

Chapter Three: Classes

The Classes

Here is the list and short description of the 12 athasian base classes.

Barbarian: A warrior of the wild who uses fury and instinct to bring down foes.

Bard: A master of lore and arts, whose charm can hide dark agendas.

Cleric: A capable warrior devoted to an element which grants her divine spells.

Druid: A defender of the Spirits of the Land from which she gets divine powers.

Fighter: A warrior trained in military arts and tactics of weapons and warfare.

Gladiator: A warrior intensely trained and tested in all forms of single combat.

Monk: A master of unarmed combat strengthened by harmony of body and mind.

Psion: A master of the powers of thought and mind over body.

Psiwarrior: A warrior who uses mental powers to augment his fighting skills.

Ranger: A wanderer skilled in surviving through fights and wilderness lore.

Rogue: A stealthy figure who survives on her cunning instead of brute force.

Wizard: An master of arcane lore who draws on life force to power his spells.

The abbreviations for each of these classes are: Barbarian: Bbn; Bard: Brd; Cleric: Clr; (Air: A; Earth: E; Fire: F; Magma: M; Rain: R; Silt: Si; Sun: Su; Water: W) Druid: Drd; Fighter: Ftr; Gladiator: Gld; Monk: Mnk; Psion: Psn; (Egoist: Ego; Nomad: Nmd; Savant: Svt; Seer: Ser; Shaper: Shp; Telepath: Tlp) PsiWarrior: Psw; Ranger: Rgr; Rogue: Rog; Monk: Mnk; Wizard: Wiz.

Level dependant benefits

Powerful races

Races with level adjustment start out with a character level equalling their racial hit dice (if any) plus their class levels. As such, they receive skill points, skill caps, feats and ability increases according to this character level.

However, their equivalent character level is determined by adding their level adjustment to their character level. This value determines their Experience requirements for class levels and for rewards, as well as affect the character's starting money and equipment.

Game Rule Information and Class Features

To shorten the texts and descriptions, abilities and characteristics which correspond to those of the *Player's Handbook* will not be reiterated.

If an ability or characteristic is similar to that of the *PHB*, only the differences will be detailed. All that is removed will be written here. All that is not removed or changed remains as in the *PHB*.

Barbarian

As *PHB*.

Bard

Abilities: Charisma will help the bard use her Bardic Music and Influence Reactions as well as make her better at many of her class skills. Intelligence will help the bard with her Bardic Knowledge ability as well as grant her more skill points to spend on her many class skills. Dexterity will also be useful for many of the bard's subterfuge skills.

Alignment: Any neutral

Class Skills: As *PHB*, but remove Climb(Str), Concentration(Con), Scry(Int) and Spellcraft(Int), add Bargain(Cha), Craft(poisonmaking)(Int), Innuendo(Wis) and Use Psionic Device (Cha) and replace Alchemy(Int) by Craft(alchemy)(Int) and Speak Language(None) by Language(Int).

Skill Points: 6

Weapon and Armor Proficiency: Bards are proficient with all simple weapons, as well as with the sap and short sword. They are proficient with light armor, but not with shields.

Spells: Athasian bards cannot cast any spells.

Bardic Music (Sp): As *PHB*, except as follows: A bard can use her song and poetics to reproduce spell-like effects on those around her. However, the athasian bard cannot use the *Countersong* ability. She may use the Bardic Music ability a number of times per day equaling her Bard level plus her Charisma modifier.

Bardic Knowledge (Ex): A bard learns a little bit of everything. At 1st level, a bard can make knowledge checks on any general topics, and against any DC, as if he was trained in all general knowledge skills.

Additionally, the bard gains a competence bonus to any knowledge checks equalling half her bard level.

Poison Use (Ex): Bards are trained in the use of poison and, beginning at 2nd level, never risk accidentally poisoning themselves when applying poison to a blade.

Influence Reactions (Su): Even when a bard cannot use his social skills to influence others, her demeanor can sooth the reactions of others. At 2nd level, as a standard action, the bard can make an Charisma check to which she adds half her bard level (round down) to influence NPC reactions, even when language barriers or species difference would normally forbid her to do so. The target (or targets) still needs to be able to perceive the bard in some way for this ability to work. This is a supernatural ability.

Quick Thinking (Ex): Bards learn to react on the spot to get through tight situations. At 3rd level, they add their Intelligence bonus (if any) to initiative.

Improved Feint (Ex): At 6th level, a bard may feint in combat (see Bluff) as a move equivalent action.

Jack of all Trades: The bard automatically gains this feat at 8th level.

Trade Secret (Ex): At 4th level and every 3 levels thereafter, the bard can learn a special trade secret chosen from among the following list.

Alluring: The bard may gain this feat without meeting the usual prerequisites.

Personification: Provided she has 5 ranks in her Perform skill, the bard learns to apply her personification abilities to other social skills. She chooses either the Bargain(Cha), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha) or Gather Information (Cha) for which she gains a +2 synergy bonus. Each time she gains another 5 ranks in Perform, she may take this trade secret again and apply a synergy bonus to a different skill chosen from that list.

Inspiring: Choose between the *Inspire Courage*, *Inspire Competence* or *Inspire Greatness* aspects of the Bardic Music. When the bard uses the chosen aspect, she can add an additional +1 morale or competence bonus to any existing adjustment the ability confers. This trade secret can be taken multiple times, but always apply to a different aspect, or a different adjustment within any chosen aspect of the Bardic Music ability

Learned: Provided she has 5 ranks in a Knowledge skill, the bard gains a better understanding of other topics through study of this subject. She gains an additional +1 bonus to her Bardic Knowledge bonus. Each time she gains another 5 ranks in a Knowledge skill (the same skill or another) she may select this ability again. Its effects stack.

Poison Mastery: All poisons crafted by the bard have their DCs raised by 1. This trade secret may be taken multiple times. Its effects stack.

Slippery Mind: As Rogue special ability. Must be 10th level or higher to select this ability.

Virtuoso: When using the Bardic Music ability, the bard is considered 1 level higher than she is. This trade secret may be taken multiple times. Its effects stack.

Table 3-1: The Bard

| Level | BAB | Fort | Ref | Will | Special |
|-------|------------|------|-----|------|---------------------------------|
| 1 | +0 | +0 | +2 | +2 | Bardic music; bardic knowledge |
| 2 | +1 | +0 | +3 | +3 | Poison use, influence reactions |
| 3 | +2 | +1 | +3 | +3 | Quick Thinking |
| 4 | +3 | +1 | +4 | +4 | Trade secret |
| 5 | +3 | +1 | +4 | +4 | |
| 6 | +4 | +2 | +5 | +5 | Improved feint |
| 7 | +5 | +2 | +5 | +5 | Trade secret |
| 8 | +6/+1 | +2 | +6 | +6 | Jack of all trades |
| 9 | +6/+1 | +3 | +6 | +6 | |
| 10 | +7/+2 | +3 | +7 | +7 | Trade secret |
| 11 | +8/+3 | +3 | +7 | +7 | |
| 12 | +9/+4 | +4 | +8 | +8 | |
| 13 | +9/+4 | +4 | +8 | +8 | Trade Secret |
| 14 | +10/+5 | +4 | +9 | +9 | |
| 15 | +11/+6/+1 | +5 | +9 | +9 | |
| 16 | +12/+7/+2 | +5 | +10 | +10 | Trade Secret |
| 17 | +12/+7/+2 | +5 | +10 | +10 | |
| 18 | +13/+8/+3 | +6 | +11 | +11 | |
| 19 | +14/+9/+4 | +6 | +11 | +11 | Trade Secret |
| 20 | +15/+10/+5 | +6 | +12 | +12 | |

Cleric

Alignment: Air, earth, fire, rain and water clerics: any nonevil. Magma, silt and sun clerics: any nongood.

Class Skills: As *PHB*, but remove Craft(Int), Knowledge(arcana)(Int) and Knowledge(religion)(Int), add Knowledge(planes)(Int).

Elemental Patron and Class Skills: Air and magma clerics receive Intuit Direction(Wis) as a class skill. Earth clerics receive Knowledge(plant) (Wis) as a class skill. Water clerics receive Swim(Str) as a class skill.

Weapon and Armor Proficiency: Clerics are proficient with all simple and martial weapons, though they are limited in their use by guidelines determined by their patron element.

Earth clerics must use weapons made of either stone(or flint) or metal, as these are the raw and pure expressions of their elemental patron.

Fire and magma clerics must use weapons made of obsidian or metal, as these materials are formed under great heat. Flaming weapons (naturally or magically) can also be used regardless of nature or material.

Silt and sun clerics must use weapons made of stone(or flint) or bone, as blank stone and bleached bones are the results of exposure to the ravages of these paraelements.

Water or rain clerics must use weapons made of wood or bone, as these materials come to life only with water.

Air clerics are not limited by material in their choice of weapons, but must use weapons which are guided by air. As such, they can use ranged and thrown weapons. Daggers and spears that can be used as thrown weapons can also be used in melee.

A cleric who uses prohibited weapons is unable to use any of her powers and spells while doing so and for 24 hours thereafter.

Clerics are also proficient with light and medium armor and with shields.

Spells: A cleric casts divine spells according to Table 3-3: Cleric Spells per Day and Table 3-4: Cleric Spell Allowance. Clerics have access to all spells on their chosen element spell list, as well as to those of elements and paraelements that are not opposed to their patron element or paraelement, as determined by Table 3-5: Elements and Paraelements, provided they can cast spells of that level and have a Wisdom score of at least 10+spell level. The Difficulty Class for saving throws against a cleric's spell is 10+spell level+Wis modifier.

Clerics do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they pray for their spells, receiving them through strength of faith and devotion to their elemental patrons. Each cleric must choose a time at which she must spend an hour each day in quiet contemplation and supplication to regain and choose her daily allowance of spells. Resting time has no effect on whether a cleric can prepare spells.

Each day, clerics ask their patron elements to grant them a given number of spells for each spell level which they will be able to use that day. This number of spells is determined by Table 3-4: Cleric Spell Allowance. If a spell is to be augmented by metamagic, it must be done at this time. Furthermore, the cleric must ask for more spells of his elemental or paraelemental patron than any other

spells each day, determined by the number before the plus sign on Table 3-4: Cleric Spell Allowance.

Also, to receive her daily allowance of spells, a cleric must be in contact with her patron element or paraelement. This is either done by being in proximity to their element, or by spreading at least 1 pound of their element around them at the time of their prayers. For air clerics, proximity is determined by the presence of a slight breeze. For magma clerics, proximity is determined by sight of lava, and spreading is made by use of powdered volcanic stone. For rain clerics, proximity is determined by sight of a cloud in the sky.

Once the cleric has asked for the full number of spells she is allowed to get for that day, she can cast any combination of these spells for each spell levels for a total number of times equalling the value provided on Table 3-3: Cleric Spells per Day. Additionally, a cleric with high Wisdom receives additional spells to cast each day according to Table 1-1: Ability Modifier and Bonus Spells (see *PHB*).

Element: Athasian clerics serve elemental and paraelemental lords instead of deities. They are still 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 or change his allegiance once this is chosen.

Finally, elemental patrons are not regarded the same way as deities in Athas, even by their own clerics. Clerics are conscious of making a pact with a powerful force when linking their destiny with that of their patron element, but do not revere it by personifying it as a deity. Moreover, the common people seldom revere the elements in any way, and clerics often teach the virtues of their elements to them and not to devote to them.

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

Spontaneous Casting: Athasian clerics do not receive this ability.

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.

Minor 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. Once a power is chosen, it cannot be replaced by the cleric. 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 | BAB | Fort | Ref | Will | Special |
|-------|------------|------|-----|------|-----------------------|
| 1 | +0 | +2 | +0 | +2 | Turn or Rebuke undead |
| 2 | +1 | +3 | +0 | +3 | Minor Power |
| 3 | +2 | +3 | +1 | +3 | |
| 4 | +3 | +4 | +1 | +4 | |
| 5 | +3 | +4 | +1 | +4 | Minor Power |
| 6 | +4 | +5 | +2 | +5 | |
| 7 | +5 | +5 | +2 | +5 | |
| 8 | +6/+1 | +6 | +2 | +6 | Minor Power |
| 9 | +6/+1 | +6 | +3 | +6 | |
| 10 | +7/+2 | +7 | +3 | +7 | |
| 11 | +8/+3 | +7 | +3 | +7 | Minor Power |
| 12 | +9/+4 | +8 | +4 | +8 | |
| 13 | +9/+4 | +8 | +4 | +8 | |
| 14 | +10/+5 | +9 | +4 | +9 | Minor Power |
| 15 | +11/+6/+1 | +9 | +5 | +9 | |
| 16 | +12/+7/+2 | +10 | +5 | +10 | |
| 17 | +12/+7/+2 | +10 | +5 | +10 | Minor Power |
| 18 | +13/+8/+3 | +11 | +6 | +11 | |
| 19 | +14/+9/+4 | +11 | +6 | +11 | |
| 20 | +15/+10/+5 | +12 | +6 | +12 | Minor Power |

Table 3-3: Cleric Spells per Day

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

Table 3-4: Cleric Spell Allowance

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

Table 3-5: Elements and Paraelements

| Element/Paraelement | Alignment | Opposition | Typical worshipers |
|---------------------|----------------|--------------|---|
| Air | Neutral (good) | Earth, Silt | Aarakocra, elves, escapees, chaotic clerics |
| Earth | Neutral (good) | Air, Sun | Dwarves, farmers, lawful clerics |
| Fire | Neutral (good) | Water, Rain | Warriors, chaotic clerics |
| Magma | Neutral (evil) | Sun, Air | People living near volcanoes |
| Rain | Neutral (good) | Silt, Fire | Feral halflings, good clerics |
| Silt | Neutral (evil) | Rain, Water | People living near the Silt Sea, Giants |
| Sun | Neutral (evil) | Magma, Earth | Evil clerics |
| Water | Neutral (good) | Fire, Magma | People living near an oasis, Good clerics |

Druid

Alignment: True Neutral.

Abilities: For athasian druids, both Wisdom and Charisma are important for spellcasting. Dexterity is always an asset, as druids wear little armor.

Hit Dice: d6.

Class Skills: As *PHB*, but remove Craft(Int) and Profession(Wis), add Hide(Dex) and replace Wilderness Lore(Wis) by Survival(Wis)

Weapon and Armor Proficiency: Druids are not proficient with any types of armor or shields, but they are proficient with all simple weapons. Aside from nonproficiency, note that druids are not oathbound in the use of weapon and armor, and may gain any number of weapon or armor proficiencies.

Spells: A druid casts divine spells according to Table 3-7: Druids Spells per Day and Table 3-8: Druid Spell Allowance. Druids have access to all spells on the druid spell list, provided they can cast spells of that level and have a Wisdom score of at least 10+spell level. The Difficulty Class for saving throws against a druid's spell is 10+spell level+Charisma modifier.



Druids do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they pray for their spells, receiving them through strength of faith and devotion to the Spirits of the Land. Each druid must choose a time at which she must spend an hour each day in quiet contemplation and supplication to regain her daily allowance of spells. Time spent resting has no effect on whether a druid can prepare spells.

Each day, druids ask the Spirits of the Land to grant them a given number of spells for each spell level which they will be able to use that day. This number of spells is determined by Table 3-8: Druid Spell Allowance. If a spell is to be augmented by metamagic, it must be done at this time.

Once the druid has asked for the full number of spells she is allowed to get for that day, she can cast any combination of these spells for each spell levels for a total number of times equalling the value provided on Table 3-7 Druid Spells per Day. Additionally, a druid with high Wisdom and Charisma receives additional spells to cast each day according to Table 1-1: Ability Modifier and Bonus Spells (see *PHB*). The bonus spells from both abilities stack.

Guarded Lands, Elements, domain and domain spells: Druids also have a limited link with the elemental forces which are present in her guarded land. As such, though she does not have access to elemental spell lists, she does receive an elemental domain, allowing her to get a domain spell for each spell level she has access to. Note however that paraelementals do not grant this ability to druids and as such, only elemental domains are open to druids.

The selected domain must correspond to the most important element present in the guarded lands (not necessarily the most abundant however) Once the domain is chosen, it cannot be changed at a future time.

Druids cast their domain spell as they would any other spell. In other words, it simply adds one spell for the druid to cast for each spell level he has access.

Note that druids do not receive any turning ability of elemental creatures granted by elemental domains as the *PHB* would indicate.

Guarded Lands: At 1st level, a druid must choose a specific geographical feature to become his guarded land. Size and nature matter little, as long as it can be relatively easily located and identified. In any case, a guarded land cannot extend to more than a day's walk in diameter (30 miles), for a broader area would be too hard for a single druid to protect.

A druid may spend any length of time on her guarded lands, but many of her powers will work only while she is on it. Additionally, her powers will be affected by her choice of guarded lands. Once this choice is made, it cannot be changed.

As long as she remains on her guarded lands, the land itself acts as a divine focus for the druid's spells. When she leaves her guarded lands, she must bring a small significant piece of it (a particular type of stone, species of plant, or even a small animal native to your guarded lands)

Nature Sense (Ex): As *PHB*, except at 1st level, this ability applies only to vegetation and animals which are found in the guarded lands' terrain type. At 3rd level, the ability extends to all plants and animals.

Blessings of Nature (Ex): Gained at 2nd level, this ability functions as the woodland stride ability described in the *PHB*, but the druid may also move

through other natural hazards such as sandy terrain or windstorms without impairment, but only while on her guarded lands. At 4th level, this ability extends to all terrains and lands. This ability does not extend to supernatural, spell-like or magical effects which would hinder the druid through nature.

Unseen (Ex): When on her guarded lands, a druid receives a circumstance bonus to all Hide and Move silently checks equalling half her druid level.

Trackless Step (Ex): As *PHB*, but only functions on the druid's guarded lands. It extends to all lands at 6th level.

Tongues of Nature (Ex): Starting at 4th level, a druid may converse with all plants and animals which are found in the guarded lands' terrain type. At 8th level, the ability extends to all plants and animals.

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

Wild Shape (Sp): This ability function exactly as the *PHB* describes but only applies to creatures which are found in the druid's guarded lands' terrain type. The progression, however, is as follows: At 5th level, the druid may use this ability once per day. She gains an additional use per day at every 3 levels thereafter until she reaches 20th level, where she may use the ability up to six times per day. At 10th level, the ability extends to large animals. At 13th level, the ability extends to Tiny animals. At 16th level, the ability extends to Huge animals. Note that the druid may never shapechange into an elemental form.

Sustenance (Ex): At 12th level, As long as she is on her guarded lands, a druid no longer needs to eat or drink, drawing life energy from the land itself.

Bonus Language: Druidic. Note that the sylvan language does not exist on Athas, therefore druids do not receive it as a bonus language.

Ex-Druids: A druid who voluntarily threatens, defiles or destroys any of her Guarded Lands losses all druid powers and spells, as well as any animal companion she has. Also, a druid who becomes undead suffers a similar fate.

Table 3-6: The Druid

| Level | BAB | Fort | Ref | Will | Special |
|-------|--------|------|-----|------|---|
| 1 | +0 | +2 | +0 | +2 | Guarded Lands; Nature Sense; Animal Companion |
| 2 | +1 | +3 | +0 | +3 | Blessings of Nature; Unseen |
| 3 | +1 | +3 | +1 | +3 | Trackless Step; Nature Sense (all) |
| 4 | +2 | +4 | +1 | +4 | Tongues of Nature; Blessings of Nature (all) |
| 5 | +2 | +4 | +1 | +4 | Wild shape (1/day) |
| 6 | +3 | +5 | +2 | +5 | Trackless Step (all) |
| 7 | +3 | +5 | +2 | +5 | |
| 8 | +4 | +6 | +2 | +6 | Wild shape (2/day); Tongues of Nature (all) |
| 9 | +4 | +6 | +3 | +6 | Venom Immunity |
| 10 | +5 | +7 | +3 | +7 | Wild shape (Large animal) |
| 11 | +5 | +7 | +3 | +7 | Wild shape (3/day); |
| 12 | +6/+1 | +8 | +4 | +8 | <i>Sustenance</i> |
| 13 | +6/+1 | +8 | +4 | +8 | Wild shape (Tiny animals) |
| 14 | +7/+2 | +9 | +4 | +9 | Wild shape (4/day) |
| 15 | +7/+2 | +9 | +5 | +9 | A Thousand Faces |
| 16 | +8/+3 | +10 | +5 | +10 | Wild shape (Huge animals) |
| 17 | +8/+3 | +10 | +5 | +10 | Wild shape (5/day) |
| 18 | +9/+4 | +11 | +6 | +11 | Timeless Body |
| 19 | +9/+4 | +11 | +6 | +11 | |
| 20 | +10/+5 | +12 | +6 | +12 | Wild shape (6/day) |

Table 3-7: Druid Spells per Day

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

Table 3-8: Druid Spell Allowance

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

Fighter

Abilities: As *PHB*, but Charisma is also important for fighters who wish to better lead their troops in battle.

Class Skills: As *PHB*, but remove Craft(Int) and Swim(Str).

Warcraft (Ex): At first level, the fighter is trained in the arts of war responds better to the use of the Warcraft ability of other fighters. (see below)

At 2nd level, the fighter is able to use her military training and experience to help others in combat. As a full-round action, which draws an attack of opportunity, a fighter may grant to a number of allies equalling her level + her charisma modifier the benefits of any Warcraft feat she possesses, informing the allies of the actions needed to benefit from it. The Warcraft feat takes effect on the beginning of the fighter's next turn and lasts until the rest of the encounter or until the fighter stops using the Warcraft feat with his allies.

However, if an ally also possesses the Warcraft ability, the use of this ability requires only a standard action. As such, the Virtual feat takes effect immediately after the fighter's turn for allies who possess either the Warcraft ability.

The chosen allies must be able to understand the fighter's instructions in order to benefit from the Tactical feat. This means that this ability is essentially language-dependant, unless the fighter can communicate by other means.

At 9th level, this ability can be used to grant Warcraft feats to any or all of her followers through the use of her Battlefield leadership ability.

This ability can be used a number of times per day equalling 3 + the fighter's charisma modifier.

Battlefield Leadership (Ex): At 6th level, the fighter gains the benefits of the Leadership feat in situations of mass combat. Situations of mass combat comprise every battle which involves NPC characters fighting alongside the fighter. The fighter then assumes command of as many followers as his leadership score allows, provided there are at least as many NPCs to rally. These NPCs follow the fighter's commands as best as they can, since to them she is their best hope of staying alive, but they will not obey orders which are obviously suicidal. Once the combat encounter is over, these followers do not need to remain with the fighter and are free to do as they will. Note that the fighter does not gain a cohort.

Bonus Feat: At 1st, 2nd and every 2 levels thereafter, a fighter gains one feat from the bonus feats allowed for fighters. (See Chapter Five: Feats)

Table 3-9: The Fighter

| Level | BAB | Fort | Ref | Will | Special |
|-------|----------------|------|-----|------|---|
| 1 | +1 | +2 | +0 | +0 | Warcraft (trained); Bonus Feat |
| 2 | +2 | +3 | +0 | +0 | Warcraft (warcraft feat sharing); Bonus Feat |
| 3 | +3 | +3 | +1 | +1 | |
| 4 | +4 | +4 | +1 | +1 | Bonus Feat |
| 5 | +5 | +4 | +1 | +1 | |
| 6 | +6/+1 | +5 | +2 | +2 | Battlefield Leadership; Bonus Feat |
| 7 | +7/+2 | +5 | +2 | +2 | |
| 8 | +8/+3 | +6 | +2 | +2 | Bonus Feat |
| 9 | +9/+4 | +6 | +3 | +3 | Warcraft (warcraft feat sharing with followers) |
| 10 | +10/+5 | +7 | +3 | +3 | Bonus Feat |
| 11 | +11/+6/+1 | +7 | +3 | +3 | |
| 12 | +12/+7/+2 | +8 | +4 | +4 | Bonus Feat |
| 13 | +13/+8/+3 | +8 | +4 | +4 | |
| 14 | +14/+9/+4 | +9 | +4 | +4 | Bonus Feat |
| 15 | +15/+10/+5 | +9 | +5 | +5 | |
| 16 | +16/+11/+6/+1 | +10 | +5 | +5 | Bonus Feat |
| 17 | +17/+12/+7/+2 | +10 | +5 | +5 | |
| 18 | +18/+13/+8/+3 | +11 | +6 | +6 | Bonus Feat |
| 19 | +19/+14/+9/+4 | +11 | +6 | +6 | |
| 20 | +20/+15/+10/+5 | +12 | +6 | +6 | Bonus Feat |

Gladiator

Abilities: Strength is very important to gladiators, as it enhances their combat skills. Dexterity is also useful as they seldom have access to much armor. Constitution is also necessary for gladiators who wish to see the next day.

Alignment: Any

Hit Dice: d12

Class Skills: Balance(Dex), Climb(Str), Intimidate(Cha), Jump(Str), and Tumble(Dex).

Skill Points: 2

Weapon and Armor Proficiency: Gladiators are proficient with simple and martial weapons, as well as with two exotic weapons of their choice. However, they are not proficient with any martial ranged weapon, as gladiators almost never engage in ranged combat. They are proficient with light armor and with shields.

Always Armed: Gladiators gain the Improved Unarmed Strike feat.

Weapon Mastery (Ex): Gladiators train with many different weapons and styles, making them adept at using almost every weapon. At 1st level, the gladiator receives a +1 competence bonus when using a weapon she is not proficient with or when using an improvised weapon. This bonus increases to +2 at 3rd level, to +3 at 6th level and to +4 (negating the entire non proficiency penalty) at 9th level. However, this ability does not qualify as a weapon proficiency feat for purposes of acquiring other weapon related feats.

Arena Guile (Ex): At 2nd level, gladiators receive a competence bonus equal to half their gladiator level to Bluff and Sense Motive checks related to combat.

Close Range Expert (Ex): At 2nd level, gladiators receive a +2 competence bonus to all grapple, trip, bull rush or overrun checks. This bonus increases to +4 at 8th level and to +6 at 16th level.

At 4th level, the gladiator automatically gains the Close-Quarter Fighting feat.

At 12th level, the gladiator no longer automatically triggers an attack of opportunity when using a disarm, bull rush, grapple, overrun or trip manoeuvre.

Weapon Specialization: As soon as she reaches 3rd level, the gladiator can select the Weapon Specialization feat with any of her feats.

Armor optimization (Ex): Gladiators rarely get to wear a lot of armor in the arena and so learn to make the best of what they have. At 5th level and every 5 levels thereafter, the gladiator gains an additional +1 armor bonus, as long as he is wearing one piece of armor or a shield for each point of additional bonus he gets.

Additionally, at 10th level, the armor check penalty of any armor or shield worn is reduced by 1.

At 15th level, the armor and shield are so well adjusted that their maximum Dexterity bonus is increased by 1.

Improved Feint (Ex): At 7th level, the gladiator can feint as a move equivalent action. (See Bluff skill)

Bonus Feat: When she reaches 11th level, the gladiator begins to specialize in an established style much more quickly. At this level, and every three levels thereafter, she gains one feat from the bonus feats allowed to gladiators. (See Chapter Five: Feats)

Table 3-10: The Gladiator

| Level | BAB | Fort | Ref | Will | Special |
|-------|----------------|------|-----|------|--|
| 1 | +1 | +2 | +2 | +0 | Always armed; weapon mastery (+1) |
| 2 | +2 | +3 | +3 | +0 | Arena guile; close range expert (+2) |
| 3 | +3 | +3 | +3 | +1 | Weapon mastery (+2); Weapon Specialization |
| 4 | +4 | +4 | +4 | +1 | Close range expert (Close-Quarter Fighting) |
| 5 | +5 | +4 | +4 | +1 | Armor optimisation (+1) |
| 6 | +6/+1 | +5 | +5 | +2 | Weapon mastery (+3) |
| 7 | +7/+2 | +5 | +5 | +2 | Improved Feint |
| 8 | +8/+3 | +6 | +6 | +2 | Close range expert (+4) |
| 9 | +9/+4 | +6 | +6 | +3 | Weapon mastery (+4) |
| 10 | +10/+5 | +7 | +7 | +3 | Armor optimisation (+2, penalty adjustment) |
| 11 | +11/+6/+1 | +7 | +7 | +3 | Bonus feat |
| 12 | +12/+7/+2 | +8 | +8 | +4 | Close range expert (no attacks of opportunity) |
| 13 | +13/+8/+3 | +8 | +8 | +4 | |
| 14 | +14/+9/+4 | +9 | +9 | +4 | Bonus feat |
| 15 | +15/+10/+5 | +9 | +9 | +5 | Armor optimisation (+3, Dexterity adjustment) |
| 16 | +16/+11/+6/+1 | +10 | +10 | +5 | Close range expert (+6) |
| 17 | +17/+12/+7/+2 | +10 | +10 | +5 | Bonus feat |
| 18 | +18/+13/+8/+3 | +11 | +11 | +6 | |
| 19 | +19/+14/+9/+4 | +11 | +11 | +6 | |
| 20 | +20/+15/+10/+5 | +12 | +12 | +6 | Armor Optimisation (+4), bonus feat |

Monk

Class skills: As *PHB*, but remove Craft(Int), Knowledge(arcana)(Int), Perform(Cha) and Profession(Wis), add Autohypnosis(Wis, exclusive skill) and Stabilize Self(Con, exclusive skill).

Weapon and Armor Proficiency: Monks first and foremost use their bodies as weapons, and as such become masters of unarmed combat. However, they are also very proficient with either the quarterstaff or the dagger, depending on their tradition, simple weapons which serve as their trademark weapon. Good monks usually train in the use of the quarterstaff, while evil monks favor the daggers, but alignment is not a requirement for proficiency in either weapon. Monks may use their unarmed base attack bonus with their chosen trademark weapon. Refer to table 3-16: Monk Unarmed Attacks for more detail.

Armor proficiency and defensive abilities function as described in the *PHB*, but require a power point reserve of 1+. Furthermore, a monk who selects the Inertial Armor feat forfeits her defensive abilities (Wisdom and level bonus to AC). Monks use their psionic powers either to avoid blows by premonition or to deflect them with psychokinetic force, both cannot do both at the same time.

Unarmed strike (Ex): As *PHB*, but all damage dealt from unarmed attacks, regardless of level and damage dice, are subdual. Note that a monks can inflict lethal damage with unarmed attacks by making them with a -4 penalty to her attack roll. Also note that some creatures, such as constructs, elementals, oozes, plants or undeads, are immune to subdual damage. Refer to table 3-16: Monk Unarmed Attacks for more detail.

Stunning attack (Ex): As *PHB*, but the monk may use it any number of times per day, provided she pays the cost of 1 power point.

Two-Weapon Fighting (Ex): As long as the monk wears no armor, she benefits from the Virtual Ambidexterity and Two-Weapon Fighting feats. Also, monks may use their unarmed base attack bonus when fighting with their trademark weapon, being either the dagger or the quarterstaff. Note that she may not use Two-Weapon Fighting and *Flurry of Blows* at the same time.

Speed of Thought: The monk gains this feat for free at 3rd level and again at every three levels thereafter. Note that the Speed of Thought feat requires an increasingly important power point reserve to function. This ability replaces the Fast Movement ability of the D&D monk.

Psionic Fall (Ex): At 4th level, a falling monk can use her psionic strength to slow her descent. The damage resulting from a fall is treated as if the fall was 10 feet shorter for every 2 power points the monk has in reserve. Furthermore, when she reaches 18th level, a monk can choose to pay the cost of 5 power points to land from a fall of any height without harm.

Wholeness of Body (Ex): As *PHB*, but requires a power point reserve of 5+.

Leap of the clouds (Ex): As *PHB*, but requires a power point reserve of 3+.

Psionic Strike (Ex): As *PHB*, but requires a power point reserve of 4+ times the enhancement bonus.

Abundant step (Sp): At 12th level, monk learn the *dimension door* power, but it can only affect herself. The manifester level of the monk equals half her monk level. Manifesting this power costs 7 power points.

Diamond Soul (Ex): As *PHB*, except the monk develops a power resistance equaling 10+monk level. She also gains spell resistance equalling her monk level.

Quivering Palm (Ex): As *PHB*, except the monk may use it any number of times per day, provided she pays the cost of 15 power points.

Tongue of the Sun and Moon: Athasian monks do not gain this ability.

Empty body (Sp): At 19th level, monks learn the *Ethereal Jaunt* power. The manifester level of the monk equals half her monk level. Manifesting this power costs 11 power points.

Table 3-11: The Monk

| Level | BAB | Fort | Ref | Will | Special | AC | PP per day |
|-------|------------|------|-----|------|---|----|------------|
| 1 | +0 | +2 | +2 | +2 | Unarmed Strike; Stunning Attack; Two-Weapon Fighting; Evasion | +0 | 2 |
| 2 | +1 | +3 | +3 | +3 | Deflect Arrows feat | +0 | 3 |
| 3 | +2 | +3 | +3 | +3 | Still Mind; Speed of Thought | +0 | 4 |
| 4 | +3 | +4 | +4 | +4 | Psionic Fall | +0 | 5 |
| 5 | +3 | +4 | +4 | +4 | Purity of Body | +1 | 6 |
| 6 | +4 | +5 | +5 | +5 | Improved Trip; Speed of Thought | +1 | 7 |
| 7 | +5 | +5 | +5 | +5 | Wholeness of Body; Leap of the Clouds | +1 | 8 |
| 8 | +6/+1 | +6 | +6 | +6 | | +1 | 9 |
| 9 | +6/+1 | +6 | +6 | +6 | Improved Evasion; Speed of Thought | +1 | 10 |
| 10 | +7/+2 | +7 | +7 | +7 | Psionic Strike (+1) | +2 | 12 |
| 11 | +8/+3 | +7 | +7 | +7 | Diamond Body | +2 | 13 |
| 12 | +9/+4 | +8 | +8 | +8 | <i>Abundant Step</i> ; Speed of Thought | +2 | 14 |
| 13 | +9/+4 | +8 | +8 | +8 | Diamond Soul; Psionic Strike (+2) | +2 | 15 |
| 14 | +10/+5 | +9 | +9 | +9 | | +2 | 16 |
| 15 | +11/+6/+1 | +9 | +9 | +9 | Quivering Palm; Speed of Thought | +3 | 18 |
| 16 | +12/+7/+2 | +10 | +10 | +10 | Psionic Strike (+3) | +3 | 19 |
| 17 | +12/+7/+2 | +10 | +10 | +10 | Timeless body | +3 | 20 |
| 18 | +13/+8/+3 | +11 | +11 | +11 | Psionic Fall (Power); Speed of Thought | +3 | 21 |
| 19 | +14/+9/+4 | +11 | +11 | +11 | <i>Empty body</i> | +3 | 22 |
| 20 | +15/+10/+5 | +12 | +12 | +12 | Perfect Self | +4 | 25 |

Table 3-12: Monk Unarmed Attacks

| Level | Unarmed BAB | Unarmed Damage | Small Monk Damage | Large Monk Damage |
|-------|------------------|----------------|-------------------|-------------------|
| 1 | +0 | 1d6 | 1d4 | 1d8 |
| 2 | +1 | 1d6 | 1d4 | 1d8 |
| 3 | +2 | 1d6 | 1d4 | 1d8 |
| 4 | +3 | 1d8 | 1d6 | 1d10 |
| 5 | +3 | 1d8 | 1d6 | 1d10 |
| 6 | +4/+1 | 1d8 | 1d6 | 1d10 |
| 7 | +5/+2 | 1d8 | 1d6 | 1d10 |
| 8 | +6/+3 | 1d10 | 1d8 | 1d12 |
| 9 | +6/+3 | 1d10 | 1d8 | 1d12 |
| 10 | +7/+4/+1 | 1d10 | 1d8 | 1d12 |
| 11 | +8/+5/+2 | 1d10 | 1d8 | 1d12 |
| 12 | +9/+6/+3 | 1d12 | 1d10 | 2d8 |
| 13 | +9/+6/+3 | 1d12 | 1d10 | 2d8 |
| 14 | +10/+7/+4/+1 | 1d12 | 1d10 | 2d8 |
| 15 | +11/+8/+5/+2 | 1d12 | 1d10 | 2d8 |
| 16 | +12/+9/+6/+3 | 2d8 | 1d12 | 2d10 |
| 17 | +12/+9/+6/+3 | 2d8 | 1d12 | 2d10 |
| 18 | +13/+10/+7/+4/+1 | 2d8 | 1d12 | 2d10 |
| 19 | +14/+11/+8/+5/+2 | 2d10 | 2d8 | 2d12 |
| 20 | +15/+12/+9/+6/+3 | 2d10 | 2d8 | 2d12 |

Psion

Psionic Combat Modes: These are replaced by another form of psychic duel.

Harbinger: Psionic creatures learn to project their consciousness on the mindscape in the form of harbingers. Harbingers are detailed in Chapter 8: Psionics.

Table 3-13: The Psion

| Level | BAB | Fort | Ref | Will | Special | PP per day |
|-------|--------|------|-----|------|-------------------------|------------|
| 1 | +0 | +0 | +0 | +2 | Psicrystal; Harbinger A | 2 |
| 2 | +1 | +0 | +0 | +3 | | 3 |
| 3 | +1 | +1 | +1 | +3 | Harbinger B | 5 |
| 4 | +2 | +1 | +1 | +4 | | 8 |
| 5 | +2 | +1 | +1 | +4 | Harbinger C | 12 |
| 6 | +3 | +2 | +2 | +5 | | 17 |
| 7 | +3 | +2 | +2 | +5 | Harbinger D | 23 |
| 8 | +4 | +2 | +2 | +6 | | 30 |
| 9 | +4 | +3 | +3 | +6 | Harbinger E | 38 |
| 10 | +5 | +3 | +3 | +7 | | 47 |
| 11 | +5 | +3 | +3 | +7 | | 57 |
| 12 | +6/+1 | +4 | +4 | +8 | | 68 |
| 13 | +6/+1 | +4 | +4 | +8 | | 80 |
| 14 | +7/+2 | +4 | +4 | +9 | | 93 |
| 15 | +7/+2 | +5 | +5 | +9 | | 107 |
| 16 | +8/+3 | +5 | +5 | +10 | | 122 |
| 17 | +8/+3 | +5 | +5 | +10 | | 138 |
| 18 | +9/+4 | +6 | +6 | +11 | | 155 |
| 19 | +9/+4 | +6 | +6 | +11 | | 173 |
| 20 | +10/+5 | +6 | +6 | +12 | | 192 |

Psion

Psionic Combat Modes: These are replaced by another form of psychic duel.

Harbinger: Psionic creatures learn to project their consciousness on the mindscape in the form of harbingers. Harbingers are detailed in Chapter 8: Psionics.

Bonus Feats: At 2nd level and at every 3 levels thereafter, a psion gains one feat from the bonus feats allowed to psions. (See Chapter Five: Feats)

Table 3-14: The Psion

| Level | BAB | Fort | Ref | Will | Special | PP per day |
|-------|----------------|------|-----|------|----------------------|------------|
| 1 | +1 | +2 | +0 | +2 | Harbinger A | 2 |
| 2 | +2 | +3 | +0 | +3 | Bonus Feat | 3 |
| 3 | +3 | +3 | +1 | +3 | | 4 |
| 4 | +4 | +4 | +1 | +4 | Harbinger B | 5 |
| 5 | +5 | +4 | +1 | +4 | Bonus Feat | 6 |
| 6 | +6/+1 | +5 | +2 | +5 | Weapon Specialiation | 9 |
| 7 | +7/+2 | +5 | +2 | +5 | Harbinger C | 12 |
| 8 | +8/+3 | +6 | +2 | +6 | Bonus Feat | 15 |
| 9 | +9/+4 | +6 | +3 | +6 | | 20 |
| 10 | +10/+5 | +7 | +3 | +7 | Harbinger D | 25 |
| 11 | +11/+6/+1 | +7 | +3 | +7 | Bonus Feat | 30 |
| 12 | +12/+7/+2 | +8 | +4 | +8 | | 37 |
| 13 | +13/+8/+3 | +8 | +4 | +8 | Harbinger E | 44 |
| 14 | +14/+9/+4 | +9 | +4 | +9 | Bonus Feat | 51 |
| 15 | +15/+10/+5 | +9 | +5 | +9 | | 60 |
| 16 | +16/+11/+6/+1 | +10 | +5 | +10 | | 69 |
| 17 | +17/+12/+7/+2 | +10 | +5 | +10 | Bonus Feat | 78 |
| 18 | +18/+13/+8/+3 | +11 | +6 | +11 | | 89 |
| 19 | +19/+14/+9/+4 | +11 | +6 | +11 | | 100 |
| 20 | +20/+15/+10/+5 | +12 | +6 | +12 | Bonus Feat | 111 |

Table 3-15: Psiwarrior Powers Discovered

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

Ranger

Abilities: As *PHB*, but as athasian rangers do not get spells, Wisdom does not affect their spellcasting.

Class Skills: As *PHB*, but remove Concentration(Con) and Profession(Wis), add Craft(trapmaking)(Int) and replace Wilderness Lore(Wis) by Survival(Wis).

Skill Points: 6.

Weapons and Armor Proficiency: Rangers are proficient with all simple and martial weapons. They are proficient with light armor and with shields.

Light Warrior (Ex): Rangers may select a great number of Combat Virtual feats, but all of these apply only when the ranger is wearing light or no armor.

Ranger ability (Ex): At 1st level, 3rd level and every 3 levels thereafter, the ranger may pick any one of these 4 abilities, which will serve as a prerequisite for any Virtual feats related to them, as described in the each feat's description.

Favored Creature: The ranger selects one kind of creature of the animal type for which she develops a special affinity for. This grants the ranger a +2 competence bonus to all Animal Empathy, Handle Animal and Ride checks made with that kind of creature. The ranger may select this ability many times, applying the bonuses to a different creature, or stacking them by selecting the same creature again.

Favored Enemy: The ranger selects one kind of creature of any type for which she develops special knowledge on. This grants the ranger a +1 competence bonus to all Bluff, Listen, Knowledge, Sense Motive, Spot and Survival checks made with or against such a creature. Additionally, the ranger receives a +1 competence bonus to damage rolls against such a creature. This bonus extends to ranged attack rolls, but only within 30 feet. The ranger may select this ability many times, applying the bonuses to a different creature, or stacking them by selecting the same creature again.

Favored Land: The ranger selects an uncivilised region (not a City-State) of up to 10x10 miles for which the ranger develops a special affinity for. This allows the ranger to always take 10 on any Knowledge(nature) or Survival checks while on her favored land. Furthermore, the ranger may always take 20 on Intuit Direction checks while on her favored land. The ranger may select this ability many times, but each time it applies to a different uncivilised region.

Favored Terrain: The ranger selects a terrain type (see p.?) for which the ranger has a special affinity for. This grants the ranger a +2 competence bonus to all Listen, Knowledge(nature), Spot and Survival checks made while on her favored terrain. The ranger may select this ability many times, but each time it applies to a different terrain type.

Virtual Feat: All Virtual feats that rangers may select are listed here and apply as long as a related ranger ability is in effect.

Light Warrior: Ambidexterity, Combat Reflexes, Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Sharp Shooting*, Shot on the Run), Quick Draw(Flick of the Wrist*), Two-Weapon Fighting (Off-Hand Parry*, Pin Shield*, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting*), Weapon Finesse, Zen Archery*.

Favored Creature: Alertness, **Animal Loyalty**, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Resist Poison*, Shadow*, Supernatural Blow*.

Favored Enemy: Alertness, Enemy Critical, Enemy Strike*, Enemy Critical Strike, Resist Poison*, Shadow*.

Favored Land or Terrain: Alertness, Dash*, **Heat Protection**, Run (Fleet of Foot*), Shadow*, **Water Find**.

Table 3-16: The Ranger

| Level | BAB | Fort | Ref | Will | Special |
|-------|----------------|------|-----|------|--------------------------------------|
| 1 | +1 | +2 | +2 | +0 | Light Warrior; Ranger Ability; Track |
| 2 | +2 | +3 | +3 | +0 | Virtual Feat |
| 3 | +3 | +3 | +3 | +1 | Ranger Ability |
| 4 | +4 | +4 | +4 | +1 | |
| 5 | +5 | +4 | +4 | +1 | Virtual Feat |
| 6 | +6/+1 | +5 | +5 | +2 | Ranger Ability |
| 7 | +7/+2 | +5 | +5 | +2 | |
| 8 | +8/+3 | +6 | +6 | +2 | Virtual Feat |
| 9 | +9/+4 | +6 | +6 | +3 | Ranger Ability |
| 10 | +10/+5 | +7 | +7 | +3 | |
| 11 | +11/+6/+1 | +7 | +7 | +3 | Virtual Feat |
| 12 | +12/+7/+2 | +8 | +8 | +4 | Ranger Ability |
| 13 | +13/+8/+3 | +8 | +8 | +4 | |
| 14 | +14/+9/+4 | +9 | +9 | +4 | Virtual Feat |
| 15 | +15/+10/+5 | +9 | +9 | +5 | Ranger Ability |
| 16 | +16/+11/+6/+1 | +10 | +10 | +5 | |
| 17 | +17/+12/+7/+2 | +10 | +10 | +5 | Virtual Feat |
| 18 | +18/+13/+8/+3 | +11 | +11 | +6 | Ranger Ability |
| 19 | +19/+14/+9/+4 | +11 | +11 | +6 | |
| 20 | +20/+15/+10/+5 | +12 | +12 | +6 | Virtual Feat |

Rogue

Class Skills: As *PHB*, but remove Open Lock(Dex), add Bargain(Cha), Craft(trapmaking)(Int) and Use Psionic Device(Cha). *If you are using the Bard prestige class, add Craft(Poisonmaking)(Int).*

Wizard

Class skills: As *PHB*, but remove Craft(Int) and Profession(Wis), add Bluff(Cha), Craft(alchemy)(Int), Craft(spellweaving)(Int), Disguise(Cha), Innuendo(Wis), and Hide(Dex).

Scribe Scrolls: This feat is replaced by a bonus feat instead. Note that Wizards who wish become preservers or tap into other sources of power for their spells will have to use this bonus feat appropriately.

Literate: Since most wizards need to study ancient books and lore on many subjects, and must keep written forms of their spells, wizards receives the Literacy feat for free at 1st level.

Summon familiar: As *PHB*, but costs 100cp and uses a different list of familiars to choose from. See Table 3-20: Familiars

Spells: A wizard casts arcane spells according to Table 3-18: Wizard Spells per Day and Table 3-19: Wizard Spell Allowance. Wizards have access to all spells on the wizard spell list, provided they can cast spells of that level and have an Intelligence score of at least 10+spell level. The Difficulty Class for saving throws against a wizard's spell is 10+spell level+Int modifier.

Wizards learn new spells through research, discovery, and training. They also keep written copies of their spells in order for them to study carefully. As such, a wizard may know any number of spells, as long as she can gain access to them and write them down in some way for her to study. In order to memorize her spells, the wizard must sleep for 8 hours and then spend 1 hour studying her magical writings, selecting the spells she wishes to use for that day.

The exact number of spells a wizard can memorize each day is determined by Table 3-19: Wizard Spell Allowance. Note that wizards do not apply metamagic to their spells at this time, but rather during the casting of the spell.

Once the wizard has memorized the full number of spells she is allowed to get for that day, she can cast any combination of these spells for each spell levels for a total number of times equalling the value provided on Table 3-18 Wizard Spells per Day. Additionally, a wizard with high Intelligence receives additional spells to cast each day according to Table 1-1: Ability Modifier and Bonus Spells (see *PHB*).

Bonus Languages: As *PHB*.

Arcane writings: On Athas, writing either was or is still illegal in most places. Indeed, being a crime punishable by death, wizards never paraded with spellbooks under the arm and scrolls at their belts. Instead, wizards had to find safer ways of scribing scrolls and spells for them to use on their ventures. As such, athasian wizards rarely use spellbooks, though they can at their own risk.

Those who use alternate means of writing down spells use their own clothes, tattoos, bone carvings or elaborate knotting patterns to hide arcane writings. See the Craft(spellweaving) skill for more details.

On Athas, wizards therefore learned to minimize the space required for writings down spells. As such, they only need one page per spell level (only half a page for cantrips). If other means are used instead, consider that they need about 1 square foot of material to write, carve, sow (etc.) for each spell level of spells, and half of that for cantrips.

Finally, spells are much more harder for wizards to get their hands on in the DARK SUN setting. As such, wizards begin play knowing only 6 cantrips and (2+Int modifier) 1st-level spells. They also gain 1 new spell for each level after the first for the purpose of generating characters above first level, but this is otherwise not automatic. Other spells must be learned during play by the character through either discovery and study of arcane writings, training with another wizard or research and development of spells. As such, the repertoire of spells of a wizard, though potentially unlimited, can be very limited indeed.

Spellcasting: On Athas, spellcasting is powered by the energy sources surrounding the caster. The simplest and fastest method of spellcasting is that of defiling, which uses the life energy of plants and soil to power spells. Though there exist other energies to be used for powering up spells, wizards who do not learn how to tap into them (by selecting the appropriate metamagic feat) are automatically defilers. Furthermore, even those who do use other power sources can defile if they so choose, though sometimes at a price. (see Preserver feat)

The mechanics of arcane spellcasting are detailed in Chapter Ten: Magic.

School Specialization: Arcane lore is such a rare commodity on Athas that specializing in a single magic school is almost impossible. Though some feats might give wizards an edge in one or a few schools, true specialist wizards do not exist on Athas.

Table 3-17: The Wizard

| Level | BAB | Fort | Ref | Will | Special |
|-------|--------|------|-----|------|---------------------------------------|
| 1 | +0 | +0 | +0 | +2 | Literate; Summon Familiar; Bonus Feat |
| 2 | +1 | +0 | +0 | +3 | |
| 3 | +1 | +1 | +1 | +3 | |
| 4 | +2 | +1 | +1 | +4 | |
| 5 | +2 | +1 | +1 | +4 | Bonus Feat |
| 6 | +3 | +2 | +2 | +5 | |
| 7 | +3 | +2 | +2 | +5 | |
| 8 | +4 | +2 | +2 | +6 | |
| 9 | +4 | +3 | +3 | +6 | |
| 10 | +5 | +3 | +3 | +7 | Bonus Feat |
| 11 | +5 | +3 | +3 | +7 | |
| 12 | +6/+1 | +4 | +4 | +8 | |
| 13 | +6/+1 | +4 | +4 | +8 | |
| 14 | +7/+2 | +4 | +4 | +9 | |
| 15 | +7/+2 | +5 | +5 | +9 | Bonus Feat |
| 16 | +8/+3 | +5 | +5 | +10 | |
| 17 | +8/+3 | +5 | +5 | +10 | |
| 18 | +9/+4 | +6 | +6 | +11 | |
| 19 | +9/+4 | +6 | +6 | +11 | |
| 20 | +10/+5 | +6 | +6 | +12 | Bonus Feat |

Table 3-18: Wizards Spells per Day

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

Table 3-19: Wizard Spell Allowance

| Level | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-------|---|---|---|---|---|---|---|---|---|---|
| 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 3-20: Familiars

| Familiar | Special |
|-----------------------|--|
| Bat (Diminutive) | Has Blindsight. |
| Beetle (Fine) | Has Tremorsense. |
| Cat (Tiny) | Master gains +2 to Move Silently checks. |
| Rat (Tiny) | Master gains +2 on Fortitude saves. |
| Scorpion (Diminutive) | Poisonous sting. |
| Snake (Tiny) | Poisonous bite. |
| Spider (Fine) | - |

Variant: Apprenticeship Level for High ECL Characters

This variant rule is an extension of the rule presented in the *DMG*, the apprenticeship level rule can be a good idea for characters who wish to be able to play the more powerful races without being totally deprived of a class. Indeed, an apprenticeship level can provide a reason for a character to pick up a full level in a given class during the game. This is especially useful in the *DARK SUN* setting where most classes assume the character has been either trained, exposed or initiated into a specific class, especially with spellcasting classes.

For those who fear allowing already powerful races to pick up an apprenticeship level might unbalance their ECL, they could restrict the choice of apprenticeship level classes to those which are not enhanced by the race's main abilities (as suggested for rating equivalent character levels in *Savage Species*).

Should this variant rule be used, the apprenticeship level grants none of the benefits of a first level character. Instead, the character adds the Apprenticeship level's base attack bonus (which is always 0), base save bonus, special abilities and spellcasting abilities. She does not gain any skill points, class skills, or hit dice until she gains another class level and gains the remainder of the benefits of her chosen class.

Table 3-21 describes the abilities granted by an apprenticeship level.

Table 3-21: Apprenticeship Level

| Class | BAB | Fort | Ref | Will | Special | Uses per Day | | | Allowance | |
|------------|-----|------|-----|------|--|--------------|---|-----|-----------|-----|
| | | | | | | PP | 0 | 1st | 0 | 1st |
| Barbarian | +0 | +1 | +0 | +0 | Rage; Fast Movement | - | - | - | - | - |
| Bard | +0 | +0 | +1 | +1 | Bardic Knowledge* | - | - | - | - | - |
| Cleric | +0 | +1 | +0 | +1 | Turn or Rebuke Undead* | - | 2 | 1 | 2+0 | 1+0 |
| Druid | +0 | +0 | +0 | +1 | Guarded Lands | - | 2 | 0 | 2 | 1 |
| Fighter | +0 | +1 | +0 | +0 | Warcraft | - | - | - | - | - |
| Gladiator | +0 | +1 | +1 | +0 | Weapon Mastery | - | - | - | - | - |
| Psion | +0 | +0 | +0 | +1 | 3 Psionic Combat Modes | 1 | - | - | 1+d | d |
| PsiWarrior | +0 | +1 | +0 | +1 | 1 Psionic Combat Mode | 1 | - | - | 1 | - |
| Ranger | +0 | +1 | +1 | +0 | Ranger Ability; Track | - | - | - | - | - |
| Rogue | +0 | +0 | +1 | +0 | - | - | - | - | - | - |
| Sensei | +0 | +1 | +1 | +1 | Unarmed Combat; Two-Weapon Fighting | 1 | - | - | - | - |
| Wizard | +0 | +0 | +0 | +1 | Literacy; Bonus Feat | - | 4 | 2 | 2 | 0 |

* These abilities are level dependant. An apprenticeship level is considered to be level 0.

Variant: Bard Prestige Class

The athasian bard is quite different from the traditional bard of other D&D settings. The special skills and abilities of the bard, combined with the use of poison as a trademark and the association with a informal group of individual can mark the bard as a prestige class for roguish characters rather than a base class.

Here is a description of the prerequisites and abilities of a bard prestige class.

Prerequisites

Alignment: Any neutral

Bluff: 4 ranks.

Craft(poisonmaking): 4 ranks.

Diplomacy: 4 ranks.

Gather Information: 4 ranks.

3 Knowledge(any type): 4 ranks.

Perform: 8 ranks.

Special: The character must have completed a subterfuge type assignment (theft, espionage or murder) for a noble patron.

Class Features

Hit Dice: d6

Class Skills: As *PHB* bard, but remove Climb(Str), Concentration(Con), Scry(Int) and Spellcraft(Int), add Bargain(Cha), Craft(poisonmaking)(Int), Innuendo(Wis) and Use Psionic Device (Cha) and replace Alchemy(Int) by Craft(alchemy)(Int) and Speak Language(None) by Language(Int).

Skill Points: 6

Weapon and Armor Proficiency: Bards are proficient with all simple weapons, as well as with the sap and short sword. They are proficient with light armor, but not with shields.

Bardic Music (Sp): As *PHB*, except as follows: A bard can use her song and poetics to reproduce spell-like effects on those around her. However, the athasian bard cannot use the *Countersong* ability. She may use the Bardic Music ability a number of times per day equalling her Bard level plus her Charisma modifier.

Also, the prerequisite rank in Perform for each ability is increased by 5 ranks.

Bardic Knowledge (Ex): A bard learns a little bit of everything. At 1st level, a bard can make knowledge checks on any general topics, and against any DC, as if he was trained in all general knowledge skills.

Additionally, the bard adds her bard level as a competence bonus to any knowledge checks she makes.

Poison Use (Ex): Bards are trained in the use of poison and, beginning at 2nd level, never risk accidentally poisoning themselves when applying poison to a blade.

Influence Reactions (Ex): A bard is a master at swaying others with words. Starting at 2nd level, a bard adds half her bard level to all charisma based checks.

Jack of all Trades: The bard automatically gains this feat at 3rd level.

Quick Thinking (Ex): Bards learn to react on the spot to get through tight situations. At 4th level, they add their Intelligence bonus (if any) to initiative.

Improved Feint (Ex): At 5th level, a bard may feint in combat (see Bluff) as a move equivalent action.

Undetectable Alignment (Ex): At 7th level, the bard gains this ability, which functions as the spell, only continuously.

Mind Blank (Sp): At 9th level, the bard can silence her mind completely. Using *mind blank* is a standard action and functions as the power manifested by a 15th level psion, except it only affects the bard and the duration is only 10 minutes. The bard can use this ability a number of times per day equalling 3 + her Intelligence modifier.

Trade Secret (Ex): At 2nd level and every 2 levels thereafter, the bard can learn a special trade secret chosen from among the following list.

Alluring: The bard may gain this feat without meeting the usual prerequisites.

Inspiring: Choose between the *Inspire Courage*, *Inspire Competence* or *Inspire Greatness* aspects of the Bardic Music. When the bard uses the chosen aspect, she can add an additional +1 morale or competence bonus to any existing adjustment the ability confers. This trade secret can be taken multiple times, but always apply to a different aspect, or a different adjustment within any chosen aspect of the Bardic Music ability

Learned: Provided she has 5 ranks in a Knowledge skill, the bard gains a better understanding of other topics through study of this subject. She gains an additional +1 bonus to her Bardic Knowledge bonus. Each time she gains another 5 ranks in a Knowledge skill (the same skill or another) she may select this ability again. Its effects stack.

Personification: Provided she has 5 ranks in her Perform skill, the bard learns to apply her personification abilities to other social skills. She chooses either the Bargain (Cha), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha) or Gather Information (Cha) for which she gains a +2 synergy bonus. Each time she gains another 5 ranks in Perform, she may take this trade secret again and apply a synergy bonus to a different skill chosen from that list.

Poison Mastery: All poisons crafted by the bard have their DCs raised by 1. This trade secret may be taken multiple times. Its effects stack.

Skilled: Select a number of non-exclusive skills equal to your Intelligence modifier. These skills become class skills of your bard prestige class.

Slippery Mind: As Rogue special ability.

Virtuoso: When using the Bardic Music ability, the bard is considered 1 level higher than she is. This trade secret may be taken multiple times. Its effects stack.

Table 3-1b: The Bard

| Level | BAB | Fort | Ref | Will | Special |
|-------|-------|------|-----|------|---|
| 1 | +0 | +0 | +2 | +2 | Bardic music; bardic knowledge |
| 2 | +1 | +0 | +3 | +3 | Trade secret, poison use, influence reactions |
| 3 | +2 | +1 | +3 | +3 | Jack of all trades |
| 4 | +3 | +1 | +4 | +4 | Trade secret, Quick Thinking |
| 5 | +3 | +1 | +4 | +4 | Improved feint |
| 6 | +4 | +2 | +5 | +5 | Trade secret |
| 7 | +5 | +2 | +5 | +5 | <i>Undetectable Alignment</i> |
| 8 | +6/+1 | +2 | +6 | +6 | Trade secret |
| 9 | +6/+1 | +3 | +6 | +6 | <i>Mind Blank</i> |
| 10 | +7/+2 | +3 | +7 | +7 | Trade secret |

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