

Chapter Three

Classes

Barbarian

As PHB.

Bard

The athasian bard

Background:

Adventures:

Characteristics:

Alignment:

Religion:

Races:

Other Classes:

Game Rule Information

Bards have the following game statistics.

Abilities: As PHB.

Alignment: Any Neutral.

Hit Die: d6.

Class Skills

The bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bargain (Cha), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (all) (Int), Language (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), Use Psionic Device (Cha), Use rope (Dex).

Skill Points: 6.

Class Features

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with basic weapons plus any other two weapon groups. Bards are proficient with light armor, but not with shields.

Bardic Music: As PHB, except where noted below.

Instill Doubt (Su): A bard with 3 or more ranks in a Perform skill can use music to distract and disconcert his enemies, hindering their combat abilities and their ability to think clearly. To be affected, the targets must be able to hear the bard play. All those who do must succeed at a Will save (DC 10 + $\frac{1}{2}$ bard's level + bard's Cha modifier) or receive a -1 morale penalty on attack and damage rolls and saves against charm and fear effects. The effect lasts for as long as the bard plays and for 5 rounds thereafter. At 8th level, and every six levels thereafter, this penalty increases by 1 (-2 at 8th, -3 at 14th, and -4 at 20th). Invite Doubt is a mind-affecting ability.

Instill Failure (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music to hinder an enemy in a given task. The enemy must be within 30 feet and able to hear the bard. The bard must also be able to see her target. The target must succeed at a Will save (DC 10 + $\frac{1}{2}$ bard's level + bard's Cha modifier) or suffer a -2 circumstance penalty to skills checks from any one skill for as long as the bard plays, up to a maximum of 2 minutes. Invite Failure is a mind-affecting ability.

Instill Weakness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music to cause weakness in a single foe within 30 feet, greatly diminishing his fighting capabilities. For every three bard levels the characters attains beyond 9th, she can invite weakness in one additional creature. The target must succeed at a Will save (DC 10 + $\frac{1}{2}$ bard's level + bard's Cha modifier) or receive a -2 circumstance penalty to all attack rolls, damage rolls, saves and checks for as long as the bard plays and for 5 rounds thereafter. Invite Weakness is a mind-affecting ability.

Instill Panic (Su): A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music to create inexplicable and uncontrollable fear into a single foe. For every three bard levels the characters attains beyond 15th, she can invite weakness in one additional creature. The target must make a Will save (DC 10 + ½ bard's level + bard's Cha modifier). If the spell fails, the target becomes *panicked* for as long as the bard plays and for 5 rounds thereafter. Even if the save succeeds, the target is *shaken* for as long as the bard plays. Invite Panic is a mind-affecting ability.

Bardic Secrets: This ability functions exactly as the Bardic Knowledge ability described in the PHB.

Poisonmaking: Bards (and only bards) can use the Craft(alchemy) skill to craft poisons. The DC of a poison crafted by the bard cannot exceed 10 + ½ bard's level + bard's Int modifier. See Chapter Four: Skills for rules to craft poisons.

Poison Resistance (Ex): Bards work with various poisons during their career, and gain some resistance to their effect. At 2nd level, a bard gains a +1 bonus on saves against poison. This bonus increases by 1 for every 3 levels thereafter.

Poison Use: At 3rd level, a Bard no longer risks accidentally poisoning herself while brewing poison or applying it to a blade.

Undetectable Alignment (Ex): Starting at 4th level, a bard's intentions and motives become very hard to determine, even by supernatural means, and bards are always considered under the effect of an *undetectable alignment* spell.

Lucky (Ex): Bards learn to capitalize on lucky turn of events. Starting at 7th level, a bard can reroll any failed attack roll, skill check, ability check or save once per day. The bard must take the result of the reroll, even if it's worse than the original roll. Bards can use this ability twice per day at 16th level.

Bardic Enchantments (Su): Though bards are not spellcasters, they have learned long ago how to weave some spells within their music, and some minor enchantments to benefit themselves. As a standard action, a bard of 10th level or higher can gain a +4 enhancement bonus to Dexterity, Intelligence or Charisma. This ability can be used once per day, and it effects last for 1 minute per bard level.

Slippery Mind (Ex): This ability represents the bard's ability to wiggle free from effects which would otherwise control or compel her. If a bard of 13th level or higher is affected by a mind-affecting effect and fails a save, she can attempt it again one round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Mind Blank (Ex): At 19th level, a bard achieves complete control and silencing of her mind. She is considered to be continually under the effect of a *mind blank* spell.

Table 3-1: The Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bardic Music, Bardic Secrets, Countersong, <i>Fascinate</i> , Poisonmaking
2nd	+1	+0	+3	+3	Inspire Courage +1, Instill Doubt -1, Poison Resistance +1
3rd	+2	+1	+3	+3	Inspire Competence, Instill Failure, Poison Use
4th	+3	+1	+4	+4	<i>Undetectable Alignment</i>
5th	+3	+1	+4	+4	Poison Resistance +2
6th	+4	+2	+5	+5	<i>Suggestion</i>
7th	+5	+2	+5	+5	Lucky 1/day
8th	+6/+1	+2	+6	+6	Inspire Courage +2, Instill Doubt -2, Poison Resistance +3
9th	+6/+1	+3	+6	+6	Inspire Greatness, Instill Weakness
10th	+7/+2	+3	+7	+7	Bardic Enchantments
11th	+8/+3	+3	+7	+7	Poison Resistance +4
12th	+9/+4	+4	+8	+8	<i>Song of Freedom</i>
13th	+9/+4	+4	+8	+8	Slippery Mind
14th	+10/+5	+4	+9	+9	Inspire Courage +3, Instill Doubt -3, Poison Resistance +5
15th	+11/+6/+1	+5	+9	+9	Inspire Heroics, Instill panic
16th	+12/+7/+2	+5	+10	+10	Lucky 2/day
17th	+12/+7/+2	+5	+10	+10	Poison Resistance +6
18th	+13/+8/+3	+6	+11	+11	<i>Mass Suggestion</i>
19th	+14/+9/+4	+6	+11	+11	<i>Mind Blank</i>
20th	+15/+10/+5	+6	+12	+12	Inspire Courage +4, Instill Doubt -4, Poison Resistance +7

Cleric

The athasian cleric

Background:

Adventures:

Characteristics:

Alignment:

Religion:

Races:

Other Classes:

Game Rule Information

Clerics have the following game statistics.

Abilities: As PHB.

Alignment: Air, earth, fire, rain or water clerics: any non-evil. Magma, silt or sun clerics: any non-good.

Hit Die: d8.

Class Skills

The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Elements and Paraelements, Planes) (Int), Profession (Wis), Spellcraft (Int).

Patron and Class Skills: Air clerics add Listen to the list. Earth and rain clerics add Knowledge (nature) to the list. Fire, and magma clerics add Intimidate to the list. Silt clerics add Bluff to the list. Sun clerics add Spot to the list. Water clerics add Swim to the list.

Skill Points: 2.

Class Features

All of the following are class features of the cleric.

Weapon and Armor Proficiency: A cleric is proficient with basic weapons plus any other two weapon groups. However, elemental clerics are bound by their pact to use only certain materials in their weapons. Clerics who do not abide by these restrictions lose all cleric spells and powers as long as they wield the weapon and for 24 hours afterwards. These restrictions are as follows:

Earth: Stone and iron.

Fire and Magma: Iron and obsidian.

Rain and Water: Bone and wood.

Silt and Sun: Bone and stone.

Air: Air clerics have no restriction on weapon materials. However, they may only use ranged weapons or weapons that can normally be used as thrown weapons (any weapon which has a range increment).

Clerics are proficient with light and medium armor and with shields. They have no special limitations on the type of armor they may wear, however.

Aura: Athasian clerics never generate auras of chaos, evil, good or law, as the elemental and paraelemental patrons are mostly neutral entities.

Spells: A cleric casts divine spells which are drawn from the cleric spell list. However, her patron element or paraelement prohibits her from casting spells from opposing spheres. See Table 3-3: Elements and Paraelements for more detail on opposed spheres. Also, her alignment may also prevent her from casting spells with an alignment descriptor opposed to her own.

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The DC for saves against a cleric's spell is 10 + spell level + cleric's Wisdom modifier.

Like other spellcasters, the cleric can only prepare a certain number of spells of each spell level per day. Her daily allotment is given on table 3-2: The Cleric. However, at least half of the spells a cleric prepares for each spell level must come from her patron's sphere. Table 3-2: The Cleric indicates how many spells need to come from the cleric's patron's sphere (before the plus) and how many need not (after the plus). In any case, the cleric cannot prepare spells that appear only in the spell lists of spheres which are opposed to his patron.

Once prepared, the cleric can cast any combination of these spells, up to a maximum number of times equal to the total number of spells a cleric can prepare for each spell level, as shown on Table 3-2: The Cleric. Also, the cleric may gain extra spells to cast (but not prepare) for each spell level, if she has a high wisdom score.

Clerics do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, clerics pray to their elemental or paraelemental patron for their spells, receiving them through strength of faith or as divine inspiration. The cleric must spend one hour each day, typically at sunrise, in quiet contemplation in order to prepare all her daily allotment of spells again.

However, the cleric may choose to have some spell slots remain free at this time, and may later prepare a spell to fill it by spending 15 minutes in quiet and calm prayer. Time resting has no effect on whether a cleric can prepare spells. A cleric can prepare any spell appearing on the spell lists of elemental spheres and spell level which she has access to.

Also, to prepare or cast spells, the cleric needs to use some of his patron element or paraelement as a divine focus. Air clerics must be in an area where there is at least a slight breeze, earth clerics must carry or stand on raw earth or unaltered rocks, fire clerics must carry an open flame, magma clerics must carry or stand on unaltered volcanic stones, rain clerics must be standing in rain or carry rain water, silt clerics must carry or stand in silt, sun clerics must stand in sunlight, and water clerics must carry or stand in water. When using carried material as a divine focus, the cleric must hold at least one pound of the material in his hand in order to cast a spell. Note that air

and sun clerics never need touch or carry their elemental patron's element to cast a spell, so long as they stand in it, but they may be easily cut off from their patron element and therefore be unable to cast spells.

Elements: Athasian clerics serve elemental and paraelemental lords instead of deities. They are bound by a code of conduct, which is to protect and make good use of their patron element, try to augment and revitalize its presence in the material plane, and teach others to do the same. Violation of these principles can lead the cleric to lose all spells and granted powers, becoming an ex-cleric. Also note that a cleric can only serve one element or paraelement and cannot multiclass between cleric classes, nor change his allegiance once this is chosen.

Domains and Domain Spells: Athasian clerics do not receive domain spells.

Spontaneous Casting: Athasian clerics do not receive this ability.

Pact: To become an elemental cleric, one has to make a pact with the elemental powers. In return, the cleric is granted a minor benefit associated to his patron

element. See Chapter 10: Magic for more details on the elemental pacts.

Turn or Rebuke Undead (Su): As *PHB*, but turning or rebuking is determined by patron element or paraelement. Air, earth, fire, rain and water clerics Turn undead. Magma, silt and sun clerics Rebuke undead.

Granted Power: Starting at 2nd level and every 3 levels thereafter, the cleric can select a minor power which is granted to her by her patron element. The choice of minor powers are different for each element and are detailed in Chapter 10: Magic.

Bonus Languages: Air and sun clerics can learn Auran. Earth and silt clerics can learn Terran. Fire and magma clerics can learn Ignan. Water and rain clerics can learn Aquan. These are the languages of air, earth, fire and water creatures, respectively.

Ex-Clerics: Clerics who fail to uphold their code of conduct lose all granted powers and spells until they receive an *atonement* spell. Also, clerics who turn undead (Air, earth, fire, rain, water) that become undead themselves (taking an undead template) immediately become ex-clerics.

Table 3-2: The Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Pact, Turn or Rebuke Undead	2+1	1+1	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	Granted Power	2+2	2+1	-	-	-	-	-	-	-	-
3rd	+2	+3	+1	+3		2+2	2+1	2+0	-	-	-	-	-	-	-
4th	+3	+4	+1	+4		2+3	3+1	2+1	-	-	-	-	-	-	-
5th	+3	+4	+1	+4	Granted Power	2+3	3+1	2+1	2+0	-	-	-	-	-	-
6th	+4	+5	+2	+5		2+3	3+1	3+1	2+1	-	-	-	-	-	-
7th	+5	+5	+2	+5		2+4	3+2	3+1	2+1	2+0	-	-	-	-	-
8th	+6/+1	+6	+2	+6	Granted Power	2+4	3+2	3+1	3+1	2+1	-	-	-	-	-
9th	+6/+1	+6	+3	+6		2+4	3+2	3+2	3+1	2+1	2+0	-	-	-	-
10th	+7/+2	+7	+3	+7		2+4	3+2	3+2	3+1	3+1	2+1	-	-	-	-
11th	+8/+3	+7	+3	+7	Granted Power	2+4	4+2	3+2	3+2	3+1	2+1	2+0	-	-	-
12th	+9/+4	+8	+4	+8		2+4	4+2	3+2	3+2	3+1	3+1	2+1	-	-	-
13th	+9/+4	+8	+4	+8		2+4	4+2	4+2	3+2	3+2	3+1	2+1	2+0	-	-
14th	+10/+5	+9	+4	+9	Granted Power	2+4	4+2	4+2	3+2	3+2	3+1	3+1	2+1	-	-
15th	+11/+6/+1	+9	+5	+9		2+4	4+2	4+2	4+2	3+2	3+2	3+1	2+1	2+0	-
16th	+12/+7/+2	+10	+5	+10		2+4	4+2	4+2	4+2	3+2	3+2	3+1	3+1	2+1	-
17th	+12/+7/+2	+10	+5	+10	Granted Power	2+4	4+2	4+2	4+2	4+2	3+2	3+2	3+1	2+1	2+0
18th	+13/+8/+3	+11	+6	+11		2+4	4+2	4+2	4+2	4+2	3+2	3+2	3+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11		2+4	4+2	4+2	4+2	4+2	4+2	3+2	3+2	3+1	3+1
20th	+15/+10/+5	+12	+6	+12	Granted Power	2+4	4+2	4+2	4+2	4+2	4+2	3+2	3+2	3+2	3+2

Table 3-3: Elements and Paraelements.

Element/Paraelement	Alignment	Opposition	Typical Worshipers
Air	Neutral (good)	Earth, Sun	Aarakocra, elves, escaped slaves, chaotic clerics
Earth	Neutral (good)	Air, Silt	Dwarves, pterrans, farmers, lawful clerics
Fire	Neutral (good)	Water, Rain	People who seek retribution, warriors, rogue rhul-thaun halflings
Magma	Neutral (evil)	Rain, Earth	People living near volcanoes
Rain	Neutral (good)	Silt, Sun	Feral halflings, people living in forested areas, good clerics
Silt	Neutral (evil)	Rain, Water	People living near the sea of silt, evil clerics
Sun	Neutral (evil)	Rain, Air	Neutral or evil clerics
Water	Neutral (good)	Fire, Magma	People living near oasis, good clerics.

Druid

The athasian druid

Background:

Adventures:

Characteristics:

Alignment:

Religion:

Races:

Other Classes:

Game Rule Information

Druids have the following game statistics.

Abilities: Wisdom determines how powerful a spell a druid can cast, and how many spells a druid can prepare each day. Charisma determines how many spells a druid can cast each day, and how difficult these spells are to resist. Since druids usually do not wear armor, a high dexterity score greatly improves her defensive ability.

Alignment: Neutral good, neutral or neutral evil.

Hit Die: d6.

Class Skills

As PHB, but remove Diplomacy (Cha), add Hide (Dex) and Knowledge(Elements and Paraelements) (Int).

Skill Points: 4.

Class Features

All of the following are class features of the druid.

Weapon and Armor Proficiency: A druid is proficient with basic weapons plus any other one weapon group. Athasian druids have no special restrictions on the weapons they may wield. However, druids are not proficient with any types of armor, nor with shields, though they have no restrictions on either.

Spells: A druid casts divine spells which are drawn from the druid spell list. However, her alignment may also prevent her from casting spells with an alignment descriptor opposed to her own.

To prepare or cast a spell, a druid must have a Wisdom score equal to at least 10 + the spell level. However, the DC for saves against a druid's spell is 10 + spell level + druid's Charisma modifier.

Like other spellcasters, the druid can only prepare a certain number of spells of each spell level per day. Her daily allotment is given on table 3-4: The Druid. Additionally, a druid can prepare one spell per spell level from an sphere of the cleric's spell list, chosen at 1st level. This sphere must correspond to an important element or paraelement of the druid's guarded lands. Finally, a druid with a high Wisdom score may prepare additional spells each day.

Once prepared, the druid can cast any combination of these spells, up to a maximum number of times equal to the total number of spells a druid can prepare for each spell level, as shown of Table 3-4: The Druid. Also, the druid may gain extra spells to cast (but not prepare) for each spell level, if she has a high Charisma score.

Druids do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, druids commune with the spirits of the land, receiving them through strength of faith or as divine inspiration. The druid must spend one hour each day, typically at sunrise, in quiet contemplation in order to prepare all her daily allotment of spells again.

However, the druid may choose to have some spell slots remain free at this time, and may later prepare a spell to fill it by spending 15 minutes in quiet and calm communion. Time resting has no effect on whether a druid can prepare spells. A druid can prepare any spell appearing on the druid spell list, and may prepare one spell per spell level of the elemental sphere she has access to.

Also, to prepare or cast spells, the druid needs to use guarded lands as a divine focus. When they venture off their guarded lands, druids need to bring a small significant piece of it to act as a divine focus. This can be a particular type of stone, species of plant, or even a small animal native to her guarded lands.

Spontaneous Casting: Athasian druids do not receive this ability.

Animal Companion (Ex): As PHB, but the animal companion must be selected from the following list: boneclaw*(lesser), carru*, crodlu* (light), dire rat, eagle, hawk, janx*, jhakar*, kes'trekel*, kivit*, owl, snake (Small or Medium viper). If the campaign takes part in or near the Sea of Silt, the DM may add the silt spawn* to the druid's list of options. Creatures marked with an * are detailed in *Monsters of Athas*.

Druidic: From their time spent in communion with nature and the spirits of the land, all druids learn to use a common language called druidic. This language is considered a native language for the druid, and it cannot be learned by non-druids.

Guarded Lands (Su): At first level, the druid chooses one identifiable geographical feature to protect, becoming her guarded lands. The guarded lands of the druid serve as a source of the druid's powers, and determines many of his class abilities. A druid's guarded lands can vary in size, but it must be relatively easy to locate and identify. In any case, a druid cannot choose an area of more than 20 miles in diameter (about day's walk for a human), as a broader area would be too large for a single druid to protect effectively.

When on his guarded lands, the druid benefits from a +2 insight bonus on Hide, Knowledge(nature), Listen, Move Silently, Spot and Survival checks.

Also, while on her guarded lands, the druid becomes a part of that environment, blending with her surroundings in order to remain hidden from those she watches. As a result, the druid can use the Hide skill anywhere while on her guarded lands, as though she had concealment, even if the terrain would normally not grant the druid concealment.

Finally, the druid gains the terrain on which his guarded lands are as a favored environment (See *Unearthed Arcana* p.65) gaining a +2 competence bonus on Hide, Knowledge(nature), Listen, Move Silently, Spot and Survival checks while on this terrain. These bonuses stack with those of her guarded lands.

Note that many of the druid's powers work only while on her guarded lands, and others only when she is in her favored environments.

Nature Sense: Athasian druids do not gain this ability. It is essentially replaced by Guarded Lands.

Wild Empathy (Ex): As PHB.

Blessing of the Land (Ex): The druid can move unhindered through undergrowth or uneven terrain while on her guarded lands. Additionally, the druid's overland movement on her favored environment improves by +1/4, though it can never exceed x1. This ability replaces the woodland stride of the PHB.

Tongues of the Wild (Su): Starting at 3rd level, a druid can use her close link to the spirits of the land to talk to any animal native to her favored environment. This ability works like the *speak with animals* spell, and can be used a number of times per day equal to 1 + the druid's Charisma modifier.

Resist Nature's Lure: Athasian druids do not gain this ability.

Trackless Step (Ex): As PHB, but works only on the druid's guarded lands.

Wild Shape: As PHB, except that the druid may only shapechange into animals native to her favored environment. Also, the progression of the characteristics of this ability differs from that of the PHB. See Table 3-4: The Druid for more details.

Lore of the Land (Ex): Throughout her life, a druid wanders the land, gaining new insight on the nature of Athas, and forming new bonds with the spirits of its lands. At 6th level, and at every 6 levels thereafter, the druid may select another terrain as favored environment. Her favored terrain bonuses and many of her druid powers now extend to this new environment.

Additionally, each time the druid gains this ability, the insight bonuses the druid gains while on her guarded lands increase by 2.

Tongues of the Land (Su): As *Tongues of the Wild*, but the druid can now also use this ability to talk to plants, as the *speak with plants* spell.

Venom Immunity: As PHB.

Timeless Body: As PHB.

Ex-Druid: Druids who use defiling magic or that allow their guarded lands to be completely destroyed or defiled lose all spells and powers until they receive an *atonement* spell. If the druid's guarded lands is destroyed, then the druid must select a new guarded land once she receives her atonement spell. Finally, if the druid becomes undead (takes an undead template) she permanently loses all druid spells and powers.

Table 3-4: The Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Animal Companion, Druidic, Guarded Lands, Wild Empathy	2+1	1+1	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	Blessing of the Land	3+1	2+1	-	-	-	-	-	-	-	-
3rd	+2	+3	+1	+3	Tongues of the Wild	3+1	2+1	1+1	-	-	-	-	-	-	-
4th	+3	+4	+1	+4	Trackless Step	4+1	3+1	2+1	-	-	-	-	-	-	-
5th	+3	+4	+1	+4	Wild Shape (1/day)	4+1	3+1	2+1	1+1	-	-	-	-	-	-
6th	+4	+5	+2	+5	Lore of the Land	4+1	3+1	3+1	2+1	-	-	-	-	-	-
7th	+5	+5	+2	+5	Tongues of the Land	5+1	4+1	3+1	2+1	1+1	-	-	-	-	-
8th	+6/+1	+6	+2	+6	Wild Shape (2/day)	5+1	4+1	3+1	3+1	2+1	-	-	-	-	-
9th	+6/+1	+6	+3	+6	Venom Immunity	5+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-
10th	+7/+2	+7	+3	+7	Wild Shape (large)	5+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-
11th	+8/+3	+7	+3	+7	Wild Shape (3/day)	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	-	-
12th	+9/+4	+8	+4	+8	Lore of the Land	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-	-	-
13th	+9/+4	+8	+4	+8	Wild Shape (tiny)	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	-
14th	+10/+5	+9	+4	+9	Wild Shape (4/day)	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-	-
15th	+11/+6/+1	+9	+5	+9	Timeless Body	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-
16th	+12/+7/+2	+10	+5	+10	Wild Shape (huge)	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-
17th	+12/+7/+2	+10	+5	+10	Wild Shape (5/day)	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18th	+13/+8/+3	+11	+6	+11	Lore of the Land	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11		5+1	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20th	+15/+10/+5	+12	+6	+12	Wild Shape (6/day)	5+1	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

Fighter

The athasian fighter

Game Rule Information

As PHB.

Class Skills

As PHB, but add Knowledge(architecture and engineering, warfare) (Int) to the list.

Skill Points: 2.

Class Features

All of the following are class features of the fighter.

Weapon and Armor Proficiency: A fighter is proficient with basic weapons plus any four other weapon groups. She is also proficient with all types of armor and all types of shields (including tower shields).

Formations (Ex): Fighters first learn to fight in organized units and formations to give them the edge over non-trained adversaries. At 1st level, fighters gain the benefits of the Formation Expert feat, even if they do not meet the prerequisite, as long as they use it with other fighters, or with allies who have the Formation Expert or Militia feats.

Bonus Feats: As PHB, but add Battlefield Leadership and Siege Engineer to the list.

Table 3-5: The Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus Feat, Formations
2nd	+2	+3	+0	+0	Bonus Feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	Bonus Feat
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Bonus Feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus Feat
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	Bonus Feat
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	Bonus Feat
15th	+15/+10/+5	+9	+5	+5	
16th	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	Bonus Feat
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Bonus Feat

Gladiator

The athasian gladiator

Background:

Adventures:

Characteristics:

Alignment:

Religion:

Races:

Other Classes:

Game Rule Information

Abilities: Strength is an ideal ability for the gladiator, as its greatly affects his combat abilities. Since gladiators usually don't get to wear a lot of armor, dexterity is very important to them. Constitution lets them endure more damage, often making the difference between victory and defeat.

Alignment: Any.

Hit Die: d12.

Class Skills

The gladiator's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Tumble (Dex).

Skill Points: 2.

Class Features

All of the following are class features of the gladiator.

Weapon and Armor Proficiency: A gladiator is proficient with basic weapons and both exotic weapons and exotic double weapons groups. The gladiator may also select three other weapon groups chosen from the melee weapons groups. They are also proficient with light armor and with shields (but not tower shields).

Improved Unarmed Strike: A gladiator learns to fight without weapons before fighting with them. She gains this feat as a bonus feat at first level.

Martial Display (Ex): A gladiator adds her full base attack bonus to her Perform(weapon drills) checks.

Arena Guile (Ex): At 2nd level, a gladiator gains a +2 competence bonus on Bluff and Sense Motive checks related to combat. This bonus increases by 1 for every 3 gladiator levels thereafter.

Combat Reflexes: The gladiator learns to capitulate on any mistake her opponents might make. She gains this feat as a bonus feat at 2nd level.

Weapon Familiarity (Ex): At 2nd level, the gladiator's diverse martial training makes him at ease with virtually any weapon. She gains a +2 competence bonus to attack rolls with any weapons she is not proficient with, or with improvised weapons.

Also, she can now take Weapon Specialization.

Melee Expert (Ex): Starting at 4th level, a gladiator gains a +1 competence bonus on attack rolls and checks when attempting a disarm, grapple, overrun, rush, sunder or trip manoeuvre. She also gains a +1 dodge bonus against attacks of opportunity triggered by these manoeuvre, if any. These bonuses increase by one for every four gladiator levels thereafter.

Armor optimization (Ex): At 5th level, a gladiator learns to optimize her armor for the best protection. When wearing armor, she gains an additional +1 armor bonus. This bonus increases for every 5 gladiator levels thereafter. However, this bonus may never exceed the normal armor bonus of the armor the gladiator dons. Also, the gladiator cannot benefit from this bonus if the armor is donned hastily.

At 7th level, the armor check penalty of any armor donned by the gladiator is reduced by one.

At 14th level, the maximum dexterity bonus of the gladiator is increase by one when wearing armor.

Improved Combat Reflexes (Ex): When she reaches 6th level, a gladiator adds her Wisdom bonus (if any) as an insight bonus on attack rolls for attacks of opportunity she makes.

Weapon Mastery (Ex): At 9th level, the gladiator never suffers a penalty when wielding a weapon she is not proficient with. She gains a +4 competence bonus on attack rolls with weapons she is not proficient with, or with improvised weapons. Note however that she does not become proficient with the weapons, and must still take the appropriate weapon group feats to do so.

Also, she can now take Greater Weapon Focus and Greater Weapon Specialization.

Fame: At 10th level, a gladiator is renowned in every arenas of the Tyr Region. When fighting in

gladiatorial combat, the crowd's initial reaction improves by one step for (see Complete Warrior p.132).

Also, the gladiator receives a +2 circumstance bonus to Intimidate checks while in a gladiatorial match.

Combat Reflexes Mastery (Ex): At 11th level, the gladiator can capitalize on her opponent's mistakes. Once per round, when an opponent attacks the gladiator and misses, the gladiator may immediately make an attack of opportunity against that opponent in return. This attack counts as a regular attack of opportunity for the gladiator, but she can make only one such attack per round.

Making the Kill (Ex): At 13th level, a gladiator masters the art of finishing off his opponent quickly and efficiently. A gladiator can make a coup de grace as a standard action instead of a full round action, or a free action instead of a standard action.

Champion: At 18th level, the gladiator is so well known by crowds that she always gets overwhelming reactions from it. The crowd's initial reaction improves by two steps (see Complete Warrior p.132).

Also, the gladiator's intimidate bonus raises to +4.

Ex-Gladiator: A gladiator who no longer competes in gladiatorial matches becomes an ex-gladiator. She retains all gladiator abilities, and she may even raise her gladiator level, perfecting the techniques she has learned. However, she cannot gain the Fame and Champion abilities with ex-gladiator levels. A gladiator who competes in gladiatorial matches again regains her full gladiator level benefits.

Also, an ex-gladiator can multiclass, but when she does so, she may no longer raise her gladiator level. Only by returning to the arena can an ex-gladiator raise her gladiator level again.

Table 3-6: The Gladiator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Improved Unarmed Strike, Martial Display
2nd	+2	+3	+3	+0	Arena Guile +2, Combat Reflexes
3rd	+3	+3	+3	+1	Weapon Familiarity
4th	+4	+4	+4	+1	Melee Expert +1
5th	+5	+4	+4	+1	Arena Guile +3, Armor Optimization +1
6th	+6/+1	+5	+5	+2	Improved Combat Reflexes
7th	+7/+2	+5	+5	+2	Armor Optimization (reduce armor check penalty)
8th	+8/+3	+6	+6	+2	Arena Guile +4, Melee Expert +2
9th	+9/+4	+6	+6	+3	Weapon Mastery
10th	+10/+5	+7	+7	+3	Armor Optimization +2, Fame
11th	+11/+6/+1	+7	+7	+3	Arena Guile +5, Combat Reflexes Mastery
12th	+12/+7/+2	+8	+8	+4	Melee Expert +3
13th	+13/+8/+3	+8	+8	+4	Making the Kill
14th	+14/+9/+4	+9	+9	+4	Arena Guile +6, Armor Optimization (increase maximum dexterity bonus)
15th	+15/+10/+5	+9	+9	+5	Armor Optimization +3
16th	+16/+11/+6/+1	+10	+10	+5	Melee Expert +4
17th	+17/+12/+7/+2	+10	+10	+5	Arena Guile +7
18th	+18/+13/+8/+3	+11	+11	+6	Champion
19th	+19/+14/+9/+4	+11	+11	+6	-
20th	+20/+15/+10/+5	+12	+12	+6	Arena Guile +8, Armor Optimization +4, Melee Expert +5

Monk

The athasian monk

Background:

Adventures:

Characteristics:

Alignment:

Religion:

Races:

Other Classes:

Game Rule Information

As PHB.

Class Skills

As PHB, but remove Knowledge(arcana) (Int), add Autohypnosis (Wis) and Knoweldge(psionics) (Int).

Skill Points: 4.

Class Features

All of the following are class features of the monk.

Weapon and Armor Proficiency: A monk is only proficient in his trademark weapon: the quarterstaff. However, their unarmed martial training more than compensates for their lack of weapons training.

Additionally, The monk is not proficient with any type of armor or shield.

AC bonus (Su): As PHB, but only when the monk remains psionically focused.

Flurry of blows (Ex): As PHB, but can only be used with unarmed attacks or with the quarterstaff.

Unarmed Strike (Ex): As PHB, but the monk deals nonlethal damage with his unarmed attacks. She may still take a –4 penalty to her attack rolls in order to deal lethal damage, however.

Wild Talent: Only those who show some psionic potential can be trained in the monastic traditions. Monks gain this feat as a bonus feat at 1st level.

Evasion: As PHB.

Psionic Fist: Monks gain this feat for free at 2nd level, even if they do not meet the prerequisites

Still Mind (Ex): As PHB, but the bonus applies to all Will saves against mind-affecting effects.

Psionic Speed (Su): At 3rd level, a monk gains a 10 feet enhancement bonus to her speed for as long as she remains psionically focused, and not encumbered by armor or medium or heavy loads. This enhancement bonus to speed increases by 10 feet for every 3 monk levels thereafter.

Psionic Strike (Su): At 4th level, a monk's unarmed attacks are treated as psionic weapons for the purpose of dealing damage to creatures with damage reduction. At 10th level, her unarmed attacks are also treated as lawful, and at 16th level, they are treated as steel weapons.

Table 3-7: The Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage	AC
1st	+0	+2	+2	+2	AC Bonus, Flurry of Blows, Unarmed Attack, Wild Talent	-2/-2	1d6	+0
2nd	+1	+3	+3	+3	Evasion, Psionic Fist, Psionic Fall 10 feet	-1/-1	1d6	+0
3rd	+2	+3	+3	+3	Psionic Speed +10 feet, Still Mind	+0/+0	1d6	+0
4th	+3	+4	+4	+4	Psionic Fall 20 feet, Psionic Strike (psionic)	+1/+1	1d8	+0
5th	+3	+4	+4	+4	Purity of Body	+2/+2	1d8	+1
6th	+4	+5	+5	+5	Psionic Meditation, Psionic Fall 30 feet, Psionic Speed +20 feet	+3/+3	1d8	+1
7th	+5	+5	+5	+5	Wholeness of Body	+4/+4	1d8	+1
8th	+6/+1	+6	+6	+6	Psionic Fall 40 feet	+5/+5/+0	1d10	+1
9th	+6/+1	+6	+6	+6	Improved Evasion, Psionic Speed +30 feet	+6/+6/+1	1d10	+1
10th	+7/+2	+7	+7	+7	Psionic Fall 50 feet, Psionic Strike (lawful)	+7/+7/+2	1d10	+2
11th	+8/+3	+7	+7	+7	Greater Flurry, Psionic Body	+8/+8/+8/+3	1d10	+2
12th	+9/+4	+8	+8	+8	Psionic Movement, Psionic Fall 60 feet, Psionic Speed +40 feet	+9/+9/+9/+4	2d6	+2
13th	+9/+4	+8	+8	+8	Psionic Soul	+9/+9/+9/+4	2d6	+2
14th	+10/+5	+9	+9	+9	Psionic Fall 70 feet	+10/+10/+10/+5	2d6	+2
15th	+11/+6/+1	+9	+9	+9	Psionic Speed +50 feet, Strike at the Soul	+11/+11/+11/+6/+1	2d6	+3
16th	+12/+7/+2	+10	+10	+10	Psionic Fall 80 feet, Psionic Strike (steel)	+12/+12/+12/+7/+2	2d8	+3
17th	+12/+7/+2	+10	+10	+10	Timeless Body, Tongues of the Mind	+12/+12/+12/+7/+2	2d8	+3
18th	+13/+8/+3	+11	+11	+11	Psionic Fall 90 feet, Psionic Speed +60 feet	+13/+13/+13/+8/+3	2d8	+3
19th	+14/+9/+4	+11	+11	+11	Empty Body	+14/+14/+14/+9/+4	2d8	+3
20th	+15/+10/+5	+12	+12	+12	Perfect Self, Psionic Fall (any distance)	+15/+15/+15/+10/+5	2d10	+4

Psionic Fall (Su): As PHB, but the monk must remain psionically focused to use this ability.

Psionic Meditation: Monks gain this feat as a bonus feat at 6th level, even if they do not meet the prerequisites.

Purity of Body (Ex): As PHB.

Wholeness of the Body (Su): As PHB, but the monk must expend her psionic focus to use this ability.

Improved Evasion (Ex): As PHB.

Psionic Body (Ex): As Diamond Body of the PHB.

Psionic Movement: As Abundant Step of the PHB, but works as *psionic dimension door*, and the monk must also expend her psionic focus.

Psionic Soul (Ex): As Diamond Soul of the PHB, but grants a psionic resistance.

Strike at the Soul (Su): At 15th level, a monk learns to strike at the core of her opponent with a unarmed attack, separating her foe's consciousness from her body. As a standard action that can be used once per day and expends the monk's psionic focus, the monk can make one unarmed attack against an opponent. If the attack hits, the target takes normal damage and must succeed a Will save against a DC of 10 + ½ the monk's level + the monk's Wisdom modifier or fall unconscious for 1 day per level of the monk who made the attack. The *Psionic Revivify* power can end this effect, but nothing short of a *limited wish*, *miracle* or *wish* spell can restore the character's consciousness before that time. This is a mind-affecting ability.

Timeless Body (Ex): As PHB.

Tongues of the Mind (Su): At 17th level, the monk may use the *Mindlink* power at will. Her manifester level for that power is equal to half her manifester level.

Empty Body (Su): As PHB, but replicates *psionic etherealness* instead.

Perfect Self: As PHB, but the monk gains Damage Reduction 10/psionic.

Ex-Monk: As PHB.

Psion

As XPH.

Psychic Warrior

As XPH.

Ranger

As the PHB non-spellcasting variant of the Complete Warrior, but remove Concentration (Con) from the list of class skills, remove the Woodland Stride ability, and add the Favored Terrain ability at levels 7 and 14.

Rogue

As PHB.

Templar

The athasian templar

Background:

Adventures:

Characteristics:

Alignment:

Religion:

Races:

Other Classes:

Game Rule Information

Abilities: Intelligence determines how powerful a spell a templar can cast, and how many spells a templar knows. Charisma determines how many spells a templar can cast each day, and how difficult these spells are to resist. Since templars often serve in military functions for the sorcerer kings, they benefit from high Strength, Dexterity and Constitution scores.

Alignment: A templar's alignment cannot be opposed to her patron's on any axis (law vs. chaos, good vs. evil). See Table 3-10: Sorcerer-Kings/-Queens for more details.

Hit Die: d8.

Class Skills

The templar's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge(all) (Int), Language (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int).

Skill Points: 4.

Class Features

All of the following are class features of the templar.

Weapon and Armor Proficiency: A templar is proficient in basic weapons plus any two other weapons groups. They are proficient in light and medium armor and with shields (but not tower shields).

Spells: A templar casts divine spells which are drawn from the templar spell list. She may learn any spell on this list without regard for elemental spheres. Also, she can cast any of the spells she knows without preparing them (see below). However, her alignment may prevent her from casting spells with an alignment descriptor opposed to her own.

To learn or cast a spell, a templar must have a Intelligence score equal to at least 10 + the spell level.

The DC for saves against a templar's spell is 10 + spell level + templar's Charisma modifier.

Unlike other spellcasters, the templar doesn't need to prepare her spells each day in order to cast them. Instead, a templar's selection of spells is more limited, and she only has access to a fixed number of spells chosen from the templar spell list. This number is determined by Table 3-9: Templar Spell Known. Also, for each spell level, the templar receives an assigned spell, determined by her patron. The templar with a high Intelligence score can also learn (but not cast) additional spells. These extra spells are taken from the templar spell list and added to the number of spells known by the templar. The templar can only learn new spell by raising in levels.

The templar can cast any combination of these spells, up to a maximum number of times shown on Table 3-8: The Templar. Also, the templar may gain extra spells to cast (but not learn) for each spell level, if she has a high Charisma score.

Templars do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, templars serve their Sorcerer-King or Sorcerer-Queen patron, receiving them through devotion and upholding of the monarch's laws. The templar must spend one hour each day, typically at sunrise, in quiet contemplation in order to receive her daily allotment of spells again.

Also, to prepare or cast spells, the templar needs to use their patron's sigil as a divine focus. This sigil also acts as the templar's badge of authority and allows him to use her Secular Authority powers (see below).

Literacy: A templar gains this feat for free at 1st level.

Secular Authority (Ex): Templars represent the monarch's authority over her city-state, and they may exercise a number of powers to uphold their patron's law, depending on their level. In any case, the templar may only use his secular authority powers while in her patron's region (the city-state and environs).

A templar can make use of any secular authority powers she has access to, depending on her level and her ranks in Diplomacy, for a total of once per day per templar level, with the exceptions noted below. In any case, the templar can make additional uses of her secular authority powers each day, but when she does so, she incurs a cumulative 10% chance that her patron will notice her abuse and deprive the templar of her spells and powers (but not secular authority) for one day. Should another abuse be noticed by the templar's patron during that period, the templar loses all spells and powers (including secular authority) and becomes an ex-templar.

Also, a templar may attempt to use *Access* or *Requisition* powers without meeting the prerequisites, but in this case, she incurs a 10% cumulative chance

per level or Diplomacy rank difference (whichever is higher) that her patron will notice her abuse and deprive the templar of her powers for 24 hours (or 1 month for some requisition powers). Should another abuse be noticed by the templar's patron during that period, the templar loses all spells and powers (including secular authority) and becomes an ex-templar.

When a templar uses a secular authority power against someone, the individual must comply, or the templar may have her legally imprisoned, just as if the templar had used the appropriate accusation power. This resulting accusation does not count as a use of secular authority by the templar.

Finally, a templar may attempt to countermand any other templar's use of secular authority. To attempt this, the templar needs to have access to the power to be countermanded, and she needs to make an opposed diplomacy check with other templar.

Enforce Law: All templars are required to enforce the law of their patron at all times. The templars may always enact the following powers, and none of these count towards her daily limit of secular authority uses.

A templar may intervene in any conflict or theft that ensues within her patron's region and is witnessed by the templar. She may have any participants arrested for one day per templar level.

A templar may have any wizard seen casting arrested or executed.

A templar may always confiscate magic items and spell components within her patron's region. The templar cannot keep these items however. Doing so results in a 10% chance per 1000cp value of the item (maximum 90%) that the templar's patron will notice the abuse and deprive the templar of her spells and powers for one month, and the templar must return the item. Failure to do so, or a second offense within that time period has the templar become an ex-templar.

Command Slave: A templar with 1 or more ranks in Diplomacy may command someone else's slave to do his bidding for up to one hour per templar level. The rank of the owner is not important. If the slave refuses, he can be legally executed instead of imprisoned, and the owner is not compensated.

Free Access: A templar of at least 2nd level and with 3 or more ranks in Diplomacy can use his secular authority to search any freeman and any of his property without giving any motive.

Requisition guards: A templar of at least 3rd level and with 5 or more ranks in Diplomacy can use his secular authority to requisition soldiers to serve him for 1 hour per templar level. These soldiers act as followers for the templar as if he had the leadership feat and they require no monetary compensation for their service. A templar may requisition as many soldiers (human, half-elf or dwarf war1) as her templar level for each use of this

ability. She may also trade 2 soldiers for a mul bodyguard (war2) or 3 soldiers for a half-giant guard (war1) instead.

Accuse Freeman: A templar of at least 4th level and with 6 or more ranks in Diplomacy can use his secular authority to accuse a freeman of a any crime she sees fit, and have the victim arrested and imprisoned until she is judged by a templar with the appropriate power, or for up to 1 day per level of the templar, unless countermanded or pardoned by another templar. Evidence is irrelevant for accusation.

Full Access: As Free Access, but the ability extends to nobles as well. Also, the templar gains access to royal property, including palaces and libraries. The templar needs to be of at least 5th level and have 7 Diplomacy ranks or more to use this ability.

Requisition funds: Once per month, a templar of 6th level of higher with 8 ranks of Diplomacy or more can draw upon the royal treasuries to finance his activities. A templar may withdraw a number of gold pieces equal to his templar level. The templar needs not report on the way she will spend the money, nor give any account of her spendings. However, attempting to requisition funds more than once per month incurs a cumulative 25% chance that the templar's patron will be made aware of the abuse, and the templar will loose all spells and powers for one month. Should another abuse be noticed by the templar's patron during that period, the templar becomes an ex-templar.

Judge Freeman: At 7th level, a templar with 10 ranks of diplomacy or more may judge any freeman, imposing any sentence she deems fit, including execution, as the result of an accusation.

Requisition Property: At 9th level, a templar with 11 or more ranks in Diplomacy may requisition a mundane item whose value is less than 100cp per templar level. The item must belong to a freeman. At 15th level, this ability extends to a noble's property.

Also, the templar may choose to keep one confiscated magical item per month. This confiscation has no chance of angering the templar's patron.

Accuse Noble: As *Accuse Freeman*, but the ability extends to all nobles as well. The templar needs to be of

at least 10th level and have 12 Diplomacy ranks or more to use this ability.

Request Audience: When she reaches 12th level, a templar with 15 or more ranks in Diplomacy can ask for a private audience with her patron, although she should have important issues to discuss. The templar may use this ability once per month at 12th level and once per week once she reaches 18th level. Asking for more audiences has no consequences other than the monarch's unavailability for audience.

Accuse Noble: As *Judge Freeman*, but the ability extends to all nobles as well. The templar needs to be of at least 15th level and have 18 Diplomacy ranks or more to use this ability.

Grant Pardon: When she reaches 17th level, a templar with 20 or more ranks in Diplomacy may grant pardon for any crime someone has done, been accused or convicted of, without having to countermand another templar's use of secular authority. Only templars with this ability may try to countermand a pardon. Also, the templar may free slaves with this ability.

Turn or Rebuke Undead (Su): As *PHB*, but turning or rebuking is determined by patron.

Scribe Scroll: At 2nd level, a templar learns how to combine writing and magic, gaining this feat for free.

Item Creation Feat: Templars have access to vast amounts of magical knowledge, researches and materials, allowing them to learn the secrets of crafting many kinds of magical items. At 8th, 14th and 20th level, the templar gains one Item Creation feat of her choice.

Service: A templar is granted powers to enforce the law of her patron in her region. A templar cannot leave this region unless ordered to. If she does, she becomes an ex-templar.

Ex-Templars: Templars who leave their region without permission, disobey the command of their patron or abuse their secular authority powers become ex-templars, loosing all spells and powers (including Secular Authority). Note that many sorcerer-kings and sorcerer-queens will probably kill an offending templar.

Also, templars who lose their patron also become ex-templars, loosing all powers and spells except for secular authority, and they may still take templar levels.

Table 3-8: The Templar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Literacy, Secular Authority, Enforce Law, Command Slave, Turn or Rebuke Undead	5	3	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3	Free Access, Scribe Scroll	6	4	-	-	-	-	-	-	-	-
3rd	+2	+1	+1	+3	Requisition Guards	6	5	-	-	-	-	-	-	-	-
4th	+3	+1	+1	+4	Accuse Freeman	6	6	3	-	-	-	-	-	-	-
5th	+3	+1	+1	+4	Full Access	6	6	4	-	-	-	-	-	-	-
6th	+4	+2	+2	+5	Requisition Funds	6	6	5	3	-	-	-	-	-	-
7th	+5	+2	+2	+5	Judge Freeman	6	6	6	4	-	-	-	-	-	-
8th	+6/+1	+2	+2	+6	Bonus Item Creation feat	6	6	6	5	3	-	-	-	-	-
9th	+6/+1	+3	+3	+6	Requisition Property (freeman)	6	6	6	6	4	-	-	-	-	-
10th	+7/+2	+3	+3	+7	Accuse Noble	6	6	6	6	5	3	-	-	-	-
11th	+8/+3	+3	+3	+7		6	6	6	6	6	4	-	-	-	-
12th	+9/+4	+4	+4	+8	Request Audience (1/month)	6	6	6	6	6	5	3	-	-	-
13th	+9/+4	+4	+4	+8		6	6	6	6	6	6	4	-	-	-
14th	+10/+5	+4	+4	+9	Bonus Item Creation feat	6	6	6	6	6	6	5	3	-	-
15th	+11/+6/+1	+5	+5	+9	Judge Noble, Requisition Property (noble)	6	6	6	6	6	6	6	4	-	-
16th	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	6	5	3	-
17th	+12/+7/+2	+5	+5	+10	Grant Pardon	6	6	6	6	6	6	6	6	4	-
18th	+13/+8/+3	+6	+6	+11	Request Audience (1/week)	6	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+6	+6	+12	Bonus Item Creation feat	6	6	6	6	6	6	6	6	6	5

Table 3-9: Templar Spells Known

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

Table 3-10: Sorcerer-Kings/-Queens

Element/Paraelement	Alignment	Undead
Abalach-Re	Chaotic Evil	Rebuke
Androphinis	Lawful Evil	Rebuke
Daskinor	Chaotic Evil	Rebuke
The Dragon	Lawful Evil	Rebuke
Dregoth	Lawful Evil	Rebuke
Hamanu	Lawful Evil	Rebuke
Kalak	Neutral Evil	Rebuke
Lalali-Puy	Lawful Evil	Rebuke
Nibenay*	Neutral Evil	Rebuke
Oronis	Lawful Good	Turn
Tectuktitlay	Neutral Evil	Rebuke

* Only female templars may choose Nibenay has their patron.

Trader

The athasian trader.

Background:

Adventures:

Characteristics:

Alignment:

Religion:

Races:

Other Classes:

Game Rule Information

Abilities: Charisma is the most important ability for traders, and affect most of their skills and abilities. Wisdom also aids traders, and intelligence grants them additional skill points. As they seldom wear armor, traders benefit from a high dexterity score.

Alignment: Any.

Hit Die: d6.

Class Skills

The trader's class skills (and the key ability for each skill) are Appraise (Int), Bargain (Cha), Bluff (Cha), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Knowledge(bureaucracy, geography, local, nobility) (Int), Language (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points: 8.

Class Features

All of the following are class features of the trader.

Weapon and Armor Proficiency: A trader is proficient in basic weapons and either light blades or crossbows. They are not proficient with any type of armor or shields.

Funding: Charismatic traders always manage to find some funding to start their careers. At character creation, a trader receives a bonus 50cp for each point of charisma bonus she has (if any) to add to her starting funds. This extra money may be spent only on items for trade, not for personal equipment. Multiclass traders who pick up their first level in the trader class at a later time do not receive this starting boon.

Negotiator: Traders are masters at the art of negotiation. They receive a +4 competence bonus to any Charisma related check that involves negotiation of some sort (not Perform checks or feinting in combat).

Trade Tongue: Traders often have to use Common, and treat Common as a native language.

Skill Focus (Bargain): Traders receive this feat for free at 2nd level.

Fluency: At 3rd level, traders are already very good communicators. They gain a +1 competence bonus to

any language checks, even with languages they are not proficient with. This bonus increases for every 3 trader levels the character gains thereafter.

Trade Secret: At 4th level and every 3 levels thereafter, the trader gains a special ability related to his craft. She may choose between any of the following abilities. Note that all monetary values expressed in cps below can be substituted by other valuables of equal or greater value:

Appeal of Gain: The trader may make some irresistible offer to potential attackers in exchange for her safety. When faced with hostile humanoids, and as long as the trader or his allies are not attacking them, the trader may offer 25cp per attacker to receive the benefits of a *sanctuary* effect on herself. Any person who was offered money and attempts to attack or target the trader with any negative effect must make a Will save against a DC of 10 + ½ the trader's level + the trader's Charisma modifier or be unable to harm the trader. The trader may also protect additional targets with this ability, but she must then offer an additional 25cp for each of them. Each time the trader doubles the ransom, the DC of this ability may be increased by 2. Note that a trader must offer the ransom immediately to the targets for this ability to work.

Buy Loyalty: In a non-combat situation, a trader can offer 25cp to a person of indifferent attitude in order to affect him as per *charm person* with a DC of 10 + ½ the trader's level + the trader's Charisma modifier. The trader may increase the DC of the effect by 2 by doubling the amount of cps offered. These adjustments stack. The trader may also attempt this with a target of unfriendly attitude, but the amount of cps spent must be doubled.

Exploit Weakness: When making an opposed Charisma-, Intelligence- or Wisdom-related check, the opponent of the trader must use the lowest of the these three abilities as her ability modifier for her check.

Fast Talk: A trademark of the athasian traders, these individuals can attempt to fast-talk a target as part of a Bargain, Bluff or Diplomacy check in order to improve the target's receptability to the trader's claims. When making an opposed check against the trader on any of those skills, the target must make a Will save against a DC a 10 + ½ the trader's level + the trader's Charisma modifier or be considered one step easier for the trader's check (Bargain and Diplomacy checks are made against an attitude one step higher, and Bluff checks are made against a DC one step lower). A target can only be affected by this ability once per encounter, no matter if the target succeeds or fails her save.

Master of Bribes: When making a Diplomacy or Gather Information check, a trader may spend 5cp per level of the target to gain a +2 circumstance bonus to her check. Each time the trader doubles this sum, she gains an additional +2 bonus to her check.

Promise of Wealth: Traders can offer 5cp per level of an ally as a reward for some action to grant him a +1 morale bonus to attack rolls and Will saves against fear for 1 minute per level of the trader. The trader may affect any number of allies, but the reward must be offered to all who receive this bonus.

Read Faces: Traders become very accustomed to reading other people's nonverbal language when dealing with them. As such, a trader who can see a person can always take 10 on Sense Motive checks.

Trader's Eye: Appraising valuables becomes second nature to the trader. She may take 10 on Appraise checks on common items, and gains a +4 insight bonus on Appraise checks on rare items. Also, she gains a +4 insight bonus on any Search checks made to find valuable items. Finally, the trader automatically recognises the masterwork quality of masterwork items of any kind.

Wise choices: Wise traders learn a few tricks to keep them alive in combat. Whenever a trader fights defensively or in total defence, she gains a dodge bonus to AC equalling her Wisdom bonus, if any.

Wizened words: Traders apply the tricks of their trade to their dealings with others. She can apply her Wisdom modifier to any Charisma-related checks related to social interaction (not feinting in combat or perform checks).

Versatile: At 5th, 10th, 15th and 20th level, the trader chooses 2 skills which become trader class skills from this point on.

Table 3-11: The Trader

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Funding, Negotiator, Trade Tongue
2nd	+1	+0	+3	+3	Skill Focus (Bargain)
3rd	+2	+1	+3	+3	Fluency +1
4th	+3	+1	+4	+4	Trade Secret
5th	+3	+1	+4	+4	Versatile
6th	+4	+2	+5	+5	Fluency +2
7th	+5	+2	+5	+5	Trade Secret
8th	+6/+1	+2	+6	+6	
9th	+6/+1	+3	+6	+6	Fluency +3
10th	+7/+2	+3	+7	+7	Trade Secret, Versatile
11th	+8/+3	+3	+7	+7	
12th	+9/+4	+4	+8	+8	Fluency +4
13th	+9/+4	+4	+8	+8	Trade Secret
14th	+10/+5	+4	+9	+9	
15th	+11/+6/+1	+5	+9	+9	Fluency +5, Versatile
16th	+12/+7/+2	+5	+10	+10	Trade Secret
17th	+12/+7/+2	+5	+10	+10	
18th	+13/+8/+3	+6	+11	+11	Fluency +6
19th	+14/+9/+4	+6	+11	+11	Trade Secret
20th	+15/+10/+5	+6	+12	+12	Versatile

Wilder

As XPH.

Wizard

The athasian wizard.

Background:

Adventures:

Characteristics:

Alignment:

Religion:

Races:

Other Classes:

Game Rule Information

As PHB.

Class Skills

As PHB, but add Bluff (Cha) and Hide (Dex), remove Knowledg(Architecture and Engineering, Psionics) (Int).

Class Features

All of the following are class features of the wizard.

Weapon and Armor Proficiency: As PHB (UA).

Spells: Wizards are the sole arcane spellcasters of Athas. They prepare spells from the wizard spell list.

To learn and prepare a spell, a wizard must have an Intelligence score equal to at least 10 + the spell's level. The DC for saves against a wizard's spell is equal to 10 + the spell's level + the wizard's Intelligence modifier.

A wizard can only prepare a certain number of spells per day, as shown on table 2-12: The Wizard. In addition, she receives additional spells to prepare if she has a high Intelligence score.

Once prepared, a wizard can cast any combination of these spells, up to a maximum shown on table 2-13: Wizard spells per day.

The wizard may know any number of spells, but must preserve each of them with arcane writings in order to prepare them again (unless the wizard selects the Spell Mastery feat). A 1st level wizard begins play with 6 0-level spells and a number of 1st level spells equal to 1 + the wizard's Intelligence modifier in her possession. As a result of magical training and experiments, the wizard learns how to use one additional spell at each new wizard level.

Unlike all other spellcasters, a wizard may learn new spells by scribing them from other magical writings. See Chapter 10: Magic for more details.

Defiling: Arcane spellcasters take their spell energy from plant life surrounding them. However, they may choose to leech out all plant life within a certain area to

augment their spells. At 1st level, a wizard must choose between being a preserver (a wizard who does not defile, or very rarely) or a defiler (a wizard who assumed the taint of defiling and resorts to it often). Both types of wizards may defile when they choose to. See Chapter 10: Magic for more details on defiling.

Draconic: As arcane spells are uttered in this language, wizards gain a +4 bonus on Language(Draconic) checks. They do not know how to

converse in the language unless they take ranks in it, however, but they can understand parts of it.

Scribe Scroll: As PHB.

Summon Familiar: As PHB, but the list of familiars is different. See Table 3-14: Familiars.

Bonus Feat: As PHB.

Table 3-12: The Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Defiling, Draconic, Scribe Scroll, Summon Familiar	3	1	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3		4	2	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3		4	2	1	-	-	-	-	-	-	-
4th	+2	+1	+1	+4		4	3	2	-	-	-	-	-	-	-
5th	+2	+1	+1	+4	Bonus Feat	4	3	2	1	-	-	-	-	-	-
6th	+3	+2	+2	+5		4	3	3	2	-	-	-	-	-	-
7th	+3	+2	+2	+5		4	4	3	2	1	-	-	-	-	-
8th	+4	+2	+2	+6		4	4	3	3	2	-	-	-	-	-
9th	+4	+3	+3	+6		4	4	4	3	2	1	-	-	-	-
10th	+5	+3	+3	+7	Bonus Feat	4	4	4	3	3	2	-	-	-	-
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	-	-	-
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	-	-	-
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	-	-
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	-	-
15th	+7/+2	+5	+5	+9	Bonus Feat	4	4	4	4	4	4	3	2	1	-
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	-
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Bonus Feat	4	4	4	4	4	4	4	4	4	4

Table 3-13: Wizard Spells per Day

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

Table 3-14: Familiars

Familiar	Special
Bat	+3 on Listen checks
Beetle	+3 on Search checks
Cat	+3 on Move Silently checks
Kes'trekel	+3 on Spot checks
Rat	+2 on Fortitude saves
Scorpion	+3 on Intimidate checks
Snake (Tiny)	+3 on Bluff checks
Spider (Fine)	+3 on Climb checks

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