type of magic-user.

Alignment: Any.

Hit Die: d4.

Base Save Bonuses

One good save and two poor saves. Will is the default good save.

Class Skills

Choose any four skills as class skills, plus Craft, Knowledge (all), and Profession.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellcaster.

Weapon and Armor Proficiency: The spellcaster is proficient with all simple weapons, but not with armor or shields.

Class Specials: At 1st level, the spellcaster gains one bonus feat or class special ability as found in this rulebook. At each level evenly divisible by five thereafter (5th, 10th, 15th, and 20th), the spellcaster gains another bonus feat or class special ability. This feat or special ability may be any that the spellcaster qualifies for.

Spells: A spellcaster must choose at 1st level whether to be an arcane, divine, or innate spellcaster. This choice has no impact on the spells that he may learn, but affects what kinds of scrolls he can use and which ability score controls his spellcasting. An arcane spellcaster uses Intelligence as the ability score that determines the highest-level spell he can learn or cast, and the Difficulty Class of his spell's saving throws. A divine spellcaster uses Wisdom to determine the highest-level spell he can learn or cast, and the DC of his spell's saving throws. An innate spellcaster uses Charisma to determine the highest level spell he can learn or cast, and the DC of his spell's saving throws. Both arcane and innate spellcasters cast arcane spells. Divine spellcasters cast divine spells.

ARCANE SPELLCASTERS

An arcane spellcaster casts arcane spells which are drawn from the any arcane spell list, such as bard and sorcerer/wizard. An arcane spellcaster must choose and prepare his spells ahead of time (see below).

Table: The Spellcaster

Level	Base Attack Bonus	Good Save	Poor Saves	Class Specials
1st	+0	+2	+0	1st
2nd	+1	+3	+0	
3rd	+1	+3	+1	
4th	+2	+4	+1	
5th	+2	+4	+1	2nd
6th	+3	+5	+2	
7th	+3	+5	+2	
8th	+4	+6	+2	
9th	+4	+6	+3	
10th	+5	+7	+3	3rd
11th	+5	+7	+3	
12th	+6/+1	+8	+4	
13th	+6/+1	+8	+4	
14th	+7/+2	+9	+4	
15th	+7/+2	+9	+5	4th
16th	+8/+3	+10	+5	
17th	+8/+3	+10	+5	
18th	+9/+4	+11	+6	
19th	+9/+4	+11	+6	
20th	+10/+5	+12	+6	5th

To learn, prepare, or cast a spell, the arcane spellcaster must have an Intelligence score equal to at least 10 plus the spell level. The Difficulty Class for a saving throw against a arcane spellcaster's spell is 10 + the spell level + the arcane spellcaster's Intelligence modifier.

His base daily spell allotment is given on Table: The Wizard. In addition, he receives bonus spells per day if Unlike a bard or sorcerer, an arcane spellcaster may know any number of spells. He must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the wizard decides which spells to prepare.

At each new spellcaster level, an arcane spellcaster gains two new spells of any spell level or levels that he can cast (based on his new arcane spellcaster level) for his spellbook. At any time, an arcane spellcaster can also add spells found in other spellcasters' spellbooks to his own.

DIVINE SPELLCASTERS

A divine spellcaster casts divine spells, which are drawn from any divine spell list, such as cleric, druid, paladin, and ranger. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs. A divine spellcaster can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions. Furthermore, the divine spellcaster's patron deity or philosophy may prevent certain spells from being used (at the DM's discretion). A divine spellcaster must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a divine spellcaster must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a divine spellcaster's spell is 10 + the spell level + the divine spellcaster's Wisdom modifier.

Like other spellcasters, a divine spellcaster can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. Unlike the cleric, divine spellcasters do not gain one domain spell of each spell level he can cast. Divine spellcasters receive the base daily spell allotment only.

Divine spellcasters meditate or pray for their spells. Each divine spellcaster must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a divine spellcaster can prepare spells. A divine spellcaster may prepare and cast any spell found on a divine spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

she has a high Intelligence score.

INNATE SPELLCASTERS

An innate spellcaster casts arcane spells which can be drawn from any spell list (such as bard, cleric, druid, paladin, ranger, and sorcerer/wizard). He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, an innate spellcaster must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an innate spellcaster's spell is 10 + the spell level + the innate spellcaster's Charisma modifier.

Like other spellcasters, an innate spellcaster can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

An innate spellcaster's selection of spells is extremely limited. An innate spellcaster begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new spellcaster level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells an innate spellcaster knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be spells chosen from any spell list, or they can be unusual spells that the innate spellcaster has gained some understanding of by study. The innate spellcaster can't use this method of spell acquisition to learn spells at a faster rate, however.

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

Unlike a wizard or a cleric, an innate spellcaster need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

SPECIALIST

The specialist class represents combatant characters who give up a small amount of fighting prowess in order to be more skilled. They can also be thought of as experts who are better at fighting. At any rate, the specialist is a good fighter and somewhat of an expert in a concentrated skill area. They are midway between the combatant and the expert.

Alignment: Any.

Hit Die: d8.

Base Save Bonuses

Two fair saves and one poor save. The default fair saves are Fortitude and Reflex.

Class Skills

Choose any nine skills as class skills, plus Craft and Profession.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Table: The Specialist

Level	Base Bonus	Attack	Fair Saves	Poor Save	Class Specials
1st	+1		+1	+0	1st, 2nd
2nd	+2		+1	+0	3rd, 4th
3rd	+3		+2	+1	5th, 6th
4th	+4		+2	+1	7th, 8th
5th	+5		+3	+1	9th, 10th
6th	+6/+1		+3	+2	11th, 12th
7th	+7/+2		+4	+2	13th, 14th
8th	+8/+3		+4	+2	15th, 16th
9th	+9/+4		+5	+3	17th, 18th
10th	+10/+5		+5	+3	19th, 20th
11th	+11/+6/+1		+6	+3	21st, 22nd
12th	+12/+7/+2		+6	+4	23rd, 24th
13th	+13/+8/+3		+6	+4	25th, 26th
14th	+14/+9/+4		+7	+4	27th, 28th
15th	+15/+10/+5		+7	+5	29th, 30th
16th	+16/+11/+6/+1		+7	+5	31st, 32nd
17th	+17/+12/+7/+2		+8	+5	33rd, 34th
18th	+18/+13/+8/+3		+8	+6	35th, 36th
19th	+19/+14/+9/+4		+8	+6	37th, 38th
20th	+20/+15/+10/+5		+9	+6	39th, 40th

CLASS FEATURES

All of the following are class features of the specialist.

Weapon and Armor Proficiency: A specialist is proficient with all simple and martial weapons. They are proficient with light and medium armor, but not with heavy armor or shields.

Class Specials: At 1st level, the specialist gains two bonus feats or class special abilities as found in this rulebook. At each level thereafter, the specialist gains two additional bonus feats or class special abilities. These feats or special abilities may be any that the specialist qualifies for.

GISH

The “gish” is the quintessential combatant/spellcaster, using both magic and force of arms to overcome obstacles. It is a compromise between the combatant and spellcaster classes. They do not reach the dizzying heights of magical power that spellcasters enjoy, nor do they become the unstoppable fighting machines as high-level combatants do, but they are able to effectively combine two professional areas most commonly thought to be mutually exclusive.

Gishes must choose to be arcane, divine, or innate spellcasters at start. Once chosen, the character cannot later change the type of magic he uses as a gish. He uses the spells per day chart appropriate to his choice (only one).

Alignment: Any.

Hit Die: d7 (d8 on odd levels, d6 on even levels).

Base Save Bonuses

Two fair saves and one poor save. The default fair saves are Fortitude and Will.

Class Skills

Choose any four skills as class skills, plus Craft, Knowledge (all), and Profession.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Gish

-----Arcane Spells per Day-----											
Level	Base Attack Bonus	Fair Saves	Poor Save	Class Specials	Caster Level	0th	1st	2nd	3rd	4th	5th
1st	+0	+1	+0	1st	1st	3	—	—	—	—	—
2nd	+1	+1	+0	2nd	1st	3	1	—	—	—	—
3rd	+2	+2	+1	3rd	1st	4	1	—	—	—	—
4th	+3	+2	+1	4th	2nd	4	2	—	—	—	—
5th	+3	+3	+1	5th	2nd	4	3	—	—	—	—
6th	+4	+3	+2	6th	3rd	4	2	1	—	—	—
7th	+5	+4	+2	7th	3rd	4	3	1	—	—	—
8th	+6/+1	+4	+2	8th	4th	4	3	2	—	—	—
9th	+6/+1	+5	+3	9th	4th	4	3	3	—	—	—
10th	+7/+2	+5	+3	10th	5th	4	3	2	1	—	—
11th	+8/+3	+6	+3	11th	5th	4	3	3	1	—	—
12th	+9/+4	+6	+4	12th	6th	4	3	3	2	—	—
13th	+9/+4	+6	+4	13th	6th	4	4	3	3	—	—
14th	+10/+5	+7	+4	14th	7th	4	4	3	2	1	—
15th	+11/+6/+1	+7	+5	15th	7th	4	4	3	3	1	—
16th	+12/+7/+2	+7	+5	16th	8th	4	4	3	3	2	—
17th	+12/+7/+2	+8	+5	17th	8th	4	4	4	3	3	—
18th	+13/+8/+3	+8	+6	18th	9th	4	4	4	3	2	1
19th	+14/+9/+4	+8	+6	19th	9th	4	4	4	3	3	1
20th	+15/+10/+5	+9	+6	20th	10th	4	4	4	3	3	2

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

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

----- Innate Spells Known -----

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

CLASS FEATURES

All of the following are class features of the gish.

Weapon and Armor Proficiency: The gish is proficient with all simple and martial weapons. They are also proficient with light, medium, and heavy armor as well as shields (but not tower shields).

Class Specials: At 1st level, the gish gains one bonus feat or class special ability as found in this rulebook. At each level thereafter, the gish gains one additional bonus feat or class special ability. These feats or special abilities may be any that the gish qualifies for.

Spells: A gish must choose at 1st level whether to be an arcane, divine, or innate spellcaster. This choice has an

impact on the spells that he may learn, affects what kinds of scrolls he can use, and which ability score controls his spellcasting. An arcane gish uses Intelligence as the ability score that determines the highest-level spell he can learn or cast, and the Difficulty Class of his spell's saving throws. A divine gish uses Wisdom to determine the highest-level spell he can learn or cast, and the DC of his spell's saving throws. An innate gish uses Charisma to determine the highest level spell he can learn or cast, and the DC of his spell's saving throws. Both arcane and innate gishes cast arcane spells. Divine gishes cast divine spells. Gishes use the spells per day tables appropriate to their choice (found above). For more details on spellcasting, see the Spellcaster class description.

ZERTH

The “zerth” is a spellcasting skill-user, using both magic and superior skills to overcome obstacles. It is a compromise between the expert and spellcaster classes. They do not gain the magical power that spellcasters eventually attain, nor do they become the masters of skill-use as high-level experts do, but they are able to effectively combine two professional areas that complement each other quite nicely.

Zerths must choose to be arcane, divine, or innate spellcasters at start. Once chosen, the character cannot later change the type of magic he uses as a zerth. He uses the spells per day chart appropriate to his choice (only one).

Alignment: Any.

Hit Die: d5 (d6 on odd levels, d4 on even levels).

Base Save Bonuses

Two fair saves and one poor save. The default fair saves are Reflex and Will.

Class Skills

Choose any eight skills as class skills, plus Craft, Knowledge (all), and Profession.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Zerth

-----Arcane Spells per Day-----											
Level	Base Attack Bonus	Fair Saves	Poor Save	Class Specials	Caster Level	0th	1st	2nd	3rd	4th	5th
1st	+0	+1	+0	1st	1st	3	—	—	—	—	—
2nd	+1	+1	+0	2nd	1st	3	1	—	—	—	—
3rd	+2	+2	+1	3rd	1st	4	1	—	—	—	—
4th	+3	+2	+1	4th	2nd	4	2	—	—	—	—
5th	+3	+3	+1	5th	2nd	4	3	—	—	—	—
6th	+4	+3	+2	6th	3rd	4	2	1	—	—	—
7th	+5	+4	+2	7th	3rd	4	3	1	—	—	—
8th	+6/+1	+4	+2	8th	4th	4	3	2	—	—	—
9th	+6/+1	+5	+3	9th	4th	4	3	3	—	—	—
10th	+7/+2	+5	+3	10th	5th	4	3	2	1	—	—
11th	+8/+3	+6	+3	11th	5th	4	3	3	1	—	—
12th	+9/+4	+6	+4	12th	6th	4	3	3	2	—	—
13th	+9/+4	+6	+4	13th	6th	4	4	3	3	—	—
14th	+10/+5	+7	+4	14th	7th	4	4	3	2	1	—
15th	+11/+6/+1	+7	+5	15th	7th	4	4	3	3	1	—
16th	+12/+7/+2	+7	+5	16th	8th	4	4	3	3	2	—
17th	+12/+7/+2	+8	+5	17th	8th	4	4	4	3	3	—
18th	+13/+8/+3	+8	+6	18th	9th	4	4	4	3	2	1
19th	+14/+9/+4	+8	+6	19th	9th	4	4	4	3	3	1
20th	+15/+10/+5	+9	+6	20th	10th	4	4	4	3	3	2

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

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

----- Innate Spells Known -----

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

CLASS FEATURES

All of the following are class features of the zerth.

Weapon and Armor Proficiency: The zerth is proficient with all simple and martial weapons. They are also proficient with light armor, but not medium or heavy armor. They are not proficient with shields.

Class Specials: At 1st level, the zerth gains two bonus feats or class special abilities as found in this rulebook. At each level thereafter, the zerth gains one additional bonus feat or class special ability. These feats or special abilities may be any that the zerth qualifies for.

Spells: A zerth must choose at 1st level whether to be an arcane, divine, or innate spellcaster. This choice has

an impact on the spells that he may learn, affects what kinds of scrolls he can use, and which ability score controls his spellcasting. An arcane zerth uses Intelligence as the ability score that determines the highest-level spell he can learn or cast, and the Difficulty Class of his spell's saving throws. A divine zerth uses Wisdom to determine the highest-level spell he can learn or cast, and the DC of his spell's saving throws. An innate zerth uses Charisma to determine the highest level spell he can learn or cast, and the DC of his spell's saving throws. Both arcane and innate zerths cast arcane spells. Divine zerths cast divine spells. Zerths use the spells per day tables appropriate to their choice (found above). For more details on spellcasting, see the Spellcaster class description.

POLYMATH

The polymath is a jack-of-all-trades, able to effectively fight while using both skills and magic to make their way in the world. It is a compromise between the three generic classes (combatant, expert, and spellcaster). Dabbling comes with a price, though. Polymaths can operate in a number of different professional areas, but they will never master any of them.

Polymaths must choose to be arcane, divine, or innate spellcasters at start. Once chosen, the character cannot later change the type of magic he uses as a polymath. He uses the spells per day chart appropriate to his choice (only one).

Alignment: Any.

Hit Die: d7 (d8 on odd levels, d6 on even levels).

Base Save Bonuses

All base save bonuses progress as indicated below.

Class Skills

Choose any eight skills as class skills, plus Craft, Knowledge (all), and Profession.

Skill Points at 1st Level: (5 + Int modifier) x 4.

Skill Points at Each Additional Level: 5 + Int modifier.

Table: The Polymath

-----Arcane Spells per Day-----									
Level	Base Attack Bonus	All Saves	Class Specials	Caster Level	0th	1st	2nd	3rd	4th
1st	+0	+1	1st	None	—	—	—	—	—
2nd	+1	+1	2nd	None	—	—	—	—	—
3rd	+2	+2	3rd	None	—	—	—	—	—
4th	+3	+2	4th	None	—	—	—	—	—
5th	+3	+2	5th	None	—	—	—	—	—
6th	+4	+3	6th	None	—	—	—	—	—
7th	+5	+3	7th	1st	3	—	—	—	—
8th	+6/+1	+4	8th	1st	3	1	—	—	—
9th	+6/+1	+4	9th	1st	4	1	—	—	—
10th	+7/+2	+4	10th	2nd	4	2	—	—	—
11th	+8/+3	+5	11th	2nd	4	3	—	—	—
12th	+9/+4	+5	12th	3rd	4	2	1	—	—
13th	+9/+4	+6	13th	3rd	4	3	1	—	—
14th	+10/+5	+6	14th	4th	4	3	2	—	—
15th	+11/+6/+1	+6	15th	4th	4	3	3	—	—
16th	+12/+7/+2	+7	16th	5th	4	3	2	1	—
17th	+12/+7/+2	+7	17th	5th	4	3	3	1	—
18th	+13/+8/+3	+8	18th	6th	4	3	3	2	—
19th	+14/+9/+4	+8	19th	6th	4	4	3	3	—
20th	+15/+10/+5	+8	20th	7th	4	4	3	2	1

-----Divine Spells per Day-----					
Level	oth	1st	2nd	3rd	4th
1st	—	—	—	—	—
2nd	—	—	—	—	—
3rd	—	—	—	—	—
4th	—	—	—	—	—
5th	—	—	—	—	—
6th	—	—	—	—	—
7th	3	—	—	—	—
8th	3	1	—	—	—
9th	4	1	—	—	—
10th	4	2	—	—	—
11th	4	3	—	—	—
12th	4	2	1	—	—
13th	4	3	1	—	—
14th	5	3	2	—	—
15th	5	3	3	—	—
16th	5	3	2	1	—
17th	5	3	3	1	—
18th	5	3	3	2	—
19th	5	4	3	3	—
20th	6	4	3	2	1

-----Innate Spells per Day-----				
Level	oth	1st	2nd	3rd
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	—	—	—	—
5th	—	—	—	—
6th	—	—	—	—
7th	5	—	—	—
8th	5	3	—	—
9th	7	3	—	—
10th	6	4	—	—
11th	7	4	—	—
12th	6	5	—	—
13th	8	5	—	—
14th	6	6	3	—
15th	6	7	3	—
16th	6	6	4	—
17th	6	8	5	—
18th	6	6	5	3
19th	6	6	7	3
20th	6	6	6	4

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

CLASS FEATURES

All of the following are class features of the polymath.

Weapon and Armor Proficiency: The polymath is proficient with all simple and martial weapons. They are also proficient with light armor and shields (but not tower shields). They are not proficient with medium or heavy armor.

Class Specials: At 1st level, the polymath gains one bonus feat or class special ability as found in this rulebook. At each level thereafter, the polymath gains one additional bonus feat or class special ability. These feats or special abilities may be any that the polymath qualifies for.

Spells: A polymath must choose at 1st level whether to be an arcane, divine, or innate spellcaster. This choice has an impact on the spells that he may learn, affects what kinds of scrolls he can use, and which ability score controls his spellcasting. An arcane polymath uses Intelligence as the ability score that determines the highest-level spell he can learn or cast, and the Difficulty Class of his spell's saving throws. A divine polymath uses Wisdom to determine the highest-level spell he can learn or cast, and the DC of his spell's saving throws. An innate polymath uses Charisma to determine the highest level spell he can learn or cast, and the DC of his spell's saving throws. Both arcane and innate polymaths cast arcane spells. Divine polymaths cast divine spells. Polymaths use the spells per day tables appropriate to their choice (found above). For more details on spellcasting, see the Spellcaster class description.

MULTICLASS GENERIC CHARACTERS

Multiclass characters could get quite complex with the generic classes that have been offered. A few guidelines might help to keep things simple.

Once a character has “set” the save bonuses for a class, he may not change them. He may take levels in another class, however, and “set” the save bonuses for that class. For example, if a character starts off as a combatant and makes Fortitude his good save, Fortitude will always be the good save whenever he takes a level in combatant. If he later takes a level in expert, he can designate Fortitude, Reflex, or Will as the good save (for his version of the expert class). It remains locked after selection.

Once the character has chosen the class skills for a particular class, those skills are the only class skills for his particular version of the class. If he later takes a level in a different class, he picks class skills for that class (which may or may not be among those he picked for other classes). For example, a character starts off as a spellcaster. He picks Concentration, Decipher Script, Diplomacy, and Spellcraft as his spellcaster class skills. He later takes a level in combatant and chooses Diplomacy, Intimidate, Ride, Search, Sense Motive, and Tumble. Diplomacy is the only skill that is common to both classes (plus Craft), so this will always be a class skill for him as long as he takes levels in spellcaster and combatant.

For the spellcasting classes, each of the three types of spellcasting must be accounted for separately, with not sharing of spells, spell slots, or spells known. Thus, a character could multiclass as an arcane spellcaster and a divine spellcaster, but must keep spells per day separate, must use Intelligence to determine bonus spells, spell DC, and other factors for the arcane spellcasting class, Wisdom for the divine class, must prepare divine spells using his divine spellcaster class, and must prepare arcane spells using his arcane spellcasting class. If he took levels as an innate spellcaster, he would use Charisma for those spells and would account for them separately as well.

For the “semi-spellcaster” classes, such as gish and zerth, it is a bit more complicated. If the character

multiclasses as a pure spellcaster of one type of magic (arcane, divine, or innate) and takes levels in gish or zerth using another type of magic, then keep track of spell use separately as above. If the semi-spellcaster and pure spellcaster classes are both of the same type (arcane, divine, or innate), then the spellcasting stacks. Simply add the caster levels of the compatible classes and consult the appropriate spellcasting tables in the SRD (with cleric, sorcerer, or wizard) to see the character’s spells per day, spells known, etc. For example, a character has ten levels as an arcane spellcaster and six levels as an arcane gish. His arcane spells per day would be the same as a 13th level arcane spellcaster (because he gets ten caster levels from the spellcaster class plus three additional spellcasting levels for being a 6th level gish). As a further example, a 20th level character is an 8th level divine polymath, a 4th level divine gish, and an 8th level divine spellcaster. He would cast divine spells as an 11th level divine spellcaster. This is because he gains eight spellcasting levels from the spellcaster class, two spellcasting levels from the gish class, and one spellcasting level from being an 8th level polymath.

Simply put, add the caster levels shown for each class as long as the character is the same type of caster in the classes. Do not simply stack the spells per day. If you do this, you will get characters that can cast a lot of lower level spells per day, but will never reach higher levels of magic-use. However, if you like this idea, then use it as an option.

So, for a few thought-experiments, let’s think of characters who take ten levels in two different spellcasting classes (using the same source of power). A 10th level arcane spellcaster/10th level arcane gish would cast spells as a 15th level wizard. A 10th level divine spellcaster/10th level divine polymath would cast spells as a 12th level cleric. A 10th level innate zerth/10th level innate polymath would cast spells as a 7th level sorcerer.

CLASS CONCEPTS FOR GENERIC CLASSES

The generic classes are just that, generic. The player must decide exactly what sort of combatant, expert, or spellcaster his character is. There is a big difference between a combatant who is a mounted knight and one that is an unarmed and unarmored barbarian brawler. The generic classes leave the base save bonuses and class special abilities as options for the player to choose. Some thought must be put into characters advancing along the spellcaster, gish, zerth, and polymath classes. Each of these classes have three variants: arcane, divine, and innate. The character concept will largely determine how each of these character types interact with the game world. Some suggestions are given below.

Combatants are completely martial characters with no spellcasting ability or great ability with skills. The standard type of combatant character will be the fighter as it exists in the System Reference Document. Thought should be given to the types of armor the character will wear as well as the types of weapons that will be used. After this has been determined, certain feats and class special abilities can be used to further specialize the character and help build the exact type of combatant the player wants. Footmen (light and heavy), duelists, archers, knights, wrestlers, brawlers, crossbowmen, spearmen, samurai, gladiators, and even grenadiers or musketeers can be created using the combatant generic class.

Experts are the premier skill-users in the game world. Players are allowed to choose twelve class skills and get Craft and Profession in addition to these. They are fair combatants, but if the player foresees his expert spending a lot of time in combat, he may want to take a level in combatant to get the weapon and armor feats. Experts can become highly specialized in a suite of skills by taking the two basic types of "skill feats." Skill Focus grants a +3 to one skill and there is usually another feat that grants a +2 bonus to two skills in the rulebooks. Making sure that the character has a high ability score in the key ability for his favored skills is essential. Just about any type of non-magical character imaginable can be created with the expert class. Diplomats, merchants, thieves, sailors, performers, professors, craftsmen, sages, linguists, courtiers, officials, nobles, and spies can all be created as experts. Essentially, if the character is not primarily a combatant or a spellcaster, he is probably an expert.

Specialists combine the realm of arms with that of skill. They fulfill the same roles as both combatants and experts, but tend to be more versatile. Specialists may

could function as any of the roles listed for experts and combatants and this type also includes assassins, explorers, scouts, military officers, rangers, and martial artists.

Spellcasters are quite easy to make. The normal classes provide three archetypes for each of the three different types of spellcasters. Arcane spellcasters are wizards. Divine spellcasters are mystics who are much like clerics, except they are non-combatants for the most part. Finally, innate spellcasters are sorcerers. In fact, it may be simpler to refer to arcane, divine, and innate spellcasters as wizards, mystics, and sorcerers, respectively, in game terms. Of course, within the campaign world, the common denizens might use different words to describe these types of characters (or may not distinguish between the three types at all!).

The gish class combines both the combatant and spellcaster classes. Since there are three different types of spellcasters, there are three different types of gishes. Although, there could be many different conceptions involving this sort of gestalt, three immediately come to mind. The divine gish would fulfill the role of the paladin (or templar, if you prefer an "alignment neutral" term). Combatants for the faith, paladins are proficient in both combat and divine magic-use. The arcane gish closely resembles, what has been called in at least one other game system, a paragon. The arcane gish represents a sort of "jock-scholar" type of character, able to function effectively in both the physical and mental realms. An innate gish needs neither books nor gods for his spellcasting, so he would probably also naturally gravitate towards unarmed fighting styles to be spiritually, mentally, and materially free, and thus be an "ascetic" character, that is, a monk.

The zerth is much like the gish, except these character types focus on skill-use as well as magic-use. They can function as combatants, not as well as pure experts, but better than spellcasters. Zerths are spellcasters who also interact more with the world than pure spellcasting types. Thus, a divine zerth is most likely a priest. He is able to call down the powers of his god, but can still operate effectively in the secular sphere through the proper specialization of skills. The arcane zerth is a sage, interested in spells and magic, but also in lore and knowledge, spending an equal amount of time between the two. The innate zerth typifies the bard character, using his natural talents, developed

skills, and inborn ability to work magic to make his way through the world.

The polymath is a jack-of-all-trades, combining aspects from all three of the pure generic classes. The default divine polymath could be seen as a ranger, combining might, skill, and divine spells into an effective array of powers. The arcane polymath is a rogue, a dabbler in different areas with a number of tricks up his sleeve. Finally, an innate polymath might be a warlock who uses his hereditary powers of questionable origin along with arms and wit to win the day.

ALTERNATE ADVANCEMENT SYSTEMS

Two new advancement systems are offered below.

SIMPLIFIED XP AWARDS

All experience awards are derived from **Table 11: XP Awards**. This table shows the amount of experience points to award each character, individually, based on the difference between the challenge rating of the encounter (CR) and the character's character level (CL). Three different advancement rates are offered: normal, reduced, and slow. The normal advancement rate assumes that a character will gain a "level's worth" of experience points after about thirteen evenly-matched encounters. The reduced rate increases that number to 20 evenly-matched encounters. The slow advancement rate requires 40 evenly-matched encounters. The GM should choose the column that grants an appropriate advancement rate for his campaign. The normal advancement rate should be the default since this corresponds to the typical advancement rate for SRD-based games.

In standard D20 games, experience point awards increase as the character's level increase. This is because an increasing number of experience points are required to reach successive levels (1,000 XP times the current character level). This is why all experience point awards are multiplied by the character's level (shown as "x CL" in the table).

To use **Table 11**, simply subtract the character's level from the challenge rating of the encounter to get a number from -7 to +7. Numbers less than -7 result in no experience award and numbers greater than +7 should be treated as +7 (but the characters shouldn't be able to successfully resolve those

encounters anyway). Once you have the difference between the CR and the CL, find the row corresponding to this difference. The experience award for that character is found in the column corresponding to the advancement rate of the campaign (normal, reduced, or slow). For example, a 4th level character, two 3rd level characters, and a 2nd level character successfully complete a CR 3 encounter. The GM is using the normal advancement rate. The 4th level character receives 200 XP (using the "-1" row, multiply 50 XP times the character level of 4), the two 3rd level characters receive 225 XP each (using the "0" row; 75 XP times 3), and the 2nd level character receives 200 XP (using the "+1" row). When using **Table 11**, you never have to divide the XP award by the number of surviving characters. The table shows the individual XP awards for characters. Characters who do not survive an encounter do not gain an experience award.

The normal advancement rate allows a character to gain 75 XP x CL per evenly-matched encounter that was successfully overcome. After 13 such encounters, the character has earned 975 XP x CL, just 25 XP x CL short of a "level's worth" of experience. Once XP has been earned, it can be used immediately, subject to the dictates of the GM. The GM may only allow XP to be spent at the end of the gaming session or at the beginning of a session (giving the player time to think about how he wants to spend his XP). The GM could allow XP to be spent as soon as it is earned, but need not do this. After successfully overcoming an evenly-matched encounter, a character has enough experience points to gain three hit points or three skill ranks. It takes four evenly-matched encounters to gain a +1 base attack bonus. After seven evenly-matched

encounters, a wizard can gain another level of spellcasting ability. If this advancement rate seems too fast, it's only because in the normal system, level abilities are granted all at once, after thirteen or fourteen encounters have been completed. The GM always has the option to use the reduced or slow advancement rates, if desired.

TABLE 11: XP AWARDS

CR- CL	Normal XP	Reduced XP	Slow XP
-7	6 x CL	4 x CL	2 x CL
-6	9 x CL	6 x CL	3 x CL
-5	12 x CL	9 x CL	4 x CL
-4	18 x CL	12 x CL	6 x CL
-3	25 x CL	18 x CL	9 x CL
-2	38 x CL	25 x CL	12 x CL
-1	50 x CL	38 x CL	18 x CL
0	75 x CL	50 x CL	25 x CL
+1	100 x CL	75 x CL	38 x CL
+2	150 x CL	100 x CL	50 x CL
+3	200 x CL	150 x CL	75 x CL
+4	300 x CL	200 x CL	100 x CL
+5	400 x CL	300 x CL	150 x CL
+6	600 x CL	400 x CL	200 x CL
+7	800 x CL	600 x CL	300 x CL

Stepping through an example may prove helpful. Let's say that a 1st level character begins his career. The character is a knight, concentrating on warfare and its related disciplines. During character creation, the player purchases a +1 base attack bonus (300 XP); light, medium, and heavy armor proficiencies (300 XP); shield proficiency (100 XP); he gives him a +2 base Fortitude save bonus (200 XP); eleven hit points (275 XP); one class level in fighter (25 XP); four skill ranks in Ride (100 XP); four skill ranks in Knowledge (nobility and royalty) (100 XP); four skill ranks in Perform (oratory) (100 XP); simple and martial weapon proficiencies (200 XP); Mounted Combat feat (100 XP); Ride-By Attack feat (100 XP); and the

Spirited Charge feat (100 XP) for a total of 2,000 XP.

Our knight begins his adventuring career in a war against gnolls who are ravaging his baron's countryside. Gnolls are CR 1 creatures, so for every gnoll the knight defeats, he will receive 75 XP (as long as the knight remains a 1st level character). After a short gaming session, the knight defeats four gnolls. The GM awards the player 300 XP and tells the player that he'll give him time to think about how he wants to spend his XP. He asks him to e-mail his plan on spending the XP, so that the GM can approve it before the next game session. The player goes home and thinks it over. If he immediately gains a trait that makes his knight a 2nd level character, he will only receive 100 XP per defeated gnoll during the next game session (which represents less "buying power" if he is a 2nd level character). The player decides to spend his XP on traits that will not raise his character's level. His knight already has a +1 base attack bonus, 12 hit points, a +2 Fortitude base save bonus, and a class level in fighter. Obviously, he cannot raise these traits if he wants his knight to remain at 1st level. Looking over the list of feats and 1st level special abilities, he notices that he could gain Favored Enemy (gnolls) without becoming a 2nd level character (since this is a 1st level special ability). This would help him defeat more gnolls and thus gain more experience. He could also take Weapon Focus (longsword) to grant his knight a +1 bonus to attack rolls. Since this is not an increase to the base attack bonus, taking this feat would not increase his character level. Finally, he decides that Toughness would be a good feat to have, since it gives his knight +3 hit points (not base hit points). So, our player has found a way to spend his 300 XP on three feats (costing 100 XP each) which will grant him a +1 attack bonus with his favorite weapon, +2

damage against enemies that he knows he will encounter, and +3 hit points so that he is better able to survive the encounters. The best part is that he's still a 1st level character. He sends his plan to his GM, who replies that he's a min-maxing fool, but approves it anyway. But the GM can always cause the knight to lose his longsword and have to fight orcs next week.

Since the experience award is based on the difference between the challenge rating of the encounter and the character level, fractional CR's must be handled a bit differently when using this system. It doesn't make sense to subtract a character's level from the challenge rating of a fractional CR encounter. Depending on your rounding convention, you would always end up on the row equal to either the negative of the character's level, or the row below it. For this system, all fractional CR's (such as 1/2 and 1/4) are converted to integers.

A simple table summarizes the conversion of old, fractional CR's to the new, integer CR's.

TABLE 12: CONVERTING CR

Old CR	New CR
1/2	0
1/3	-1
1/4 and 1/5	-2
1/6 and 1/7	-3
1/8 and 1/9	-4
1/10 and less	-5

"BLUE-BOOKING" ADVANCEMENT

In addition to the rules for experience awards found in this rulebook, experience can also be awarded on the basis of non-adventuring pursuits. Suitable for NPCs and campaigns where adventures may be separated by years of inactivity, these experience awards are based on the characters engaging in the normal, day-to-day

activities to advance themselves along their chosen career path. A simple rule is to assume that the character earns 500 XP per year if they are actively working on advancing themselves. **Table 13: Career Experience Points** shows the total amount of experience points characters of different races can earn, assuming 500 XP each year for every year from adulthood to venerable age categories. The expected character level that each race can attain at the onset of the venerable age category is shown as well.

The figure of 500 XP per year can be adjusted based on the quality of instruction and materials available to the character. Poor conditions might result in the character receiving only 250 XP per year (or none at all), while formal tutoring with a mentor dedicated only to the character's instruction could yield up to 1,000 XP per year (but should be gained at exorbitant cost).

These "time-based" experience awards can be used to figure out how many experience points a non-adventuring NPC should have or such awards could be used to create starting characters who are older than the norm. If characters take a great deal of time off between adventures, these experience awards could be used to simulate the slow, steady advancement that comes over time. Adventuring should always result in experience awards much greater than those shown here.

**TABLE 13: CAREER
EXPERIENCE POINTS**

Race	XP	Character Level
Human	27,500	7 th
Dwarf	105,000	15 th
Elf	120,000	16 th
Gnome	80,000	13 th
Half-elf	52,500	10 th
Half-orc	23,000	7 th
Halfling	40,000	9 th

CHARTS FOR SPELL POINTS VARIANT

TABLE 14: EXPANDED SPELLCASTER LEVEL CHART

Level	Bard		Cleric, Druid & Wizard		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Power Level	Power Points	Maximum Spell Level	Spell Points
1/4	--	--	0	0.5	--	--	0	0.5
1/2	--	--	0	1	--	--	0	1
3/4	--	--	0	1.5	--	--	0	2
1	0	0	1	2	1	2	1	3
1 1/4	0	0	1	2.5	1	3	1	3.5
1 1/2	0	0	1	3	1	4	1	4
1 3/4	0	0	1	3.5	1	5	1	4.5
2	1	0	1	4	1	6	1	5
2 1/4	1	0	1	4.5	1	7	1	5.5
2 1/2	1	0	1	5	1	8	1	6
2 3/4	1	0.5	1	6	1	9	1	7
3	1	1	2	7	2	11	1	8
3 1/4	1	2	2	8	2	12	1	9
3 1/2	1	3	2	9	2	14	1	11
3 3/4	1	4	2	10	2	15	1	12
4	2	5	2	11	2	17	2	14
4 1/4	2	5	2	12	2	19	2	15
4 1/2	2	5	2	13	2	21	2	16
4 3/4	2	5.5	2	14	2	23	2	17
5	2	6	3	16	3	25	2	19
5 1/4	2	6.5	3	18	3	27	2	21
5 1/2	2	7	3	20	3	30	2	24
5 3/4	2	8	3	22	3	32	2	26
6	2	9	3	24	3	35	3	29
6 1/4	2	10	3	26	3	37	3	31
6 1/2	2	11	3	28	3	40	3	33
6 3/4	2	12	3	30	3	43	3	35
7	3	14	4	33	4	46	3	37

TABLE 14: EXPANDED SPELLCASTER LEVEL CHART (CONT.)

Level	Bard		Cleric, Druid & Wizard		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Power Level	Power Points	Maximum Spell Level	Spell Points
7	3	14	4	33	4	46	3	37
7 1/4	3	14	4	35	4	49	3	40
7 1/2	3	15	4	38	4	52	3	44
7 3/4	3	16	4	41	4	55	3	47
8	3	17	4	44	4	58	4	51
8 1/4	3	18	4	47	4	61	4	54
8 1/2	3	19	4	50	4	65	4	57
8 3/4	3	20	4	53	4	68	4	60
9	3	22	5	56	5	72	4	63
9 1/4	3	23	5	60	5	76	4	67
9 1/2	3	25	5	64	5	80	4	72
9 3/4	3	27	5	68	5	84	4	76
10	4	29	5	72	5	88	5	81
10 1/4	4	30	5	76	5	92	5	85
10 1/2	4	31	5	80	5	97	5	89
10 3/4	4	32	5	84	5	101	5	93
11	4	34	6	88	6	106	5	97
11 1/4	4	35	6	92	6	111	5	101
11 1/2	4	37	6	96	6	116	5	106
11 3/4	4	39	6	100	6	121	5	110
12	4	41	6	104	6	126	6	115
12 1/4	4	43	6	108	6	131	6	119
12 1/2	4	45	6	112	6	136	6	123
12 3/4	4	47	6	116	6	141	6	127
13	5	50	7	120	7	147	6	131
13 1/4	5	51	7	124	7	152	6	135
13 1/2	5	53	7	128	7	158	6	140
13 3/4	5	55	7	132	7	164	6	144
14	5	57	7	136	7	170	7	149

TABLE 14: EXPANDED SPELLCASTER LEVEL CHART (CONT.)

Level	Bard		Cleric, Druid & Wizard		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Power Level	Power Points	Maximum Spell Level	Spell Points
14	5	57	7	136	7	170	7	149
14 1/4	5	59	7	140	7	176	7	153
14 1/2	5	62	7	144	7	182	7	157
14 3/4	5	64	7	148	7	188	7	161
15	5	67	8	152	8	195	7	165
15 1/4	5	70	8	156	8	201	7	169
15 1/2	5	74	8	160	8	208	7	174
15 3/4	5	77	8	164	8	214	7	178
16	6	81	8	168	8	221	8	183
16 1/4	6	84	8	172	8	228	8	187
16 1/2	6	88	8	176	8	235	8	191
16 3/4	6	91	8	180	8	242	8	195
17	6	95	9	184	9	250	8	199
17 1/4	6	99	9	188	9	257	8	203
17 1/2	6	104	9	192	9	265	8	208
17 3/4	6	108	9	196	9	272	8	212
18	6	113	9	200	9	280	9	217
18 1/4	6	118	9	204	9	287	9	221
18 1/2	6	123	9	208	9	295	9	225
18 3/4	6	128	9	212	9	303	9	229
19	6	133	9	216	9	311	9	233
19 1/4	6	135	9	220	9	319	9	237
19 1/2	6	138	9	224	9	327	9	241
19 3/4	6	141	9	228	9	335	9	245
20	6	144	9	232	9	343	9	249

TABLE 15: EXPANDED BONUS SPELL POINTS (SPELLCASTERS)

Score	Caster Level (Cleric, Druid, Sorcerer*, and Wizard)																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17+
12	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
13	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
14	1	2	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
15	1	2	4	5	6	6	6	6	6	6	6	6	6	6	6	6	6
16	1	2	4	6	9	9	9	9	9	9	9	9	9	9	9	9	9
17	1	2	4	6	9	10	12	12	12	12	12	12	12	12	12	12	12
18	1	2	4	6	9	12	16	16	16	16	16	16	16	16	16	16	16
19	1	2	4	6	9	12	16	18	21	21	21	21	21	21	21	21	21
20	2	3	5	7	10	13	17	21	26	26	26	26	26	26	26	26	26
21	2	4	6	8	11	14	18	22	27	30	33	33	33	33	33	33	33
22	2	5	8	10	13	16	20	24	29	34	40	40	40	40	40	40	40
23	2	5	8	11	15	18	22	26	31	36	42	45	49	49	49	49	49
24	2	5	8	13	18	21	25	29	34	39	45	51	58	58	58	58	58
25	2	5	8	13	18	23	28	32	37	42	48	54	61	65	69	69	69
26	2	5	8	13	18	25	32	36	41	46	52	58	65	72	80	80	80
27	2	5	8	13	18	25	32	39	46	51	57	63	70	77	85	89	93
28	3	6	9	14	19	26	33	42	51	56	62	68	75	82	90	98	107
29	3	6	10	15	20	27	34	43	52	60	69	75	82	89	97	105	114
30	3	7	12	17	22	29	36	45	54	65	76	82	89	96	104	112	121

* Treat the sorcerer level as one level less for the purposes of this chart (except at 1st level). For example, an 8th level sorcerer uses the “7” column to find bonus spell points. A 1st level sorcerer uses the “1” column; a 2nd level sorcerer also uses the “1” column.

TABLE 16: EXPANDED BONUS SPELL POINTS (BARD)

Caster Level (Bard)																
Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16+
12	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
13	0	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2
14	0	1	2	4	4	4	4	4	4	4	4	4	4	4	4	4
15	0	1	2	4	4	5	6	6	6	6	6	6	6	6	6	6
16	0	1	2	4	5	7	9	9	9	9	9	9	9	9	9	9
17	0	1	2	4	5	7	9	10	11	12	12	12	12	12	12	12
18	0	1	2	4	5	7	9	11	13	16	16	16	16	16	16	16
19	0	1	2	4	5	7	9	11	13	16	17	19	21	21	21	21
20	0	2	3	5	6	8	10	12	14	17	20	23	26	26	26	26
21	0	2	4	6	7	9	11	13	15	18	21	24	27	29	31	33
22	0	2	5	8	9	11	13	15	17	20	23	26	29	32	36	40
23	0	2	5	8	10	12	15	17	19	22	25	28	31	34	38	42
24	0	2	5	8	11	14	18	20	22	25	28	31	34	37	41	45
25	0	2	5	8	11	14	18	21	24	28	31	34	37	40	44	48
26	0	2	5	8	11	14	18	22	27	32	35	38	41	44	48	52
27	0	2	5	8	11	14	18	22	27	32	36	41	46	49	53	57
28	0	3	6	9	12	15	19	23	28	33	39	45	51	54	58	62
29	0	3	6	10	13	16	20	24	29	34	40	46	52	57	63	69
30	0	3	7	12	15	18	22	26	31	36	42	48	54	61	68	76

TABLE 17: EXPANDED BONUS POWER POINTS (PSION)

Manifester Level (Psion)																				
Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
12	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
13	0	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15
14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
15	1	2	3	5	6	7	8	10	11	12	13	15	16	17	18	20	21	22	23	25
16	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
17	1	3	5	7	8	10	12	14	15	17	19	21	22	24	26	28	29	31	33	35
18	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
19	2	4	6	9	11	13	15	18	20	22	24	27	29	31	33	36	38	40	42	45
20	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
21	2	5	8	11	13	16	19	22	24	27	30	33	35	38	41	44	46	49	52	55
22	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
23	3	6	9	13	16	19	22	26	29	32	35	39	42	45	48	52	55	58	61	65
24	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
25	3	7	11	15	18	22	26	30	33	37	41	45	48	52	56	60	63	67	71	75
26	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
27	4	8	12	17	21	25	29	34	38	42	46	51	55	59	63	68	72	76	80	85
28	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
29	4	9	14	19	23	28	33	38	42	47	52	57	61	66	71	76	80	85	90	95
30	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

INDEX OF SPECIAL ABILITIES

A Thousand Faces	37	Deadly Touch	18
Abundant Step	35	Death Attack	22
Acrobatic Charge	37	Defender AC Bonus I	25
Animal Companion	12	Defender AC Bonus II	33
Arrow of Death	45	Defender AC Bonus III	38
Augment Summoning	27	Defender AC Bonus IV	46
Aura of Alignment	12	Defensive Stance I	25
Aura of Courage	19	Defensive Stance II	29
Aura of Debilitation	19	Defensive Stance III	35
Aura of Despair	19	Defensive Stance IV	38
Aura of Resolve	19	Defensive Stance V	44
Bardic Knowledge	12	Deflect Arrows	
Bardic Music	13	Duelist	44
Bestow Curse I	22	Detect Alignment	13
Bestow Curse II	27	Diamond Body	33
Bestow Curse III	35	Diamond Soul	37
Bestow Curse IV	41	Divine Grace	18
Bestow Curse V	47	Divine Health	19
Bonus Language I	32	Elaborate Parry	38
Bonus Language II	41	Empty Body	48
Camouflage	37	Endurance	19
Canny Defense	25	Enhance Arrow I	26
Cause Disease I	22	Enhance Arrow II	29
Cause Disease II	27	Enhance Arrow III	35
Cause Disease III	35	Enhance Arrow IV	38
Cause Disease IV	41	Enhance Arrow V	44
Cause Disease V	47	Enhanced Mobility	30
Combat Style		Evasion	18
Archery	17	Extend Summoning	29
Two-Weapon	17	Fascinate	13
Combat Style Mastery		Fast Movement	14
Archery	32	Favored Enemy I	14
Two-Weapon	32	Favored Enemy II	20
Contingent Conjuraction	32	Favored Enemy III	30
Countersong	13	Favored Enemy IV	41
Damage Reduction		Favored Enemy V	48
Defender	45	Fiendish Servant	33
Damage Reduction I	25	Fighting Mastery I	14
Damage Reduction II	29	Fighting Mastery II	18
Damage Reduction III	37	Fighting Mastery III	20
Damage Reduction IV	44	Fighting Mastery IV	23
Damage Reduction V	48	Fighting Mastery IX	44
Darkvision	28	Fighting Mastery V	26

Fighting Mastery VI.....	30	Intuitive Defense V	49
Fighting Mastery VII	35	Ki Strike	
Fighting Mastery VIII	38	Adamantite.....	45
Fighting Mastery X.....	47	Lawful	30
Fighting Mastery XI.....	48	Magic	20
Flurry of Blows I	14	Lay on Hands	18
Flurry of Blows II.....	21	Loremaster Secret I.....	26
Flurry of Blows III.....	28	Loremaster Secret II.....	30
Grace	33	Loremaster Secret III	35
Greater Flurry	33	Loremaster Secret IV	40
Greater Lore.....	37	Loremaster Secret V.....	45
Greater Rage	33	Martial Arts I	
Hail of Arrows	41	Improved Grapple	15
Hide in Plain Shadow.....	26	Stunning Fist	15
Hide in Plain Sight	46	Martial Arts II	
Hierophant Special Ability I	38	Combat Reflexes.....	18
Hierophant Special Ability II	41	Deflect Arrows	18
Hierophant Special Ability III.....	44	Martial Arts III	
Hierophant Special Ability IV.....	46	Improved Disarm	23
Hierophant Special Ability V	47	Improved Trip	23
High Arcana I	39	Mass Suggestion.....	47
High Arcana II	42	Mighty Rage	49
High Arcana III.....	44	Mobile Defense	42
High Arcana IV.....	46	Nature Sense	15
High Arcana V	47	Perfect Self	49
Imbue Arrow	28	Phase Arrow	37
Impromptu Sneak Attack I	33	Planar Cohort.....	35
Impromptu Sneak Attack II	42	Planar Terrain Mastery I.....	33
Improved Ally	26	Planar Terrain Mastery II	35
Improved Combat Style		Planar Terrain Mastery III	37
Archery.....	23	Planar Terrain Mastery IV	41
Two-Weapon	23	Planar Terrain Mastery V	42
Improved Evasion.....	28	Poison Resistance I	25
Improved Reaction I.....	28	Poison Resistance II.....	28
Improved Reaction II	42	Poison Resistance III.....	34
Improved Uncanny Dodge.....	21	Poison Resistance IV.....	37
Indomitable Will	40	Poison Resistance V	42
Inspire Competence	19	Poison Use.....	23
Inspire Courage I	14	Precise Strike I	36
Inspire Courage II.....	26	Precise Strike II	46
Inspire Courage III	40	Purity of Body	21
Inspire Courage IV	49	Quivering Palm.....	42
Inspire Greatness.....	28	Rage I.....	15
Inspire Heroics	42	Rage II	20
Intuitive Defense I.....	14	Rage III	27
Intuitive Defense II	21	Rage IV	36
Intuitive Defense III	30	Rage V	45
Intuitive Defense IV	42	Rage VI	49

Ranged Legerdemain I	28	Smite Good V	49
Ranged Legerdemain II	38	Smite Law I	16
Ranged Legerdemain III	46	Smite Law II	21
Rebuke Undead	15	Smite Law III	31
Remove Curse I	23	Smite Law IV	43
Remove Curse II	29	Smite Law V	49
Remove Curse III	36	Sneak Attack I	16
Remove Curse IV	43	Sneak Attack II	19
Remove Curse V	47	Sneak Attack III	21
Remove Disease I	23	Sneak Attack IV	25
Remove Disease II	29	Sneak Attack IX	46
Remove Disease III	36	Sneak Attack V	29
Remove Disease IV	43	Sneak Attack VI	34
Remove Disease V	47	Sneak Attack VII	38
Resist Nature's Lure	20	Sneak Attack VIII	43
Rogue Special Ability I	30	Sneak Attack X	48
Rogue Special Ability II	38	Song of Freedom	36
Rogue Special Ability III	45	Special Mount	21
Rogue Special Ability IV	48	Speed Bonus I	19
Seeker Arrow	34	Speed Bonus II	24
Shadow Illusion	31	Speed Bonus III	29
Shadow Jump I	34	Speed Bonus IV	36
Shadow Jump II	38	Speed Bonus V	43
Shadow Jump III	43	Speed Bonus VI	47
Shadow Jump IV	46	Still Mind	20
Slow Fall I	20	Suggestion	24
Slow Fall II	23	Summon Familiar	16
Slow Fall III	27	Summon Shadow	31
Slow Fall IV	31	Swift Tracker	27
Slow Fall IX	49	Terrain Mastery I	24
Slow Fall V	36	Terrain Mastery II	25
Slow Fall VI	41	Terrain Mastery III	27
Slow Fall VII	45	Terrain Mastery IV	29
Slow Fall VIII	47	Terrain Mastery V	32
Smite Chaos I	15	Timeless Body	
Smite Chaos II	21	Ascetic	46
Smite Chaos III	31	Druidic	43
Smite Chaos IV	43	Tireless Rage	46
Smite Chaos V	49	Tongue of the Sun and the Moon	46
Smite Evil I	15	Track	16
Smite Evil II	21	Trackless Step	20
Smite Evil III	31	Trap Sense I	20
Smite Evil IV	43	Trap Sense II	24
Smite Evil V	49	Trap Sense III	29
Smite Good I	15	Trap Sense IV	36
Smite Good II	21	Trap Sense V	44
Smite Good III	31	Trap Sense VI	48
Smite Good IV	43	Trapfinding	16

True Lore	46
Turn Undead	16
Unarmed Strike I.....	17
Unarmed Strike II.....	20
Unarmed Strike III	27
Unarmed Strike IV	36
Unarmed Strike V.....	45
Unarmed Strike VI	50
Uncanny Dodge.....	18
Venom Immunity	29
Wholeness of Body.....	25
Wild Empathy	17
Wild Shape	
Elemental (Huge)	50
Elemental I.....	45
Elemental II	48
Elemental III	50
Huge.....	44
Large	27
Plant	36
Tiny	34
Wild Shape I	22
Wild Shape II.....	25
Wild Shape III.....	25
Wild Shape IV.....	32
Wild Shape V	41
Wild Shape VI.....	48
Wizardry I.....	17
Wizardry II	22
Wizardry III	32
Wizardry IV	44
Wizardry V	50
Woodland Stride	18

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