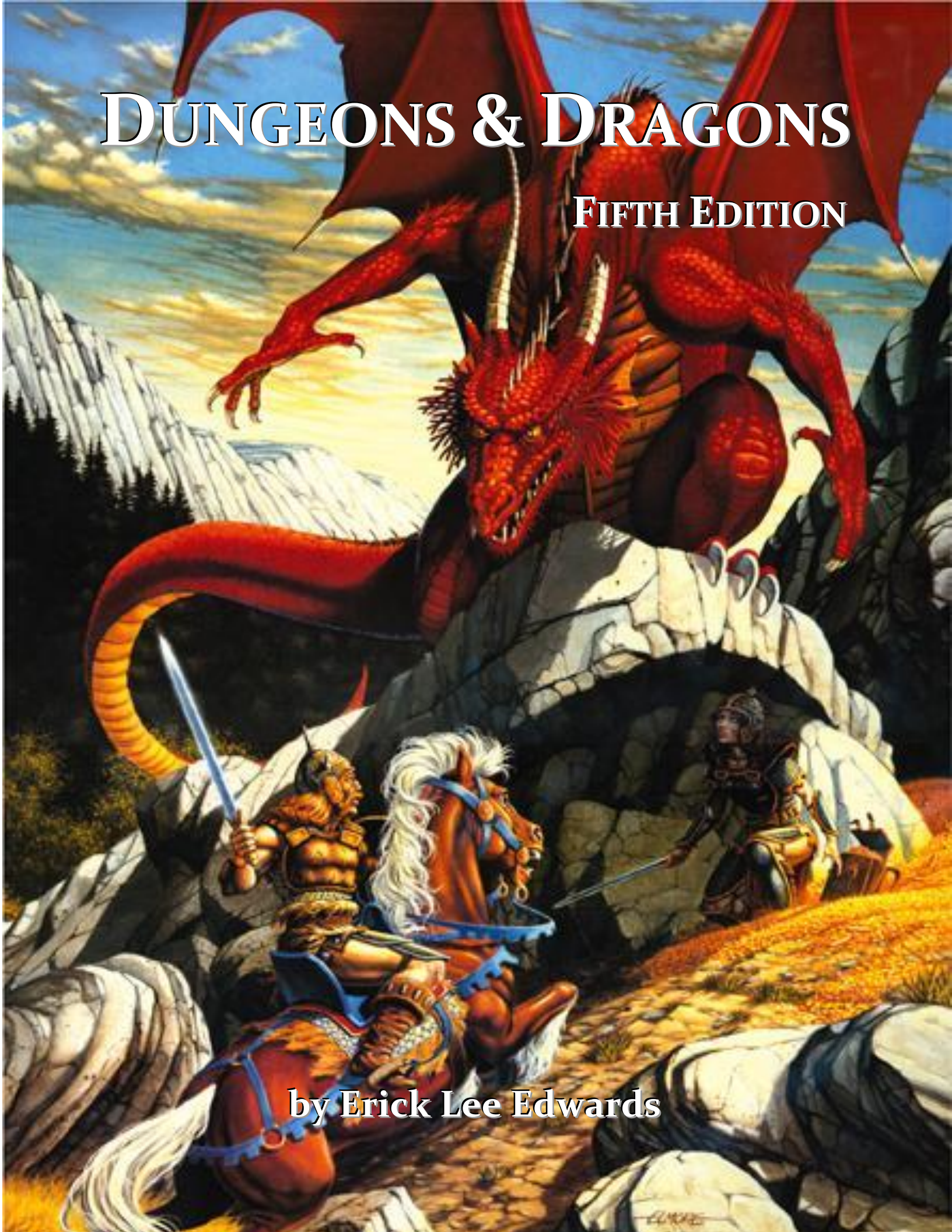


DUNGEONS & DRAGONS

FIFTH EDITION

by Erick Lee Edwards



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BY

ERICK LEE EDWARDS

BASED ON THE WORKS OF

E. GARY GYGAX, DAVE ARNESON, MONTE COOK, JONATHAN TWEET, SKIP WILLIAMS,

AND MANY OTHERS.

SECOND PRINTING – MAY 2010

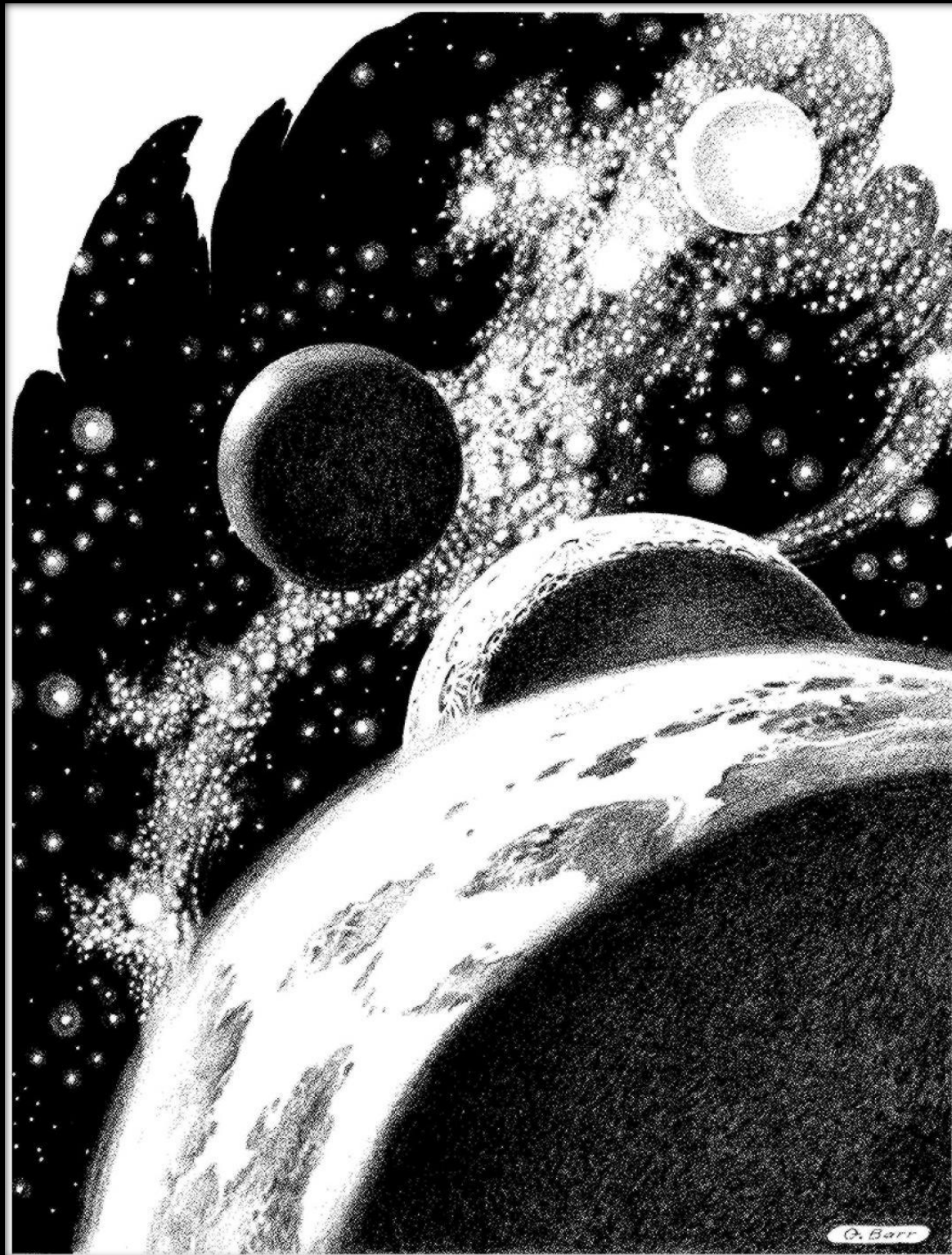
TABLE OF CONTENTS

<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>3</i>
Generating Ability Scores	3
Selecting a Race	3
Selecting an Alignment	3
Determining Vital Statistics	3
Selecting Traits	3
Character Creation Worksheet	5
<i>Character Advancement</i>	<i>7</i>
Basic Traits	8
Spellcasting Traits	10
Advancing Traits	11
Optional Basic Traits	11
Optional Partial-Level Spellcasting Traits	11
Optional Component Spellcasting Traits	12
Optional Bonus Feats	14
Optional Weapon Skills	14
Optional Level Determination	15
Pre-Characters	15
High-Level Characters	16
<i>Character Creation and Advancement Example</i>	<i>17</i>
<i>Special Abilities</i>	<i>19</i>
1st-Level Special Abilities	19
2nd-Level Special Abilities	24
3rd-Level Special Abilities	26
4th-Level Special Abilities	27
5th-Level Special Abilities	28
6th-Level Special Abilities	29
7th-Level Special Abilities	32
8th-Level Special Abilities	33
9th-Level Special Abilities	36
10th-Level Special Abilities	38
11th-Level Special Abilities	41
12th-Level Special Abilities	43
13th-Level Special Abilities	45
14th-Level Special Abilities	47
15th-Level Special Abilities	50
16th-Level Special Abilities	53
17th-Level Special Abilities	55
18th-Level Special Abilities	57
19th-Level Special Abilities	58
20th-Level Special Abilities	59
Adding New Special Abilities	61
<i>Changes to Core Rules</i>	<i>62</i>
The Basics, Races, and Decription	62
Classes	62
Skills	62

Feats	62
Magic Items	62
Equipment & Special Materials	64
Combat	64
Condition Summary	64
Special Abilities	64
Magic Overview	64
Spell Lists & Domains	64
Spells	65
Monsters	67
Types & Subtypes	67
Improving Monsters	67
Monster Feats	67
Monsters as Races	67
Carrying, Movement, & Exploration	67
Surroundings, Weather, & Environment	67
Traps	67
Treasure	67
Planes	67
<i>Epic Rules</i>	67
<i>Psionic Rules</i>	67
<i>Experience Awards</i>	67
Simplified XP Awards	67
“Blue-Booking” Advancement	70
Instance-Based Advancement	70
<i>Basic Character Class Builds</i>	75
<i>Variant Rules</i>	76
Races	76
Classes	76
Building Characters	76
Adventuring	76
Magic	76
Campaigns	77
<i>Spell Points</i>	78
Preparing Spells	78
Casting Spells	79
Metamagic and Spell Points	79
Multiclass Spellcasters	80
Miscellaneous Issues	80
Spell Point Variant: Vitalizing	80
<i>Appendix I: A Radical Departure</i>	88
New Skills	90
New Feats	93
Putting It All Together	95
<i>Index of Special Abilities</i>	99

TABLES

Table 1: Starting Character Traits	4
Table 2: Character Level Determination	7
Table 3: Basic Traits	8
Table 4: Prestige Class Level Determination	10
Table 5: Spellcasting Traits	11
Table 6: Optional Basic Traits	11
Table 7: Optional Spellcasting Traits	11
Table 8: Component Spellcasting Traits	13
Table 9: Pre-Character Level Determination	16
Table 10: Loremaster Secrets	34
Table 11: XP Awards	68
Table 12: Converting CR	69
Table 13: Career Experience Points	70
Table 14: Instance-Based Advancement Costs	72
Table 15: Instance-Based Advancement Criteria and Checks	73
Table 16: Experience Point Costs for Basic Character Class Builds	75
Table 17: Expanded Spellcaster Level Chart	82
Table 18: Expanded Bonus Spell Points (Spellcasters)	85
Table 19: Expanded Bonus Spell Points (Bard)	86
Table 20: Expanded Bonus Power Points (Psion)	87
Table 21: Character Level Limits	89
Table 22: Basic Traits	89
Table 23: Spell Preparation (Arcane) Feat (Spells Per Day)	94
Table 24: Spell Preparation (Divine) Feat (Spells Per Day)	95



G. Barr

INTRODUCTION

The Dungeons and Dragons Fifth Edition is a set of variant rules applied to the D&D 3.5 System Reference Document for use in a modified D&D campaign featuring a purchase advancement system, the spell point magic system, new ways to award experience, and other changes.

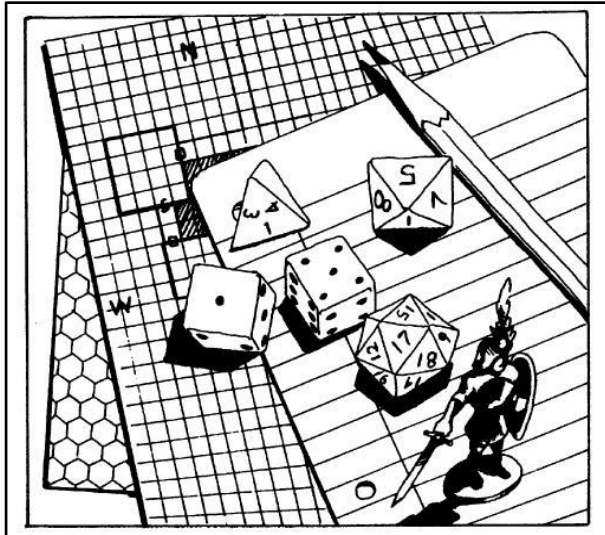
The purchase advancement system eliminates the concept of character class almost entirely by allowing players to purchase exactly what bonuses, abilities, and traits they desire for their characters. Under the normal rule system, new character capabilities are granted wholesale at every rise in character 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 D&D does away with not only character classes, but character levels as well.

Changes to the core rules are implemented in this system and certain variant rules included in the System Reference Document are used. There are many options that can be employed under this ruleset. The DM will have to determine exactly which variants should be included in the campaign. New ways for characters to construct

magical items is included here. A limited "spontaneous spellcasting" system is detailed that can allow magic users more flexibility in spellcasting. Unlike other attempts at spontaneous spellcasting systems by a number of game designers, this one is extremely easy to implement and requires little additional bookkeeping or number crunching. Three new systems for granting experience points are detailed in this ruleset. The first simplifies the normal method of awarding experience by making a "level's worth" of experience points equal to 1,000 XP regardless of the character's actual level. In normal D&D 3.5E, it takes a character 1,000 XP times his current level to reach the next level of experience. Normally, experience awards must increase if thirteen to fourteen significant encounters are enough for a character to reach the next experience level. In this ruleset, this progression is not followed. Thus, experience awards for encounters of the same difficulty remain the same throughout the character's career. The second way of awarding experience is a "blue-booking" system which allows the DM to determine how normal, non-adventuring types gain experience slowly over time. It can also be used to grant experience to characters who take months or years off between adventures. The third system, an "instance-based" system, allows characters to advance only those abilities they actually use during adventures, with some allowances being made for the acquisition of entirely new abilities.

It is my intention that this ruleset be different enough to constitute an entirely new form of Dungeons and Dragons, while retaining enough of the character of D&D 3.5E 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 of D&D 3.5E 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 DM 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 D&D 3.5E. 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 single-page section in this document entitled "Basic Character Class Builds" is the product of extensive research and calculations.

If you've been wanting 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 Dungeons and Dragons rules!



CHARACTER GENERATION

This section is meant to supplement the character creation section of your favorite D&D 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 DM 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 is suggested that the DM use the standard point buy system found in the DMG. Each player receives 25 points to spread out among all abilities.

SELECTING A RACE

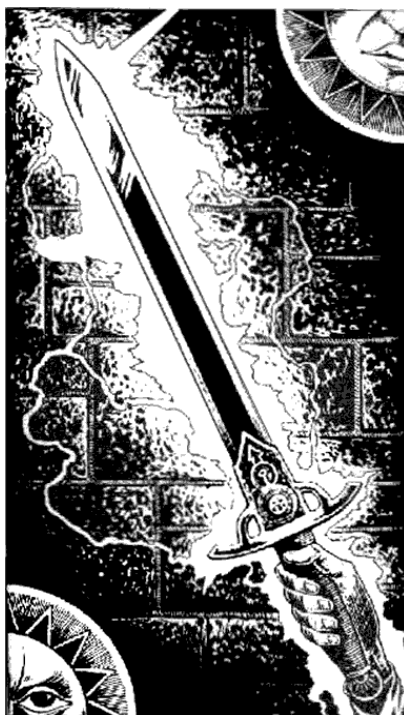
Any race allowed during initial character generation by the DM is suitable.

SELECTING AN ALIGNMENT

Any alignment allowed during initial character generation by the DM 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 edition of D&D, 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 point expenditure. The base attack bonus, all saves, skill ranks, feats, special abilities, and spellcasting ability 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 BONUSES

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. Remember that 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.

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 (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 19.

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 DM 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

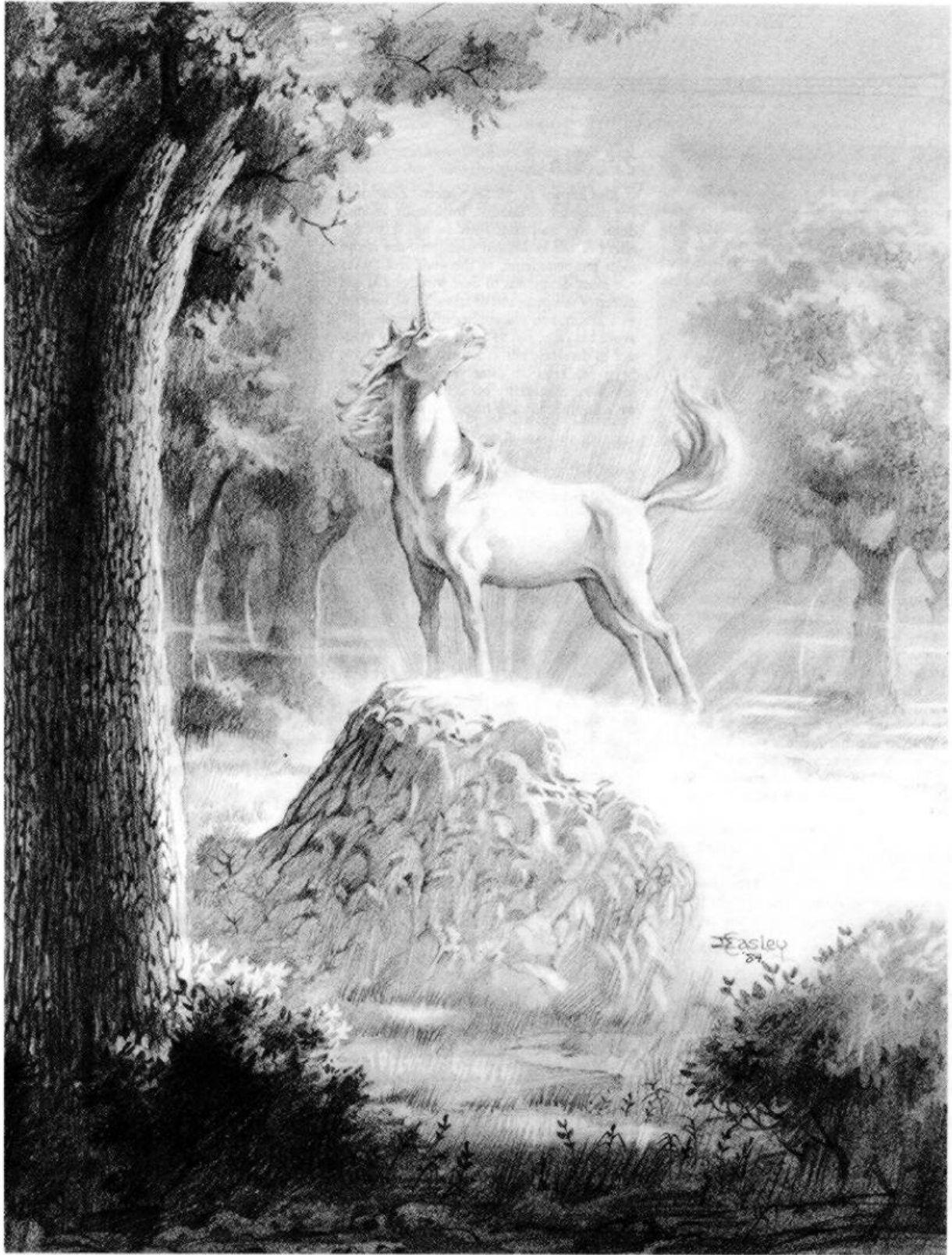
Feats	Cost	Take?	Total Cost	Prerequisite
Light Armor Proficiency	100 XP	Yes / No		None
Medium Armor Proficiency	100 XP	Yes / No		Light Armor
Heavy Armor Proficiency	100 XP	Yes / No		Medium Armor
Shield Proficiency	100 XP	Yes / No		None
Tower Shield Proficiency	100 XP	Yes / No		Shield
Simple Weapon Proficiency	100 XP	Yes / No		None
Martial Weapon Proficiency*	100 XP	Yes / No		Simple Weapon
Base Feat	100 XP	Yes		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	+1
Base Save Bonuses	100	+1
Base Hit Points	25	Hit Point
Skills	25	Skill Rank
Feats	100	Feat
Special Abilities	100	Special Ability
Class Levels	25	Class Level
Ability Scores	150	+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. It is important to note that these experience point costs do not change as the character's level increases. A simplified version of the experience award system is used in this ruleset. This system compares the character's level with the challenge rating of the encounter and awards an amount of experience points based on the difference between the two. A "level's worth" of experience is always 1,000 XP in this ruleset, not the current character level times 1,000 XP as in normal D&D. The experience award system in this

ruleset is engineered to provide enough experience points to advance characters by one level for every thirteen or fourteen encounters, as usual. Dungeon Masters can always opt to reduce the amount of experience awarded as well, for slower advancement. The new experience award system is described in detail (along with two other methods of advancing characters) in the **Experience Awards** section later in this book.

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.

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.

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. The character's positive Constitution modifier (if any) multiplied by Character Level is added to the base hit point total. 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. 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 or a +0 Intelligence modifier do not receive bonus 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. 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. 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.

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 DM.

Keep in mind that class levels cost the same amount of XP as skill ranks. The DM 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.



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 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	Level
Cleric	300	Level
Druid	200	Level
Psion	500	Level
Sorcerer	500	Level
Wizard	500	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 D&D 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
BAB (Melee)	150	+1
BAB (Ranged)	150	+1
BAB (One Group)	75	+1
BAB (One Weapon)	25	+1
Weapon Group	25	Feat
Class Level Package	1000	Level
Level Adjustment	1000	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 *Unearthed Arcana* 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 *Unearthed Arcana* 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

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

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

Table 17: 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 *Unearthed Arcana*. 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 spell point cost of 0.5.

Expanded tables for bonus spell and power points are given in **Table 18**, **Table 19**, and **Table 20**.

OPTIONAL COMPONENT SPELLCASTING TRAITS

Spellcasting traits can also be broken down further by allowing characters to buy caster levels, spell points, and spell lists separately. In this case, class distinctions are totally eliminated from the game. Caster level in all spellcasting classes can be bought as "Spellcaster" caster levels. This spellcaster level governs the

maximum number of spell points that can be used on a single spell effect and otherwise functions like caster level. Spell points can be purchased by the whole, half, and quarter level. Use the spell point progression found under the "Cleric & Wizard" column in **Table 17: Expanded Spellcaster Level Chart** to determine the actual number of spell points bought at a particular level. The separation of spell points by character class is eliminated; these spell points can be used for any spells that the character can cast. Under this system, the character builds his own personal "class" spell list by purchasing access to spells. Spells can be purchased for inclusion into the character's spell list in groups of five. If Component Spellcasting Traits are used, all spellcasters learn spells in the manner of bards and

sorcerers. The cost to learn a spell is found in the table below. Since all spellcasters learn spells (and do not prepare spells) it seems that purchasing spell lists would be a waste of experience points. However, this system was designed to take full advantage of the concept of spontaneous spellcasting. The theurgy spells found at the end of this document allow D&D spellcasters to spontaneously cast spells found on their spell lists, even if they have not learned them. In this way, each character's spell list defines the broad magical training the character has received while his known spells show what he is capable of doing effectively and predictably. Furthermore, a character can only learn (i.e., gain Spell Knowledge of) a spell that is found on that character's spell list.





The costs to add spells to the character's spell list are shown below. "School-Level" means all of the spells found in a given school at a given spell level (such as 3rd Level Evocation Spells). This is regardless of which class list these spells are on. When a spell has different spell levels depending on character class, use the lowest spell level given for either the cleric, druid, sorcerer, or wizard classes. If the spell is not available to either of these four classes, then use the lowest level for which it is available to any of the classes listed. When the cost is given per "(Class) Spell Level" the character adds all spells found at that level for the given class (such

as 3rd Level Wizard Spells). Spells can also be bought in batches, five spells at a time, mixing and matching schools, classes, and levels as the player sees fit.

As described above, all characters learn their spells in the manner of bards and sorcerers if these component spellcasting traits are used. Once learned, the character need not pray for, prepare, or memorize the spell in order to use it. The character knows the spell and never loses knowledge of it (save through exceptional circumstances). Characters may cast any of their known spells as long as all conditions for

spellcasting are met. Note that learning a spell and adding a spell to your spell list are two different things. Just because a spell is added to your spell list does not mean that you have learned it.

Of these traits, spellcaster level and spell points are level determining traits. Use the last column in **Table 2: Character Level Determination** when determining level by spellcaster level and spell points. A character can increase his spell list and may learn any number of spells as long as the experience point costs have been paid.

TABLE 8: COMPONENT SPELLCASTING TRAITS

Trait	XP Cost	Per
Caster Level	100	Caster Level
Spell Points	100	Whole Level
Spell Points	50	Half-Level
Spell Points	25	Quarter-Level
Spell List	50	School-Level
Spell List	75	Bard Spell Level
Spell List	125	Cleric Spell Level
Spell List	100	Druid Spell Level
Power List	200	Psion Power Level
Spell List	200	Sorcerer Spell Level
Spell List	200	Wizard Spell Level
Spell List	25	Five Spells
Spell List	375	Every Spell for Level
Spell Knowledge	50	Spell



OPTIONAL BONUS FEATS

Since the number of special abilities a character possesses is not a level-determining trait, the DM 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 WEAPON SKILLS

Some DMs may prefer to use the concept of weapon skills rather than requiring the purchase of base attack bonus and weapon proficiency feats. In this case, eliminate the base attack bonus and all weapon proficiency feats from the game. Characters completely unskilled in the use of a weapon (i.e., having no ranks in the skill pertaining to that particular weapon) have a -4 penalty on attack rolls when using that weapon. Each skill rank in a weapon gives the character a +1 to his attack bonus with that weapon. So, the first rank in a weapon skill causes you to have a -3 attack bonus with that weapon, the second rank gives you a -2 attack bonus, the third a -1 attack bonus, and upon purchasing the fourth rank in that weapon skill, the penalty is negated entirely. Fifth and successive skill ranks give you a bonus on attack rolls with that

weapon. Weapon skills cost the same number of experience points per rank as any other skill.

There are as many different types of weapon skills as there are different types of weapons. A weapon type is defined as any weapon that has its own description on a weapon table. Thus, longsword and greatsword are two types of weapons. “Sword” is not a type of weapon because there is no entry for “sword” found on the weapon description table. “Flamberg” and “claymore” may be two possible descriptions for a greatsword, but both types could be used with the skill “Weapon (greatsword).” In this case the words “flamberg” and “claymore” refer to the appearance of two particular types of greatsword. Weapon (unarmed) and Weapon (grapple) should also be added to the list of weapon skills.



The key ability for a weapon skill is Strength for melee weapons and Dexterity for ranged weapons. For all instances in the game where a “base attack bonus” is required, use the applicable attack bonus for the weapon in question based on the skill ranks plus the unskilled attack penalty (normally -4).

Multiple attacks are gained normally if weapon skills are used. When the number of skill ranks plus the attack penalty reaches +6, one additional attack at a -5 penalty to the attack roll is gained. When this total reaches +11, an additional attack at a -10 penalty to the attack roll is gained. At +16, another attack at a -15 penalty on the attack roll is gained for a total of four attacks.

Starting (1st level) characters are limited to a maximum of four ranks

in skills. This corresponds to a maximum of a +0 attack bonus with weapons (-4 penalty, plus four ranks). Since characters with a martial focus should be able to start with an attack bonus of +1, the following feat should be added to the game.

MARTIAL TRAINING [GENERAL]

Prerequisites: Four ranks in each of four different weapon skills.

Benefit: You have a -3 penalty on attack rolls when using a weapon in which you have no weapon skill ranks. This replaces the -4 penalty on attack rolls for using a weapon unskilled.

Normal: All characters receive a -4 penalty on attack rolls when using weapons in which they have no skill ranks. Skill ranks in Weapon (type) are added to this penalty to determine a character's attack bonus with that type of weapon.

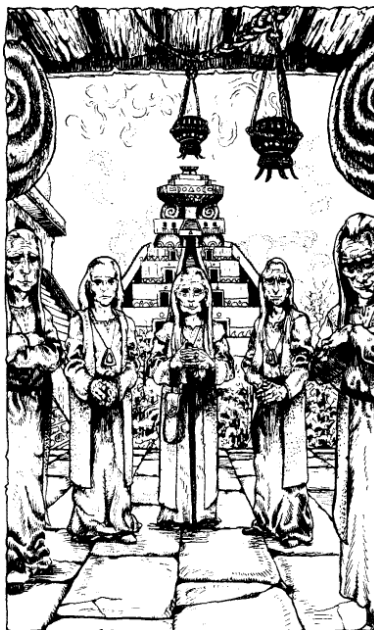


Under this system, the cost to purchase one rank in twelve weapon skills, thus increasing the attack bonus by +1 for each weapon, costs the same amount as purchasing a +1 to the base attack bonus under the old system.

The DM may also allow some ranks for weapon skills to be applied to other weapons, based on how closely related the two weapons are. Weapons are related based on how similar they are in terms of the type of damage they do (bludgeoning, piercing, and/or slashing), how they are wielded (unarmed, light melee, one-handed melee, two-handed melee, thrown ranged, or projectile

ranged), and the weapon's use (simple, martial, or exotic). If a character wishes to use ranks in one weapon skill for another weapon in which he has no skill, he may use one-quarter of his weapon skill ranks for every similar category (of the three listed above). If no categories are similar, no skill ranks can be applied to the weapon. If one category is similar, one-quarter of the ranks can be applied (round down). If two categories apply, one-half of the weapon skill ranks can be applied (round down). If three categories are similar, then three-quarters of the weapon skill ranks can be applied (once again, round down). If a character has weapon skill ranks in a weapon, he may use those ranks, or ranks applied due to similarity with another weapon, whichever is higher.

For example, a character has 12 ranks in Weapon (longsword). Assuming he has no ranks in any other weapon skills, he may apply nine of these ranks when wielding a scimitar (because both longswords and scimitars are martial, slashing, one-handed melee weapons). He may apply six ranks when using a kukri (because longswords and kukri are martial, slashing weapons). He may apply three ranks to a short sword (because longswords and short swords are martial weapons, but do not share any other categories). He may apply no ranks to a heavy crossbow, since longswords and heavy crossbows share no categories. If the character has ten ranks in the skill Weapon (scimitar), then he would apply ten ranks instead of nine. If he had two ranks in Weapon (short sword), he would apply three ranks due to similarity with the longsword. It is up to the player to announce which ranks he wishes to use to the DM. It is the DM's responsibility to ensure that the ranks are correctly applied.



OPTIONAL LEVEL DETERMINATION

The DM may not be comfortable with the level-determination system as written. If the DM 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.

PRE-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 9: 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 (such as Arcane Schooling and Snake Blood found in the Forgotten Realms Campaign Setting). 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 DM 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 1,000 XP on his character for each level above 1st level. For example, if the DM decides to limit the characters to 10th level, then each player will have an additional 9,000 XP to spend.

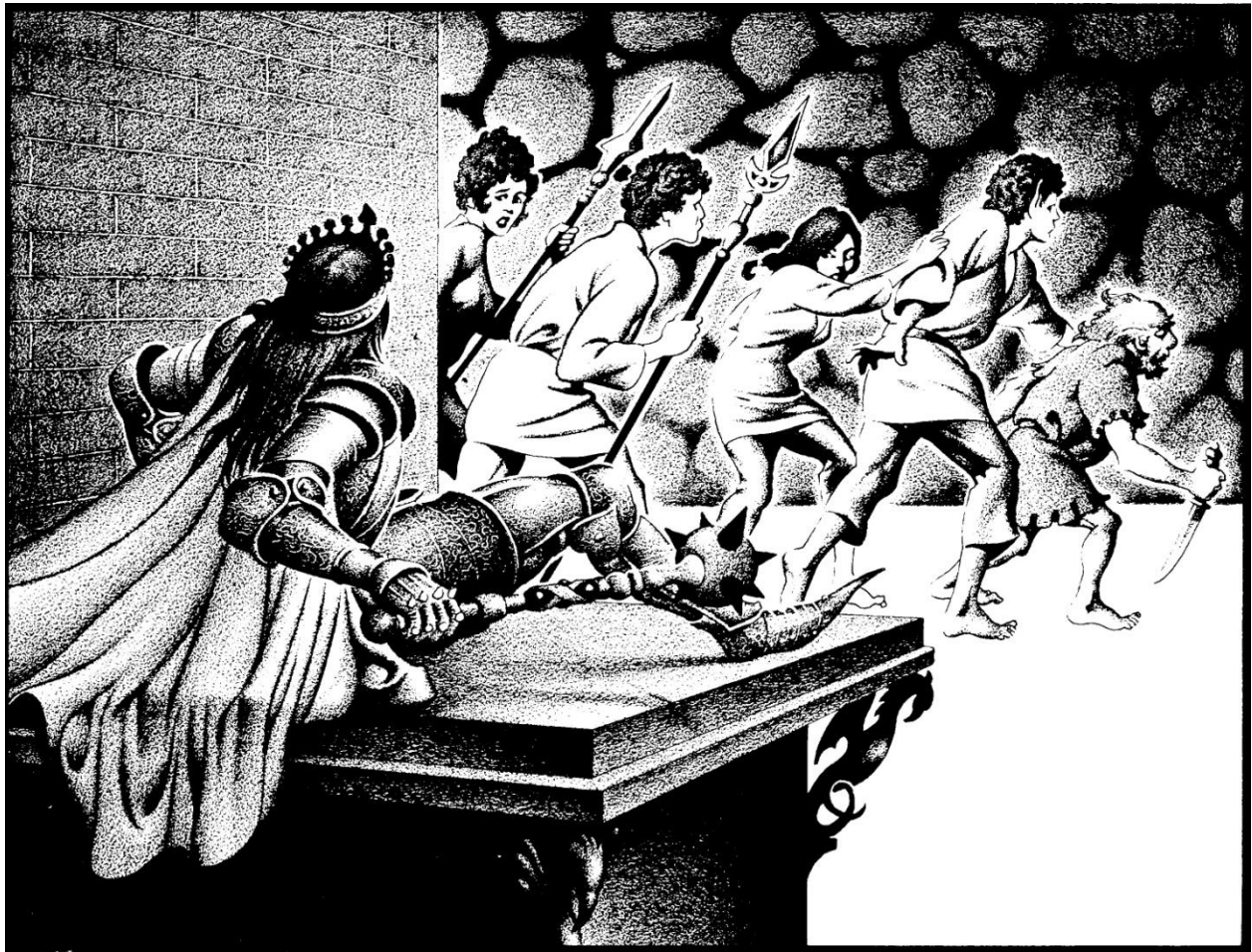
The DM should also consult the appropriate rulebooks to determine how much equipment and money to give to each character at start if high-level characters are generated.

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 DM, but may be lower level than the maximum.

TABLE 9: 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 who 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

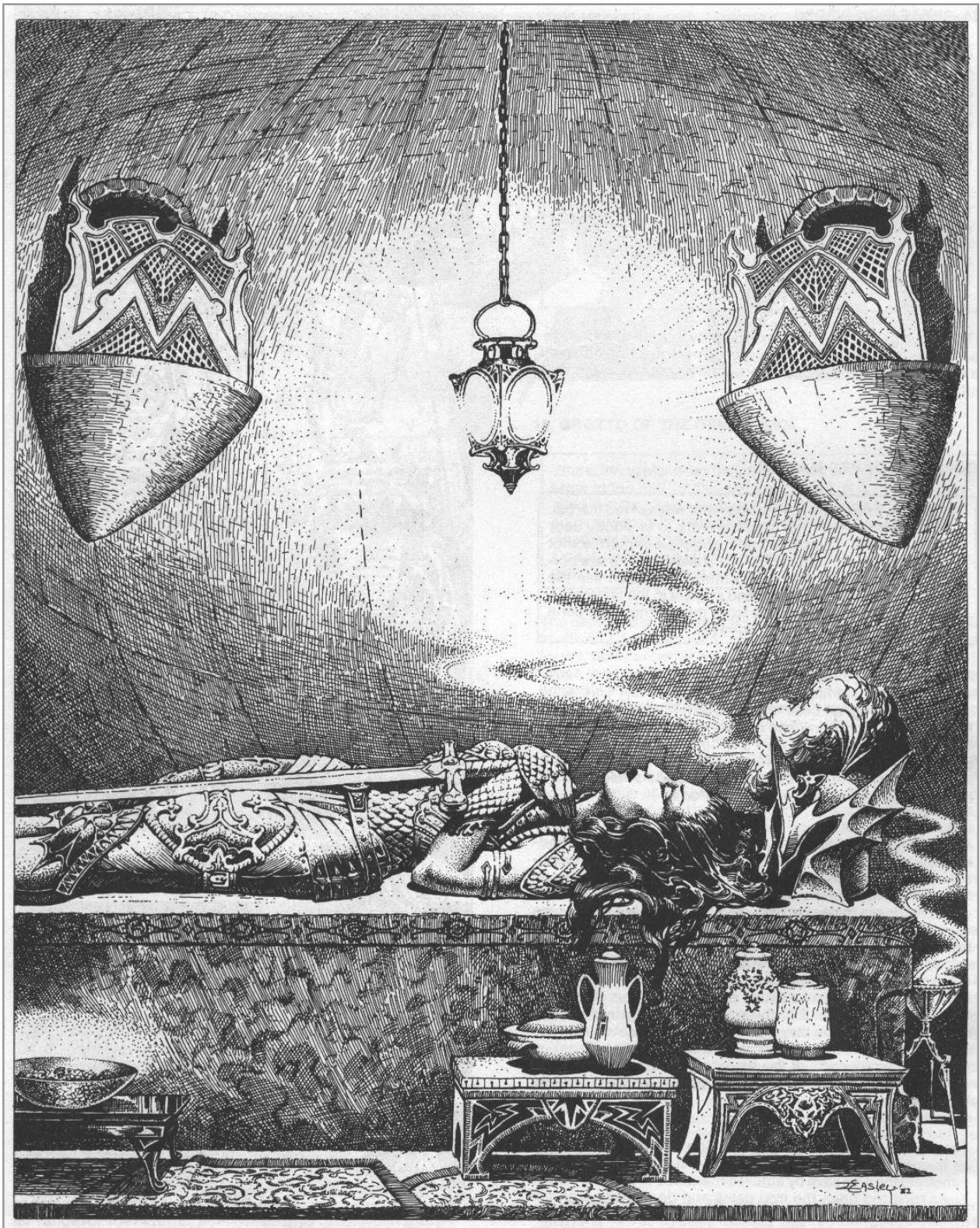
paladin (25 XP) which also causes a strengthening of his aura of good. He purchases the 1st favored enemy (undead) class special from the ranger class (100 XP). This leaves 250 XP left to spend. He decides to go ahead and give the character two more hit points (up to 11, just one short of the starting maximum) and eight more skill ranks. Our undead-slayer is now ready to begin adventuring.

After a few successful adventures, Russell's stingy DM, 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 25 XP. He also buys another class level of paladin for the same price (25 XP). Buying hit points is always a good idea, so he spends the remaining 150 XP to get an additional six hit points.

Of course, Russell could have spent the 600 XP many different ways. He could have put it all into the base attack bonus, buying two more +1 bonuses, making it +3. This would have made his character 3rd level. He could have put all of that experience into his character's Fortitude save, making it +5. This would have made his character 6th

level. The most extreme example would be to raise a skill from zero ranks to 23 ranks. This would only cost 575 XP, but would make the character 20th level. All of these character level increases would reduce the amount of experience points that the undead-slayer receives for overcoming encounters since XP awards are based on the character's determined level. If the character was advanced to 20th level by raising a skill to 23 ranks, it would be very difficult for that character to earn experience for fighting creatures that he can handle. He would be considered a 20th level character even as he fought skeletons and zombies. He would receive no experience for these creatures. But he would not be able to take on creatures with challenge ratings of 17, 18, or 19. Balanced advancement is necessary for a character to be able to continue advancing. Players can spend experience points as they see fit, but DM's should monitor this process to ensure that characters are not made unplayable through poor advancement choices.

Russell was wise to show restraint, and now that his character is 2nd level, he will receive a little less experience points for fighting the same foes. However, because he has increased the values of his traits only slightly, he will also be better able to overcome obstacles and successfully resolve encounters. Under the default experience award system in this ruleset, earning 600 XP would come after eight evenly-matched encounters.



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. At 8th bard class level, and every six bard class levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.



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 CONFIDENCE

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 3, 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).

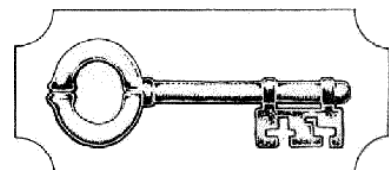
SMITE LAW II

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

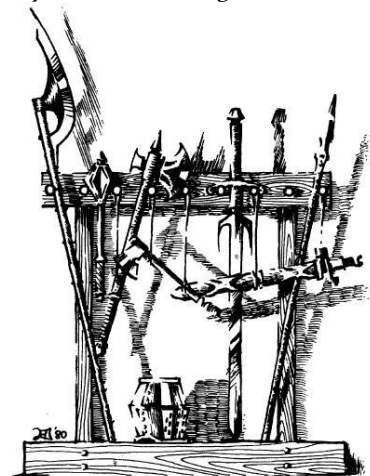
Prerequisites: Character Level 7, dwarf, lawful alignment, base attack

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 (conjuration), ability to cast *lesser planar ally*.

Ability Type: Natural.

Class Levels: None.

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

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

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

INSPIRE COURAGE II

Prerequisites: Character Level 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 10: 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

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

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 10: 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

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

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 10: 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

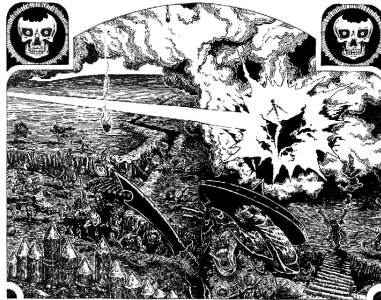
A THOUSAND FACES

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

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

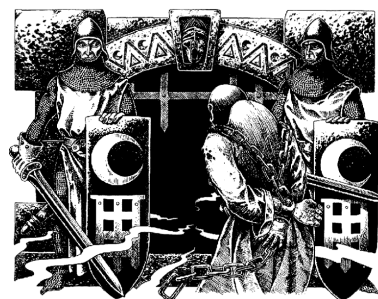
This special ability increases the character's effective caster level by 1 for purposes of determining level-dependent spell variables and for

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 10: 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

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 + $\frac{1}{2}$ 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

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 10: 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

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 who 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 VI

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.

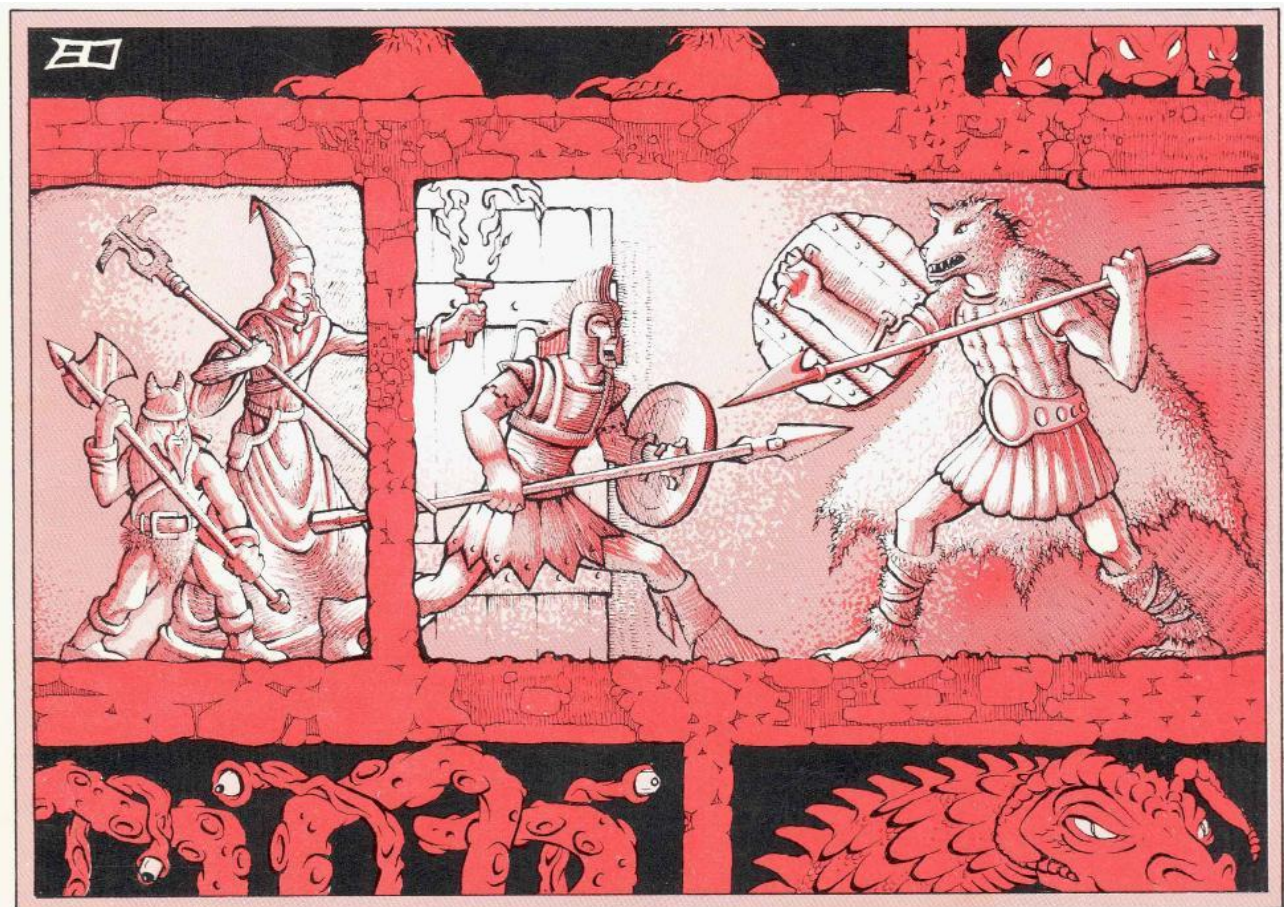
DEFENDER AC BONUS IV

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

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

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

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.

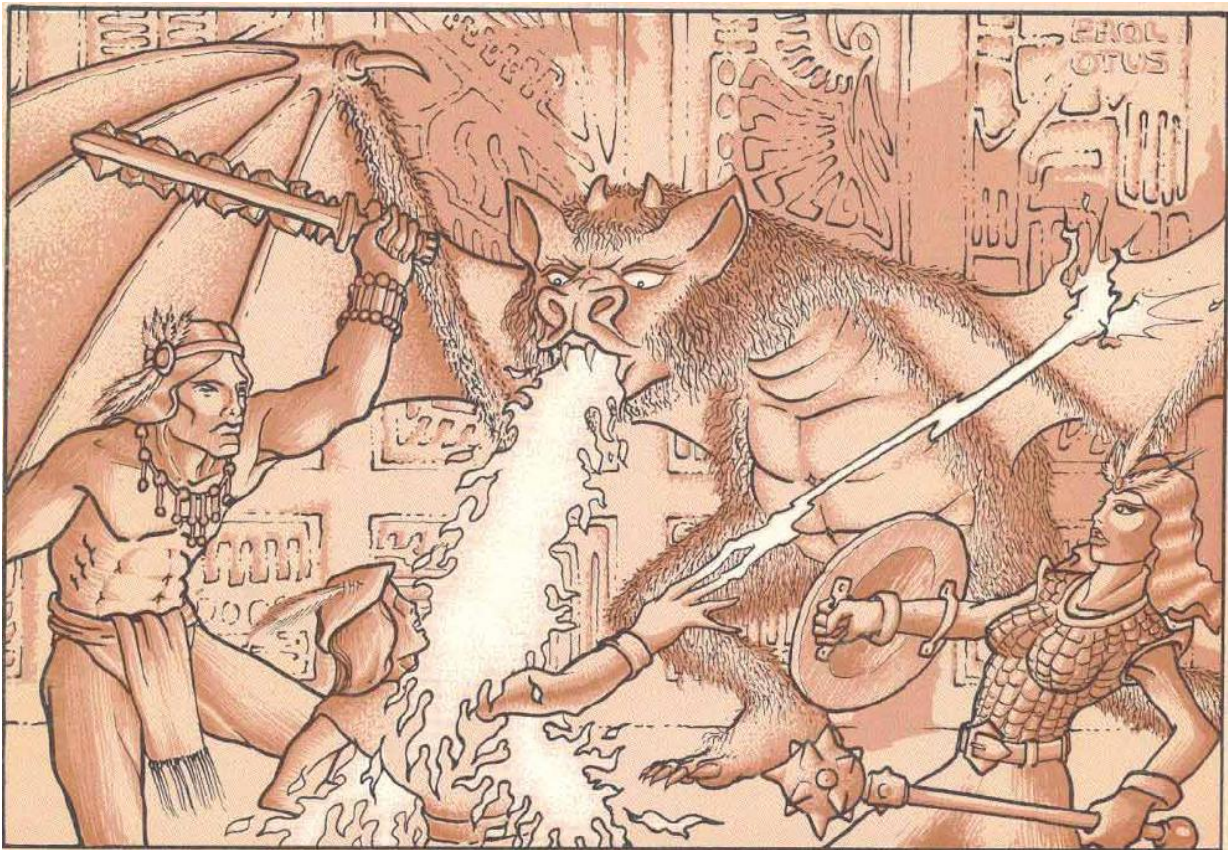
Ensure that any requirements for entry into a prestige class are made prerequisites. Determining the level of special abilities that appear in prestige class descriptions can be

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 (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

THE BASICS, RACES, AND DESCRIPTION

There are a few changes to ability scores in this ruleset.

Negative Constitution modifiers do not affect the number of hit points a character gains at each level. Positive Constitution modifiers continue to grant additional hit points at each character level.

Negative Intelligence modifiers do not affect the number of skill points a character gains at each level. Positive Intelligence modifiers continue to grant additional skill points at each character level.

To make the odd ability scores worth purchasing, the save bonuses for odd numbered ability scores are equal to one higher than those found in the SRD. For example, a Dexterity of 11 gives a +1 to Reflex saves instead of +0, and a Constitution of 17 grants a +4 bonus to Fortitude saves instead of +3. Furthermore, save bonuses are determined by the higher of two different ability scores. The higher of the Strength and Constitution bonuses adds to the Fortitude save, the higher of the Dexterity and Intelligence bonuses adds to Reflex, and the higher of Wisdom and Charisma adds to the Will saving throw. These rule changes will tend to make saving throw bonuses higher, since odd numbered ability scores now grant an additional +1 bonus and the character gets the higher of two different ability score bonuses.

CLASSES

There are no classes in this edition. All character traits (such as base attack bonus, saves, special abilities, spells, and the like) are bought directly with experience points.

Experience points are spent to improve character traits (much like XP can be spent in the creation of magical items).

SKILLS

There are no changes to the skills section.

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.

MAGIC ITEMS

Instead of using an XP component for spells and XP for the creation of magic items, one campaign option is to replace all XP costs with *external power* (also known as 'XP'). Only the most powerful spells require external power. Magic items always require external power for their creation. External power can come in many forms. The body parts of certain creatures, magical substances, alchemical processes, eldritch power sources, and other materials or energies can be used as external power.

The basic unit for external power is the *thaum*, a unit of magical power equal to 1 XP. One thaum provides enough magical power for a potion or scroll holding a 0th level spell. In

contrast, casting a *wish* spell requires 5,000 thaums. Thus, one thaum is exactly equivalent to one XP for the purposes of casting spells and creating magic items.

DM's should determine appropriate sources of external power for his or her campaign. Some possible sources are listed below, with campaign guidelines.

CREATURES

Aberrations, dragons, elementals, fey, magical beasts, outsiders, undead, and other highly magical creatures are all suitable sources of external power. A suitable dead creature can provide up to 100 thaums per Hit Die. However, the creature need not be killed to harvest the external power. A living creature can provide up to 10 thaums per Hit Die per month without harm to the creature. For example, an astral deva may reward a faithful cleric by giving her one of his wing feathers (worth 120 thaums). Or perhaps a wizard has worked out a deal with a great wyrm red dragon who provides 400 thaums worth of material every month. Making such deals should always be extremely difficult (requiring a commensurate sacrifice from the recipient of the external power) and creatures will never willingly give enough external power to harm themselves, no matter what the agreement. Ultimately, it is up to the DM to determine how many thaums are available from each type of creature and what form this external power takes. The forms should make sense for the creature in question. Vampire fangs and vampire blood are more likely sources of external power than vampire toes, for instance.

The DM may require a Knowledge check at a DC equal to 10 plus the

creature's Hit Dice to determine if the character knows how to properly extract a creature's external power. The specific Knowledge skill is based on the creature type: Knowledge (arcana) for dragons and magical beasts, Knowledge (dungeoneering) for aberrations, Knowledge (nature) for fey, Knowledge (religion) for undead, and Knowledge (the planes) for elementals and outsiders. A character can take 10 on this roll, but cannot take 20.

MAGICAL SUBSTANCES

If external power in animal form comes from creatures, magical substances normally take a plant or mineral form. Once again, the DM should determine the exact form and amount of external power for any magical substances included in the campaign. Since one thaum is equal to one XP, magical substances should be as difficult to harvest or gather as the amount of external power would suggest. For example, if the DM has determined that a certain magical metal known as "xenium" exists in his campaign and one pound of it contains 100 thaums, then gaining ten pounds of xenium (1,000 thaums) should be just as dangerous or difficult as an encounter where the PC's would gain 1,000 XP. For a low level party, this could be a very difficult proposition, for a higher level party, a much easier one.

Knowing how to harvest, mine, or otherwise collect a magical substance is based on its rarity. Common substances should be the least powerful, and vice versa. The Knowledge check has a DC of 15 for common magical substances, 20 for uncommon magical substances, and 30 for rare magical substances. A good rule of thumb is that a character can find 50 thaums per site for a common magical, 100 thaums per site for uncommon magical substances, and 500 thaums per site for rare magical substances. It takes 1d4+1 days to

locate a site containing a magical substance, minus one day for every 5 points by which the Knowledge check exceeds the DC (minimum of one day). For example, if a character is searching for a common magical substance and the Knowledge skill check results in a 26, then it will take that character 1d4-1 days to find the substance (normally 1d4+1 days with -2 days for exceeding the DC of 15 by 11).

The specific Knowledge skill depends on the form of the magical substance. Magical minerals would require Knowledge (dungeoneering) and magical plants would require Knowledge (nature), for example.

ALCHEMICAL PROCESSES

If the DM allows, external power may be drawn from the environment and infused into a vessel through some sort of process. The nature of the process itself is unimportant from a rules standpoint, but should be described for roleplaying purposes. The most efficient process would allow a character to generate a maximum of 200 thaums per day at a cost of 500 gp. The basic ratio is 1 thaum of external power costs 2 gp 5 sp to create. Less efficient processes should certainly be available in the campaign, but more efficient processes should not. Regardless of the amount of external power infused, the process takes one whole day. The end product of a process is some material component infused with external power. For example, a small gemstone might be infused with 200 thaums of external power. The cost of the vessel holding the external power has nothing to do with the cost of the infusion. It will cost 500 gp to infuse 200 thaums into a diamond and the same amount to infuse 200 thaums into a copper coin.

POWER SOURCES

Power sources are defined by how much external power they give over what time interval. One power source may generate 100 thaums per month while another, extremely powerful source, may create 1,000 thaums per day. The exact nature of the power source will, of course, be determined by the DM. Magical springs, mana generators, sorcerous windmills, magical creature farms, and photosynthetic powerstones could all be possible sources of external power.

LIFE FORCE

The DM can also incorporate the old system into this new one by giving spellcasters the ability to tap their own life force as a source of external power. In this case, for every XP sacrificed, one thaum is made available immediately for use in a spell or magic item.

ATTUNED POWER

To add further color (and further complexity) to the campaign, the DM may rule that certain sources of external power are only suitable for certain uses. Perhaps external power gained from undead can only be used for magic items containing necromantic effects, or the external power gathered from a magical spring is only good for water magic. A demon's carcass could provide external power for creating evil magic items, or for creating good magic items designed to harm demons. The nature of the source will certainly give a clue as to what applications its external power is best suited for.

THAUMS AS CURRENCY

External power can be used as a form of currency among creatures that have a use for it. The basic value of one thaum is 5 gp (double the cost it takes to make it in an

alchemical process). This is the value for one thaum in portable form. There may also be an additional cost for the vessel that holds this external power.

Magic item prices are calculated according to the rules for magic items. Magic item creators typically charge 5 gp for every extra thaum they have to use to create the magic item. So, using an exchange rate of one thaum equals five gold pieces coincides with the magic item creation rules.

DIVISIBILITY AND EXTERNAL POWER

In general, spellcasters have the necessary knowledge and ability to use the amount of external power that they require for a certain endeavor without having to worry about divisibility. For example, if the cleric in the previous example wishes to use only 2 thaums of power from the astral deva's feather, she can use it, leaving her with a feather containing 18 thaums. She does not have to use the whole feather at one time.

Remember that when making magic items all external power must be spent at the beginning of the construction process (just like XP must be spent at the beginning of the construction process under the normal magic item creation rules). In other words, the magic item creator must have all the external power he needs before beginning construction on any magic item. This external power can come from many different sources and be in a variety of forms, however.

MAXIMUM EXTERNAL POWER USAGE

A character may only use a maximum number of thaums of external power equal to 1,000 times character level on a single spell or for a single effect when constructing a magic item. For

example, a 10th level magic item creator may only use up to 10,000 thaums on a single effect for a magic item. If he desired to make a magic item requiring 15,000 thaums for a single effect, he would have to wait until 15th level. However, if he wanted to create a magic item having three effects, each requiring 5,000 thaums, he could do so because each effect requires less than the maximum amount of external power he can use for one effect. This limit should probably never come into play.

METAGAME ANALYSIS

This variant negates an irritating feature of the standard D&D game: using up precious XP for magic item creation. However, the characters must still use an equivalent to XP in the form of external power, which requires monetary expenditure, dangerous quests, or risky combat to acquire. Seeking out external power for magic item construction is an easy story hook, which makes the DM's job easier.

If the DM allows external power to be gathered from creatures, expect after-combat dissections to become commonplace. Also, be aware that extra XP are essentially being awarded for encounters with any creatures having external power that can be harvested (not to mention the extra treasure gained if the PCs decide to sell external power to NPC magic item creators). Limiting creature-based external power to a few rare or dangerous creatures is an easy way to prevent the PCs from becoming a troupe of hunters.

In a campaign that uses this variant, PCs will more likely to create magic items since there is no need to sacrifice hard-earned experience. PCs will not be able to make more powerful magic items under this system than they would under the normal rules due to the restriction on the maximum external power usage per effect rule above.

EQUIPMENT & SPECIAL MATERIALS

Apply the Arcane Spell Failure Chance only if the arcane spellcaster is not proficient with the armor or shield.

COMBAT

There are no changes to the combat section.

CONDITION SUMMARY

There are no changes to this section

SPECIAL ABILITIES

There are no changes to this section.

MAGIC OVERVIEW

Druids are spontaneous divine casters under this ruleset (see Variant Rules, below).

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 DM wishes to incorporate the limited, free-form spellcasting system described under these rules (Theurgy), 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).

LEGERDEMAIN, LESSER

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

Spell Points: 1

A *lesser legerdmain* lets you duplicate any cantrip available to

spellcasters of your class. A *lesser legerdmain* 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 *lesser legerdmain* duplicates a spell that has an XP cost, you must pay that cost. When a *lesser legerdmain* duplicates a spell with a material component, you must provide that component. If a *lesser legerdmain* duplicates a spell with a focus, you must provide that focus.

LEGERDEMAIN

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

Spell Points: 3

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

- Duplicate any spell on your spell list with a casting cost of one spell point or any 0th level spell on your spell list.

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 *legerdmain* duplicates a spell that has an XP cost, you must pay that cost. When a *legerdmain* duplicates a spell with a material component, you must provide that component. If a *legerdmain* duplicates a spell with a focus, you must provide that focus.

LEGERDEMAIN, GREATER

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

Spell Points: 5

A *greater legerdmain* lets you duplicate an extremely small number of basic spells and cantrips. A *greater legerdmain* can duplicate any spell on your spell list with a casting cost of two spell points or less.

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 *greater legerdmain* duplicates a spell that has an XP cost, you must pay that cost. When a *greater legerdmain* duplicates a spell with a material component, you must provide that component. If a *greater legerdmain* duplicates a spell with a focus, you must provide that focus.

THAUMATURGY, LESSER

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

Spell Points: 7

A *lesser thaumaturgy* lets you duplicate an extremely small number of spells. A *lesser*

thaumaturgy can duplicate any spell on your spell list with a casting cost of three spell points or less.

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 *lesser thaumaturgy* duplicates a spell that has an XP cost, you must pay that cost. When a *lesser thaumaturgy* duplicates a spell with a material component, you must provide that component. If a *lesser thaumaturgy* duplicates a spell with a focus, you must provide that focus.

THAUMATURGY

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

Spell Points: 9

A *thaumaturgy* lets you duplicate a small number of spells. A *thaumaturgy* can duplicate any spell on your spell list with a casting cost of four spell points or less.

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 *thaumaturgy* duplicates a spell that has an XP cost, you must pay that cost. When a *thaumaturgy* duplicates a spell with a material component, you must provide that component. If a *thaumaturgy* duplicates a spell with a focus, you must provide that focus.

THAUMATURGY, GREATER

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

Spell Points: 11

A *greater thaumaturgy* lets you duplicate a number of spells. A *greater thaumaturgy* can duplicate any spell on your spell list with a casting cost of five spell points or less.

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 *greater thaumaturgy* duplicates a spell that has an XP cost, you must pay that cost. When a *greater thaumaturgy* duplicates a spell with a material component, you must provide that component. If a *greater thaumaturgy* duplicates a spell with a focus, you must provide that focus.

THEURGY, LESSER

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

Spell Points: 13

A *lesser theurgy* lets you duplicate a great number of spells. A *lesser theurgy* can duplicate any spell on

your spell list with a casting cost of six spell points or less.

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 *lesser theurgy* duplicates a spell that has an XP cost, you must pay that cost. When a *lesser theurgy* duplicates a spell with a material component, you must provide that component. If a *lesser theurgy* duplicates a spell with a focus, you must provide that focus.

THEURGY

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

Spell Points: 15

A *theurgy* lets you duplicate an extremely large number of spells. A *theurgy* can duplicate any spell on your spell list with a casting cost of seven spell points or less.

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 *theurgy* duplicates a spell that has an XP cost, you must pay that cost. When a *theurgy* duplicates a spell with a material component, you must provide that component. If a *theurgy* duplicates a spell with a focus, you must provide that focus.

THEURGY, GREATER

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

Spell Points: 17; see text

A *greater theurgy* lets you duplicate nearly any spell. A *greater theurgy* can duplicate any spell on your spell list with a casting cost of eight spell points or less.

For every two additional spell points added to the casting cost of this spell, the spellcaster adds one spell point to the total number of spell points available for the duplicated spell. Remember that you cannot spend more spell points on a spell than your caster level.

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 *greater theurgy* duplicates a spell that has an XP cost, you must pay that cost. When a *greater theurgy* duplicates a spell with a material component, you must provide that component. If a *greater theurgy* duplicates a spell with a focus, you must provide that focus.

MONSTERS

There are no changes to this section.

TYPES & SUBTYPES

There are no changes to this section.

IMPROVING MONSTERS

There are no changes to this section.

MONSTER FEATS

There are no changes to this section.

MONSTERS AS RACES

There are no changes to this section.

CARRYING, MOVEMENT, & EXPLORATION

There are no changes to this section.

SURROUNDINGS, WEATHER, & ENVIRONMENT

There are no changes to this section.

TRAPS

There are no changes to this section.

TREASURE

There are no changes to this section.

PLANES

There are no changes to this section.

EPIC RULES

There are no changes to this section (yet).

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.

Feats involving power points are applied to spell points as well.

EXPERIENCE AWARDS

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 DM 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 advancement rate found in standard D&D.

In standard D&D, 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). Under this system, however, a "level's worth" of experience is always 1,000 XP. As a result of this restructuring, all trait advancement costs found in the D&D5E ruleset do not need to be

multiplied by character level. Thus, all skill ranks cost 25 XP per rank, regardless of whether the character is 1st level or 15th level. Base attack bonus always costs 300 XP per +1. Every trait has a fixed cost that does not depend on the character's level.

TABLE 11: XP AWARDS

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

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 DM is using the normal advancement rate. The 4th level character receives 50 XP (the -1 row), the two 3rd level characters receive 75 XP each (the 0 row), and the 2nd level character receives 100 XP (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 per evenly-matched encounter that was successfully overcome. After 13 such encounters, the character has earned 975 XP, just 25 XP short of a "level's worth" of experience. Once XP has been earned, it can be used immediately, subject to the dictates of the DM. The DM 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 DM 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, 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 DM always has the option to use the reduced or slow advancement rates, if desired.

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 DM 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 DM 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 50 XP per defeated gnoll during the next game session. 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 DM, who replies that he's a min-maxing fool, but approves it anyway. But the DM can always cause the knight to lose his longsword and have to fight orcs next week.

Changing the experience point system in this way greatly simplifies character creation and advancement. By making every "level's worth" of experience equal 1,000 XP, the XP Award chart is now much simpler. Increasing the character level of your character lowers the amount of experience you receive for same type of encounters. For example, if you are a 4th level character, you would receive 50 XP for an ogre (CR 3) when using the normal advancement rate. Once you reach 5th character level, overcoming an ogre now grants you 38 XP. Experience awards are reduced. The 4th level character uses the "-1" row to find experience (since 3 minus 4 is -1). He uses the "-2" row once his level increases (3 minus 5 equals -2). Regardless of the character's level, skill ranks cost 25 XP each, feats cost 100 XP, hit points cost 25 XP each, and so on, according to the trait cost tables found in this ruleset.

This new system makes it easier to create higher-level characters since the XP costs for traits never change. In normal D&D, 120,000 XP could be used to create a character that is the equivalent of a 16th level character. Now, you need 16,000 XP to create the same character (1,000 XP per level) and the trait costs never change. If you want to give that character a +16 base attack bonus, it will cost 4800 XP (16 times 300 XP). If the normal D&D experience system were used, it would cost 300 XP for the first +1, 300 XP for the second, 600 XP for

the third, 900 XP for the fourth, and so on, which is a much more difficult math problem.

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

This new system of treating every level as having 1,000 XP requires a few changes when it comes to spending or losing experience points. First, if a character must ever spend experience points (such as when casting a spell or making a magic item), divide the amount that must be spent by the character level (round up). Second, if any effect causes a character to lose a level, that character should lose 1,000 XP. This loss should be applied as evenly as possible across the character's traits in order to lower his character level by one. These changes are necessary to ensure that the experience point amounts are still equal to the same percentage of experience points required for advancement. For example, if a 20th level wizard casts a *wish* spell, normally costing 5,000

XP, then he need only to spend 250 XP (5,000 XP divided by 20). Under standard D&D3.5E, 5,000 XP represents 25% of the character's advancement toward 21st level. When levels only cost 1,000 XP, then 250 XP represents 25% of the character's advancement towards 21st level (or any level for that matter). It's the percentage that's important, not the amount.

Losing a number of experience points per class level (such as when a sorcerer or wizard loses their familiar) requires a special calculation. Consider the case of losing a familiar, which causes a character to lose 200 XP per sorcerer or wizard class level. This means that the character will lose a total of 20% of the amount of experience points it takes to reach his next level (assuming all of his character levels are class levels in sorcerer or wizard). The amount of experience lost is equal to the base amount lost (without considering the multiplication of class levels) times the number of class levels divided by the number of character levels. For example, a 20th level wizard's familiar is killed. Under the standard rules, he would lose 4,000 XP (200 XP times his 20 levels in wizard). Under this system, he loses 200 XP (200 XP times 20 class levels divided by 20 character levels). If he were a 10th fighter/10th level wizard, he would lose 100 XP (200 XP times 10 wizard levels divided by 20 character levels), which is 10% of a "level's worth" of experience points, the same percentage he would lose in standard D&D.

Luckily, the most complex calculations are required for the most infrequently encountered situations in the game (casting a spell with an XP component, losing a level, having a familiar die).

Using this new XP award greatly simplifies encounter creation, NPC creation, awarding XP, and raising traits. If the normal D&D3.5E system were used, all trait costs

would have to be multiplied by the character's level. This would make it difficult to advance traits and make high level characters. However, this new system complicates spellcasting with XP components and magical item creation. If the external power system is used for spellcasting and magical item creation, then the problem is solved.

"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

Because this advancement system represents the slow, methodical advancement that comes with time, the costs to raise traits must be changed somewhat to prevent sedentary and unmotivated NPCs from surpassing heroic adventurers. It is assumed that great levels of skill and power are more difficult to attain when a character "plays it safe" so all trait costs must be multiplied by the character level required to have a trait at that level. Using **Table 2: Character Level Determination** find the character level required to have a certain trait. Multiply the cost to raise that trait from the previous level by the character level shown. For example, if an NPC has a base attack bonus of +5, it will cost that NPC 1,800 XP to raise it to +6. This represents an investment of over three-and-a-half years of practicing combat. Each trait must be stepped through, one at a time, so the NPC above would have had to pay a total of 4,500 XP to raise his base attack bonus from +0 to +5 (300 XP for the +1, 600 XP to raise it to +2, 900 XP to further raise it to +3, and so on). This represents about nine years of effort, but it assumes that the NPC

never really got into a fight that whole time. These increasing trait costs are taken into account when calculating the levels shown in **Table 13**.

INSTANCE-BASED ADVANCEMENT

This option almost completely eliminates experience points altogether. Under this system, a character advances traits that he uses during an adventure. Thus, if you resort to fighting most of the time, you will become a very good fighter. If you use magic more often than not, you will become a great wizard. What you do determines how you advance.

After each encounter, the DM will determine what traits each character used during that particular encounter. For each trait that was successfully used to resolve the encounter, the player is eligible to make a check to see if that particular instance of trait-use gave his character a useful insight. If the check is successful, the character gains a "step" in that trait. Advancing a trait to the next higher level costs a certain number of steps (one to 40). Each step is the equivalent of 25 XP. The player may make up to three checks after each encounter, but no more. **Table 14: Instance-Based Advancement Costs** shows the number of steps that are needed to advance a certain trait (listed in the first column) by a certain level (listed in the last column). The player must specify the trait the character is working towards when making the check if more than one specific trait could be chosen (such as when buying a feat or advancing an ability score).

For each trait, there is a requirement that must be met before the player can attempt to gain a step with that instance of trait-use. If the character successfully completed (remained alive after) an encounter deemed

significant by the DM and the character met the criterion listed for that trait on **Table 15: Instance-Based Advancement Criteria and Checks**, then he is eligible to make a check after that particular instance. If eligible, he can only make one check, regardless of how many times he may have met the criterion. For example, if the character had to make three Will saves during the encounter, he can only make a check to gain one step for his Will save. If, during the next encounter, he must make a Will save again, that counts as another instance. The “generic criterion” is met when a character successfully completes a significant encounter (regardless of how he completed the encounter). If the check on a particular instance is successful, the character gains a step in that trait. So, for a character to raise his base attack bonus by +1, he must earn 12 steps in that trait. The criterion for each of these steps is “deal weapon or unarmed damage three times” during an encounter that was completed successfully. Dealing damage three times makes the character eligible for one check. If the check on each instance is successful, the character earns one step towards the next higher level in base attack bonus (i.e., a +1). After 12 successful checks, the character will gain a +1 to base attack bonus.

Checks are conducted by rolling a d20 against the DC given in the Advancement Check column of **Table 15**. For our example above, the player must roll a d20 and score a result equal to or higher than his character’s current base attack bonus when making a check. As you can see, it becomes progressively harder to earn a success on an instance of trait-use (and turn it into an advancement

“step”) since the advancement check DC will rise as the character’s levels rise. Rolling a natural 20 (i.e., a “20” shows on the face of the die) always results in a successful check regardless of the DC. Also, for every previously failed check against a certain trait, the player adds +4 to the next advancement check on that trait until a step is earned (then the bonus is eliminated).

If Instance-Based Advancement is used, the tables below replace those found in the Character Advancement section. The XP costs for traits are listed for reference and comparison.

The “generic criterion” has another important use in this system besides being used for certain traits. Any trait that is deemed a starting trait by the DM can be bought with steps earned from the generic criterion. For example, if your character has absolutely no ability to cast wizard spells, how would you ever gain that ability? Under this system, the only way to get better at wizard spellcasting is to cast wizard spells. If you can’t cast wizard spells, you can’t advance your wizard spellcasting trait, but obviously people learn how to do new things. By using steps earned by the generic criterion, a character can become a wizard. These generic criterion steps can also be used to get special abilities without prerequisites (because normally you have to earn steps by using prerequisites before you can gain a special ability). The advancement check for these steps is equal to current character level.

Starting characters receive 80 steps to purchase initial traits, which may not exceed the maximums found on **Table 1: Starting Character Traits**.

Because some game mechanics use XP expenditure (such as magical item creation and spellcasting), the player may convert any instance of eligibility into XP. One instance converts to 25 times the character level of the character in XP. The player need not roll an advancement check, the instance is enough. This creates a pool of XP that can be used for any game mechanic requiring XP expenditure.

Character level is still determined by **Table 2: Character Level Determination** when using this system. The character’s highest level trait is used, just like in the normal XP advancement system. It is always up to the player to decide if he wants to make an advancement check to earn steps. If earning a step would advance a trait causing a character level increase, the player does not have to roll if he doesn’t want his character to level to increase (for some reason).

This advancement system is a radical departure from the normal XP-and-level advancement system found in most D&D games. Normally, XP are earned and the player makes advancement decisions based on the career progression he wants for his character. Under this system, career progression is based solely on the actions of the character. Regardless of the player’s initial conception of the character, the character will advance along a career path determined by the opportunities available.



TABLE 14: INSTANCE-BASED ADVANCEMENT COSTS

Basic Traits	Step Cost	XP Cost	Per
Base Attack Bonus (BAB)	12	300	+1
Base Save Bonuses	4	100	+1
Base Hit Points	1	25	Hit Point
Skills	1	25	Skill Rank
Feats	4	100	Feat
Special Abilities	4	100	Special Ability
Class Levels	1	25	Class Level
Ability Scores	6	150	+1 to Score
Spellcasting Traits			
Bard Spellcasting	6	150	Whole Level
Cleric Spellcasting	12	300	Whole Level
Druid Spellcasting	8	200	Whole Level
Psion Manifesting	20	500	Whole Level
Sorcerer Spellcasting	20	500	Whole Level
Wizard Spellcasting	20	500	Whole Level
Optional Basic Traits			
Base Attack Bonus (Melee)	6	150	+1
Base Attack Bonus (Ranged)	6	150	+1
Base Attack Bonus (Weapon Group)	3	75	+1
Base Attack Bonus (Specific Weapon)	1	25	+1
Weapon Group Feats	1	25	Feat
Class Level Package	40	1000	Level
Level Adjustment	40	1000	Level
Optional Spellcasting Traits			
Bard Spellcasting	3	75	Half-Level
Cleric Spellcasting	6	150	Half-Level
Druid Spellcasting	4	100	Half-Level
Psion Manifesting	10	250	Half-Level
Sorcerer Spellcasting	10	250	Half-Level
Wizard Spellcasting	10	250	Half-Level
Bard Spellcasting	1 or 2*	25/50	Quarter-Level
Cleric Spellcasting	3	75	Quarter-Level
Druid Spellcasting	2	50	Quarter-Level
Psion Manifesting	5	125	Quarter-Level
Sorcerer Spellcasting	5	125	Quarter-Level
Wizard Spellcasting	5	125	Quarter-Level
Component Spellcasting Traits			
Spellcaster Level	4	100	Caster Level
Spell Points	4	100	Whole Level
Spell Points	2	50	Half-Level
Spell Points	1	25	Quarter-Level
Spell List	2	50	School-Level
Spell List	3	75	Bard Spell Level
Spell List	5	125	Cleric Spell Level
Spell List	4	100	Druid Spell Level
Power List	8	200	Psion Power Level
Spell List	8	200	Sorcerer Spell Level
Spell List	8	200	Wizard Spell Level
Spell List	1	25	Five Spells
Spell List	15	375	Every Spell for Level
Spell Knowledge	2	50	Spell

* The cost is 1 for every ¼ and ¾ level and 2 for every ½ and whole level.

TABLE 15: INSTANCE-BASED ADVANCEMENT CRITERIA AND CHECKS

Criterion (per Encounter)		Advancement Check (DC)
Base Attack Bonus	Deal weapon or unarmed damage three times	Current Base Attack Bonus
Base Save Bonuses	Roll a save (successful or not)	Current Base Save Bonus times two
Base Hit Points	Be reduced to below 75% maximum hit points	Current Base Hit Points divided by 10
Skills	Significant and successful use of the skill	Current number of skill ranks
Feats	Generic criterion	Current number of base feats
Special Abilities	Use of a special ability prerequisite	Level of special ability minus one
Class Levels	Generic criterion	Current class levels
Ability Scores	Generic criterion	Current ability score
Bard Spellcasting	Use of bard spellcasting	Current bard caster level
Cleric Spellcasting	Use of cleric spellcasting	Current cleric caster level
Druid Spellcasting	Use of druid spellcasting	Current druid caster level
Psion Manifesting	Use of psion manifesting	Current psion manifester level
Sorcerer Spellcasting	Use of sorcerer spellcasting	Current sorcerer caster level
Wizard Spellcasting	Use of wizard spellcasting	Current wizard caster level
BAB (Melee)	Deal melee weapon/unarmed damage 3 times	Current BAB (Melee)
BAB (Ranged)	Deal ranged weapon damage three times	Current BAB (Ranged)
BAB (Weapon Group)	Deal damage with a group weapon three times	Current BAB for that weapon group
BAB (Specific Weapon)	Deal damage with that weapon three times	Current BAB for that specific weapon
Weapon Group Feats	Generic criterion	Current character level
Class Level Package	Generic criterion	Current character level
Level Adjustment	Generic criterion	Current character level
Bard Spellcasting	Use of bard spellcasting	Current bard caster level
Cleric Spellcasting	Use of cleric spellcasting	Current cleric caster level
Druid Spellcasting	Use of druid spellcasting	Current druid caster level
Psion Manifesting	Use of psion manifesting	Current psion manifester level
Sorcerer Spellcasting	Use of sorcerer spellcasting	Current sorcerer caster level
Wizard Spellcasting	Use of wizard spellcasting	Current wizard caster level
Bard Spellcasting	Use of bard spellcasting	Current bard caster level
Cleric Spellcasting	Use of cleric spellcasting	Current cleric caster level
Druid Spellcasting	Use of druid spellcasting	Current druid caster level
Psion Manifesting	Use of psion manifesting	Current psion manifester level
Sorcerer Spellcasting	Use of sorcerer spellcasting	Current sorcerer caster level
Wizard Spellcasting	Use of wizard spellcasting	Current wizard caster level
Spellcaster Level	Use spellcasting	Current spellcaster level
Spell Points	Use 25% maximum spell points	Current maximum spell points / 10
Spell Points	Use 25% maximum spell points	Current maximum spell points / 10
Spell Points	Use 25% maximum spell points	Current maximum spell points / 10
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Power List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of highest level spell times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell Knowledge	Generic criterion or use spellcasting	Level of spell times two

An extensive walkthrough example is most certainly necessary at this point. Let's say that a group of four characters; Jozan, Tordek, Lidda, and Mialee; are on an adventure. Their first encounter is pretty tough and the DM decides that it was a significant encounter. During the encounter, Tordek fought and killed four foes (hitting at least three times before dropping each enemy). He also lost half of his normal amount of base hit points. Jozan cast two healing spells, hit one foe five times, and turned undead once. Jozan lost one-third of his fully-healed base hit points. Lidda made a successful Move Silently skill check that was critical to the success of the encounter, fought two enemies (hitting at least three times on each one), and used her sneak attack special ability once. Mialee cast six wizard spells, made a successful Concentration skill check, and lost one-quarter of her base hit points.

Tordek is eligible to roll an advancement check one time for base attack bonus (he made way more than three successful hits) and one time for base hit points (since he was reduced to below 75% of his base hit point maximum). Even though he killed four enemies, he's only allowed one check for base attack bonus per encounter. Characters are allowed a maximum of three checks per encounter, but Tordek did not meet any of the other criteria except for the generic criterion. Tordek's player decides to make the generic criterion for the Strength ability score his third check. The player looks on **Table 15** and finds that he must roll against a DC equal to Tordek's base attack bonus in order to receive a step. Tordek's base attack bonus is

five, the player rolls an 11, easily making this check. The player notes somewhere that Tordek has one step towards increasing his base attack bonus by +1. Next, he will roll a check to earn a step for Tordek's base hit points. Tordek has 50 base hit points when fully-healed, so this check is also at DC 5. The player rolls a 13, resulting in a success. The player sees that only one step is required to raise Tordek's base hit points by one. Tordek's new base hit point total is now 51. Tordek's Strength is 17, so the player is not confident about earning a step for this trait. The DC for the roll is 17. The player rolls an 8. Tordek does not earn a step towards advancing his Strength.

Jozan's player now resolves his advancement checks. Jozan is eligible to roll for a base attack bonus step. Even though he only dropped one opponent, he had five successful hits. Jozan's current base attack bonus is +3 so the advancement check DC is 3. The player rolls an 18, so Jozan gets a step. Jozan cast two healing spells during the encounter. Since he used cleric spellcasting during a significant encounter, he is eligible for a check to advance his cleric spellcasting. He already has 11 steps in cleric spellcasting, so if Jozan earns another step, he will become a 6th level cleric spellcaster. The DC for this roll is 5. Jozan's player rolls a 9, thus earning a step. Jozan now has 6th cleric spellcasting ability. Even though Jozan is eligible to earn a step for base hit points, the player decides to attempt a Wisdom ability score step. Jozan's Wisdom is 16. The player rolls a 19 on the check and Jozan earns a step towards Wisdom. After five more successful steps, Jozan's Wisdom

will increase by one (since increasing an ability score by one requires six steps).

Lidda's player decides to roll advancement checks for base attack bonus, the Sneak Attack III special ability (since she doesn't have it yet), and a Dexterity ability score step. She decides not to roll for the use of Move Silently, since Lidda has eight ranks already. Skills only require one step for advancement (to the next rank) and Lidda's player wants her character to remain at 5th character level (because she feels her hit point are still too low). If she succeeded at the Move Silently advancement check, Lidda would then have nine ranks and would become a 6th level character. Players are never obligated to make advancement rolls if advancement is not desired, for whatever reason.

Mialee's player is eligible to make three advancement rolls in wizard spellcasting, the Concentration skill, base hit points, or any one other trait using the generic criterion. Even though Mialee's player really wants to increase Mialee's base attack bonus, he cannot make an advancement roll for this trait, since Mialee did not resort to physical combat during this encounter.

Since each step represents a 2.5% advancement towards the next "level" and three steps can be earned per encounter, it will still take a party approximately 13 or 14 challenging encounters to advance one level equivalent under the Instance-Based Advancement system, just like in normal D&D.

BASIC CHARACTER CLASS BUILDS

Inquisitive players and DM's may be interested in seeing how the basic character classes offered in the Player's Handbook 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, the experience point costs to raise traits have been multiplied by the character level as appropriate to show the equivalent experience points that would have to be earned in normal D&D to attain each level in the indicated classes.

All experience point totals for each class fall within the normal XP ranges given in the SRD 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 18th level barbarian requires 172,450 XP when using this ruleset. This XP total is greater than 171,000, the minimum for a 19th 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 16: 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	(+125)	(+400)	(-100)	(+100)	(-25)	(-75)	(+75)	(+425)	(-125)	(-600)	(-500)
2	1,000	1,550	1,600	1,800	1,900	1,350	1,950	1,500	1,600	1,450	1,600	1,600
3	3,000	4,625	4,450	4,650	4,900	3,825	4,425	4,500	4,150	4,675	3,950	3,950
4	6,000	8,025	7,950	8,550	9,000	6,825	9,025	7,000	7,650	7,875	7,650	7,650
5	10,000	12,600	10,800	11,750	12,550	10,400	12,300	11,450	11,850	10,900	11,150	11,650
6	15,000	19,650	18,000	18,950	20,050	16,850	19,950	18,650	19,050	17,650	18,750	19,250
7	21,000	25,125	22,950	24,600	26,050	20,925	24,725	23,600	24,700	22,775	22,800	23,300
8	28,000	32,225	31,050	32,700	34,550	27,225	33,425	30,100	32,800	29,475	30,700	31,200
9	36,000	43,400	39,000	40,500	42,900	36,600	40,300	41,500	43,300	38,600	40,100	40,600
10	45,000	52,350	48,200	50,700	53,600	44,550	52,250	50,700	53,500	47,050	50,100	51,600
11	55,000	61,125	56,150	59,750	63,200	51,125	61,025	58,650	62,550	55,275	56,750	58,250
12	66,000	76,725	70,850	74,450	78,500	64,325	77,825	73,350	76,050	69,075	72,450	73,950
13	78,000	89,100	78,500	83,250	88,050	74,100	85,200	84,750	88,750	78,400	82,350	83,850
14	91,000	101,750	92,900	97,650	103,150	85,350	99,250	96,350	101,750	88,950	96,550	98,050
15	105,000	118,325	108,350	113,100	120,850	98,925	114,325	114,800	117,200	106,275	110,300	113,300
16	120,000	134,425	123,250	129,600	138,150	111,825	133,625	128,100	132,100	119,975	126,600	129,600
17	136,000	150,700	133,300	141,200	149,000	124,700	145,000	143,100	148,800	130,500	139,700	142,700
18	153,000	172,450	155,500	163,400	173,900	144,650	166,750	165,300	169,200	151,350	163,500	166,500
19	171,000	187,825	169,450	179,250	188,800	156,225	180,225	179,250	183,150	167,675	175,350	178,350
20	190,000	208,025	190,150	199,950	212,500	172,425	204,425	197,950	203,850	182,875	195,850	200,850

VARIANT RULES

RACES

Characters can always spend 1,000 XP outright to reduce a level adjustment. They need not buy off level adjustments at set character levels. This changes the system found in Reducing Level Adjustments. Characters with bloodlines must spend 1,000 XP before reaching the character levels shown in Bloodlines.

CLASSES

Druids are spontaneous divine casters under this ruleset. Clerics remain preparation-based spellcasters.

The new class features and class variants included in this section can be bought with experience points just as core special abilities are bought.

It is interesting to note that gestalt characters can be built with this ruleset and that such characters must pay for all of the extra abilities they receive.

BUILDING CHARACTERS

Taking a Character Flaw during character creation grants that character an extra 100 XP to spend on traits.

ADVENTURING

If Defense Bonus is used, it should cost 300 XP per +1. If the Vitality and Wound Points system is used, vitality points cost the same as hit points (25 XP).

MAGIC

The spell points system is adopted from this section to facilitate more incremental development of magical power for characters. Additional rules regarding the application of the spell points system is detailed below.

Use the vitalizing variant of the spell point system with the following changes to the Recovering Spell Points paragraph. A character's spell point total is not tied to his level of fatigue. Thus, spells that remove fatigue and exhaustion (such as heal and restoration) do not alter the recipient's spell point total. Characters do not lose spell points if they are subjected to some other effect that would make them fatigued or exhausted either.

Spell points are recovered only by rest. The first two-thirds of a character's spell points are recovered over the first two hours of rest. The last third of a character's spell points are recovered after an additional six hours of rest. Put another way, spell point recovery proceeds at a rate of one-third the character's maximum spell point pool per hour as long as the character's current spell point total is two-thirds maximum or less. Spell point recovery proceeds at a rate of one-third the character's maximum spell point pool for every six hours (1/18th maximum spell point pool per hour) if the character's current spell point total is greater than two-thirds maximum.

For example, let's say a character with a maximum pool of 36 spell points uses all those spell points in combat. By the end of combat, he will be exhausted, since his spell points dropped to below one-quarter of his maximum. The party

decides to rest for three hours before continuing on. In the first hour, the character recovers 12 spell points (one-third his maximum). He also happens to recover from his exhausted condition and moves up to a fatigued condition because he rested for one hour. During the second hour, he recovers another 12 spell points (the "second" third of his maximum pool of 36 spell points). He keeps his fatigued condition because one hour of rest does not remove this condition. For the last hour, his spell point recovery rate becomes 2 spell points per hour (since spellcasters recover their last third, in his case 12 spell points, over the course of six additional hours). Since the character is only resting for one additional hour, he recovers two spell points. So, after three hours of rest, he has recovered 26 spell points and is fatigued. The remaining 10 spell points remain uncovered as the party members ready themselves to continue on their way. The fatigued condition can only be removed by an additional six hours of rest (since he did rest for two hours after his condition was changed from exhausted to fatigued).

Had the spellcaster finished combat with 18 spell points, he would have been fatigued. The first half-hour of rest would have allowed him to recover six spell points (since he was below two-thirds his normal maximum). The remaining two-and-a-half hours of rest would have allowed him to recover five spell points (since the rate of recovery changed to two spell points per hour). His new total upon resuming exploration would be 29 spell points in this example.

All spellcasters gain bonus spell points based on their Constitution scores rather than the ability score that normally grants bonus spells.

Characters can exceed their normal pool of spell points as described by the second variant found in Optional Vitalizing Variants.

Metamagic feats can be applied to spells at an additional spell point cost. This corresponds to the first option listed in the Spell Points Variant rules.

If the campaign uses the Component Spellcasting Traits found above (thus, completely eliminating any differences between

spellcasters), then eliminate the Multiclass Spellcasters section. Each character has one pool of spell points which can be used for any of the spells they know.

The System Reference Document section on Spell Points is reprinted in this ruleset for convenience. Note that the **Spell Points per Day** and **Bonus Spell Points** tables from the SRD have been expanded and are included in this document as **Table 17: Expanded Spellcaster Level Chart**, **Table 18: Expanded**

Bonus Spell Points (Spellcasters), and **Table 19: Expanded Bonus Spell Points (Bard)**. Additions and changes to the SRD text are noted by brackets containing italicized text.

CAMPAIGNS

No variant rules in this section are included as necessary parts of this ruleset.



SPELL POINTS

The spell point system presented here allows casters to more freely pick and choose which spells they cast each day.

Every spellcaster has a reserve of spell points based on class and level (see Table: Spell Points Per Day). [See **Table 17: Expanded Spellcaster Level Chart** in this document] Characters also gain bonus spell points from a high ability score (just as a normal spellcaster would gain bonus spells from a high ability score; see Bonus Spell Points and Bonus Spells, below). These spell points provide the magical power behind the caster's spells: He spends a number of spell points appropriate to the spell's level to cast the spell (see Casting Spells, below). Once spent, spell points are expended until the caster has sufficient time to rest and prepare new spells (see Preparing Spells, below).

PREPARING SPELLS

With this variant, spellcasters still prepare spells as normal (assuming they normally prepare spells). In effect, casters who prepare spells are setting their list of "spells known" for the day. They need not prepare multiple copies of the same spell, since they can cast any combination of their prepared spells each day (up to the limit of their spell points).

For example, Gusto the 4th-level wizard has an Intelligence score of 16. When using the spell point system, he would prepare four 0-level spells, four 1st-level spells (three plus his bonus spell for high Int), and three 2nd-level spells (two plus his bonus spell for high Int). These spells make up his entire list of spells that he can cast during the day, though he can cast any combination of them, as long as he has sufficient spell points.

BONUS SPELL POINTS AND BONUS SPELLS

Any spellcaster who would normally receive bonus spells for a high ability score receives bonus spell points instead. In effect, the character can simply cast more of his spells each day.

To determine the number of bonus spell points gained from a high ability score, first find the row for the character's ability score on Table: Bonus Spell Points. [See **Table 18: Expanded Bonus Spell Points (Spellcasters)** and **Table 19: Expanded Bonus Spell Points (Bard)** in this document] Use whichever ability score would normally award bonus spells for the character's class (Wisdom for clerics and druids, Intelligence for wizards, and so forth).

Next, find the column for the highest level of spell the character is capable of casting based on his class level (even if he doesn't have a high enough ability score to cast spells of that level). [On **Table 18** and **Table 19** you find the column for the character's caster level] At the point where the row and column intersect, you find the bonus spell points the character gains. This value can change each time his ability score undergoes a permanent change (such from an ability score increase due to character level or one from a wish spell) and each time his level changes.

For example, Gusto the 4th-level wizard has an Intelligence score of 16 and is capable of casting 2nd-level spells. The number on Table: Bonus Spell Points at the intersection of the 16-17 row and the 2nd column is 4, so Gusto has 4 extra spell points to spend each day (in addition to the 11 points he gets for being a 4th-level wizard). If

Gusto's Intelligence were increased to 20 because of a fox's cunning spell or a headband of intellect +4, he wouldn't gain any additional bonus spell points, since those effects produce temporary changes, not permanent changes. However, when he reaches 5th level, his bonus spell points would increase from 4 to 9 (since he is now capable of casting 3rd-level spells and thus uses that column), and his overall total would increase from 15 to 25.

A character who would normally receive bonus spells from a class feature (such as from wizard specialization or access to a domain) can instead prepare extra spells of the appropriate levels, domains, and/or schools. The character doesn't get any extra spell points (and thus can't cast any more spells than normal), but the added flexibility of being able to use the bonus spell more than once per day makes up for that.

For instance, a specialist wizard can prepare one extra spell from the chosen school of each spell level that he can cast. A cleric can prepare one domain spell (chosen from among his domain spells available) of each spell level that he can cast.

For example, if Gusto were a transmuter, he could prepare one additional spell per level, but that spell would have to be from the transmutation school. Once it is prepared, he can use that spell just like any of his other spells, casting it as often as he has spell points.

Another example: At 1st level, Kemper the cleric gains a bonus 1st-level spell, which must be selected from one of his two domains. Once it is prepared, he can use that domain spell just like any of his other spells, casting it as often as he has spell points.

For class features that grant bonus spells of a nonfixed spell level (such as the dragon disciple's bonus spells), the character instead gains a number of bonus spell points equal to twice the highest spell level he can cast, minus 1 (minimum 1 point) each time he gains a bonus spell. This is a fixed value—it doesn't increase later as the character gains levels—though later rewards may be larger as appropriate to the character's spellcasting ability.

For example, a 4th-level fighter/4th-level sorcerer who gains a level of dragon disciple gets a bonus spell. Since the character is capable of casting 2nd-level spells, he receives 3 bonus spell points ($2 \times 2 = 4$, $4 - 1 = 3$).

SPONTANEOUS SPELLCASTING

Characters who cast all their spells spontaneously—such as bards and sorcerers—don't have to prepare spells. They can cast any spell they know by spending the requisite number of spell points.

Characters with the ability to cast a limited number of spells spontaneously (such as druids, who can spontaneously cast a summon nature's ally spell in place of another spell of the same level) are always treated as having those spells prepared, without spending any spell slots to do so. Thus, they can cast such spells any time they have sufficient spell points.

Under this system, the Healing domain becomes a relatively poor choice for good-aligned clerics, since they gain less of a benefit for that domain. See Spontaneous Divine Casters for ways to solve that dilemma.

REGAINING SPELL POINTS

Spellcasters regain lost spell points whenever they could normally regain spells. Doing this requires

the same amount of rest and preparation or concentration time as normal for the class. Without this period of rest and mental preparation, the caster's mind isn't ready to regain its power. Spell points are not divorced from the body; they are part of it. Using spell points is mentally tiring, and without the requisite period of rest, they do not regenerate. Any spell points spent within the last 8 hours count against a character's daily limit and aren't regained. [*The Spell Point Variant: Vitalizing is used by this ruleset. This changes the way spell points are recovered.*]

CASTING SPELLS

Each spell costs a certain number of spell points to cast. The higher the level of the spell, the more points it costs. Table: Spell Point Costs describes each spell's cost. [*A spell's cost is equal to twice its level minus one. A 0th level spell costs 0.5 spell points*]

Spellcasters use their full normal caster level for determining the effects of their spells in this system, with one significant exception. Spells that deal a number of dice of damage based on caster level (such as magic missile, searing light, or lightning bolt) deal damage as if cast by a character of the minimum level of the class capable of casting the spell. Spells whose damage is partially based on caster level, but that don't deal a number of dice of damage based on caster level (such as produce flame or an inflict spell) use the spellcaster's normal caster level to determine damage. Use the character's normal caster level for all other effects, including range and duration.

For example, a fireball deals a number of dice of damage based on the caster's level, so when cast by a wizard using this system, it deals 5d6 points of damage (as if cast by a 5th-level wizard, which is the minimum level of wizard capable of casting fireball). A sorcerer who

casts the same spell deals 6d6 points of damage, since the minimum level of sorcerer capable of casting fireball is 6th.

A character can pay additional spell points to increase the dice of damage dealt by a spell. Every 1 extra spell point spent at the time of casting increases the spell's effective caster level by 1 for purposes of dealing damage. A character can't increase a damage-dealing spell's caster level above his own caster level, or above the normal maximum allowed by the spell.

For example, even at 7th level, Gusto's lightning bolts deal only 5d6 points of damage (just like a 5th-level wizard) unless he spends extra spell points. If he spends 1 extra spell point (making the lightning bolt cost 6 points rather than 5), the spell deals 6d6 points of damage. A second extra spell point would increase the damage to 7d6 points, but he can't spend more points than this, since his caster level is only 7th. Were he 10th level or higher, he could spend a maximum of 5 extra spell points on this spell, raising the damage up to 10d6, the maximum allowed for a lightning bolt spell.

Similarly, his magic missile spell only shoots one missile unless he spends extra spell points. An extra 2 spell points increases the caster level from 1st to 3rd, granting his one additional missile. He can spend a maximum of 6 additional spell points in this manner, increasing his effective caster level to 7th for damage purposes and granting him a total of four missiles. If he were 9th level or higher, he could spend a maximum of 8 extra spell points, granting him five missiles (just like a 9th-level caster).

METAMAGIC AND SPELL POINTS

In the spell point system, a GM has two options for how to adjudicate metamagic effects. In either case,

casters need not specially prepare metamagic versions of their spells—they can simply choose to apply the metamagic effect at the time of casting. Doing this does not increase the spell's casting time.

The first option is to apply an additional spell point cost to any spell cast with a metamagic feat. This option allows a character maximum flexibility in his choice of spellcasting. Effectively, the character must pay for the spell as if it were a higher-level spell, based on the adjustment from the metamagic feat. If the metamagic effect(s) would increase the spell's effective level above what he is capable of casting, he can't cast the spell in that way. *[This option is used by this ruleset.]*

For example, at 7th level Gusto is capable of casting 4th-level spells. He could empower a 2nd-level spell, or still a 3rd-level spell, or empower and still a 1st-level spell. He couldn't empower a 3rd-level spell or still a 4th-level spell (since doing either of those things would raise either spell's effective spell level to 5th).

The spell's caster level for purposes of damage-dealing effects (see above) doesn't change, even if the metamagic effect increases the minimum caster level of that spell. For instance, a quickened fireball still deals damage as if cast by a 5th-level caster unless the caster chooses to pay additional spell points to increase the caster level.

For example, if Gusto empowered his magic missile, it would cost his 5 spell points (as if it were a 3rd-level spell) but would shoot only one missile and deal $(1d4+1 \times 1.5)$ points of damage.

If he spent an additional 6 spell points (for a total of 11), the caster level of the magic missile would increase to 7th, and the spell would shoot four missiles dealing a total of $(4d4+4 \times 1.5)$ points of damage.

The second option is simpler but less flexible. In this option, each selection of a metamagic feat allows a character to apply the feat's effects three times per day at no additional spell point cost. The normal limit for maximum spell level applies (a 7th-level wizard can't empower any spell higher than 2nd level, for instance). *[This option is not used by this ruleset.]*

You could even combine these options, allowing a spellcaster with a metamagic feat to use the feat three times per day for free, but any additional uses in the same day would cost extra spell points. Only choose this combination approach if you're comfortable with characters throwing around a lot of metamagic spells.

MULTICLASS SPELLCASTERS

A character with nonstacking spellcasting ability from multiple classes (such as a cleric/wizard) has a separate pool of spell points for each spellcasting class. Such characters may only spend spell points on spells granted by that class. Bonus spell points from a high ability score apply to each pool separately, even if the same ability score is tied to more than one spellcasting class. In the rare situations when a character has prepared or knows the same spell in two different slots (such as a druid/ranger preparing delay poison as both a 2nd-level druid spell and a 1st-level ranger spell), the character can cast the spell using either pool of spell points, but the spell is treated as being cast by a caster of the level of the class from which the spell points are drawn.

For example, a 5th-level cleric/2nd-level bard has 15 spell points (plus bonus spell points for high Wisdom) for his cleric spells and 0 spell points (plus bonus spell points for high Charisma) for his bard spells. When he casts cure moderate wounds, the points for

that spell must be drawn from his pool of cleric spell points. If he knows cure light wounds as a bard spell and has also prepared it as a cleric spell, he may cast it either as a cleric or as a bard. As a cleric spell, the spell is cast at 5th level and heals $1d8+5$ points of damage; as a bard spell, it is cast at 2nd level and heals $1d8+2$ points of damage. *[If the Component Spellcasting Traits are used, there is only one source of magic, so there are no multiclass spellcasters.]*

MISCELLANEOUS ISSUES

When a character would lose a spell slot (such as from gaining a negative level), he instead loses the number of spell points required to cast his highest-level spell.

Spells that allow a character to recall or recast a spell don't function in this system. (It doesn't make any sense to have a spell that gives you more spell points, since you're either paying more than you get, getting nothing, or getting more than you paid.) Items that function similarly can work, but differently—they restore a number of spell points required to cast a spell of that level. A pearl of power for 3rd-level spells, for instance, would restore 5 spell points to a character's pool of available points when activated.

SPELL POINT VARIANT: VITALIZING

In the vitalizing system, spellcasters can potentially cast a great number of spells in a day, but every spell cast is a potential burden on the caster's health and vitality. Reaching for and directing magical energy is a dangerous and taxing exercise, at least as difficult as heavy labor or prolonged exertion.

This variant of the spell point system does not change the way a character prepares spells, casts spells, regains spell points, or any of

the other rules from that system. However, the spellcaster's pool of spell points represents a physical, not just mental, limit on his spellcasting power.

When a spellcaster's spell point pool falls to half of his maximum or less, he becomes fatigued.

When his spell points drop to one-quarter of his maximum or less, he becomes exhausted.

For example, at 1st level Kemper the cleric has 3 spell points (2 from his level, +1 bonus point for high Wisdom). He enters a fight by casting *bleed* on his allies, spending 1 of his 3 spell points. Doing this has no ill effect on Kemper, since he still has more than half of his maximum spell points remaining. If, during the fight, he then casts *divine favor*, spending another spell point, he now becomes fatigued, since he has only one-third of his spell points remaining. After the fight, he spontaneously casts *cure light wounds* on Quint, spending his last spell point. Not only has he exhausted his spells for the day, but he has exhausted his body as well.

RECOVERING SPELL POINTS

In the vitalizing system, spellcasters must rest to recover their spell points and restore their physical well-being. A character's spell point total is tied directly to his level of fatigue. If an exhausted character rests for 1 hour, he becomes fatigued—and his spell point total rises to one-third of his normal maximum (round fractions down). A second hour of rest increases the spellcaster's spell point total to two-thirds of his maximum. It takes

another 6 hours of rest to replenish the last one-third of his spell points and shake the physical effects of the spellcasting. Spells that remove fatigue and exhaustion (such as *heal* and *restoration*) leave the recipient with a spell point total equal to two-thirds of his normal maximum.

As in the standard rules, a spellcaster must rest for a full 8 hours before preparing a fresh allotment of spells for the day. Even if an exhausted spellcaster regains his lost energy and spell points, he can't change the spells he has prepared without 8 hours of rest.

If a spellcaster is subjected to some other effect that would make him fatigued or exhausted, he loses spell points accordingly. If he becomes fatigued, his spell point total drops to one-half his normal maximum (round down), and if he becomes exhausted, his spell point total drops to one-quarter his normal maximum.

[In this ruleset, a character's spell point total is not tied to his level of fatigue. Thus, spells that remove fatigue and exhaustion (such as heal and restoration) do not alter the recipient's spell point total. Characters do not lose spell points if they are subjected to some other effect that would make them fatigued or exhausted either.]

Spell points are recovered only by rest. The first two-thirds of a character's spell points are recovered over the first two hours of rest. The last third of a character's spell points are recovered after an additional six hours of rest. Put another way, spell point recovery proceeds at a rate of one-third the character's maximum spell point pool per hour as long as

the character's current spell point total is two-thirds maximum or less. Spell point recovery proceeds at a rate of one-third the character's maximum spell point pool for every six hours (1/18th maximum spell point pool per hour) if the character's current spell point total is greater than two-thirds maximum.]

OPTIONAL VITALIZING VARIANTS

As a further variant of this system, all spellcasters gain bonus spell points based on their Constitution scores rather than the ability score that normally grants bonus spells. This variant reflects the idea that spellcasting power is tied to the caster's physical health. It also essentially requires spellcasters to have two high ability scores, though most spellcasters are happy to have a high Constitution score anyway. *[This option is used by this ruleset.]*

A second optional variant would allow a spellcaster to exceed his normal pool of spell points, but at great personal risk. Doing so successfully requires a Concentration check (DC 20 + spell level). Each time a character casts a spell for which he does not have sufficient spell points and subsequently fails the Concentration check, he takes both lethal and nonlethal damage equal to the level of the spell cast. A desperate (or unwary) spellcaster can literally cast himself into unconsciousness in this manner. *[This option is used by this ruleset.]*

TABLE 17: EXPANDED SPELLCASTER LEVEL CHART

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

TABLE 17: EXPANDED SPELLCASTER LEVEL CHART (CONT.)

Level	Bard		Cleric & Wizard		Druid		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	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	35	4	46	3	37
7 1/4	3	14	4	35	4	38	4	49	3	40
7 1/2	3	15	4	38	4	41	4	52	3	44
7 3/4	3	16	4	41	4	44	4	55	3	47
8	3	17	4	44	4	48	4	58	4	51
8 1/4	3	18	4	47	4	51	4	61	4	54
8 1/2	3	19	4	50	4	54	4	65	4	57
8 3/4	3	20	4	53	4	57	4	68	4	60
9	3	22	5	56	5	60	5	72	4	63
9 1/4	3	23	5	60	5	64	5	76	4	67
9 1/2	3	25	5	64	5	68	5	80	4	72
9 3/4	3	27	5	68	5	72	5	84	4	76
10	4	29	5	72	5	77	5	88	5	81
10 1/4	4	30	5	76	5	81	5	92	5	85
10 1/2	4	31	5	80	5	85	5	97	5	89
10 3/4	4	32	5	84	5	89	5	101	5	93
11	4	34	6	88	6	93	6	106	5	97
11 1/4	4	35	6	92	6	97	6	111	5	101
11 1/2	4	37	6	96	6	101	6	116	5	106
11 3/4	4	39	6	100	6	105	6	121	5	110
12	4	41	6	104	6	110	6	126	6	115
12 1/4	4	43	6	108	6	114	6	131	6	119
12 1/2	4	45	6	112	6	118	6	136	6	123
12 3/4	4	47	6	116	6	122	6	141	6	127
13	5	50	7	120	7	126	7	147	6	131
13 1/4	5	51	7	124	7	130	7	152	6	135
13 1/2	5	53	7	128	7	134	7	158	6	140
13 3/4	5	55	7	132	7	138	7	164	6	144
14	5	57	7	136	7	143	7	170	7	149

TABLE 17: EXPANDED SPELLCASTER LEVEL CHART (CONT.)

Level	Bard		Cleric & Wizard		Druid		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	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	143	7	170	7	149
14 1/4	5	59	7	140	7	147	7	176	7	153
14 1/2	5	62	7	144	7	151	7	182	7	157
14 3/4	5	64	7	148	7	155	7	188	7	161
15	5	67	8	152	8	159	8	195	7	165
15 1/4	5	70	8	156	8	163	8	201	7	169
15 1/2	5	74	8	160	8	167	8	208	7	174
15 3/4	5	77	8	164	8	171	8	214	7	178
16	6	81	8	168	8	176	8	221	8	183
16 1/4	6	84	8	172	8	180	8	228	8	187
16 1/2	6	88	8	176	8	184	8	235	8	191
16 3/4	6	91	8	180	8	188	8	242	8	195
17	6	95	9	184	9	192	9	250	8	199
17 1/4	6	99	9	188	9	196	9	257	8	203
17 1/2	6	104	9	192	9	200	9	265	8	208
17 3/4	6	108	9	196	9	204	9	272	8	212
18	6	113	9	200	9	209	9	280	9	217
18 1/4	6	118	9	204	9	213	9	287	9	221
18 1/2	6	123	9	208	9	217	9	295	9	225
18 3/4	6	128	9	212	9	221	9	303	9	229
19	6	133	9	216	9	225	9	311	9	233
19 1/4	6	135	9	220	9	229	9	319	9	237
19 1/2	6	138	9	224	9	233	9	327	9	241
19 3/4	6	141	9	228	9	237	9	335	9	245
20	6	144	9	232	9	241	9	343	9	249

TABLE 18: 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 19: 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 20: 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

APPENDIX I: A RADICAL DEPARTURE

This section will detail how a Dungeon Master might organize a campaign using these rules and the options presented herein. It is assumed that our DM is bold and daring and will create a campaign which is a radical departure from the way D&D is played normally.

It may be useful to first list a number of ways these rules and options could be employed. Let's start with the "Basic System" that is presented in this ruleset. The Basic D&D5E system allows traits from the Basic Traits and the Spellcasting Traits sections only. The Character Level Determination table is used with all of the level-determining traits (including base feats). The experience award system follows the normal D&D3.5E rules. The Basic System is the "tightest" of the systems and more closely adheres to 3.5E than any other version.

If the Spell Points Variant is used from *Unearthed Arcana*, then the Optional Partial-Level Spellcasting Traits section replaces the Spellcasting Traits section from the Basic System. Theurgy spells can be added if desired. Class spellcasting distinctions remain.

If the Spell Points Variant is used, the Optional Component Spellcasting Traits section can also be used to replace the Spellcasting Traits section from the Basic System. In this case, the theurgy spells should be used. Class spellcasting distinctions are eliminated.

If changes to the rules governing the base attack bonus are desired, there are a number of options. One is to use the changes found in Optional Base Traits. Another is to use the Optional Weapon Skills section. In these cases, the Base Attack Bonus trait from Basic Traits in the Basic System are eliminated. The Martial Training feat should be adopted.

Using Optional Bonus Feats removes base feats from the Character Level Determination table.

Another option is to eliminate the Class Level traits by expanding the Profession skill.

Optional Level Determination makes a character's level dependent on the amount of experience points spent on traits, rather than dependent on the actual traits themselves.

The Blue-Booking Advancement system can be used alongside the normal advancement system. The Instance-Based Advancement system replaces the normal advancement system.

Looking over all of these variants, our DM decides to employ the following options. He decides to use the Optional Component Spellcasting Traits, Optional Weapon Skills, Optional Bonus Feats, and the expansion of the Profession skill to cover class levels. He also wants to reduce the number of categories that traits fall under.

First, he notices that the cost to raise the base attack bonus by +1 is equal to 300 XP per CL. This is the equivalent of twelve weapon skills. He decides to create a Use Weapon skill that functions much like Knowledge and Perform. This skill will have twelve sub-skills which will cover all types of weapons. He will also include the Martial Training feat.

He rewrites the description of the Profession skill to include how class levels are obtained from this skill. Class level will be equal to the number of skill ranks minus three (minimum of one class level).

Looking over the Optional Component Spellcasting Traits section, he realizes that he wants to

simplify this greatly. He wants to determine how spell lists are bought and not leave it up to the players. The first thing that he notices is the buying all of the spells of a particular level from a particular school costs the same amount as buying two ranks in a skill. Since access to a new level of spells normally comes every two levels for a spellcaster, he decides to come up with two Magic skills that will give characters access to spells (i.e., allow characters to systematically add spells to their own personal spell list). He creates these skills using Knowledge as a model, including ten sub-skills, each one based on a school of magic. He includes "universal" as a school and groups all conjuration (healing) spells together calling it the "restoration" school.

Two existing feats inspire him to change the way the spells are learned and spell points are acquired. Since gaining a "level's worth" of spell points costs 100 XP per CL, just like a feat, he introduces the Magical Talent feat, which is based on the Psionic Talent feat from the System Reference Document. He realizes then that he must use the Optional Bonus Feats section from this ruleset to eliminate base feats as a level-determining trait. He also notices that learning spells costs 50 XP per CL and the epic feat Spell Knowledge allows a character to learn two new spells. Since all feats cost 100 XP per CL, the Spell Knowledge feat is easily adapted for non-epic use. Thus, gaining spell points and learning new spells are now governed by feats in his rule system and can be eliminated as separate traits. Lastly, after a few calculations, he realizes that he can derive caster levels from his new Magical Theory skill. Now he has completely redesigned the magic system of the entire game and reduced it to one skill and two feats.

Since the cost to increase a base saving throw by +1 is the same as the cost to buy a feat, he introduces three new feats that can be used to increase saving throws. He also notices that buying four hit points costs the same as buying one feat, so he rewrites the Toughness feat to allow four hit points to be gained instead of three. Special abilities also cost the same as feats, so he redefines all special abilities, making them “feats” now. He also devises a feat to govern ability score increases. In this way, he has eliminated four traits, but these traits can be advanced by purchasing feats now.

Now, players in his campaign need only concern themselves with two traits: skills and feats. The base attack bonus, class levels, caster levels, spell lists, and skills fall under the Skills category. Class special abilities, hit points, spell points, base saving throw bonuses, spell knowledge, ability score increases, and feats all fall under the Feats category. He realizes that some players may abuse the freedom that this system offers, so he decides to use the Character Level Determination a little differently. Instead of allowing the players to freely advance traits and determine their characters’ levels, he will set the maximum character level of the campaign at the beginning of the campaign and then advance that maximum level as the campaign progresses. During character generation, he makes 1st level the maximum character level. This means that players may not advance their characters’ traits beyond the limits shown for 1st level characters. After play begins, he sets the maximum at the 2nd character level. He decides that after every dozen encounters, he will raise the maximum character level by one. At that time, all characters will receive bonus hit points and skill points (due to Con and Int).

New tables, skills, and feats are listed below.

TABLE 21: CHARACTER LEVEL LIMITS

Character Level	Skill Rank Maximum
¼	1
½	2
¾	3
1	4
2	5
3	6
4	7
5	8
6	9
7	10
8	11
9	12
10	13
11	14
12	15
13	16
14	17
15	18
16	19
17	20
18	21
19	22
20	23

TABLE 22: BASIC TRAITS

Trait	XP Cost	Per
Skills	25	Skill Rank
Feats	100	Feat



These tables replace all other tables found in this ruleset. **Table 21: Character Level Limits** shows the maximum skill ranks that characters can have based on the maximum character level the DM has set for the campaign. Characters can purchase any number of feats unless the feat description says otherwise. **Table 22: Basic Traits** replaces all trait cost tables.



NEW SKILLS

These new skills eliminate the need for separate base attack bonus, spellcaster level, spell list, and class level traits.

ARCANE MAGIC (SPECIAL; TRAINED ONLY)

Like the Craft, Knowledge, and Profession skills, Arcane Magic actually encompasses a number of related skills. Each Arcane Magic skill represents the character's knowledge and mastery of one of the schools of arcane magic. These schools with their key abilities and associated spells are:

- **Abjuration** (Charisma; all arcane spells of the abjuration school)
- **Conjuration** (Intelligence; all arcane spells of the conjuration school except those of the healing subschool)
- **Divination** (Wisdom; all arcane spells of the divination school)
- **Enchantment** (Charisma; all arcane spells of the enchantment school)
- **Evocation** (Constitution; all arcane spells of the evocation school)
- **Illusion** (Dexterity; all arcane spells of the illusion school)
- **Necromancy** (Constitution; all arcane spells of the necromancy school)
- **Restoration** (Wisdom; all arcane spells of the healing subschool of conjuration)
- **Transmutation** (Dexterity; all arcane spells of the transmutation school)
- **Universal** (Intelligence; not technically a school, but this skill covers all arcane universal spells, including theurgy spells)

Check: Normally associated with caster level checks only. The key ability does not figure into caster level checks. The key ability does

affect the saving throw DC for spells of that school.

Action: Not Applicable.

Try Again: Not Applicable.

The Arcane Magic skill doesn't work like other skills. Arcane Magic grants the character the following advantages:

Arcane Spellcaster Level: the character's level for the purposes of arcane spellcasting is equal to the number of skill ranks the character has in Arcane Magic minus three (but see note below). Each Arcane Magic (school) skill counts separately. Thus, a character can potentially have ten different arcane spellcaster levels, since there are ten different Arcane Magic (school) skills. Spellcaster level governs the highest level of arcane spell the character can use, the maximum number of spell points the character can use for one spell, and is used for all situations where an arcane caster level is required. The character's arcane caster level in each school is based on the number of skill ranks in Arcane Magic the character has in that particular school. For game effects requiring an arcane class caster level (or some other "generic" caster level), use the highest caster level from among the character's ten different Arcane Magic (school) skills. For example, the character's highest caster level is used when meeting the prerequisites for Item Creation feats. For caster level checks, use the appropriate Arcane Magic skill to determine caster level.

Note that a character having two or three ranks in this skill can use up to ½ a spell point per spell and is considered a ½ level spellcaster. Thus, having two ranks in an Arcane Magic skill allows the character to use 0th level arcane spells.

Spell Lists: Each Arcane Magic skill allows the character to access arcane spells of the appropriate

school. These spells become part of the character's personal spell list, representing the breadth of the character's magical knowledge and training. All of these spells do not become known automatically by the character, but they can be learned through normal means. All spells of the appropriate school up to a level equal to the number of Arcane Magic skill ranks divided by two, minus one, become part of the character's spell list. See the chart below.

Ranks	Spell Level	Ranks	Spell Level
2	0 th	12	5 th
4	1 st	14	6 th
6	2 nd	16	7 th
8	3 rd	18	8 th
10	4 th	20	9 th

For example, a character with 10 ranks in Arcane Magic (evocation) would include all arcane evocation spells up to 4th level on his personal spell list.

In order to cast spells, the character must take either the Spell Preparation feat which allows the spellcaster to prepare spells for casting or the Spell Knowledge feat in order to cast spells spontaneously (without preparation). Access to spell lists is simply a prerequisite to learning or preparing spells. To prepare and cast an arcane spell, the character must have an Intelligence score equal to 10 + the arcane spell level. To learn and cast an arcane spell, the character must have a Charisma score equal to 10 + the arcane spell level.

DIVINE MAGIC (SPECIAL; TRAINED ONLY)

Like the Craft, Knowledge, and Profession skills, Divine Magic actually encompasses a number of related skills. Each Divine Magic skill represents the character's knowledge and mastery of one of the schools of divine magic. These schools with their key abilities and associated spells are:

- **Abjuration** (Charisma; all divine spells of the abjuration school)
- **Conjuration** (Intelligence; all divine spells of the conjuration school except those of the healing subschool)
- **Divination** (Wisdom; all divine spells of the divination school)
- **Enchantment** (Charisma; all divine spells of the enchantment school)
- **Evocation** (Constitution; all divine spells of the evocation school)
- **Illusion** (Dexterity; all divine spells of the illusion school)
- **Necromancy** (Constitution; all divine spells of the necromancy school)
- **Restoration** (Wisdom; all divine spells of the healing subschool of conjuration)
- **Transmutation** (Dexterity; all divine spells of the transmutation school)
- **Universal** (Intelligence; not technically a school, but this skill covers all divine universal spells, including theurgy spells)

Check: Normally associated with caster level checks only. The key ability does not figure into caster level checks. The key ability does affect the saving throw DC for spells of that school.

Action: Not Applicable.

Try Again: Not Applicable.

The Divine Magic skill doesn't work like other skills. Divine Magic grants the character the following advantages:

Divine Spellcaster Level: the character's level for the purposes of divine spellcasting is equal to the number of skill ranks the character has in Divine Magic minus three (but see note below). Each Divine Magic (school) skill counts separately. Thus, a character can potentially have ten different divine spellcaster levels, since there are ten

different Divine Magic (school) skills. Spellcaster level governs the highest level of divine spell the character can use, the maximum number of spell points the character can use for one spell, and is used for all situations where an divine caster level is required. The character's divine caster level in each school is based on the number of skill ranks in Divine Magic the character has in that particular school. For game effects requiring a divine class caster level (or some other "generic" caster level), use the highest caster level from among the character's ten different Divine Magic (school) skills. For example, the character's highest caster level is used when meeting the prerequisites for Item Creation feats. For caster level checks, use the appropriate Divine Magic skill to determine caster level.

Note that a character having two or three ranks in this skill can use up to ½ a spell point per spell and is considered a ½ level spellcaster. Thus, having two ranks in a Divine Magic skill allows the character to use 0th level divine spells.

Spell Lists: Each Divine Magic skill allows the character to access divine spells of the appropriate school. These spells become part of the character's personal spell list, representing the breadth of the character's magical knowledge and training. All of these spells do not become known automatically by the character, but they can be learned through normal means. All spells of the appropriate school up to a level equal to the number of Divine Magic skill ranks divided by two, minus one, become part of the character's spell list. See the chart below.

Ranks	Spell Level	Ranks	Spell Level
2	0 th	12	5 th
4	1 st	14	6 th
6	2 nd	16	7 th
8	3 rd	18	8 th
10	4 th	20	9 th

For example, a character with 10 ranks in Divine Magic (restoration) would include all divine conjuration (healing) spells up to 4th level on his personal spell list.

In order to cast spells, the character must take either the Spell Preparation feat which allows the spellcaster to prepare spells for casting or the Spell Knowledge feat in order to cast spells spontaneously (without preparation). Access to spell lists is simply a prerequisite to learning or preparing spells. To prepare, learn, or cast a divine spell, the character must have a Wisdom score equal to 10 + the divine spell level.

PROFESSION (WIS; TRAINED ONLY)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Traditional character classes can also be chosen for the Profession skill. In this case, the character is considered to have a number of class levels in that class equal to his Profession skill ranks in that class minus three (with a minimum of one level). For example, if a character has six ranks in Profession (cleric), that character is considered to be a 3rd level cleric for the purposes of meeting feat prerequisites, special abilities, and the like. Note that this skill does not grant the character spellcasting ability, turn undead ability, or any other ability of a 3rd level cleric. If the character does possess the ability to turn undead, he will turn as if he were a 3rd level cleric. Upon gaining an additional rank in Profession (cleric), he will turn undead as a 4th level cleric.

Check: You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained: Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

USE WEAPON (STR OR DEX)

Like the Craft, Knowledge, and Profession skills, Use Weapon actually encompasses a number of related skills. Each Use Weapon skill represents the character's practical ability to use weapons from one of a number of groups. These weapon groups are:

- **Axes** (handaxe, battleaxe, greataxe, dwarven waraxe [one-handed and two-handed use], orc double axe, dwarven urgrosh [uses lower of this or Use Weapon (spears) skill])
- **Bows** (shortbow, longbow, composite shortbow, composite longbow, elven double bow, greatbow, composite greatbow)
- **Crossbows** (heavy crossbow, light crossbow, ray [ranged touch attack], repeating heavy crossbow, repeating light

crossbow, great crossbow, hand crossbow)

- **Flails** (light flail, heavy flail, dire flail, nunchaku, gyrspike [uses lower of this or Use Weapon (heavy blades) skill], chain-and-dagger, scourge, spiked chain, three-section staff, whip, whipdagger)
- **Hammers** (light pick, heavy pick, light hammer, warhammer, sickle, scythe, kama, maul [one-handed and two-handed use], double hammer, gnome hooked hammer, dire pick, gnome battlepick)
- **Heavy Blades** (longsword, greatsword, falchion, scimitar, bastard sword [one-handed and two-handed use], double scimitar, two-bladed sword, gyrspike [uses lower of this or Use Weapon (flails) skill], khopesh, mercurial longsword, mercurial greatsword, butterfly sword)
- **Light Blades** (dagger, punching dagger, rapier, short sword, sai, kukri, siangham, sapara, triple dagger, war fan)
- **Maces** (club, light mace, heavy mace, morningstar, greatclub, quarterstaff, sap, warmace [one-handed and two-handed use], double mace, tonfa)
- **Polearms** (glaive, guisarme, halberd, ranseur, heavy poleaxe)
- **Spears** (javelin, lance, spear, longspear, shortspear, trident, dwarven urgrosh [uses lower of this or Use Weapon (axes) skill], duom, greatspear, harpoon, manti, spinning javelin)
- **Thrown Weapons** (dart, sling, throwing axe, bolas, net, chakram, gnome calculus, halfling skiprock, orc shotput, shuriken, throwing iron)
- **Unarmed** (unarmed strike, grapple, touch attacks, light shield, heavy shield, punching dagger, spiked gauntlet, bladed gauntlet, claw bracer, panther

claw, stump knife, tiger claws, ward cestus)

Check: Normally associated with attack rolls only. The Strength modifier is used with melee attacks, while the Dexterity modifier is used with ranged attacks. The DC is typically the AC of the target.

Action: None. Weapons are used in combat. There is no reason to make a skill check with this skill, other than using the skill in place of the base attack bonus.

Try Again: Not Applicable. You may continue fighting as long as you are alive.

The Use Weapon skill works a little differently than other skills. This skill is used in place of the base attack bonus. Characters completely unskilled in the use of a weapon (i.e., having no ranks in the skill pertaining to that particular weapon) have a -4 penalty on attack rolls when using that weapon. Each skill rank in a weapon gives the character a +1 to his attack bonus with that weapon. So, the first rank in a weapon skill causes you to have a -3 attack bonus with that weapon, the second rank gives you a -2 attack bonus, the third a -1 attack bonus, and upon purchasing the fourth rank in that weapon skill, the penalty is negated entirely. Fifth and successive skill ranks give you a bonus on attack rolls with that weapon.

Multiple attacks are gained normally. When the number of skill ranks (plus the attack penalty) reaches +6, one additional attack at a -5 penalty to the attack roll is gained. When this total reaches +11, an additional attack at a -10 penalty to the attack roll is gained. At +16, another attack at a -15 penalty on the attack roll is gained for a total of four attacks.

Any new type of weapon added to the game must be put into one of the twelve categories above.

NEW FEATS

These new feats eliminate the base hit point, base save bonus, ability score, spell knowledge, ability score increase, and spell point traits.

ENHANCED ABILITY [GENERAL]

Prerequisite: None.

Benefit: Choose one ability (such as Strength or Intelligence). Increase that ability by one point.

Special: During character generation, you may take this feat any number of times. After play begins, you may take this feat a number of times equal to the campaign's maximum character level divided by four (round down). Its effects stack.

FORTITUDE [GENERAL]

Prerequisite: None.

Benefit: You gain +1 to your base Fortitude save.

Special: You can take this feat a number of times equal to two plus half of the campaign's maximum character level (round down). Its effects stack.

GENERAL TRAINING [GENERAL]

Prerequisites: None.

Benefit: You gain a number of skill ranks, hit points, or spells. You have four units with which to purchase either skill ranks, hit points, or spells. Each skill rank costs one unit. Each hit point costs one unit. Each spell costs two units. You need not purchase from each category. If you purchase a spell, you may learn a new spell of any level up to the maximum level you can cast. This spell must appear on your spell list.

Special: You can gain this feat multiple times. Base hit points cannot exceed twelve times your campaign's maximum character level. Ranks in a skill cannot exceed three plus the maximum character level of the campaign.

MAGICAL TALENT [GENERAL]

You gain additional spell points.

Prerequisite: Having at least one base spell point. Note that all characters begin play with one base spell point.

Benefit: When you take this feat for the first time, you gain two base spell points.

Special: You can take this feat a number of times equal to your campaign's maximum character level. Each time you take this feat after the first, the number of base spell points you gain increases by one. For example, to take this feat a second time, a character must at least 2nd character level and the character will receive an additional three base spell points. To take this feat a third time, the character must be at least 3rd character level and the character will receive an additional four base spell points. At 4th character level, the character can take this feat a fourth time and add five base spell points to his total.

MARTIAL TRAINING [GENERAL]

Prerequisites: Four ranks in each of four different Use Weapon skills.

Benefit: You have a -3 penalty on attack rolls when using a weapon in which you have no weapon skill ranks. This replaces the -4 penalty on attack rolls for using a weapon unskilled.

Normal: All characters receive a -4 penalty on attack rolls when using weapons in which they have no skill

ranks. Skill ranks in Use Weapon (group) are added to this penalty to determine a character's attack bonus with weapons in that group.

REFLEX [GENERAL]

Prerequisite: None.

Benefit: You gain +1 to your base Reflex save.

Special: You can take this feat a number of times equal to two plus half of the campaign's maximum character level (round down). Its effects stack.

SPELL KNOWLEDGE [GENERAL]

Prerequisite: Two ranks in Arcane Magic or Divine Magic.

Benefit: You learn two new spells of any level up to the maximum level you can cast. These spells must appear on your spell list. Once learned, these spells can be cast without preparation, following the normal rules for spellcasting. This feat does not grant any additional spell points.

Special: You can gain this feat multiple times.

SPELL PREPARATION (ARCANE) [GENERAL]

Prerequisite: Two ranks in Arcane Magic.

Benefit: You are able to prepare a number of arcane spells per day. Consult the table below, cross-referencing the number of times this feat has been taken with each spell level to see how many spells of that level can be prepared.

Special: You can take this feat a number of times equal to your campaign's maximum character level. It is left to the discretion of the DM as to how the character acquires and prepares spells.

SPELL PREPARATION (DIVINE) [GENERAL]

Prerequisite: Two ranks in Divine Magic.

Benefit: You are able to prepare a number of divine spells per day. Consult the table below, cross-referencing the number of times this feat has been taken with each spell level to see how many spells of that level can be prepared.

Choose two domains. You may prepare one additional spell for every spell level that you can cast. This additional spell must be one or your domain spells.

Special: You can take this feat a number of times equal to your campaign's maximum character level. It is left to the discretion of the DM as to how the character acquires and prepares spells.

TOUGHNESS [GENERAL]

Prerequisite: None.

Benefit: You gain +4 base hit points.

Special: You can gain this feat multiple times. Its effects stack. Your base hit points cannot exceed twelve times your campaign's maximum character level. This version of the Toughness feat

replaces the old version of the Toughness feat.

WILL [GENERAL]

Prerequisite: None.

Benefit: You gain +1 to your base Will save.

Special: You can take this feat a number of times equal to two plus half of the campaign's maximum character level (round down). Its effects stack.

TABLE 23: SPELL PREPARATION (ARCANE) FEAT (SPELLS PER DAY)

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

TABLE 24: SPELL PREPARATION (DIVINE) FEAT (SPELLS PER DAY)

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

PUTTING IT ALL TOGETHER

So, how will our intrepid DM use this minimalist system? First, the DM sets the maximum character level for character generation. In most cases, the 1st character level should be chosen. To play characters that are just beginning their professional training, the DM may set the maximum character level at one of the fractional levels ($\frac{1}{4}$, $\frac{1}{2}$, or $\frac{3}{4}$). To create characters that are more experienced than those who normally begin adventuring, the DM can set the maximum character level to a level higher than 1st. Once the maximum character level has been set for character generation, the players determine their characters' ability scores through whatever method the DM decides is appropriate.

Race, alignment, vital statistics, and starting wealth are determined next. Each character receives one base hit point and one base spell point without XP cost. After this, each player is given 2,000 XP to spend on his character's traits if 1st level characters are being generated. For characters of fractional level, the amount of XP available to purchase traits is equal to the fractional level multiplied by 2,000 XP. For characters higher than 2nd level, 2,000 XP plus 1,000 XP for each additional level above 1st level is given. Regardless of the character's starting level, each skill rank costs 25 XP and each feat costs 100 XP during character generation.

During the character generation process, no skills can have more ranks than those shown in **Table 21: Character Level Limits**. The descriptions for the new feats also

detail the limitations on the number of times those feats can be chosen. Note that the Enhanced Ability feat may be taken any number of times during the character generation process, but can only be taken a limited number of times after play begins.

As an example, let's say that the DM wants players to generate 1st level characters. This means that the characters are limited to a maximum of four skill ranks in all of the skills they possess. They are also limited to twelve base hit points since the description of the Toughness feat says that characters are limited to a number of base hit points equal to twelve times their character level. Each character can have up to a +2 base save bonus for each of his saving throws. This is due to the fact that the saving throw feats (Fortitude, Reflexes,

and Will) can be taken a number of times equal to two plus half the character's level (round down). Characters can take only one Magical Talent feat as 1st level characters per the feat description. Characters can take as many General Training feats as they desire as long as they abide by the limitations on base hit points and skill ranks. Characters may take any number of Spell Knowledge and Enhanced Ability feats during character generation. Characters are not limited in the number of feats they may purchase unless the feat description says so. Since the DM has determined that all special abilities are now feats, characters can take those as well, but only those that are available to 1st level characters.

Once the characters have been created, the DM announces that play will begin. The maximum character level is raised to 2nd level at the start of the campaign. This allows the characters to purchase traits available to 2nd level characters as soon as they start earning XP. Once 1,000 XP have been earned by the characters, the DM will raise the maximum to 3rd character level. When another 1,000 XP have been earned, he will raise the limit to 4th level. When 1,000 XP more have been earned (for a career total of 3,000 XP), he will increase the limit to 5th and so on. It is important to note that the maximum character level of the campaign does not determine the character level of each individual character. Maximum character level determines the maximum number of skill ranks the DM is allowing characters to have (character level plus three). Each character has a character level equal to the highest skill rank he possesses (in any skill) minus three. Thus, even though the maximum character level allowable in the campaign may be 10th (with an upper limit of 13 skill ranks), a character could still be 6th level as long as he had no skill ranks higher than 9, for example.

A few character creation examples may be useful at this point. Let's start with the creation of a simple warrior. The player chooses to play a human and generates ability scores for his character. He ends up with Str 15, Dex 13, Con 14, Int 8, Wis 12, and Cha 11. He decides to make his character neutral good and he rolls for height, weight, and starting wealth. The DM sets the starting character level at 1st and gives the player 2,000 XP to spend on skill ranks and feats. The player wants to make a traditional fighter. He buys all three armor proficiency feats and both shield proficiency feats for 500 XP. He decides to buy four ranks each in four different Use Weapon skills (bows, heavy blades, light blades, and unarmed). This costs 400 XP. This makes his fighter eligible to buy the Martial Training feat, which he does, for 100 XP. He takes the Toughness feat two times giving his fighter nine base hit points (don't forget that the first base hit point is free). With his Constitution bonus, the character will have eleven hit points. These two feats cost 200 XP. He buys Fortitude twice for 200 XP. He purchases an additional eight skill ranks in various skills for 200 XP. He also puts four skill ranks into Profession (fighter) for 100 XP. He has spent a total of 1,600 XP so far. He spends his remaining 400 XP taking Enhanced Ability (Strength) three times, raising his Strength from 15 to 18. He also takes Enhanced Ability (Dexterity) one time, raising his Dexterity from 13 to 14. Since his character is human, he gains an additional feat and four skill ranks without cost.

Another player wants to create a spellcaster. He decides to play a chaotic good elf. He rolls for his ability scores and gets Str 10, Dex 14, Con 11, Int 15, Wis 13, and Cha 12. This player also receives 2,000 XP. He decides to spend 1,000 XP right away getting four ranks in all ten versions of Arcane Magic. He spends another 100 XP taking Magical Talent. This gives him two

more base spell points above the one free base spell point he receives at start for a total of three. His Constitution score does not give him any bonus spell points. He takes Spell Preparation once (to give himself some spellcasting flexibility and versatility) and Spell Knowledge once (giving him two spells that he doesn't have to prepare each day). This costs 200 XP. He buys eight ranks in various skills for 200 XP. He takes the Toughness feat once, giving him a new base hit point total of five for 100 XP. He buys the Will feat twice for 200 XP. So far, the player has spent 1,800 XP. To finish up, he buys four ranks in Use Weapon (heavy blades) and the Armor Proficiency (light) feat.

The next player wants to play a traditional thief. She rolls the ability scores for her character and comes up with Str 12, Dex 17, Con 13, Int 12, Wis 18, and Cha 16. With her 2,000 XP, she buys four ranks in each of the traditional thieving skills (Climb, Decipher Script, Disable Device, Hide, Listen, Move Silently, Open Lock, and Sleight of Hand). This costs 800 XP. She takes Armor Proficiency (light) along with four ranks in Use Weapon (heavy blades) and Use Weapon (light blades). These cost 300 XP. She takes Toughness twice for 200 XP. She buys Reflexes two times for 200 XP. So far, she has spent 1,500 XP. Further expanding her character's skill base, she buys four ranks each in Search, Spot, Bluff, Gather Information, and Sense Motive, spending her remaining 500 XP.

The last player, surprisingly, wants to play a character much like a traditional cleric. He gets Str 13, Dex 10, Con 12, Int 12, Wis 17, and Cha 15. He buys Armor Proficiency (light), Armor Proficiency (medium), and Shield Proficiency. These feats cost 300 XP. He takes four ranks in Use Weapon (maces) and Use Weapon (crossbows). This costs 200 XP. He buys eight ranks in various skills for 200 XP. He

takes Toughness twice for 200 XP. He buys the Will and Fortitude feats twice each for 400 XP. He now has 700 XP left. He decides to take four ranks in Divine Magical (restoration and abjuration) for 200 XP. He takes the Magical Talent feat once for 100 XP. He takes four ranks in Profession (cleric) for 100 XP and buys the Turn Undead feat for 100 XP. Finally, he takes Spell Knowledge two times for 200 XP.

As you can see, the four basic character classes can be approximated fairly well during the character generation process. The spellcaster above will not benefit immediately from his ranks in all ten versions of Arcane Magic, but it will make it easier for him to advance his knowledge in all ten areas after play begins. The cleric does not get proficiency with heavy armor at start, but that situation is easily remedied after he starts to earn XP.

And what of earning XP? How would the DM award experience points in this campaign? The normal system of awarding experience points can be used. Since a character's level is simply the highest number of skill ranks he has in any one skill minus three, this number is used for all calculations requiring character level. Thus, a character with eight skill ranks in Diplomacy would be a 5th level character (assuming that Diplomacy is the highest ranking skill he has). If this character single-handedly defeats a creature with a CR of 3, he will earn 38 XP as normal. Note that it doesn't matter if the character's highest number of skill ranks is in Diplomacy, Use Weapon (heavy blades) or Arcane Magic (evocation). The highest ranked skill is used to determine character level, no matter how

useful it may or may not be in combat.

Other factors are dependent on this character level also. A character cannot have more than twelve times his character level in base hit points. The Constitution bonus provides an additional amount of hit points equal to the positive modifier multiplied by the character's level. These extra hit points are not "base" hit points, and are not governed by the rule above. Negative Constitution modifiers do not affect a character's hit point total.

Base saving throws are limited to a maximum of two plus half of the character's level (per the feat descriptions). The higher of the character's Strength or Constitution modifier is applied to the Fortitude save. The higher of the character's Intelligence or Dexterity modifier is applied to the Reflexes save. The higher of the character's Wisdom or Charisma modifier is applied to the Will save. A character's total save bonus is not limited, only the "base" saving throw bonus.

Every time the character gains another character level, he also receives a number of free skill ranks equal to his Intelligence bonus (if any). Only a positive Intelligence modifier counts. Negative Intelligence modifiers have no effect on the number of skill ranks a character has. The character receives these free skill ranks immediately upon attaining the new level. Increases to the Intelligence bonus do not translate to additional free skill ranks. Characters receive free skill ranks according to their Intelligence bonus at the time of "leveling up." Intelligence increases do not retroactively grant free skill ranks.

Our DM also employs the "odd ability score rule" which states that the saving throw bonuses granted by ability scores are one higher for odd ability scores. Thus, a Constitution of 13 will grant a +2 bonus to the Fortitude save instead of a +1 and a Wisdom of 17 will grant a +4 bonus to Will saves instead of a +3. This makes purchasing odd-numbered ability scores worthwhile.

Because there are essentially twenty different versions of the Magic skill, specialists are simply characters that choose to specialize in certain schools and sources of power. Characters can specialize in one school by taking ranks only in the Arcane Magic or Divine Magic skill pertaining to that school. Still others may choose to ignore two or three schools and concentrate on the rest. Spellcasters can also be generalists, advancing all ten schools equally throughout their careers across both sources of power. The two Magic skills are expedients and are used simply to govern which spell lists are available to a certain character. There really is no difference between arcane and divine spellcasters now, since characters can freely advance one, some, or all of the twenty Magic skills. There may be in-game differences, however, that are used simply to color the setting. A variety of traditions may exist (and give color to an individual character) but the rules for magic work the same. It doesn't matter if the character learns his spells from books, lab journals, demonic familiars, direct implantation by gods, nature spirits or all of the above. Sources are simply part of the setting, but the same rules govern all magic-use within the context of the game system.



INDEX OF SPECIAL ABILITIES

A Thousand Faces.....	45	Deflect Arrows	
Abundant Step	43	Duelist	53
Acrobatic Charge	46	Detect Alignment	20
Animal Companion	19	Diamond Body.....	41
Arrow of Death	55	Diamond Soul.....	46
Augment Summoning.....	36	Divine Grace	25
Aura of Alignment	19	Divine Health	26
Aura of Courage.....	26	Elaborate Parry	47
Aura of Debilitation.....	26	Empty Body.....	59
Aura of Despair	26	Endurance	26
Aura of Resolve	26	Enhance Arrow I.....	34
Bardic Knowledge	19	Enhance Arrow II	38
Bardic Music.....	20	Enhance Arrow III	44
Bestow Curse I.....	29	Enhance Arrow IV	47
Bestow Curse II	36	Enhance Arrow V	53
Bestow Curse III.....	43	Enhanced Mobility	38
Bestow Curse IV	50	Evasion	25
Bestow Curse V	57	Extend Summoning	38
Bonus Language I.....	41	Fascinate	20
Bonus Language II	50	Fast Movement	21
Camouflage.....	46	Favored Enemy I.....	21
Canny Defense	33	Favored Enemy II	28
Cause Disease I	30	Favored Enemy III	38
Cause Disease II	36	Favored Enemy IV	50
Cause Disease III.....	44	Favored Enemy V	59
Cause Disease IV	50	Fiendish Servant.....	42
Cause Disease V	57	Fighting Mastery I	21
Combat Style		Fighting Mastery II.....	25
Archery.....	24	Fighting Mastery III	27
Two-Weapon.....	24	Fighting Mastery IV	30
Combat Style Mastery		Fighting Mastery IX	53
Archery.....	41	Fighting Mastery V.....	34
Two-Weapon.....	41	Fighting Mastery VI	38
Contingent Conjuration.....	41	Fighting Mastery VII.....	44
Countersong.....	20	Fighting Mastery VIII.....	47
Damage Reduction I.....	32	Fighting Mastery X.....	57
Damage Reduction II.....	38	Fighting Mastery XI	59
Damage Reduction III	46	Flurry of Blows I	21
Damage Reduction IV	53	Flurry of Blows II	28
Damage Reduction V.....	58	Flurry of Blows III.....	36
Damage Reduction VI	55	Grace.....	42
Darkvision	36	Greater Flurry	42
Deadly Touch	25	Greater Lore.....	46
Death Attack	30	Greater Rage	42
Defender AC Bonus I.....	33	Hail of Arrows.....	50
Defender AC Bonus II.....	41	Hide in Plain Shadow	34
Defender AC Bonus III	47	Hide in Plain Sight	56
Defender AC Bonus IV	55	Hierophant Special Ability I.....	47
Defensive Stance I.....	33	Hierophant Special Ability II	51
Defensive Stance II	38	Hierophant Special Ability III	54
Defensive Stance III	44	Hierophant Special Ability IV	56
Defensive Stance IV	47	Hierophant Special Ability V	57
Defensive Stance V	53	High Arcana I	48

High Arcana II.....	51
High Arcana III	54
High Arcana IV	56
High Arcana V.....	57
Imbue Arrow	36
Impromptu Sneak Attack I.....	42
Impromptu Sneak Attack II.....	51
Improved Ally.....	34
Improved Combat Style	
Archery.....	30
Two-Weapon.....	30
Improved Evasion	36
Improved Reaction I.....	36
Improved Reaction II.....	51
Improved Uncanny Dodge.....	28
Indomitable Will.....	49
Inspire Confidence.....	26
Inspire Courage I	21
Inspire Courage II.....	34
Inspire Courage III.....	49
Inspire Courage IV.....	59
Inspire Greatness	36
Inspire Heroics.....	51
Intuitive Defense I	21
Intuitive Defense II.....	28
Intuitive Defense III	38
Intuitive Defense IV.....	51
Intuitive Defense V.....	59
Ki Strike	
Adamantite.....	54
Lawful.....	38
Magic.....	27
Lay on Hands	25
Loremaster Secret I.....	34
Loremaster Secret II	39
Loremaster Secret III.....	44
Loremaster Secret IV	50
Loremaster Secret V	54
Martial Arts I	
Improved Grapple.....	22
Stunning Fist	22
Martial Arts II	
Combat Reflexes.....	25
Deflect Arrows.....	25
Martial Arts III	
Improved Disarm	30
Improved Trip	30
Mass Suggestion.....	58
Mighty Rage	59
Mobile Defense	51
Nature Sense	22
Perfect Self.....	59
Phase Arrow	46
Planar Cohort.....	44
Planar Terrain Mastery I	42
Planar Terrain Mastery II.....	44
Planar Terrain Mastery III.....	46
Planar Terrain Mastery IV.....	50

Planar Terrain Mastery V	51
Poison Resistance I.....	32
Poison Resistance II	37
Poison Resistance III.....	43
Poison Resistance IV.....	46
Poison Resistance V	51
Poison Use	30
Precise Strike I.....	44
Precise Strike II.....	56
Purity of Body	28
Quivering Palm	51
Rage I	22
Rage II	27
Rage III	35
Rage IV	44
Rage V	54
Rage VI	60
Ranged Legerdemain I.....	37
Ranged Legerdemain II.....	46
Ranged Legerdemain III	56
Rebuke Undead	22
Remove Curse I.....	31
Remove Curse II	37
Remove Curse III	45
Remove Curse IV	52
Remove Curse V	58
Remove Disease I	31
Remove Disease II	37
Remove Disease III.....	45
Remove Disease IV.....	52
Remove Disease V	58
Resist Nature's Lure	27
Rogue Special Ability I.....	39
Rogue Special Ability II	47
Rogue Special Ability III	54
Rogue Special Ability IV	59
Seeker Arrow	43
Shadow Illusion.....	39
Shadow Jump I.....	43
Shadow Jump II	47
Shadow Jump III	52
Shadow Jump IV	56
Slow Fall I.....	27
Slow Fall II	31
Slow Fall III	35
Slow Fall IV	39
Slow Fall IX	60
Slow Fall V	45
Slow Fall VI	50
Slow Fall VII.....	54
Slow Fall VIII	58
Smite Chaos I.....	22
Smite Chaos II	28
Smite Chaos III	40
Smite Chaos IV	52
Smite Chaos V	60
Smite Evil I.....	22
Smite Evil II	28

Smite Evil III.....	40	Tireless Rage.....	56
Smite Evil IV.....	52	Tongue of the Sun and the Moon.....	56
Smite Evil V.....	60	Track.....	23
Smite Good I.....	23	Trackless Step.....	27
Smite Good II.....	28	Trap Sense I.....	27
Smite Good III.....	40	Trap Sense II.....	32
Smite Good IV.....	52	Trap Sense III.....	37
Smite Good V.....	60	Trap Sense IV.....	45
Smite Law I.....	23	Trap Sense V.....	53
Smite Law II.....	28	Trap Sense VI.....	58
Smite Law III.....	40	Trapfinding.....	23
Smite Law IV.....	52	True Lore.....	56
Smite Law V.....	60	Turn Undead.....	24
Sneak Attack I.....	23	Unarmed Strike I.....	24
Sneak Attack II.....	27	Unarmed Strike II.....	27
Sneak Attack III.....	29	Unarmed Strike III.....	35
Sneak Attack IV.....	33	Unarmed Strike IV.....	45
Sneak Attack IX.....	56	Unarmed Strike V.....	54
Sneak Attack V.....	37	Unarmed Strike VI.....	60
Sneak Attack VI.....	43	Uncanny Dodge.....	25
Sneak Attack VII.....	47	Venom Immunity.....	37
Sneak Attack VIII.....	52	wholeness of Body.....	33
Sneak Attack X.....	59	Wild Empathy.....	24
Song of Freedom.....	45	Wild Shape.....	
Special Mount.....	29	Elemental (Huge).....	60
Speed Bonus I.....	27	Elemental I.....	54
Speed Bonus II.....	31	Elemental II.....	58
Speed Bonus III.....	37	Elemental III.....	60
Speed Bonus IV.....	45	Huge.....	53
Speed Bonus V.....	52	Large.....	35
Speed Bonus VI.....	58	Plant.....	45
Still Mind.....	27	Tiny.....	43
Suggestion.....	31	Wild Shape I.....	29
Summon Familiar.....	23	Wild Shape II.....	32
Summon Shadow.....	40	Wild Shape III.....	33
Swift Tracker.....	35	Wild Shape IV.....	41
Terrain Mastery I.....	31	Wild Shape V.....	50
Terrain Mastery II.....	33	Wild Shape VI.....	58
Terrain Mastery III.....	35	Wizardry I.....	24
Terrain Mastery IV.....	37	Wizardry II.....	29
Terrain Mastery V.....	41	Wizardry III.....	41
Timeless Body.....		Wizardry IV.....	53
Ascetic.....	56	Wizardry V.....	60
Druidic.....	53	Woodland Stride.....	26