

# Power Classes

## I

# Assassin

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This is the first book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns.

Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

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# Assassin

## Power Classes



# The Power Classes I *Assassin*

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## **INTRODUCTION**

The assassin is the master of dealing quick, lethal blows and excels at infiltration and disguise. Assassins often function as spies, informants, killers for hire or agents of vengeance. Their training in anatomy, stealth, poison and the dark arts allows them to carry out missions of death with shocking and terrorising precision. There are few who can hope to survive the assassin's strike once he has moved close to his target.

Assassins operate as highly experienced and shadowy individuals, striking at their prey from the dark to earn huge amounts of gold by their deadly skill. Trained in the arts of silence and stealth, they are truly dreadful enemies. Perhaps most dangerous and subtle of all their feared skills is their unparalleled knowledge of poisons. Even the rumour that an assassin has been hired is often enough to make the victim attempt to flee town or negotiate, though in most cases the effort is futile.

## **USING POWER CLASSES**

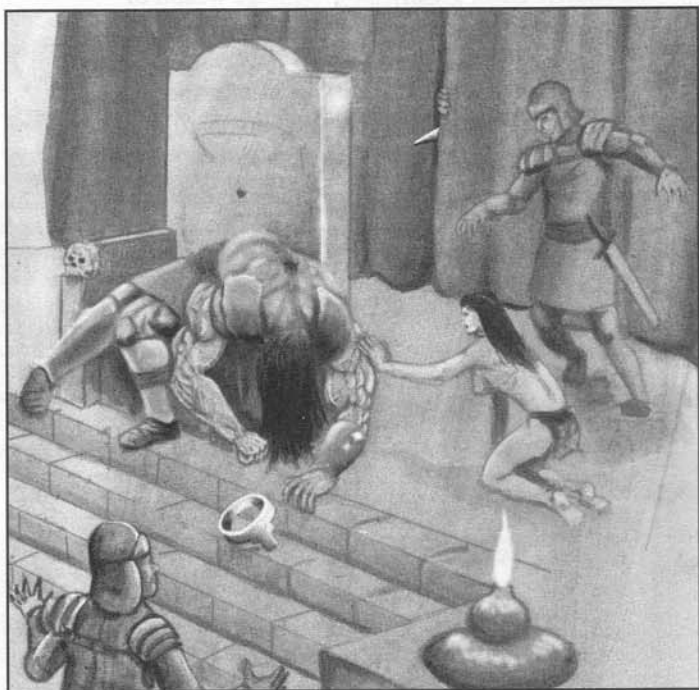
This is the first book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play an assassin character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made of the many new class features which will have a direct impact on the capabilities of any assassin character in the game.

# THE ASSASSIN

**Adventures:** Assassins tend to have missions, rather than adventures in the usual sense. A lone assassin will spend his time looking for and negotiating with new clients, then planning and carrying out missions. An assassin who is a member of a guild or brotherhood of assassins will likely have an even easier time of it than that, with missions being assigned to him by a superior, though he may also have to spend some time teaching lower ranking members of the guild. The same applies for assassins who work more or less full-time for a single evil association such as the temple of a god of destruction. As part of a more regular adventuring party, the assassin excels at reconnaissance-in-force adventures – situations in which he can detach himself from the rest of the party as an advance scout, assassinating an enemy or two before reporting back. He can also rival the rogue as a general-purpose stealth expert.

**Characteristics:** The main specialist area of expertise for every assassin is assassination itself – slaying an unsuspecting opponent from hiding, usually with a single blow. They are also effective at more opportunistic sneak attacks, and are expert users of poison both to assist assassinations and in regular melee or traps. Like rogues, they have a large number of skills which focus particularly on stealth and deception.



**Alignment:** Almost all assassins are evil, since deliberately taking the life of a sentient being without provocation is widely considered to be an evil action. That said, a few assassins are lawful neutral, neutral or chaotic neutral – these tend to be the ones who take no particular pleasure in killing for its own sake, but simply lack strong moral codes and recognise the enormous quantities of money that can be earned relatively easily by being a hired killer.

**Religion:** Most neutrally aligned assassins have little or no religious belief, replacing it with a strong sense of individual pride and self-confidence, although occasionally they may worship a neutral death god or goddess of some sort, regarding their work as being sacred to their religion. This is even more pronounced among evil-aligned assassins, who tend to worship deities of evil, death and destruction with great gusto, though some like their neutral counterparts prefer to rely on their own prowess rather than divine whim.

**Background:** Almost all assassins come from one of two backgrounds – either they are intelligent, urbane individuals who have learned to kill and take enormous pride in their unique expertise, or they began as hired thugs for a criminal organisation and simply worked their way up the hierarchy. Somewhat rarer are those assassins who were taken in as apprentices at an early age, either to an assassins' guild or even a more monastery-like school for slayers.

**Races:** Humans are the most common assassins, with their particular combination of versatility and amorality fitting them well for the role. However, all the other races can also be found as assassins, in greater or lesser quantities. Half-orcs are perhaps the next most common, using their strength and natural combat instincts to slay their victims rather than being enormously stealthy. Half-orcs also have a good cultural reason for taking the path of the assassin, since they have little chance at making a success of themselves with more conventional careers in either human or orcish society. Most elves and half-elves will not train as assassins, considering the role too unfulfilling and unethical. Those who do tend to be either drow or somewhat unbalanced, but often make excellent assassins. Dwarves are generally considered to be too slow and clumsy to make decent assassins, and most prefer a more direct style of combat, though rumours persist of crack dwarven assassins who are sent out from the caverns only to pursue and painfully slay anyone who has betrayed or stolen dwarf secrets. Those few gnomes and halflings who choose the assassin's

career generally rely on their innocuousness to get past any trouble.

## GAME RULE INFORMATION

**Abilities:** Dexterity is of paramount importance to the assassin, since it powers his most crucial skills. A high Intelligence is also extremely vital, allowing the assassin to acquire a broad range of skills, plan his attacks down to the finest detail, strike to kill with a single blow, and craft specialist poisons for particular missions. For those assassins who rely on brute force more than poisons and plans, a high Strength can ensure that the first blow will be a telling one. Finally, a certain degree of Charisma can be useful for missions that require the assassin to enter an area observed but undercover, rather than by stealth.

**Alignment:** Any non-good

**Hit Die:** d6

### Class Skills

The assassin's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

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

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

### Class Features

All of the following are class features of the assassin.

**Weapon and Armour Proficiency:** An assassin is proficient with all simple weapons, all martial slashing or piercing weapons of small or medium size, and the sap. He is also proficient with light armour. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Sneak Attack:** Any time the assassin's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the assassin flanks the target, the assassin's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The assassin can't strike with deadly accuracy from beyond that range. With a sap (blackjack) or an unarmed strike, the assassin can make a sneak attack that deals subdual damage instead of normal damage. The assassin cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty. An assassin can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The assassin must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The assassin cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Assassination:** If the assassin studies his victim for 3 rounds and then makes a sneak attack with a slashing or piercing melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the target. While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. The assassination attempt works using the massive damage rules (see *Core Rulebook I*), modified as follows. The assassination attempt has an increased sneak attack damage bonus which applies instead of the usual sneak attack damage bonus. If the damage is sufficient for the massive damage rules to apply (50 or more hit points of damage), the victim must make a Fortitude saving throw as usual for massive damage, although the DC is higher than usual (DC 15 + the assassin's Intelligence modifier + 1 per full 5 points of damage done above 50 points). If the victim fails the saving throw, he dies instantly. Once the assassin has completed the 3 rounds of study, he must make the assassination attempt within the next 3 rounds. If an assassination is attempted and fails (the victim makes his save) or if the assassin does not launch the assassination attempt within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another assassination.

**Poison Use:** Assassins of 2<sup>nd</sup> level and up are trained in the use of poison and never risk accidentally

poisoning themselves when using it. At 5<sup>th</sup> level, the assassin may select a type of poison as a favoured poison. This is a poison which he has studied in particular depth, learning all its properties and even deliberately poisoning himself with minuscule doses so as to build up a resistance to it. The assassin gains a circumstance bonus of +1 to all Fortitude saving throws against the effects of his favoured poison, and a like bonus to all Craft (poison) checks to create his favoured poison or variants and refinements of it. In addition, the Spot check DC to detect the poison is increased by one-half the assassin's favoured poison bonus (rounded down), as he learns to better camouflage or hide its true nature.

An assassin may only choose a poison of which he already owns at least three doses. These three doses must be consumed by his experiments and his resistance-building programme, before he is able to gain the benefits of his favoured poison.

At 8<sup>th</sup> level and at every three levels thereafter (11<sup>th</sup>, 14<sup>th</sup>, and 17<sup>th</sup> and 20<sup>th</sup> level), the assassin may select a new favoured poison, and the bonus associated with every previously selected favoured poison goes up by +1.

**Meticulous Planning:** An assassin of 4<sup>th</sup> level or higher may 'case the joint' thoroughly before making an assassination, working out what equipment to take with him, which route to use to the victim and to escape, and any other factors he must take into account. This planning stage requires six full hours and an Intelligence check (DC 12), with a +2 bonus if the assassin has a detailed map or floor-plan of the area in which he plans to assassinate his victim, and a +1 bonus for each additional six hours he is able to devote to his plan.

## New Poisons

Poison	Type
Loyalty stone	Ingested DC 21
Mock blinding sickness	Ingested DC 17
Mock cackle fever	Ingested DC 16
Mock filth fever	Ingested DC 15
Mock mindfire	Ingested DC 16
Mock red ache	Ingested DC 18
Mock shakes	Ingested DC 17
Mock slimy doom	Ingested DC 16

\*The mock disease poisons do their secondary damage 3d4 hours after consumption, rather than one minute later.

†If the victim takes 2 points of damage from one dose of the poison, he must make another Fortitude save or be permanently blinded.

Success gives him a +1 circumstance modifier to all Disguise, Hide and Move Silently checks performed throughout his assassination mission, from the moment he enters the victim's building to the moment he leaves it after carrying out his assassination. If he uses his meticulous planning but fails to kill the victim for any reason, he loses his meticulous planning bonus and instead suffers a -1 morale penalty on all skill checks, attack rolls, and saving throws until he is able to get away from the victim's building.

At 10<sup>th</sup> level the assassin's meticulous planning bonus rises to +2, and at 16<sup>th</sup> level to +3. Any meticulous planning attempt costs 1d6 x 100 gp in bribes, equipment made up especially for the occasion, and other miscellaneous expenses.

**Exotic Weapon Proficiency:** At 6<sup>th</sup> level and every six levels thereafter, an assassin gains an exotic weapon proficiency of his choice.

## Ex-assassins

Ex-assassins retain all class features special abilities and may use them without penalty, except that if an assassin's alignment ever changes to good, he may no longer use his assassination class feature.

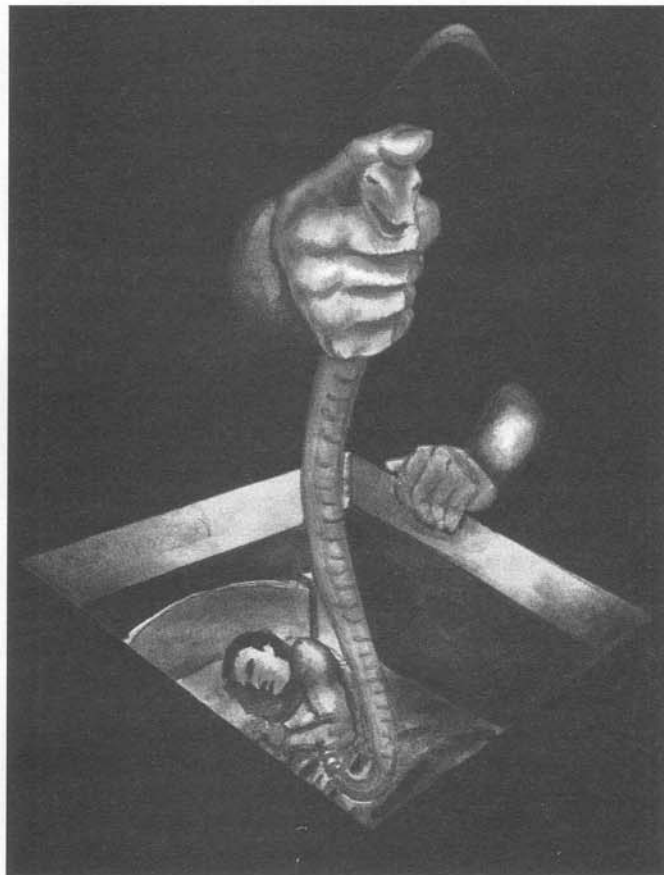
## NEW POISONS

Various new poisons are presented here. None of these occur entirely naturally, although many require ingredients from other poisons, sometimes being created by combining different poisons together. For this reason, they are not subject to being concentrated or refined in any way – they are already as good as they can get.

Initial Damage	Secondary Damage	Price
1d4 Con	2d6 Con	50,000 gp
–	1d2 Str*†	198 gp
–	1d2 Wis*	108 gp
–	1d2 Dex, 1d2 Con*	270 gp
–	1d2 Int*	108 gp
–	1d2 Str*	180 gp
–	1d3 Dex*	228 gp
–	1d2 Con*	162 gp

## Loyalty Stone

This is an odd-looking greenish solid, usually moulded into the shape and size of a small egg. Although it is ingested, no subtlety is possible with this object – it must be forced down the victim's throat. Often this will be done when he has been rendered unconscious, though some prefer to force the victim to swallow it while awake, just to enhance the terror of the procedure. Once within his stomach, the stone begins to slowly dissolve. Each day for the next thirty days, the stone will poison the victim, unless he receives the antidote every day. The antidote costs a mere 50 gp to make, but is never for sale on the open market – each assassins' guild that knows the secrets of creating the loyalty stone has its own slightly different recipe for both stone and antidote. The idea behind this poison is to force the victim to become entirely subservient to the group or individual who can supply the antidote. Due to its enormously high price, it is typically used only on kings or other staggeringly influential nobles or politicians, so that a decent return is possible. Most commonly another noble will hire the assassin or guild to administer the egg. The victim will typically be forced to swallow a second egg on the 30<sup>th</sup> day before being given his antidote.



## The Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Assassination, sneak attack +1d6 (assassination +2d6)
2	+1	+0	+3	+0	Poison use
3	+2	+1	+3	+1	Sneak attack +2d6 (assassination +4d6)
4	+3	+1	+4	+1	Meticulous planning (+1)
5	+3	+1	+4	+1	Sneak attack +3d6 (assassination +6d6), poison use (favoured poison +1)
6	+4	+2	+5	+2	Exotic weapon proficiency
7	+5	+2	+5	+2	Sneak attack +4d6 (assassination +8d6)
8	+6/+1	+2	+6	+2	Poison use (favoured poison +2)
9	+6/+1	+3	+6	+3	Sneak attack +5d6 (assassination +10d6)
10	+7/+2	+3	+7	+3	Meticulous planning (+2)
11	+8/+3	+3	+7	+3	Sneak attack +6d6 (assassination +12d6), poison use (favoured poison +3)
12	+9/+4	+4	+8	+4	Exotic weapon proficiency
13	+9/+4	+4	+8	+4	Sneak attack +7d6 (assassination +14d6)
14	+10/+5	+4	+9	+4	Poison use (favoured poison +4)
15	+11/+6/+1	+5	+9	+5	Sneak attack +8d6 (assassination +16d6)
16	+12/+7/+2	+5	+10	+5	Meticulous planning (+3)
17	+12/+7/+2	+5	+10	+5	Sneak attack +9d6 (assassination +18d6), poison use (favoured poison +5)
18	+13/+8/+3	+6	+11	+6	Exotic weapon proficiency
19	+14/+9/+4	+6	+11	+6	Sneak attack +10d6 (assassination +20d6)
20	+15/+10/+5	+6	+12	+6	Poison use (favoured poison +6)

## The Mock Disease Poisons

When an assassination must be carried out with the greatest of subtlety, there is nothing better than a mock disease poison to make the death seem natural. This class of poisons is extremely difficult to create, and the formulas required to manufacture the mock diseases are generally closely guarded secrets known only to assassins' guilds, malevolent alchemists or cults of evil gods. All these poisons are available in ingested versions only, since this is the best method for avoiding detection or even suspicion. All are DC 25 to spot – they have been formulated specifically to avoid detection.

Note that the mock disease poisons are quite different from custom-designed poisons which duplicate the *contagion* spell (as found in *The Quintessential Rogue*). Poisons which duplicate *contagion* actually infect the target with the real disease, whereas the mock disease poisons simply do damage which resembles that done by the disease. This can be a major advantage to the assassin, since the victim of a mock disease poison will likely be treated for the disease, which will of course have no effect on the poison.

Any time a mock disease poison does damage, it will also cause the physical and other symptoms of the disease to break out in the wearer. A Heal check (DC 25) on the part of anyone examining these symptoms carefully (10 minute or more examination) will reveal that the disease does not seem to be precisely the same as normal, although there will be no indication that this is because the disease is the result of a poison unless the examiner is aware of the poison and has seen its effects before.

## NEW EQUIPMENT

### Poison rings

In the great cities, where death wears a false smile and a fine coat, high-class assassins often have recourse to poison rings. These devices are not obviously harmful, appearing much like any other fine piece of jewellery. The basic prices given here cover the cost of a very plain-looking poison ring (DC 25 to detect with a Search check if 'patting down' the ring's wearer for weapons). For an additional 1,000 gp, a poison ring can be made of far higher quality, from precious metals inset with gems. These rings not only have a finer mechanism than their cheaper cousins, the high value of the materials also makes them look far less like weapons (DC 27 to detect). The truly courtly assassin will have a still finer ring made (+3,000 gp, DC 30 to detect). Poison rings come in three varieties, known as drippers, needles and squirter.

**Poison Dripper Ring:** This ring has enough room in a tiny reservoir within it to hold either one dose of any ingested poison or two doses of any concentrated ingested poison. The wearer may make a Pick Pocket check with a +2 circumstance bonus (opposed by the Spot checks of any observers) to drip poison into any food or drink he handles without being noticed. Cost: 50 gp.

**Poison Needle Ring:** The poison needle ring has a tiny retractable needle which can be coated with a single dose of any injury poison. In a combat situation, it can be used to deliver a poison with what is effectively an unarmed strike, dealing no damage but penetrating the skin just enough to poison the victim. In a non-combat situation a simple Pick Pocket skill check (DC 20) can be used instead if desired. In either case, a target with a +1 or greater armour bonus or a natural armour bonus of at least +3 cannot be affected. Cost: 75 gp.

**Poison Squirter Ring:** This ring is much like the poison dripper ring in design, except that it is designed to hold a single dose of any inhaled poison or two doses of any concentrated inhaled poison. The reservoir can be squeezed with the other hand, which causes the poison to squirt out in a 1 ft. x 1 ft. cloud. The wielder of the ring may make a touch attack roll to deliver the cloud of poison directly into the victim's face. Cost: 150 gp.

## NEW WEAPONS

**Blowgun:** A long, hollow tube designed to fire poisoned needles, the blowgun is a favoured weapon amongst assassins who often employ toxins. While a blowgun's needles deal only 1 point of damage on a hit, they can deliver injury and contact poisons. The needles deal no damage against, and cannot poison, a target with a +1 or greater armour bonus or a natural armour bonus of at least +3. The blowgun counts as an exotic weapon.

**Crossbow, Sniper's:** A crossbow specifically designed to boost the ability of a rogue to deliver a punishing sneak attack at long range, the sniper's crossbow incorporates a stock-mounted telescope and simple targeting sight that allows a rogue to zero in on an opponent's vital points from a long distance. When using the sniper's crossbow, an assassin may make sneak attacks from up to 120 ft. away from his target, and assassination attempts from up to 60 ft. away. A sniper's crossbow is an exotic weapon. A character without proficiency with this weapon may use it as a normal light crossbow, gaining no benefit from the scope.

## Concealing Weapons

A weapon can be concealed about one's person by making a Disguise check (since one is, in effect, disguising oneself as an unarmed individual). A disguise kit offers no bonus to this special Disguise check, although clothing designed specially to conceal the weapon (at triple normal cost for the garment or garments involved) gives a +2 circumstance bonus to the Disguise check. The Disguise check made to conceal a weapon is always opposed to the Spot check of any observers, or to a Search check if another creature 'pats down' the assassin.

### DC of hiding a weapon

Your size	Size of Weapon				
	Tiny	Small	Medium	Large	Huge
Small	20*	25**	—	—	—
Medium	15*	20*	25**	—	—
Large	10*	15*	20*	25**	—

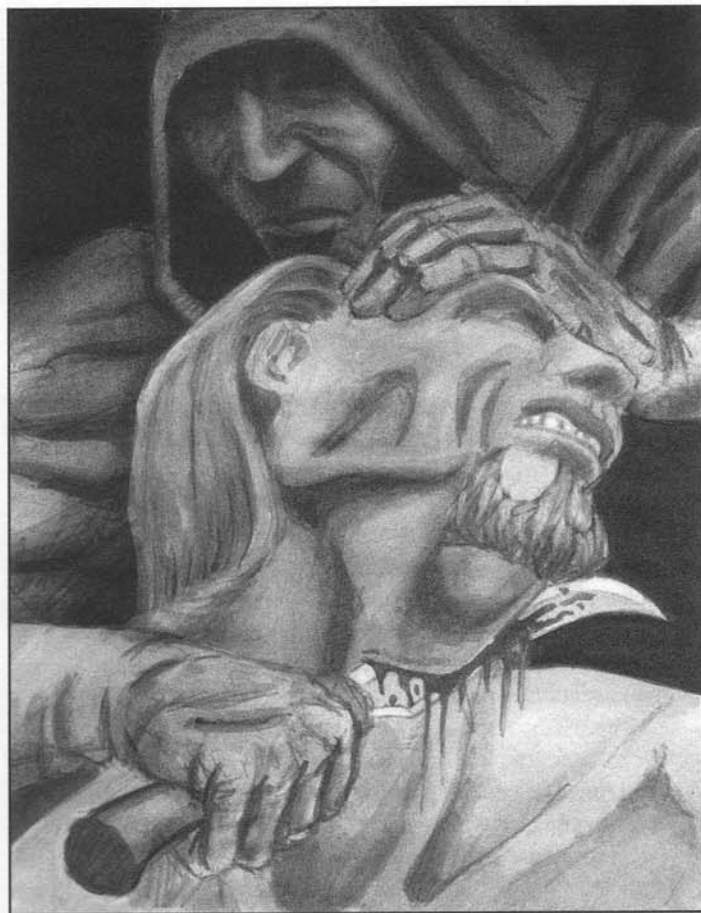
\*A weapon which is of a smaller size category than you (for example, a shortsword concealed by a human) can be concealed either so that it is accessible (may be drawn as a free action using the Quick Draw feat, or as a move-equivalent action if not), in which case you suffer a -2 circumstance penalty to your Disguise check, or so that it is relatively inaccessible, in which case it takes you a full-round action to draw it.

\*\*A weapon which is the same size category as you (for example, a longsword concealed by a human) can only be concealed by either disguising it as something else (for example, disguising a longsword as a crutch) or by wearing extremely capacious and loose clothing (such as a large cloak). In either case, a weapon this large is even more difficult to conceal so it is easily accessible - it causes you an additional -4 circumstance penalty to your Disguise check if you wish it to be accessible to draw without 1d3 full-round actions spent unwrapping it or otherwise getting at it.

**Estoc:** The estoc is a long, heavy-bladed sword with a diamond cross-section. It has almost no cutting power, but is ideal for penetrating armour. Against an opponent in any medium armour, the wielder of an estoc gains a +1 circumstance bonus to his attack roll. This circumstance bonus increases to +2 against an opponent in heavy armour. Estocs are commonly used by assassins expecting to face a heavily armoured victim, as they are reasonably handy and just about concealable but have a great deal of armour-piercing power.

**Finger Razors:** Finger razors are sharpened false fingernails of either jade or steel that slip over the tips of the wearer's fingers. They allow the user to inflict slashing damage with unarmed strikes and are useful for delivering poisons. They look relatively innocuous, and will only be noticed as weapons with a Spot check (DC 20). Finger razors are ineffective after the first blow, as they have a tendency to either stick in their target or simply fall off the user's fingertips.

**Garrote:** A garrote is a thin, braided strangling-cord, usually with a wooden or bone handle at each end, often knotted along its length so as to provide additional pressure against the windpipe and carotid arteries. It may only be used if the target would be denied his Dexterity bonus to AC (whether or not he has a Dexterity bonus to AC), and if the target is a humanoid of between Small and Large size. A target with a +1 or greater armour bonus or a natural armour bonus of at least +3 cannot be affected. The attacker makes an attack roll with a -4 penalty but otherwise as normal. If successful, he has looped his garrote over the target's neck. The target takes no immediate damage, but the pressure on his arteries rapidly begins to cut off the blood supply to his brain - he must make a Fortitude save (DC 15 +





## Simple Weapons – Melee

Weapon	Cost	Damage
<b>Tiny</b>		
Finger Razors*	5 gp	*
Spring Dagger*	150 gp	1d4
Weighted Dagger*	20 gp	1d6

## Exotic Weapons – Melee

<b>Tiny</b>		
Garrotte*	1 sp	*
Stiletto*	8 gp	1d4
Wire Garrotte*	12 gp	1d4
<b>Medium</b>		
Estoc*	18 gp	1d8

## Exotic Weapons - Ranged

Weapon	Size	Cost
Blowgun	Medium	10 gp
Blowgun Needle	Fine	1 sp
Crossbow, Sniper's	Medium	350 gp

\* Special rules apply.

attacker's Strength bonus) one round after the attack or fall unconscious and suffer 1d6 temporary Constitution damage. Even if he succeeds, he takes 1d3 temporary Constitution damage, and the Fortitude save must be repeated every round. While being garrotted, the target is very restricted as to his actions. He may take at best a partial action each round, and doing so causes him a -2 circumstance penalty to his next Fortitude save. He may attempt to attack his attacker, but only with a light weapon or by grappling. If the target successfully grapples the attacker, he may make a grapple check (with a +2 synergy bonus if he has five or more ranks of Escape Artist skill) to escape the garrotte, usually by throwing off his attacker in some way. The attacker loses his Dexterity bonus to AC while garrotting the target. A target who has been rendered unconscious by a garrotte will remain unconscious for 3d6 minutes. An attacker who has rendered a target unconscious using a garrotte may perform a coup de grace with the garrotte, automatically inflicting 1d6 temporary Constitution damage and forcing the target to make a Fortitude check (DC 10 + total Constitution damage inflicted so far) or die. A garrotte never does extra damage from a sneak attack bonus. Because of a garrotte's flexible nature and relatively innocuous appearance, it gives a +2 circumstance bonus to all attempts to conceal it.

**Spring Dagger:** A spring dagger is a light, thin-bladed dagger with no guard and a handle barely thicker than the blade. The steel used for this weapon is of exceptionally high quality, allowing the

Critical	Range Inc.	Weight	Type
x3	-	-	Slashing
x2	5 ft.	¼ lb	Piercing
x3	-	1 lb	Piercing

-	-	-	*
x4*	5 ft.	½ lb	Piercing
x4	-	-	Slashing*
x3	-	4 lb	Piercing

Damage	Critical	Range Inc.	Weight	Type
1	X2	10 ft.	2 lb.	Piercing
-	-	-	-	-
1d8	19-20/x2	80 ft.	7 lb.	Piercing

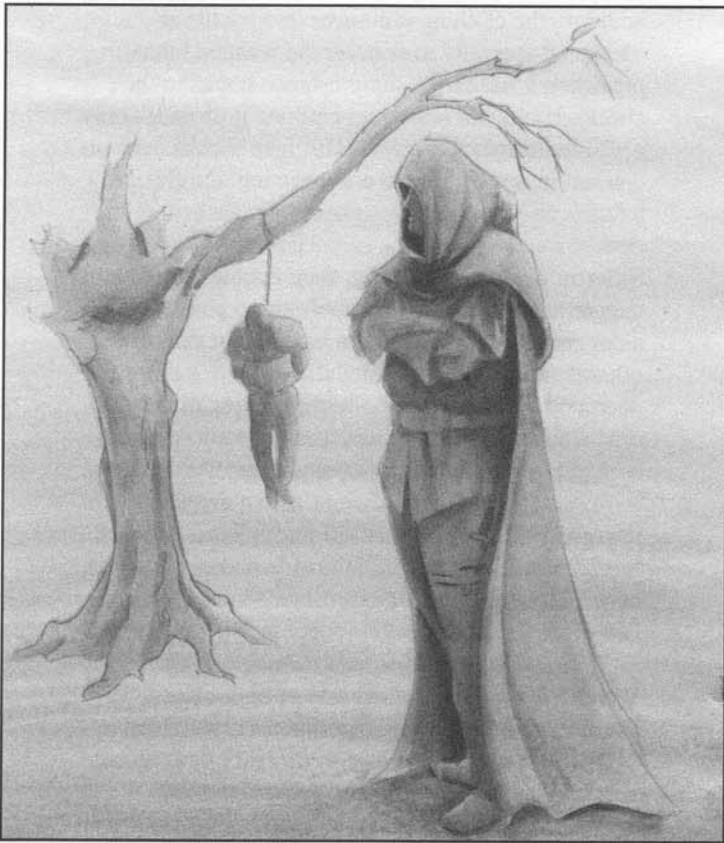
blade to be bent around almost in a circle without snapping. The spring dagger is almost always supplied sewn into an article of clothing, typically a leather hatband or sturdy belt. It provides a +4 circumstance bonus to Disguise checks made to conceal it if sewn into an article of clothing but always takes at least 1d4 rounds to access. In addition, the clothing it is sewn into counts as 'designed specially to conceal the weapon,' thus providing a further +2 circumstance bonus to the check. If it is not sewn into clothing it provides only a +2 circumstance bonus to Disguise checks made to conceal it, due to its thin cross-section and flexible nature.

**Stiletto:** A stiletto is a long, thin, double-edged dagger, tapering to an extremely sharp point. Unlike a dagger or kukri, the stiletto has no practical use other than combat. It is intended purely to drive deep within an opponent's body, seeking out vital organs. Although it is classed as an exotic weapon, it can be wielded without a penalty to attack roll by any character who is proficient with a dagger, though in this case the critical multiplier is reduced to x2. A stiletto's long, thin profile makes it easy to conceal, giving it a +1 circumstance bonus to Disguise checks to hide it about one's person.

**Weighted Dagger:** A favourite of high-class courtiers, politicians and assassins, the weighted dagger is shaped much like an ordinary dagger, but is specially weighted for a downward strike to the back. It is designed for use when the target has been

denied his Dexterity bonus to AC, and if used in any other circumstances it suffers a -2 circumstance penalty to all attack rolls. In addition, it is not very effective for defence – the wielder is treated as unarmed for purposes of provoking attacks of opportunity if the only weapon he has is a weighted dagger.

**Wire Garrotte:** All wire garrottes have handles, but are otherwise much like regular garrottes except that the cord is replaced with a thin, high-grade steel wire. The wire garrotte functions in every way like an ordinary garrotte, except that as well as causing Constitution damage and forcing Fortitude saves, it slices into the victim's neck, potentially cutting his head off at the same time as strangling him. It does the listed slashing damage every round in addition to the strangulation damage. Unlike a regular garrotte, the wire garrotte may be used with a sneak attack bonus to do extra damage, although this bonus applies only to the slashing damage, not to the Constitution damage. Like the regular garrotte, the wire garrotte gives a +2 circumstance bonus to all attempts to conceal it. A character who is proficient with the garrotte can use a wire garrotte without penalty, and vice versa.



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d20  
system

# Gladiator

Power Classes



# The Power Classes II *Gladiator*

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## **INTRODUCTION**

The gladiator is the highly trained master of arena combat, capable of dispatching foes in the most spectacular manner imaginable. His highly specialised training in such forms of combat as net-fighting, blind-fighting and exotic weapons allows him to demonstrate the most unusual fighting techniques in the world to an eager audience. As important as winning his fight, he must win the crowd, the vast seething mob of the imperial cities.

Perhaps the most feared, and yet most entertaining feature of the gladiator is his death move, a flamboyant, individualistic finishing touch with which he slays his opponent. This is the climax of a long, drawn-out battle, with the pair of gladiators playing to the crowd as much as fighting, darting to and fro, opening great bloody gashes in one another, gradually wearing each other down. The mob's anticipation rises and rises as the two gladiators become more and more vicious, each waiting for the other to make just one fatal mistake.

## **USING POWER CLASSES**

This is the first book of the Power Class series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play a gladiator character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made of the many new class features which will have a direct impact on the capabilities of any gladiator character in the game.

# THE GLADIATOR

**Adventures:** Almost every 'adventure' a gladiator has had will have been a match or other contest in the arena. These, of course, can be many and varied in and of themselves, and most gladiators eventually will gain great renown and fortune by arena combats alone. Yet there are always distractions and opportunities, even in a life as apparently limited as that of a gladiatorial slave. Rich citizens and their wives will often pay well to spend time with a gladiator, for whatever reason. This could involve them in anything from an illicit love affair with a noble's wife to political intrigue at the highest level. It is also not uncommon for a gladiator's owners to hire him out for other purposes, such as bodyguarding a grandee or leading a band of mercenaries. In this case, it is the gladiator's fearsome reputation as much as his skill at arms that is being hired. Slave rebellions, some of them growing widespread enough to almost topple an empire are frequently instigated and led by gladiators. For a gladiator, leading such a rebellion may be less risky than fighting for another year or two in the arena and, if successful, could be a far quicker route to freedom than waiting to be awarded the wooden sword.

**Characteristics:** Gladiators are some of the most highly trained combat specialists to be found in any fantasy world, knowing little or nothing save how to fight and kill. A gladiator's owner will have him trained in a particular fighting style first and foremost, such as trident and net or paired shortswords, but the gladiator will have to adapt to whatever is required of him and soon learns a variety of other weapons and combat techniques. The more experienced gladiators also excel at showmanship, having discovered that the crowd prefers a spectacular and exciting fight to a quick and gory one.

**Alignment:** Because anyone can find themselves enslaved and forced to fight in the arena, gladiators of every alignment can be found. Slavers, after all, are not picky about the moral or ethical background of their captives, and nobles or professional gladiator stable-owners are more concerned with the physical fitness of a slave and any fighting skills he may possess.

Once in the arena, a gladiator will often find most success if he can somehow play up to his alignment. Lawful gladiators may cultivate a reputation for no-

nonsense, remorseless combat, while chaotic gladiators often practise a more flamboyant and reckless style of fighting. Good gladiators may develop a reputation for mercy and honour, which can endear them to the crowd, but evil gladiators can win just as much renown by deliberately maintaining a 'bad guy' image, viciously slaying their foes and scowling at the mob.

**Religion:** Gladiators, even high-level ones, fully expect to die in the arena, and know well that every fight could be their last. The odds are against them, after all – many, many gladiators have to die for each one that achieves lasting success and maybe freedom. For this reason their religion tends to be fatalistic, and most will worship gods of death or war. Of course, it is rare for gladiators to have access to priests or religious texts, so their worship is simple, impromptu, and everyday. Most will say a quick prayer or mutter a charm before combat, and be lavish with their gratitude to their gods if they win. Many will have acquired or crafted a small collection of minor religious objects, perhaps carved figures of their tribal gods or totems, and a bag of good-luck charms or sacred herbs.

**Background:** Gladiators come from a wide variety of backgrounds, but at 1<sup>st</sup> level almost all are



escaped or recently freed slaves. They may have been captured as prisoners-of-war, been sentenced to slavery for a crime (real or imagined), or spent all their lives as slaves. All will have some skills or aptitude derived from their original background, but are now effectively equal in the arena, their former lives forgotten, reborn to fight... and to die.

**Races:** Most cultures that hold large-scale gladiatorial events are human, usually vast empires. Elves find such a concept barbaric while dwarves do not really see the point, and halflings and gnomes generally prefer a more sensible and restrained form of entertainment. That said, any race can find itself enslaved and forced to fight as gladiators, alongside humans. Likewise, several humanoid cultures have events that resemble gladiator combat, though they tend to be somewhat more impromptu affairs and rarely have purpose-built arenas of the scale and scope of humans. Still, a half-orc can and often will prosper in either a human or humanoid arena, and half-orcs are typically one of the most favoured races with gladiatorial slave-owners, who can play up their bestial nature. Humans likewise are popular, largely for their versatility and because a predominantly human crowd can better identify with another human. Dwarves are prized for their tenacity and toughness, but often find the showmanship required of a truly master-class gladiator to be beyond their reach. Elves are often considered weak, though an elf who survives his first few fights will be quite a catch for any slave-owner. Halflings and gnomes are most commonly recruited for 'fights' in which they are expected to die or for 'comical' arena battles in which a dozen or more of them are pitted against a more heavily armed and experienced gladiator or monster.

## GAME RULE INFORMATION

**Abilities:** To survive the arena, a high Strength, Dexterity and Constitution are all useful, if not crucial. To prosper in the arena, to gain fame and perhaps one day win your freedom, a high Charisma can be more useful still – without it, you will never win the favour of the crowd, nor will your victories ever be true works of art. With it, you can turn every battle into a performance, every killing into a glorious spectacle.

**Alignment:** Any

**Hit Die:** d10

## Class Skills

The gladiator's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Ride (Dex), Tumble (Dex), and Sense Motive (Wis).

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

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

## Class Features

All of the following are class features of the gladiator.

**Weapon and Armour Proficiency:** A gladiator is proficient with all simple and martial weapons, light and medium armour, and shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Character Concept:** Every gladiator has some sort of skills or knacks based on whatever he did before being enslaved, and even those who have lived all their lives as slaves will have picked up something or other, even if it is only a stoic acceptance of their fate. Each gladiator character picks a character concept at 1<sup>st</sup> level from the following list, or from any additional character concepts permitted by the Games Master:

*Gladiatorial Slave:* A gladiatorial slave has been bred only for the arena, only to fight and die here. He knows nothing else but fighting and practising for fighting.

† Gladiatorial slaves gain a free proficiency with any one Exotic Weapon.

† All gladiatorial slaves have a -2 circumstance penalty to Charisma-based skill checks which target any character who is not a gladiator (by profession, rather than necessarily by class). This penalty remains until such time as the gladiatorial slave spends sufficient time outside the arena to gain at least two levels in another class (excluding a gladiatorial prestige class such as those presented in *Gladiator – Sands of Death*).

*Untrained Slave:* Although an untrained slave will have learnt some skills or other useful talents, he has almost no knowledge or training that will be of any use in the arena itself.

† Untrained slaves are proficient only with simple weapons, and do not start the game with any proficiency in armour or shields. However, if they survive they will soon pick up these proficiencies which are, after all, the meat and drink of any gladiator – after each combat the slave lives through, he automatically gains a free proficiency in either one martial weapon, all shields, or light armour. This represents both his rapidly developing fighting skills and the training his fellow gladiators or adventurers will give him, once it becomes clear that such training is worthwhile.

† Untrained slaves are well used to a life of slavery, and so are often excited at the opportunities to be had from a gladiator's lot. After all, the prospects as a successful gladiator are far greater than those of a mere slave. For this reason, the untrained slave gains a +1 morale bonus to all attack rolls, saving throws and skill checks made in the arena. This lasts until the first time he is defeated in combat.

† Untrained slaves may choose any two Craft or Profession skills as additional class skills. These skills remain as class skills, even if the untrained slave later multiclasses.

† *Soldier:* Former soldiers are highly valued as gladiatorial slaves, since most have fair combat skills right from the start and more importantly are used to facing death.

† Soldiers start the game with a bonus Heavy Armour Proficiency.

† Soldiers are used to fighting in groups, rather than individually. A soldier has a -1 morale penalty to all attack rolls, saving throws and skill checks made during individual one-on-one combats, rather than group battles. This penalty lasts until the soldier wins a one-on-one combat, with no interference from anyone else.

*Criminal:* Criminals are frequently sold into slavery as punishment for their crimes. Most adapt remarkably rapidly to a gladiator's life, more out of necessity than anything else. For those from a particularly poor background, the idea of free food and the occasional fight to the death sounds much like home, except with more food.

† Criminals can choose either to have the capability to do a 1d6 sneak attack (as the 1<sup>st</sup> level rogue ability from *Core Rulebook I*) or take a Skill

Focus feat in either Move Silently, Hide, Open Lock or Pick Pocket. If they choose the 1d6 sneak attack, this will stack with any sneak attack ability they may gain through other classes.

† Criminals are easily scared by the idea of a fair fight. They suffer a -1 morale penalty to all attack rolls, saving throws and skill checks made during any combat, except when the criminal is in a flanking position in relation to his nearest opponent. This penalty lasts until the criminal wins a combat without ever flanking an opponent.

**Gladiatorial Combat Style:** All gladiators specialise in a particular style of combat. At 1<sup>st</sup> level and every five levels thereafter, the gladiator chooses a combat style from among the following. Some styles have a *required feat* – a gladiator will not be trained in that combat style unless he has the appropriate feat. At 1<sup>st</sup> level, this requires him to take that feat as his starting feat (or one of his starting feats if human).

**Note:** All styles have *required equipment* – unless the gladiator has precisely the equipment listed, and is not additionally encumbered in any way (other than by basic clothing), he is not able to use any of the special features of his gladiatorial combat style.

*Equite:* Equites are mounted gladiators, lethally effective against foot gladiators but most commonly expected to fight one another. When they do go up against a non-mounted foe, they are typically either outnumbered or outclassed, in the hope of making the fight a fair one. Equites are primarily armed with shortspears, but carry a longsword as a backup weapon. At low levels, their training focuses on the use of the spear, but as equites get more and more experienced they find fights last long enough that the longsword comes into play more and more often, because the spear has either been thrown or left in the belly of a fallen foe.

† Required Feat: Mounted Combat.

† Required Equipment: Gladiator armour, light hoplite armour, or heavy hoplite armour, small shield, longsword, shortspear, light warhorse.

† A 1<sup>st</sup> level equite is able to take advantage of his mount's speed and momentum. When using a shortspear from the back of a charging mount, an equite does double damage, just as if the spear were a lance.

† At 2<sup>nd</sup> level, any attempt to make a trip attack to dismount the equite provokes an attack of opportunity from the equite.

† At 4<sup>th</sup> level the equite may always Take 10 on Ride checks, even in combat or other stressful situations.

† At 5<sup>th</sup> level the equite is able to make a devastating downward strike with his longsword, even when he is not charging. He gains a +1 damage bonus to his longsword attacks when mounted.

† At 10<sup>th</sup> level, the equite's mounted damage bonus with the longsword is increased to +2, and any creature struck by it for more than 5 points of damage must immediately make a Fortitude save (DC = 10 + damage inflicted by longsword) or be knocked prone.

*Hoplomachus:* A hoplomachus is armed and armoured as a heavy foot soldier. He may be pitted against almost any opponent, though usually other hoplomachuses or occasionally secutors.

† Required Equipment: Light hoplite armour or heavy hoplite armour, tower shield, longsword or kopis.

† A 1<sup>st</sup> level hoplomachus using a tower shield chooses how much cover it grants him as usual, but his opponents always have one degree of cover less than he does from the shield – that is, if he takes 9/10 cover, his opponent only has 3/4 cover. This does not apply if the hoplomachus has total cover from his shield.

† At 3<sup>rd</sup> level, a hoplomachus can no longer be flanked, as he can use his shield to provide total cover from one opponent and simply fight the other.

† At 5<sup>th</sup> level a hoplomachus armed with a kopis has a +2 circumstance bonus to damage whenever he attacks an enemy's shield.

† At 7<sup>th</sup> level the hoplomachus may assume a defensive stance. This is a move-equivalent action, and gives him a +4 bonus to AC for one full round.

† At 10<sup>th</sup> level, a hoplomachus who has a kopis can make a special attack as a full-round action. He puts his entire body into a devastating downward-smashing blow with the kopis, taking full advantage of the weapon's weight and power. The attack has a -1 circumstance penalty, but if it hits it does double damage.

*Retiarius:* A retiarius is armed with the unusual combination of a net and a trident. He has minimal

## The Gladiator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Character Concept, Gladiatorial Combat Style
2	+2	+3	+0	+0	Exotic Weapon Proficiency
3	+3	+3	+1	+1	Spectacular Combat
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Gladiatorial Combat Style
6	+6/+1	+5	+2	+2	Death Move
7	+7/+2	+5	+2	+2	Exotic Weapon Proficiency
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	Personal Symbol
10	+10/+5	+7	+3	+3	Gladiatorial Combat Style
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Exotic Weapon Proficiency
13	+13/+8/+3	+8	+4	+4	Improved Death Move
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	Gladiatorial Combat Style
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	Exotic Weapon Proficiency
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Gladiatorial Combat Style, Superior Death Move



armour and lack of shield, allowing him to be very nimble around the arena.

† Required Feat: Two Weapon Fighting.

† Required Equipment: Gladiator armour, net, trident, dagger.

† A 1<sup>st</sup> level retiarius with his Required Equipment may fight as though he had the Ambidexterity feat, even if he does not meet the prerequisites.

† At 2<sup>nd</sup> level, a retiarius's nimbleness and clever footwork allow him to treat his trident as a reach weapon, so long as his opponent does not have any melee weapon of larger than Small size.

† A 3<sup>rd</sup> level retiarius may use his net exactly as if it were a small shield. He may not attack with the net during any round he uses it as a shield. Any attacks on the net itself while it is being used as a shield gain a +2 bonus to damage. The net also counts as a shield for purposes of avoiding the reduced effectiveness of gladiator armour.



† At 5<sup>th</sup> level the retiarius may fold his net for throwing as a full-round action, rather than as two full-round actions.

† At 12<sup>th</sup> level, a retiarius may make a death move attack on an opponent who has a maximum of 33% of his original hit points remaining, rather than the usual 25%, so long as the opponent is entangled in his net.

*Secutor:* A secutor is lightly armed and armoured with only a gladius and shield, so as to allow him to pursue the nimble retiarius. This light armament means the secutor – if he survives his first fight – becomes well used to picking up other weapons and shields once his own are lost or battered to pieces.

† Required Equipment: Gladiator armour, a large shield, and a shortsword

† A 1<sup>st</sup> level secutor is trained particularly to fight against retiariuses – he gains a +2 dodge bonus to AC against net attacks only, and a +4 competence bonus to Escape Artist checks made to escape a net.

† At 3<sup>rd</sup> level, when the secutor makes a shield bash attack he does not temporarily lose the shield's armour bonus for doing so.

† At 8<sup>th</sup> level the secutor's versatility and long experience with improvising weapons or scrounging them from fallen foes in the arena means he may now use any of his Gladiatorial Combat Style class features even if he no longer has one or both of his required shortsword and shield.

† At 10<sup>th</sup> level the secutor no longer provokes an attack of opportunity when making a Grapple check.

† At 12<sup>th</sup> level, a secutor who has grappled an opponent may attempt a death move so long as that opponent has a maximum of 33% of his original hit points remaining, rather than the usual 25%. The secutor must be armed with a light piercing weapon to do this – he is essentially using his off-hand to simply pull the opponent onto his weapon.

**Exotic Weapon Proficiency:** At 2<sup>nd</sup> level and every five levels thereafter, a gladiator gains proficiency in any one exotic weapon of his choice.

**Spectacular Combat:** At 3<sup>rd</sup> level, a gladiator begins to master the art of showing off to any crowd

while in deadly hand-to-hand combat, with a salute or weapons display before closing with the opponent, or finishing a fallen foe with a flourish. At first, he can only do this when fighting an opponent who also has the Spectacular Combat ability and is also willing to practise it. Two combatants performing Spectacular Combat are an incredible sight to behold, whirling and leaping, hacking and blocking, roaring and shrieking. Each combat round, they may either attack spectacularly or normally. A spectacular attack is made using the character's Perform skill (DC = opponent's AC) rather than his attack bonus, with no modifiers for strength, feats, etc. A successful result indicates that a mere 1d3 damage is caused. Strength bonuses or other damage bonuses are not added to the damage roll, and critical hits are never used during Spectacular Combat. The wound will look far bloodier and nastier than it is – the art of spectacular combat, after all, is to draw the fight out while making every blow look as impressive as possible, aiming for parts of the body that will bleed heavily and gape unpleasantly without seriously disabling the victim. At any time, either combatant can switch to normal attacks, in which case the remainder of the combat must be played out with normal attacks only – neither combatant can continue with Spectacular Combat once one has attacked normally. At this point fighting begins in earnest. At the end of a fight which was fought at least in part with Spectacular Combat, the two participants make opposed Perform checks, with circumstance modifiers of +1 for each hit landed using Spectacular Combat, +2 for winning the fight, and -4 for being the first combatant to switch to normal combat.

A Death Move which is successful in slaying the opponent does not count as switching to normal combat – in effect, the character turns the Death Move into part of the spectacle. The winner of the opposed Perform check gains a +1 morale bonus to attack roll and damage rolls during his next combat. If you are using the Fame rules from *Gladiator – Sands of Death*, he also gains a +1 bonus to Fame. These bonuses apply even if he lost the actual combat but survived. Spectacular Combat can only be performed in combats involving just the gladiator and one opponent, and there must be at least one witness to the fight.

At 5<sup>th</sup> level, a gladiator may use Spectacular Combat against any opponent who is less than half the gladiator's class level, even if that opponent is not himself using Spectacular Combat. In this case, the gladiator must defeat the opponent using only Spectacular Combat and a Death Move to finish off – if he switches to normal combat at any point (other

than a death move), he does not get a Perform check at the end of the fight. If he does defeat the opponent using only Spectacular Combat, he makes a Perform check at the end of the fight, (DC = 25 – number of rounds the fight lasted). A successful check here gains him the normal morale bonus.

At 15<sup>th</sup> level, a gladiator is able to seamlessly integrate his performance with his fighting. He may now deal normal damage (with any Strength or other bonuses applicable) while performing Spectacular Combat. In addition, he gains a +2 circumstance bonus to all Perform checks he makes which relate to Spectacular Combat.

**Death Move:** At 6<sup>th</sup> level, the gladiator is a master of the arena, one who can both sway the crowd and be a truly dangerous foe to face. After defeating an enemy in the arena, the gladiator may perform a special Death Move he has practised to intimidate other gladiators and cause the crowd to howl. The specifics of the Death Move are up to the gladiator, but actions such as decapitating the head of an enemy, impaling him on a spike or even ripping out his spinal column are particular favourites with the mob. If the gladiator makes either a Strength or Dexterity check (his choice of which) at DC 15, he may perform his Death Move on an enemy he has reduced to zero or lower hit points. Only melee weapons may be used in a Death Move. The gladiator automatically gains a temporary +1 morale bonus on attack and damage rolls that will last for one hour. If using the Fame rules from *Gladiator – Sands of Death*, the gladiator also gains one permanent point of Fame. In all other respects, the Death Move is treated as performing a coup de grace, as detailed in *Core Rulebook I*.

At 13<sup>th</sup> level, the gladiator gains a truly awesome attack – the Improved Death Move. The gladiator no longer needs to wait for a target to drop to 0 hit points or less to use the Improved Death Move. Instead, the target need only be on 25% or less of its starting hit points, though it may not be of a size class larger than that of the gladiator. Both the gladiator and the target make opposed Strength or Dexterity (gladiator's choice of which) checks to determine the success of the Improved Death Move. Their character level and/or Hit Dice are used as bonus modifiers to this roll. If the gladiator beats his target's check with his own, the target is automatically slain in a very grisly manner.

At 20<sup>th</sup> level, the gladiator can perform the Superior Death Move, gaining a +2 circumstance bonus to either all his Strength or Dexterity checks, when attempting to do a Death Move. He must choose

either Strength or Dexterity when he reaches 20<sup>th</sup> level. He can still use the other ability score if he prefers, but gains no bonus when doing so.

**Personal Symbol:** At 9<sup>th</sup> level, a gladiator gains the renown to have his own personal symbol. His identity and skill is immediately obvious as soon as he enters combat, and he gains a +1 morale bonus to all Perform checks made while brandishing his symbol, which is often incorporated into the design of his weapons and armour. At 18<sup>th</sup> level, this morale bonus to Perform checks rises to +3, as the renown of his symbol spreads further. If you are using the Fame rules from *Gladiator – Sands of Death*, he also gains a one-time bonus of +5 to Fame on being presented with the armour at 9<sup>th</sup> level, and a further one-time bonus of +8 to Fame on achieving 18<sup>th</sup> level.

## EX-MEMBERS OF THE CLASS

Ex-gladiators retain all class features, fighting styles and special abilities, although such features are often restricted when using certain weapons or armour.

## GLADIATOR ARMOUR AND WEAPONS

As well as the armour and weapons listed in the various combat styles, it is quite common for gladiators of any style to learn and use a variety of different weapons. Every arena master worth his salt likes to put on shows that are a little out of the ordinary, and so gladiators might often find themselves armed with weapons that are not used in their usual style, perhaps because they are to battle a monster, fight while chained to their partners (or even their opponents), or re-enact an historic military victory with the appropriate armaments.

Medium Exotic Weapon	Cost	Damage
Kopis	65 gp	1d8
Armour	Cost	Armour Bonus
Light Armour		
Gladiator Armour	125 gp	+3
Light Hoplite Armour*	200 gp	+4
Medium Armour		
Heavy Hoplite Armour*	300 gp	+5
Heavy Armour		
Andabatae Armour*	600 gp	+7

\* Special rules apply

Gladiators trained in some of the more difficult-to-master styles, such as andabatas and retiarius, often prefer to fight without their usual weapons, particularly while they are still training to master them.

## Gladiator Armour

Gladiator armour is characterised by its grim impracticality – most armour made for war offers heavy torso protection, but priorities are different in the arena. Better a man be killed outright and spectacularly than that he be left unable to fight properly, after all.

**Gladiator Armour:** Various gladiators are armoured in various different ways, but almost all leave the torso highly exposed, because gladiators are expected to use shields or other additional protection. Gladiator armour commonly consists of a sturdy helmet, greaves to protect the lower legs, and metal or hardened leather on one shoulder and arm. Even more so than the hoplite armours, gladiator armour leaves the wearer disastrously vulnerable if worn without a shield. If it is used without a shield of some sort or another, the armour bonus of gladiator armour is temporarily reduced to +1.

**Heavy Hoplite Armour:** As light hoplite armour, except that the protection is improved by more layers of linen and as follows. The vulnerable stomach and lower back areas are reinforced with an array of overlapping bronze scales. The right arm's vambrace is made of thicker, boiled leather, and a second greave is added to protect the left lower leg. Inevitably this version of hoplite armour sacrifices

### The Kopis

This is a heavy, odd-shaped sword, with a single edge and a forward curve much like a kukri's. It is very difficult to master, but can be devastatingly effective, especially with a downward blow.

Critical	Range Inc.	Weight	Type	
18-20/x2	–	5 lb	Slashing	
Max Dex Bonus	Armour Check Pen	Arcane Spell Failure	Speed	Wt
+6	0	15%	30 ft.	15 lb
+4	–1	15%	30 ft.	20 lb
+3	–3	25%	20 ft.	30 lb
+0	–7	40%	20 ft.*	50 lb

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some mobility and handiness for increased armour, but it is still quite light and very cool.

Unfortunately the scales are noisy and bright, making stealth far more difficult than in the lighter version of the armour. Like light hoplite armour, heavy hoplite armour is designed to be used with a shield. If the wearer does not use a large or tower shield with it, the armour bonus of heavy hoplite armour is temporarily reduced to +4.

**Light Hoplite Armour:** This is a very lightweight, flexible tunic made from 10 to 20 layers of linen, glued together and stiffened. A double skirt of thick leather flaps protects the groin and hips. The lower right arm is encased in a hard leather vambrace, and the lower right leg and knee in an iron or bronze greave that is fitted to each individual wearer. A sturdy but highly ornamented full-face helmet is included. This combination gives excellent protection where it is needed, but remains very lightweight and easy to run and fight in. It is very expensive due to the quality of both the materials and workmanship required to turn layers of linen into a viable and effective suit of armour. Unlike padded armour, the layers of linen keep the wearer cool even under a blazing sun. Light hoplite armour is implicitly designed to be used with a decent-sized shield – the heaviest protection is given to the areas that a shield cannot easily defend. Without a shield, the body and upper arms are particularly vulnerable. For this reason, if the wearer does not use a large or tower shield with it, the armour bonus of light hoplite armour is temporarily reduced to +3.



# Power Classes

## II

# Gladiator

The gladiator is the highly trained master of arena combat, capable of dispatching foes in the most spectacular manner imaginable. His highly specialised training in such forms of combat as net-fighting, blind-fighting and exotic weapons allows him to demonstrate the most unusual fighting techniques in the world to an eager audience. As important as winning his fight, he must win the crowd, the vast seething mob of the imperial cities.

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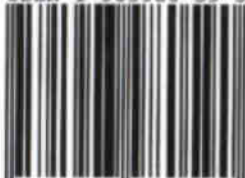
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# Exorcist

Power Classes



# The Power Classes III *Exorcist*

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## **INTRODUCTION**

The exorcist is a protector and guardian against the influence of supernatural creatures upon mortals. He focuses the power of his faith towards rooting out the monsters that would prey on common folk, toying minds and bodies with their unholy powers of domination and possession. He is an expert on rituals that protect people and places from these creatures, and his faith and conviction allow him to detect the traces of their passing in order to expel them back from whence they came.

Most exorcists wander the land, seeking out the influence of their targets, spending some time in every settlement listening for rumours and tales of haunted places, following secretly on any lead about people behaving strangely or changing their personality overnight. They seldom reveal their profession until they are sure that their talents are needed. Other exorcists remain in their temples like clerics and paladins, waiting for the call to duty. In the end, the exorcist is a person willing to face terrible dangers, exposing body and soul to the powers of the supernatural so that his fellows may sleep well at night.

## **USING POWER CLASSES**

This is the third book of the Power Class series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks, while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play an exorcist character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made of the many new class features which will have a direct impact on the capabilities of any exorcist character in the game.

# EXORCIST

**Adventures:** Exorcists embark on adventures that will pit them against the supernatural and willingly follow any lead. They relate to people well and gain their trust while gathering information about a quarry, and have no qualms when mingling with high society to thwart a vampire's plot or heading deep into the wilderness to drive out an evil fey who is causing wild beasts to attack the innocent. Some exorcists will charge gold for their services, becoming mercenaries if their deity allows. Others perform their duties selflessly and trust divine providence to feed and equip them, claiming the loot of defeated creatures only if they are sure that it does not belong to the victims.

**Characteristics:** Exorcists are agents of the divine whether they like it or not. They are often ordained priests of their church and thus able to wield divine magic in the form of spells. However, they eschew some of their spellcasting power to focus on the ability to channel their will against invading creatures, they turn undead as any cleric, but they fine-tune this power so that they can hold the monsters in place by sheer will, and later learn to extend this ability to other supernatural creatures like elementals, fey and outsiders.

**Alignment:** Most exorcists tend to look out for their fellows, as their profession generally asks for no small amount of self-sacrifice. This outlook leans them towards the service of good. As they value freedom, they tend more towards the chaotic end of the ethical spectrum, although this is left to each individual's personal beliefs, as a lawful exorcist believes that the order of things is for people to act on their own accord without manipulation from supernatural sources.

Being servants of a deity however, exorcists tend to follow their divine patron's alignment up to one step removed. This means that if the exorcist serves a lawful neutral deity he can be true neutral, lawful good or lawful evil, but not chaotic neutral, as chaotic is two steps removed from the lawful element of the alignment.

**Religion:** Exorcists follow the tenets of their patron deity, and some of them are even part of the church hierarchy. The place he holds within that hierarchy depends on each exorcist's inclinations, although most prefer to be assigned to the field to carry out their deity's work than be sequestered away in a temple. Good deities have more exorcists among their priesthood than those of other alignments, as they are more concerned about the safety of mortals in general. Curiously, exorcists are more abundant in human religions than among those of the rest of the races. It could be a mere matter of numbers, but many argue that the common folk of the rest of the races have better defences against supernatural influence, and thus humans trust in the zeal of a few to carry out the mission of protection.

**Background:** Exorcists are often part of a religion's priesthood before beginning their training as exorcists.

Some of them begin their careers voluntarily, while those who show the necessary force of personality are assigned by their superiors. Like clerics, exorcists can join the clergy as adults or be trained for the part since from childhood, depending on how their religion functions.

Many exorcists are highly motivated because of some personal tragedy in their past, such as losing a loved one to the machinations of a vengeful ghost. Such persons are driven by the desire to make things right for others as they could not for themselves, joining the clergy in hopes of finding a way to protect people or exact their revenge.

**Races:** Although human exorcists are more numerous, other races also see their fair share of supernatural meddling. Elven exorcists are not as common given the propensity of the race towards arcane pursuits, which are effective against the supernatural. Dwarven priesthood trains many exorcists where they are close to underground terrors, and their lawful lifestyle lends itself well to the willpower required from exorcists. Gnomes and halflings become exorcists motivated by their love of freedom and sense of community, but many lack the discipline to follow through the training and become clerics to their joyful deities.

## GAME RULE INFORMATION

Exorcists have the following game statistics:

**Abilities:** Wisdom determines how powerful a spell an exorcist can cast, how many spells the exorcist can cast per day and how hard they are to resist. To cast a spell, an exorcist must have a Wisdom score of 10 + the spell's





level. An exorcist receives bonus spells based on Wisdom. The Difficulty Class of a saving throw against an exorcist's spell is 10 + the spell's level + the exorcist's Wisdom modifier. Wisdom also aids the exorcist to discern and detect the traces of supernatural meddling as well as helping him deal with people. His strength of personality is equally important, as Charisma directly affects his ability to freeze, turn and exorcize the creatures he pursues. Exorcists trust in their ability to ward off supernatural creatures, but need high Strength and Constitution when battling mortal pawns.

**Alignment:** Varies by deity, although most tend to be good. An exorcist's alignment must be within one step of his deity's.

**Hit Die:** d6

## Class Skills

The exorcist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

**Skill Points at First Level:** (2 + Int modifier) x 4.

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

## Class Features

All of the following are class features of the exorcist.

**Weapon and Armour Proficiency:** Exorcists are proficient with all simple weapons. Exorcists are proficient with light and medium armour, but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Spells:** An exorcist casts divine spells. An exorcist may prepare and cast any spell on the cleric spell list, provided he can cast spells of that level. The Difficulty Class for a saving throw against an exorcist's spell is 10 + the spell's level + the exorcist's Wisdom modifier. Each exorcist must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether an exorcist can prepare spells.

In addition to his standard spells, an exorcist gets one domain spell of each spell level, starting at 1st. When an exorcist prepares a domain spell, it must come from one of his two domains. Unlike clerics, exorcists cannot spontaneously trade their prepared spells for curing spells.

**Deity, Domains, and Domain Spells:** When your character becomes an exorcist, you may choose to have your character serve a specific deity. The exorcist's deity

influences his alignment, what magic he can perform, his values, and how others see him.

Choose one from among the deity's domains and one from the Exorcist Domains found on page 7 for your exorcist's domains. You can only select an alignment domain (such as Good) for your exorcist if his alignment matches that domain.

Each domain gives your exorcist access to a domain spell at each spell level, as well as a granted power. Your exorcist receives the granted powers of all domains selected. With access to two domain spells at a given spell level, an exorcist prepares one or the other each day. If a domain spell is not on the Cleric Spells list, an exorcist can only prepare it in his domain slot.

**Conviction:** An exorcist applies his Charisma modifier (if positive) as a bonus to all Will saving throws. In addition, he has an extra +2 divine bonus against mind-affecting spells and spell-like abilities.

**Discern Intrusion:** The exorcist is trained to notice the fine changes in behaviour patterns that plague victims of mind-affecting abilities as well as the signs of alien control. At first level, whenever he is faced with a person or creature of suspicious behaviour, the exorcist may roll a Sense Motive check against a DC equal to 10 + the character level or Hit Dice of any controlling or possessing creature. The exorcist adds his class level as an insight bonus to this check and, if successful, determines that the target creature is not quite itself. In the case of possession, the controlling creature adds its own Bluff ranks to the check's Difficulty Class. At this level, the exorcist cannot recognise what the influence actually is.

On achieving 5th level and after realising a target creature is affected, the exorcist may now identify the source of the control. The exorcist may know that the creature is affected via the Discern Intrusion ability or any other means, including being tipped off by a reliable source. The character can roll a Knowledge (arcana) check with a DC equal to 10 + the character level or Hit Dice of any controlling or possessing creature. The exorcist adds his class level as an insight bonus to this check and, for every five points the check result exceeds the DC, the player can ask one question about the controlling effect. Valid questions include the nature of the effect (divine or arcane), its type (spell or spell-like ability) and any personal information about who is responsible for the effect (its HD or level, class, race, ability scores, etc. but not location, who is it working with, and so on).

At 10th level, the exorcist's mystical senses have developed to such degree that he can use the victim as a scrying device to track down the current location of the possessing or controlling creature. This works exactly like the *scrying* spell, and the victim gives the exorcist the +10 bonus for having a connection to the creature. The creature can roll its own Scry or Intelligence check to notice it is being scried upon, opposed by the exorcist's own Scry result, although the creature will not know that he is using one of its victims unless it has some means to

scry back. Unlike true *scrying*, the exorcist cannot cast any spell through the connection.

At 15th level, the exorcist has learned to use his scrying ability to its utmost potential. He can now emulate the effects of *greater scrying* with a Scry check, with the victim as a focus and the controlling creature responsible as a subject. Not only is he able to cast all the spells under *greater scrying*'s description through the connection, but also channel any and all of his exorcist abilities.

**Turn Undead:** Like good-aligned clerics, the exorcist has the supernatural ability to turn undead. Evil exorcists cannot rebuke such creatures, but turn them as well. A cleric may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

**Wards and Benedictions:** The exorcist can channel his turning ability through more media than his holy symbol. He can store his divinely inspired will in simple wards and circles that he can leave in place or anoint on a victim's body to strengthen his turning power and ensure that all evil influence is driven out. By investing a number of turning attempts inside a focus or a person, the exorcist achieves a number of different effects. Each turning attempt is considered spent until the desired effect goes off or the exorcist cancels the ward or benediction. Even if a day passes where the exorcist replenishes his number of turning attempts per day, the one he has invested in the ward is considered to be already spent. An exorcist can hold the effects of a ward or benediction in place for as many days as he has levels. Once that time passes, the ward or benediction wears off and he recovers the invested amount of turning attempts. See the details of the different wards and benedictions possible detailed on p11.

**Turning Hold:** As an option, a 2<sup>nd</sup> level exorcist may use his turning abilities to paralyze targets instead of driving them away. This ability works like the *hold monster* spell except that it is not a mind-affecting effect and targets any one creature subject to the exorcist's turning ability, including undead. The exorcist makes an opposed Will save against the target. This ability bypasses any Spell Resistance but undead can add their own Turn Resistance as a bonus to their Will save. This is a supernatural ability that uses one turning attempt.

**Extra Turning:** At 4th level and any level in which the exorcist gains the ability to turn a new creature type (7th, 10th and 13th levels), he also gains two additional uses of his turning ability. Additionally, he can take Extra Turning as a feat when eligible. This feat allows the exorcist to turn target creatures four more times per day than normal. An exorcist can take this feat multiple times, gaining four extra daily turning attempts each time.

**Turn Elementals:** At 4th level, the exorcist can use his turning ability to affect creatures from the Elemental Planes with a few changes. The exorcist targets only one creature, regardless of Hit Dice. If it has Spell Resistance, the exorcist first makes a modified Caster check (1d20 + exorcist level + Charisma modifier) and, if he succeeds, makes his Turning check. The creature must succeed at a

Will save (DC equal to exorcist's Turning check result) or be turned as if it were undead. The exorcist can only destroy elementals with an Intelligence score of 6 or less and then only if his character level is at least three times higher than their Hit Dice. The elemental can resist this destruction with a Will save as detailed above. Any creature with the elemental type is subject to this ability.

**Spontaneous Domain:** At 6th level, the exorcist can channel stored spell energy into spells from an Exorcist Domain not prepared ahead of time. The cleric can 'lose' a prepared spell in order to cast an Exorcist Domain spell of the same level or lower.

**Turn Fey:** At 7th level, the exorcist can use his turning ability to affect fey creatures with a few changes. The exorcist targets only one creature, regardless of Hit Dice. If it has Spell Resistance, the exorcist first makes a modified Caster check (1d20 + exorcist level + Charisma modifier) and, if he succeeds, makes his Turning check. The creature must succeed at a Will save (DC equal to exorcist's Turning check result) or be turned as if it were undead. The exorcist cannot destroy fey. Any creature with the fey type is subject to this ability.

**Ghost Sight:** At 9th level, the exorcist gains the ability to see one of the most dangerous creatures he hunts - ghosts. He can now see ethereal and incorporeal creatures just as if they were in the material world, negating any penalty he faces stemming from their condition, such as concealment and chance to miss. The exorcist cannot harm ethereal and incorporeal creatures, however. He must target them with enchanted weapons or magic as normal if he wishes to damage them. He cannot see material creatures rendered invisible by spells, magic items or spell-like abilities.

**Turn Outsiders:** The exorcist can use his turning ability to affect creatures from the outer planes with a few changes. The exorcist targets only one creature, regardless of Hit Dice. If it has Spell Resistance, the exorcist first makes a modified Caster check (1d20 + exorcist level + Charisma modifier) and, if he succeeds, makes his Turning check. The creature must succeed at a Will save (DC equal to exorcist's Turning check result) or be turned as if it were undead. The exorcist cannot destroy outsiders, but he can banish them to their home plane if he has twice as many levels as the creature has Hit Dice. The outsider cannot resist this banishment as the exorcist already defeated its Spell Resistance in order to make his Turning check. Any creature with the outsider type is subject to this ability.

At 10th level, the exorcist can only turn or banish outsiders with the evil or good descriptors. He can turn or banish outsiders with the chaotic or lawful descriptors at 13th level.

**Third Domain:** At 12th level, the exorcist has access to an additional domain. He can only choose an Exorcist Domain. He enjoys the benefit from the domain's granted power and can use his daily domain slot to prepare spells from this domain.

## The Exorcist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Turn Undead, Conviction, Discern Intrusion (realise), Wards and Benedictions
2	+1	+0	+0	+3	Turning Hold
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	Turn Elementals, Extra Turning
5	+3	+1	+1	+4	Discern Intrusion (identify)
6	+4	+2	+2	+5	Spontaneous Domain
7	+5	+2	+2	+5	Turn Fey, Extra Turning
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	Ghost Sight
10	+7/+2	+3	+3	+7	Discern Intrusion (scry), Turn Outsiders (evil, good), Extra Turning
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	Third Domain
13	+9/+4	+4	+4	+8	Turn Outsiders (chaos, law), Extra Turning
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	Discern Intrusion (channel)
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	True Sight
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	

In addition to the stated number of spells per day for 1st through 9th-level spells, an exorcist gets a domain spell for each spell level, starting at 1st. The '+1' on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom. If the number is '0', the exorcist can only cast his Domain spell and any bonus spell for this level he is allowed due to high Wisdom.

### Level Spells Per Day

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

**True Sight:** At 18th level, the exorcist is no longer fooled by the tricks and abilities of the creatures he hunts. He is considered to be under the effects of the divine version of *true seeing* at all times. This is a supernatural ability.

## EXORCIST DOMAINS

In addition to the domains made available by his deity, an exorcist can choose among the following domains. They are not exclusive to exorcists and can be chosen by clerics whose deity includes them in his or her portfolio.

### Guardian Domain

**Deities:** Deities of protection, law and order, mercy and the hunt.

**Granted Power:** You receive a +2 bonus to your Turning checks.

### Guardian Domain Spells

- 1 Protection from Chaos/Evil/Good/Law\*
- 2 Magic Circle vs. Chaos/Evil/Good/Law\*
- 3 Glyph of Warding
- 4 Dismissal
- 5 Dispel Chaos/Evil/Good/Law\*
- 6 Banishment
- 7 Forbiddance
- 8 Repulsion
- 9 Antipathy

\* The spellcaster chooses the version most appropriate to his deity's and his own alignment.

### Partisan Domain

**Deities:** Deities of war, wisdom, healing, protection and life.

**Granted Power:** You grant a +4 bonus, instead of +2, when performing the aid another action in combat.

### Partisan Domain Spells

- 1 Aid
- 2 Consecrate / Desecrate\*
- 3 Prayer
- 4 Death Ward
- 5 Spell Immunity
- 6 Hallow / Unhallow\*
- 7 Blasphemy (evil), Dictum (lawful), Holy Word (good), Word of Chaos (chaotic)\*
- 8 Cloak of Chaos (chaotic) / Shield of Law (lawful) / Holy Aura (good) / Unholy Aura (evil)\*
- 9 Wish

\* The spellcaster chooses the version most appropriate to his deity's and his own alignment.

### Vigilance Domain

**Deities:** Guardian deities, deities of knowledge, wisdom and duty.

**Granted Power:** You have a sixth sense that warns you when something is wrong. A successful Spot check (DC 20) warns you of any hidden threat within 30 feet of you, but does not tell you where or what the threat is.

### Vigilance Domain Spells

- 1 Detect Chaos/Evil/Good/Law\*
- 2 See Invisibility
- 3 Clairaudience/Clairvoyance



- 4 Discern Lies
- 5 Prying Eyes
- 6 True Seeing
- 7 Greater Scrying
- 8 Discern Location
- 9 Foresight

\* The spellcaster chooses the version most appropriate to his deity's and his own alignment.

## WARDS AND BENEDECTIONS

The exorcist is an expert at driving out evil influence from the innocent, and also at keeping it out. For this purpose, since the beginning of their careers they learn different ways to channel their divine power in order to turn undead, fey and creatures from other planes.

**Wards** are simple amulets, holy tokens or magic circles of protection that are the bane of controlling creatures. They are infused with the exorcist's divine will and thus act as a barrier, deterrent or even weapon against the creatures he hunts. As detailed in the class description, imbuing a ward with divine power costs the exorcist a number of turning attempts that remain used up until the ward releases its power, the exorcist cancels it or its maximum duration expires.

**Benedictions** are direct effects upon a victim of mystical manipulation. They can be as simple as the exorcist placing his hands on the victim's forehead or as elaborate as tracing an intricate pattern of tattoos on the victim's body. In many cases, the victim must be restrained in order for the exorcist to place his benediction. As detailed in the class description, issuing a benediction charged with divine power costs the exorcist a number of turning attempts that remain used up until the ward releases its power, the exorcist cancels it or its maximum duration expires.

### Empowering a Ward

Wards are special effects as the exorcist may not be even around when they are called to do their work. The ritual for preparing a ward takes five minutes per turning attempt invested in it. While his daily praying goes on, the exorcist chooses the wards he wants to create and invests the turning attempts required, casting any extra spell needed for the effect. He then makes a modified Caster check (1d20 + exorcist level + Charisma modifier), in case the ward needs to defeat a creature's Spell Resistance, and a Turning check, writing down the results. When the ward is triggered, these numbers apply for adjudicating the effect. If the result of either check is too low, the exorcist can destroy the ward and try again, but the turning attempts invested and spells cast are lost.

A ward's range and effect duration depend on each type of ward and are detailed in the description. Triggering a ward is a free action.

## Empowering a Benediction

Benedictions are very similar to actual turning attempts in that the exorcist must be present and channelling his power. Spending turning attempts to empower a benediction is considered a free action, complementary to the actual action that the exorcist is performing. The casting time can be a standard or full-round action, or take even longer as detailed in each description. If the victim is not restrained and resists the benediction, the exorcist can make a touch attack to apply a standard action effect, but must grapple successfully to apply a full-round benediction. For longer applications, the victim *must* be restrained.

The range of a benediction is always touch, and its duration varies depending on which is used.

## Starting Wards and Benedictions

The exorcist starts the game knowing a mixed number of wards and benedictions equal to 4 + his Intelligence modifier. If he wants to learn to prepare additional wards or benedictions, he must pay for them with skill points. Each of them costs as many skill points as turning attempts are needed to empower them.

## WARDS

### Barrier Signs

Prevents targeted creature types from entering an area.

**Turning Attempts:** 2 (undead or elementals) or 3 (fey or outsiders).

**Spells Required:** *Magic circle vs. chaos/evil/good/law.*

**Effect Range:** 10 ft. from the barrier's edge.

**Effect Duration:** 1 hour/exorcist level.

Instead of empowering a single icon, the exorcist pours his will into many charms that range from statuettes to strips of paper covered in holy writ. He uses these charms to encircle an area no larger than 60 feet radius plus 5 feet per exorcist level. Once the last item is placed and the circle is complete, the barrier becomes latent. The exorcist must determine what kind of creature he wants to keep out with the barrier, but he must be of sufficient level to turn that creature type. He invests turning attempts as necessary (2 for undead or elementals and 3 for fey or outsiders) and casts a *magic circle* spell, regardless of alignment. While the ward is latent, any creature of the specified type that comes by any means within its protected area triggers it. If the ward's checks are enough to defeat the creature's Spell Resistance and Will save or, if undead, affected normally, the creature is pushed back violently up to ten feet away from the barrier's edge. Teleportation, astral and ethereal travel trigger the barrier just as if the creature had walked through its borders. While the barrier is active, the triggering creature cannot even approach it. Other creatures of its same type may attempt to cross it, but must defeat the ward's checks or suffer from the effects. Everyone inside the barrier is protected from all of the triggering creature's powers, even spells and spell-like abilities.

## Circle of Protection

Protects someone from attacks and effects from target creature types.

**Turning Attempts:** 1.

**Spells Required:** *Protection from Chaos/Evil/Good/Law.*

**Effect Range:** 1 ft. around protected creature.

**Effect Duration:** 10 minutes / exorcist level.

The exorcist invests both divine power and spell energy into a single token. By this enchantment, the token practically becomes a magic item charged with a *protection from spell*. The exorcist usually presents this empowered token to another person, but sometimes he keeps it for himself in case he wants to prepare different spells for a day and wants to have the protection available. The exorcist must determine what kind of creature he wants to keep out with the barrier, but he must be of sufficient level to turn that creature type. He invests a turning attempt and casts a *protection from spell*, determining the alignment the ward will work against. The exorcist can define one of two possible triggers for this ward: by command word or automatically after the token's holder is attacked by a creature that would be affected by the ward. Once triggered, the creature holding the token will be under all the effects of the protection spell, but the bonus to AC and saves are +3 instead of +2.

## Holy Weapon

Enables a weapon to do additional damage to a creature type.

**Turning Attempts:** 1 per 1d6 of extra damage.

**Spells Required:** *Magic weapon.*

**Effect Range:** One weapon.

**Effect Duration:** A single encounter.

This marks a weapon with holy symbols, enabling it to strike at a specified creature types more effectively. The exorcist must determine what kind of creature he wants the weapon to affect (either undead, elementals, fey or outsiders) but he must be of sufficient level to turn that creature type. Each turning attempt invested grants the weapon an additional 1d6 points of damage against the declared creature type, and grants it a +1 enhancement bonus for purposes of negating Damage Reduction. For example, if an exorcist empowers a warhammer with two turning attempts against undead, the weapon can inflict +2d6 points of damage against any undead, and deals full damage to undead creatures with DR +2. While the ward is in effect, the wielder may cry out a command word to trigger it. The enhancement remains in the weapon until the encounter at which it was triggered ends, regardless of the encounter's result.

## Icon of Banishment

Negates outside influence from a victim.

**Turning Attempts:** 1 for enchantments, 2 for curses and possession.

**Spells Required:** None.

**Effect Range:** Touch.

**Effect Duration:** Instantaneous.

The exorcist charges a token with his divine will and allows anyone to press it against the body of a victim of mystical influence trigger its power to negate such influence. If the victim is not restrained and resists, touching him or her with the icon is considered a touch attack. Once triggered, the icon's power tries to negate the influence the victim is under. In the case of enchantments and curses, the ward acts as a *break enchantment* spell, using the caster or the turning check, whichever is higher, to defeat the dispelling's DC (11 + responsible creature's caster level). In the case of possession, the invading entity must make a Will save (DC equal to the ward's turning check) or be forced out, restoring the occupied body's original soul. After being triggered, the icon becomes a normal object, whether the turning was successful or not.

### Icon of Holy Guidance

Allows ward to be used as a ranged weapon.

**Turning Attempts:** 1 extra (see description).

**Spells Required:** *Detect chaos/evil/good/law*.

**Effect Range:** Close (25 ft. + 5 ft. per exorcist level).

**Effect Duration:** Special.

The exorcist may add this additional enchantment to any ward he prepares that affects target creatures or their victims. He cannot add this power to barrier signs or holy weapon, for example. By spending an extra turning attempt, the ward can be used as a ranged touch attack with a range of 25 feet plus 5 feet per exorcist level. By speaking the command word, the ward flies out of its wielder's hands and strikes a target creature. The ward uses the wielder's ranged attack modifier. At the moment the ward strikes its target, its effect is triggered normally.



The exorcist does not need to specify the target creature to add this power, as any target type was already specified in the original ward. Also, the *detect* spell required works regardless of the creature's alignment. When the affected ward becomes a normal object, this enchantment fades too.

## BENEDICTIONS

### Eviction

Forces a possessing lifeforce out of an occupied body.

**Turning Attempts:** 2 (undead or elementals) or 3 (fey or outsiders).

**Spells Required:** *Dismissal*.

**Casting Time:** 10 minutes.

**Effect Duration:** Instantaneous.

By chanting prayers and channelling divine energy into the body of a possessed victim, the exorcist forces the occupying lifeforce out and back to its own body, restoring the original soul even if it was imprisoned on another plane. The exorcist makes a turning attempt, using up two attempts if the occupying lifeforce is an undead or an elemental, and three if it is a fey or outsider. The creature must succeed at a Will save (DC equal to the Turning check) or flee back to its own body. If the creature has Spell Resistance, the exorcist must first defeat it with a modified Caster check (1d20 + exorcist level + Charisma modifier).

### Prayer of Negation

Counters the abilities of a target creature.

**Turning Attempts:** 1 for every three levels of the power to counter.

**Spells Required:** Any spell with an alignment descriptor.

**Casting Time:** 1 action.

**Effect Duration:** Instantaneous.

This is the only benediction that does not have a touch range. The exorcist can counter or negate any spell and supernatural or spell-like abilities from a target creature he is able to turn. The cost of this is the casting of any spell with an alignment description he has prepared for the day, and 1 turning attempt for every three levels of the effective spell or the spell the ability emulates (1 for levels 1st through 3rd, 2 for levels 4th to 6th and 3 for levels 7th to 9th). This ability works as if the exorcist were casting the same spell for purposes of countering, and thus no Caster check is needed. For example, a 7th level exorcist faces a grig using its fiddle to inflict *irresistible dance* on a group of peasants. Since he can turn fey creatures at his level, he is able to counter fey abilities. He casts *protection from evil* as the required alignment spell and spends 3 turning attempts, as *irresistible dance* is an 8th level spell. The peasants stop dancing and the exorcist now prepares to have a very serious talk with the grig.

### Prayer of Seeking

Pinpoints the location of target creature through its victim.

**Turning Attempts:** 3.

**Spells Required:** *Clairaudience/clairvoyance* or *srying*.

**Casting Time:** 10 minutes.

**Effect Duration:** 1 minute/exorcist level.

The exorcist prays and concentrates while channelling his will through the body of a victim of outside influence. He makes a turning check in order to scry the current location of the creature responsible. He must already possess the scrying capability of the Discern Intrusion ability, which allows him to spy on the creature, but not know its exact location. The difficulty of the Turning check is as follows:

Situation	Check DC
Victim is enchanted	30
Victim is cursed	25
Victim is possessed	20

The exorcist has a number of bonuses to his turning check when using this benediction.

Situation	Modifier
Exorcist has scried upon the creature*	+2
Exorcist has met the creature	+5
Exorcist is very familiar with the creature	+10
Exorcist has a close connection to the creature (a possession, body part, etc.)	+10
Exorcist cannot turn the creature type	-5
Additional turning attempt invested	+2

\*whether with his Discern Intrusion ability or another divination spell.

If the check is successful, the exorcist is aware of the exact location of the creature responsible for the enchantment or curse, or the creature's original body in the case of possession. He knows the direction and distance and a general idea of the hazards he may encounter along the way. He cannot use this benediction for a second time in order to get more details, but he can do it if the creature has moved. He still needs the victim to be present in the benediction in order to do this.

## Prison

Traps a possessing lifeforce within the occupied body.

**Turning Attempts:** 2.

**Spells Required:** *Magic circle vs. chaos/evil/good/law.*

**Casting Time:** 1 action.

**Effect Duration:** 1 hour/exorcist level.

By touching a possessed victim's body as he casts the *magic circle* spell, the exorcist can imprison the occupying lifeforce inside. The exorcist makes a normal Turning check, and the creature can resist the imprisonment with a successful Will save (DC equal to the Turning check). The exorcist must make a modified Caster check (1d20 + exorcist level + Charisma modifier) if the creature has Spell Resistance. Once the lifeforce is imprisoned, the exorcist is free to perform other benedictions, place wards on the body or cast spells. Note that the body is not hampered in any way and must still be restrained by other means but it can be made to stay out of range of the creature's possessing ability, thus destroying it once its duration expires, as in the case of the *magic jar* spell. An imprisoned lifeforce is vulnerable to all of the exorcist's abilities just as if it was present in body and soul.

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# Power Classes

## III

# Exorcist

The exorcist is a protector and guardian against the influence of supernatural creatures upon mortals. He focuses the power of his faith towards rooting out the monsters that would prey on common folk, toying minds and bodies with their unholy powers of domination and possession. He is an expert on rituals that protect people and places from these creatures, and his faith and conviction allow him to detect the traces of their passing in order to expel them back from whence they came.

This is the third book of the Power Class series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns.

Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks, while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

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# Power Classes

## IV

# Noble

The noble is the master of the social scene. Through his training and upbringing, together with his status he excels at taking command of any situation and turning it to his advantage. Nobles often function as leaders of society, the cream of the crop who direct others to carry out their goals, taking part themselves only when it is expedient or the matter is of some great concern to them. Their training in etiquette, hunting, tactics and the simple way of how their society hangs together makes them perfect leaders for adventuring parties.

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# Noble

## Power Classes



# The Power Classes IV *Noble*

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## **INTRODUCTION**

The noble is the master of the social scene. Through his training and upbringing, together with his status he excels at taking command of any situation and turning it to his advantage. Nobles often function as leaders of society, the cream of the crop who direct others to carry out their goals, taking part themselves only when it is expedient or the matter is of some great concern to them. Their training in etiquette, hunting, tactics and the simple way of how their society hangs together makes them perfect leaders for adventuring parties.

Whilst the status of the noble is his greatest asset, so it is also his greatest flaw. Nobles must constantly be on their guard both for the inevitable attempts to denigrate them by their rivals, as well as for their own actions, lest they imperil their standing with society and family. To the noble, family is all important for it is from their family and antecedents that they draw their position and privilege. Moreover it is through their family and the hopes of betterment that they remain in a position of strength, hoping to improve the lot of their next generation. The most experienced nobles are masters of the status game, currying and accruing favours with a ready ease so that they are seldom, if ever, without an asset or a method of turning a disadvantage into benefit.

A noble makes a truly dangerous enemy, able to draw upon his allies, family and retainers. An insult to one can become an insult to hundreds of individuals, all blood-sworn to avenge their lord. Perhaps even more dangerous than their command of others, is the ease with which a noble can destroy the reputation and standing of another individual. Well-respected, feared or even loved, a noble can wither another's reputation with a word. This, when combined with their position in society, makes the noble a deadly opponent.

## **USING POWER CLASSES**

This is the fourth book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play a noble character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made of the many new class features which will have a direct impact on the capabilities of any assassin character in the game.

## THE NOBLE

**Adventures:** The noble might appear, at first, to be a poor candidate for adventures. Restricted by oaths of fealty and tradition, the noble would seem to be hidebound and moribund compared to less well-born adventurers. Nobles do not adventure - they quest, do daring deeds and more importantly get others to adventure for them. A noble character tends to lead adventuring parties, possibly all comprised of retainers, and has them undertake missions and quests to the betterment of the noble and his family line. A noble who is somewhat removed from his family, as the black sheep, has a somewhat easier time adventuring, although still restricted by the boundaries of society and propriety. He is just less expected to spend his days at court or improving the family estates. A good reason for a noble to quest might be marriage, whether to build his standing in the eyes of his bride-to-be and her family, or to escape an unwelcome marriage for as long as possible. Nobles excel at the social side of adventures and with their grasp for the political climate, they make excellent party leaders, if not the best combatants.

**Characteristics:** Social expertise is the main characteristic of every noble. They should excel at the social side of any game and bring a touch of the higher classes to any party. They are also effective at being skilful and well-rounded, as well as providing leadership and using their wealth and standing to the advantage of all.

**Alignment:** While a noble can be of any alignment, most, given their own place in society and need to defend 'the natural order', tend to be lawful neutral. Despite this tendency, there are a great many pious and moral nobles, as there are those ruthless and heartless. The latter tend to be found most often in less tolerant societies, though even the most refined and enlightened kingdom has its share of vultures nesting within it.

**Religion:** Most nobles tend towards a lawful religion, though this is by no means an absolute. If there is a state-sponsored church in their land then

they will, at least, pay lip service to it even if in secret they hold fealty to a different deity.

**Background:** All nobles come from an exalted background, that of the highest society and a position of power. While some might be impoverished compared to others, land is their strength and provides a ready buttress against hunger or need. A noble might be from a family recently raised to the peerage, and as such he will doubtless be looked upon with slightly less than awe by his fellow nobles, while some commoners might even still consider him to be 'one of them', though it would never do for nobles peers to find out.

**Races:** Humans are the most common nobles, with the preponderance within their societies for titles and status. Any race can, however, be a noble. Half-orcs are perhaps the least common. Most often the result of rape, a half-orc noble would have the greatest struggle to be accepted, and the greatest reward if they could attain such. Elves and half-elves make excellent nobles, whether within their



own communities, or raised as such by some deed for another society, and they present a fair and noble appearance to peers and commoners alike. Dwarves rarely have extended social structures, though in a large dwarven society there may be many clan-chieftains or battle-leaders who have the trappings of nobility. Those few gnomes and halflings who are born as nobles are an exception. Sometimes elevated as such for some great deed done by one of their forebears in a human culture, they are considered an oddity, albeit not so maligned a one as the half-orc.

## GAME RULE INFORMATION

**Abilities:** Charisma is of paramount importance to the noble as it is used for his most important skill, Diplomacy. A high Intelligence is also extremely vital, allowing the noble to acquire a broad range of skills, follow his plans down to the final detail and ensure the best profit for his family. For the noble who frequently engages in battle, a high strength can ensure his first blow will be a telling one. Wisdom is useful to the noble to ensure his plans are complete and his mind can remain free of influence by others, whether mundane or magical. Finally, Dexterity is useful for a noble to ensure he appears graceful and composed at all times.

**Alignment:** Any, predominantly lawful.

**Hit Die:** d6.

### Class Skills

The noble's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, Exclusive Skill), Diplomacy, Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (Etiquette, History, Local, Nobility and Royalty, Tactics, Heraldry), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex).

**Skill Points at 1st Level:** (6 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Starting money:** 6d6 x 10 gp.

### Class Features

All of the following are class features of the noble.

**Weapon and Armour Proficiency:** A noble is proficient with all simple weapons, all martial melee weapons of medium size and all ranged martial weapons. He is also proficient with light and medium armour and all shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Title:** The character bears a title of nobility within his native country. He comes of noble birth and family and if in the direct line of succession can expect to ascend to his father's title. If not in the direct line, he can still better his title by deeds of note, martial or diplomatic, and still retains his title and status. Sample titles suitable for a player character include:

*Knight*

*Baronet*

*Lord (direct heir or child of a landed noble)*

It is not recommended for a beginning player character to be a landed noble, such as a Baron, Count, Marquis, Earl, Viscount or Duke. A landed noble has little time for adventuring, being more concerned with their position in court and their lands. His relative, however, has far more freedom and mobility and makes an excellent adventurer, albeit one who is likely to look down on less than salubrious inns and taverns.

**Rank Hath its Privileges:** The character is a noble within his native land. As such he possesses all benefits and privileges entitled to one of noble birth and title. Such benefits might include the right to bear arms, the right to have armed and liveried retainers, the right of hospitality in another noble's domain, the right to attend the King's court, and the right of trial by peers. Along with these benefits, however, comes the responsibility to uphold them. The character is expected to uphold the nobility of the land and support the King (or Queen, Emperor, Shogun, Prince, Duke, etc). As such, he must behave in a manner fitting his station, to remain free of the suspicion of treason and to appear, in all ways, to be a peer of the realm. Should the character fail to uphold this status, then at the best he will become a social-outcast, at the worst be detained for treason.

**Wealth:** The noble starts with amazing wealth for a 1<sup>st</sup> level character. In addition to his normal starting money, the noble receives 50 gp for every point of Charisma modifier he possesses (if positive). This

money is a stipend from the noble's family and is provided to ensure the noble does not drag the family's name into the mud by appearing unkempt. Each year, the noble receives another allowance of the same amount. However, should the money be judged to be squandered then the noble will receive no more.

**Iron Will:** At 2<sup>nd</sup> level, the noble receives the Iron Will feat for free.

**Gossip:** A noble gains this ability at 3<sup>rd</sup> level. Nobles tend to hear a lot of rumours, gossip and general chatter about a great many subjects from both their social equals and the lower classes. A noble can make a Gather Information check concerning a place, item or individual that is associated within their native society (must be associated with the country of birth or title for the noble character).

**DC Knowledge learned**

- 10 Common and well known to the general population. Example: Simeon Snowlock is renowned as being the finest bowyer within the kingdom.
- 20 Known by many but not widely-spread. Example: Scathach the merchant used to deal in slaves before moving into the country.
- 30 A hidden secret. Example: Sir Wilhelm lost his mount and sword at the battle of Three Pines, he took the mount and weapons of a fellow knight and passed them off as his own.
- 35 Well-kept secret. Example: Scathach still deals in slaves, taking serfs from the lands of those who can no longer support them and sending them abroad for profit.
- 45 Very well-kept secret. Example: Baron Greythin, Scathach's liege lord supports his actions and receives a cut of the sales of the slaves.

**Taunt:** As a full round action, the noble can taunt and demean his opponents, highlighting their weaknesses and faults. One enemy per three class levels of the noble is affected as if by a *doom* spell. The affected opponents must be able to both see and hear the noble, as well as understand him. This spell-like effect is treated as if cast by a sorcerer of the noble's class level. If the noble is attacked while using this ability, he must make a concentration check (DC + damage received) or the taunt is ineffective.

**Social Skills:** The noble receives a social ability from the list below at 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup> and 20<sup>th</sup> level. All

such abilities must be supported by roleplaying and cannot be chosen without the approval of the Games Master.

**Ally:** You have a close relationship with a powerful individual who will go out of his way to aid you. Your ally holds some position of power, whether a noble title, by influence within a church or guild, or some other rank that gives him strength over others. To gain the ally's aid you must address him personally, or get word to him of your need for assistance. The Games Master makes an Ally check based on 1d20 + your Charisma modifier + any applicable circumstance modifiers. Circumstance modifiers might include whether you have recently assisted your ally (+2), whether you have risked your life for your ally (+4) or whether you have personally saved your ally's life (+6 or higher).



The DC for the check depends upon the time of assistance requested. If it is a simple request, such as for an invitation to a social function, loan of a small amount of money or the like, the DC will be 10. Asking your ally to introduce you to someone of equal status to your ally might be a DC 15. A request for physical aid, such as soldiers loyal to your ally to come to your aid might be DC 25 or higher. The Games Master is the final arbitrator as to the DC of any Ally check.

You may request aid from your ally once per month, however, for each request in successive months the DC rises by two.

*Comeliness:* You take a pride in your appearance and are naturally well-dressed and groomed. You receive a +2 circumstance bonus to all Charisma-based skill checks in situations where your appearance plays a part.

*Etiquette:* You may attempt to smooth over bad feelings from a social faux pas or vulgar breach of etiquette, committed either by you or your companions. You cannot undo the mistake, but you can erase the social stigma from whoever committed the error.

*For example, if Lord Stephens accidentally insulted Baroness Demarque by mistaking her for the serving wench, you can step in to keep tempers from rising*

*or tarnished pride causing an over-hasty response by delivering a discourse on the merits of rational thought and forgiveness over hot-headed action.*

If someone is intentionally trying to cause a social incident, make opposed Diplomacy checks. Those with the Etiquette ability gain a +2 bonus to this check. You can use your Etiquette ability a number of times per day equal to your Charisma modifier.

*Family Ties:* You have strong ties to your blood kin, such that they would delay important tasks to come to your aid. Of course, this cuts both ways and if someone kills your brother, you will be expected to hunt him down to the furthest reaches of the realm and beyond. To gain your family's aid, you must address a member personally or get a message to him. The Games Master makes a Family Ties check based on 1d20 + your Charisma modifier + any applicable circumstance modifiers. If you have recently done a favour for your family, you might get a +2 circumstance bonus to the check. If you have recently risked your life for them, you might get a +4 or +6 bonus to the check (Games Master's discretion).

The DC for the check is based on the type of aid asked for. Asking to stay at a relative's house while you and your companions recover from an adventure might be a 10 or 15, depending on how well you know them. Requesting a cousin to meet you

## The Noble

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Title, Rank Hath its Privileges, Wealth
2	+1	+0	+0	+3	Iron Will
3	+2	+1	+1	+3	Gossip
4	+3	+1	+1	+4	Taunt
5	+3	+1	+1	+4	Social Skills
6	+4	+2	+2	+5	Bonus Feat, Enhanced Leadership
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	Lead by Example +4
9	+6/+1	+3	+3	+6	Rally
10	+7/+2	+3	+3	+7	Social Skills
11	+8/+3	+3	+3	+7	Do you know who I am?
12	+9/+4	+4	+4	+8	Bonus Feat
13	+9/+4	+4	+4	+8	Lead from the Front
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	Social Skills
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	Lead by Example +6
18	+13/+8/+3	+6	+6	+11	Bonus Feat
19	+14/+9/+4	+6	+6	+11	Power Corrupts
20	+15/+10/+5	+6	+6	+12	Social Skills, Absolute Power

with armed retainers for a midnight raid on a bandit camp might be a 15 or 20, depending on whether the bandits affected your cousin personally. Asking them to help you kidnap a baron and hold him for ransom would be a 35 to 40 and might get you, and them, disowned and attainted if you fail.

Your family might not have the high status or power that the Ally provides but they tend to be more loyal and persistent.

*Refuge:* You have some hidden place where you will be welcomed and can feel safe. Your refuge might be the home of another noble, within a travelling merchant caravan or just a cave outfitted for your comfort. Whatever the case, it is almost always open to you – unless someone else gets there first.

*Reputation:* Most adventurers eventually build up a reputation. Your reputation, however, becomes more important the higher up the social ladder you climb. While most in your homeland might recognise you as a hero, there are certainly some who see otherwise and hate you for your deeds of note. Likewise a cad may be acclaimed as such, but also respected for his dashing wit.



If you have a good reputation, you gain a +2 bonus to any Charisma checks you make to determine or change others' attitudes towards you, or when trying to gain a 5% discount on any merchandise you purchase.

If you are known as a cad, however, you gain a +2 bonus on Charisma checks to Intimidate others into doing what you want them to, or to keep them from alerting the authorities when you help yourself to a 5% discount on their merchandise.

Reputation may be selected more than once and its effects are stackable. For example, when chosen twice, your Charisma check bonus is +4 and the merchandise bonus will be 10%.

*Savoir-Faire:* You have a certain flair, dashing style, élan, or bravura that marks you as someone special. Everything you do is done with style, whether it be entering a room and turning heads, carving your initials into a tapestry with your rapier, or even savouring a meal at a banquet to impress your host.

You can intentionally attempt to impress others with your style in any task. You may make any required checks normally, but if your result is five or more levels higher than the required DC to succeed at the task, you have performed the deed with stunning flair. The Games Master is free to dictate any rules effects from this but possible outcomes may be gaining an Initiative bonus on successive actions, or a bonus to your Charisma-based skills to further impress those who witnessed your deed.

It is very hard to embarrass you, for you can turn even a fall into an elegant dance. Anytime you fail badly at something, you can make a Bluff skill check as a free action to mitigate the failure and make it look intentional. The DC depends on the nature of what you've done wrong, but will usually be 15 or 20. The higher your result, the better your reaction to failure appears.

As a free action, you may make a Diplomacy check to oppose anyone trying to embarrass you, even if you are unaware of what is going on (the Games Master will make the check in secret for you).

*Smear Others:* You can attempt to ruin another's good name or instil hostility toward him with certain people. It usually takes at least one night of socialising with the targeted audience, similar to a Gather Information check in order to change their minds concerning the object of your smear campaign. Characters normally make Charisma checks to alter

someone's attitude for the better. You can alter it for the worse with your own Charisma check, using the DC listed on the table below. Whenever the object of your smear campaign arrives, people's initial attitude toward him are whatever you influenced them toward. The audience does not need to know the person personally; reputation and name is enough.

Smear Others					
Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Unfriendly	15	-	-	-	-
Indifferent	20	15	-	-	-
Friendly	25	20	15	-	-
Helpful	30	25	20	15	-

Add +5 to the DC if people in the crowd know the target of the smear personally.

### Enhanced Leadership

Score	Level	Cohort	
		1st	2nd
1 or less	-	-	-
2	2 <sup>nd</sup>	-	-
3	3 <sup>rd</sup>	-	-
4	4 <sup>th</sup>	-	-
5	4 <sup>th</sup>	-	-
6	5 <sup>th</sup>	-	-
7	5 <sup>th</sup>	-	-
8	6 <sup>th</sup>	-	-
9	6 <sup>th</sup>	3	-
10	7 <sup>th</sup>	6	-
11	7 <sup>th</sup>	9	-
12	8 <sup>th</sup>	12	1
13	9 <sup>th</sup>	15	1
14	10 <sup>th</sup>	20	2
15	10 <sup>th</sup>	25	2
16	11 <sup>th</sup>	30	3
17	12 <sup>th</sup>	35	3
18	12 <sup>th</sup>	40	4
19	13 <sup>th</sup>	50	5
20	14 <sup>th</sup>	60	6
21	15 <sup>th</sup>	75	7
22	15 <sup>th</sup>	90	9
23	16 <sup>th</sup>	110	11
24	17 <sup>th</sup>	135	13
25+	17 <sup>th</sup>	150	15

The noble's Leadership score is modified as normal, as detailed in *Core Rulebook II*.

**Bonus Feat:** A noble character receives a bonus feat at 6<sup>th</sup>, 12<sup>th</sup> and 18<sup>th</sup> level. This feat must be chosen from the following list: Alertness, Armour Proficiency (heavy), Dodge, Expertise, Improved Initiative, Mounted Combat, Skill Focus. These bonus feats are in addition to the feat that a character of any class gains every three levels. A noble is not limited to feats from this list when choosing their normal feats.

**Enhanced Leadership:** The noble character receives the Leadership feat for free. However, given his natural status as a leader of men and peer of the realm, the noble character uses the leadership table below, rather than the one presented in *Core Rulebook II*.

**Lead by Example:** When performing the aid another action, the noble character performs particularly well. If the noble character's attack roll is

### — Number of Followers by Level —

3rd	4th	5th	6th
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
1	-	-	-
1	-	-	-
1	1	-	-
2	1	-	-
2	1	1	-
2	2	1	-
3	2	1	1
3	2	2	1
4	3	2	1
5	3	2	1
6	4	2	2
7	4	3	2



successful, the ally of the noble may receive a +4 bonus to their attack, or a +4 bonus to their defence (noble character's choice). At 17<sup>th</sup> level, this bonus increases to +6 to attack or defence.

**Rally:** As a full round action, the noble character can rally his allies. Allies within a 30-foot radius are affected as if by a *bless* spell and may remake any saving throws against fear-type effects currently affecting them. The spell-like effect is treated as if cast by a sorcerer of the noble's class level. If the noble is attacked while using this ability, he must make a concentration check (DC + damage received) or the rally is ineffective.

**Do you know who I am?** The noble receives this ability at 11<sup>th</sup> level. As a full-round action the noble character may loudly declare his name, titles and heritage to all who listen. Following this declaration any who wish to attack the noble character, whether physically or verbally must make a Will save (DC 10 + the noble character's class level + his Charisma modifier). Should they fail this Will save then they are unable to assault the noble character. Those affected must be able to see, and hear the noble for this extraordinary ability to take effect. Furthermore, those affected must have some reason to be afraid of the power of the noble. Bandits, humanoid ruffians and the like should all have some fear for the rule of law within the noble's native land and rightfully be concerned about the consequences of assaulting him. However, confirmed traitors to the throne or agents of a foreign power might well have little to fear, or at least little more to fear when adding the death of the noble character to their list of crimes. The Games Master decides on whether a listener is affected by this power or not.

**Lead from the Front:** Should another character attempt to replicate a task already undertaken by the noble in the same round, that character receives a +2 bonus to their attempt as the noble has already 'shown the way'. Such tasks might include attacking an opponent (in the same manner as the noble, either with a martial or a ranged weapon depending on the noble's method of attack), bargaining with a merchant or riding across a narrow log.

**Power Corrupts:** The noble character is now able to convince others to do his bidding with but a few words. Once per day the noble may sway individuals to his cause by speaking a few honeyed words into their ear. This attempt functions as per a *charm person* spell cast by a sorcerer of the noble's class level. The noble character may affect multiple individuals with this spell. However, for each

individual beyond the first that the noble tries to affect, the save DC drops by one.

**Absolute Power:** The noble character is now in such a position of power as to be all but inviolate. The noble receives the benefits of the 11<sup>th</sup> level ability *Do you know who I am?* without having to spend the full-round action to declare his name and heritage. This is an extraordinary ability.

### Ex-nobles

Ex-nobles retain all class features and special abilities and may use them without penalty, except that if a noble is ever attainted for treason or publicly exiled from the land his titles stem from, he loses all class features.



## New Magical Item

### Blade of Nobility

This near-mythical blade, forged for a battle leader who was less than skilled at court once his fighting days were behind him, has long been found in the hands of one noble family or another, each eager to retain the blade to pass on to their descendants. Strangely, however, no family has yet managed to retain the blade for more than two generations, it has been lost, stolen or taken in battle so many times that it is often called the sword of fallen nobility, three noble households have fallen entirely after gaining the blade. Forged from a bluish-white steel, said by scholars to be a mixture of platinum, mithral and star-metal the +2 Keen longsword confers a +4 enhancement bonus to the bearer's charisma. Furthermore, once per week the bearer may call upon the sword to gift him with an aspect of its radiance. If scabbarded the bearer will appear to glow with a light-blue aura, sufficient to grant light in a 5-ft radius around the character. This glow lasts for 1d4 hours and, whilst in effect, grants the bearer the effects of an armour spell and a +2 enhancement bonus to all bluff, diplomacy and sense motive checks. If the blade is drawn and called upon, the bearer receives a +4 bonus to ride checks and is treated as if possessing the mounted combat and ride by attack feats. These effects last for 1d6 turns, or until the blade is sheathed, whichever is sooner.

Once per year a calamity will affect the bearer and his family, this is at the Games Master's discretion.

**Caster level:** 18<sup>th</sup>  
Minor Artifact.

## New Feat

### Well-Heeled Family

Even amongst the rarefied heights of nobility, your family is noted as standing out from the crowd for past deeds and endeavours.

**Prerequisites:** Noble class level 1+, Games Master's approval

**Benefit:** Your family is particularly exalted in your homeland, this feat grants you a +2 bonus to all Diplomacy checks when interacting with Non-Player Characters who know of your family homeland and improves the reaction of all residents of your homeland by 1 step. Lastly, you gain a +2 modifier to any attempts to call upon your allies or family using the ability of the noble class.

**Notes:** May only be taken at 1<sup>st</sup> level.

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d20  
system

# *Knight*

Power Classes



# The Power Classes V *Knight*

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## INTRODUCTION

The knight is one of the most highly trained combatants ever to enter the field of battle. Expert with a variety of weapons and particularly effective when astride his trusty charger, when under pressure he draws extra strength from his chivalric vows. He is perhaps the best protected of all character classes, typically wearing full plate armour but proficient with a variety of extra-heavy armours for special purposes. A knight's noble birth often provides him with a far superior array of equipment than most characters have access to.

Though an armed and armoured knight on foot is a force to be feared, astride his horse he is perhaps the most dangerous character on the battlefield. Whether charging with his deadly lance, or striking down at footmen with a bastard sword or battleaxe, his attacks are accurate and devastatingly effective. His expertise with horses does not end at combat – he can also pick out the finest and fiercest of warhorses, always getting the best of the bunch when buying a new charger.

The code of chivalry that every knight must swear to follow is perhaps both a knight's greatest strength and greatest weakness. It gives him a solid structure, rigid rules by which to live his life, and a sheer faith in himself and his own righteousness that can keep him on the field of combat long after a lesser man would have fled; and yet if he fails to live up to his own strict standards, his life will simply come apart at the seams.

## USING POWER CLASSES

This is the 5<sup>th</sup> book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduces an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play a knight character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made to the many new class features which will have a direct impact on the capabilities of any knight character in the game.

## THE KNIGHT

**Adventures:** Knights tend to 'adventure' at the behest of their feudal overlord, rather than as part of a typical party of adventurers. In a knight-oriented campaign, the action will follow the overlord, with most of the player characters being knights along with the occasional fighter (as a man-at-arms), paladin and perhaps bard, ranger or cleric (the lord's entertainer, forester or priest respectively). Adventures may consist of dealing with a traditional chivalric enemy such as an evil knight harassing travellers, a dragon laying waste to a nearby village, or an enemy lord or country attacking the land.

In a campaign which does not focus on the doings of one lord and his associated knights and retainers, a knight may still be appropriate – in this case, the knight will probably be a knight errant or questing knight, rather than a regular part of his lord's retinue. Knights errant sometimes join parties of adventurers, particularly those focused on great deeds and heroism, although some knights errant prefer to ride alone in search of personal glory or specific goals.

**Characteristics:** Knights are among the most devoted combat specialists in the land, particularly when it comes to heavily armoured combat on horseback. They are well equipped, often far better than most starting characters, and sometimes have considerable wealth in addition. Their combat skills with masterwork weapons are unequalled, as they are well used to weapons of such quality; likewise they can get more benefit from the more expensive and heavy varieties of armour.

**Alignment:** Knights can be of any alignment, though most are lawful good, as few evil characters will manage to follow the code of chivalry for any great length of time. Likewise, most chaotic characters despise the idea of following any rules, and the dedication and training required to be a knight is anathema to them.

**Religion:** Most knights revere one of the main established religions of the land – gods of war, nobility, chivalry, justice, vengeance and general martial prowess are especially popular. Some knights join knightly orders devoted to the worship and service of a particular god, in which case they may live an almost monastic life of devotion tempered by occasional war. Knights tend to respect clerics of all religions except those specifically dedicated to enemy gods, who will be fought at every turn.

**Background:** Almost all knights are the sons of knights, either inheriting wealth and lands or set on their way as armigers or knights bachelor to find feudal overlords of their own. These knights knew all their lives that they were to be knights, training for the position from the age of seven years onwards and spending almost every waking minute devoted to the knightly and courtly skills. Occasionally a particularly plucky and heroic man-at-arms will be knighted on the battlefield in reward for an incredible deed or victory, though this is a rarity. Such men may come from a much more humble background, though they are respected as well as any knight born to the role.

**Races:** Humans are the most likely race to have the feudal system that supports knights. Though other races may have their equivalent mounted combat specialists, these tend to have quite a different focus – elves, for example, value the effective use of bowmanship and magic from the saddle, neither of which sit well with the usual codes of chivalry. However, all the races may join knightly orders or take service with a lord if living on human lands, so long as they can find an order or overlord to take them in. Elves, half-elves and half-orcs are perhaps the best suited to knighthood from a physical perspective, and the most readily accepted by human lords. Occasionally a particular baron or country will raise a company of knights from one of these races, especially if the lands border on or contain a settlement of the appropriate race such as an elven forest. Gnomes and halflings on warponies occasionally train as knights, especially those who live among or near humans. These races are rare but often underestimated by their opponents. Almost all dwarves seem temperamentally unsuited for knighthood, disliking horses or other mounts and preferring a relentless attack on foot to the swift charge that typifies a knight. That said the maverick dwarf who overcomes his distaste at the idea of fighting from horseback can make a tough and doughty knight.

**Other Classes:** Most knights have a strong mutual respect for other fighting character classes, including fighters, rangers and most especially paladins. A barbarian will need to work a good deal harder to convince a knight of his value, but once the knight sees him at work on the battlefield respect is sure to follow – though the two may never truly understand each other. Knights tend to revere clerics, both because many knights are deeply religious and out of simple chivalry, but unless the cleric is reasonably martial a knight is likely to regard him as a little unmanly. Druids, sorcerers and wizards are generally perceived as essentially mysterious, rather unchivalrous and a little unnerving. Knights need bards as much as bards need knights – one performs the great deeds and the other chronicles them. Any knight who has his own court and castle, however basic, will tend to welcome a bard. Knights understand and respect religious devotion, but are confused by monks – why not be a cleric or paladin if you wish to serve your god?



## GAME RULE INFORMATION

**Abilities:** Sheer physical Strength is the most important ability for most knights, since their main function is to serve their lord in time of war. Although knights expect their armour to protect them from most dangers, a good Constitution is useful, since knights are frequently exposed to battles and other hazards – it can also be vital to allow them to wear their specialised extra-heavy armours for long periods of time. For knights particularly concerned with the courtly skills or with leading armies into battle, a high Charisma is crucial. Likewise, Intelligence is good for any knight wishing to learn a wide variety of different skills.

**Alignment:** Any, predominantly lawful good.

**Hit Die:** d10.

### Class Skills

The knight's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Perform (Cha), Ride (Dex) and Wilderness Lore (Wis).

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

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

### Class Features

All of the following are class features of the knight.

**Weapon and Armour Proficiency:** A knight is proficient with all simple and martial weapons, light, medium, heavy and extra-heavy armour, and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armour and equipment carried.

**Accoutrements:** A 1<sup>st</sup> level knight begins the game with a suit of three-quarter plate, heavy warhorse, light horse, shortsword, battleaxe, heavy mace and bastard sword. In addition, a knight will settle for no less than the finest of goods, be they food, drink, armour or a simple cloak. Any goods the knight purchases will cost 150% of the listed price, including any masterwork items. A knight must always wear the highest quality armour available to

him, irrespective of any magical bonuses. For example, he will wear an ordinary suit of fluted plate armour rather than a suit of +5 *chainmail*.

**Code of Chivalry:** The conferral of knighthood involves the prospective knight swearing to uphold the principles of chivalry. These may vary a little from culture to culture, but most are based on the following rules:

**A Perfect Gentle Knight should...**

- † Live by honour and for glory.
- † Serve his liege lord or knightly order.
- † Obey the law.
- † Keep his word and speak the truth.
- † Be generous to widows, orphans and the poor.
- † Be hospitable to strangers.
- † Be merciful to prisoners and captives.
- † Protect the weak and defenceless.
- † Defend his god and the clerics of his god.

### Knightly Orders

Throughout this character class description, it is assumed that the knight is a part of the feudal system – a retainer with a military obligation to his liege-lord. Another option for player character knights is to be a member of a knightly order, an almost monastic group devoted to following the code of chivalry in the service of a particular god or religion. In most cases, the standard d20 system paladin makes a more realistic representative of a member of a knightly order. However, it is quite easy to alter the knight description so as to represent a knight who is in service to an order rather than a feudal overlord. Other than the arms and armour he can carry on his person or horse, a member of a knightly order is expected to give all his worldly goods to his order. For more detailed information on knightly orders, see *Crusades of Valour* by Mongoose Publishing.

**A Perfect Gentle Knight should not...**

- † Practise deceit or unfairness.
- † Fight for monetary reward.
- † Give unnecessary offence.
- † Be wrathful or envious.

If a knight breaks the code of chivalry, he loses the benefits of his *Born to the Saddle*, *Horse Sense*, *Pure Heart*, *Weapon Mastery* and *A Life in Harness* class features (if he has them) until such time as he can make amends (Games Master's discretion). Typically, this involves a quest, pilgrimage or some form of religious service or penance. In the case of an extreme breach of the code, the Games Master may rule that the knight can no longer gain levels in the knight class.

**Military Service:** All knights are expected to provide military service for their feudal overlord. For an armiger or knight bachelor, this is a more or less continuous process, though he may apply for a leave of absence to rush about questing and the like. Most of the time an armiger or knight bachelor will serve his lord directly, attending and protecting him, enforcing his decrees. When commanded by his lord (or his lord's lord), he will go to war.

**Born to the Saddle:** Most knights began riding horses soon after they learnt to walk. They are as comfortable in the saddle, whether fighting from it or sitting in it all day, as in a favourite armchair. At 2<sup>nd</sup> level, the knight gains a +1 competence bonus to all Ride checks, melee attack rolls and damage rolls when on horseback. Note that for Small characters, these bonuses apply to ponies and pony combat.

At 9<sup>th</sup> level, these bonuses rise to +2, and at 17<sup>th</sup> level to +3.

**Horse Sense:** Knights devote an enormous amount of time to racing, studying, caring for and going to war with horses. They are able to select the finest steeds, horses with just the right blend of fierceness, speed and strength to be a perfect mount for battle. If a knight of 3<sup>rd</sup> level or higher makes a successful Handle Animal check (DC 15), he can discern the precise number of hit dice and hit points of any horse or pony. With a similar skill check at DC 20, he can also determine the horse or pony's precise ability scores (Strength, Dexterity and so forth).

**Weapon Mastery:** Most knights were trained in weapons combat from the age of seven and practise daily for several hours, since they have little need to learn skills other than combat. They begin their training with wooden swords but by the time they are 12 (or soon after) they are gifted with masterwork weaponry. A knight's love for, and ability with, a masterwork weapon is unequalled. From 4<sup>th</sup> level onwards, a knight wielding a masterwork knightly weapon (knightly weapons include all swords, picks, lances and maces; plus the dagger, battleaxe, warhammer, light flail, heavy flail, greataxe, glaive, guisarme, ranseur and halberd) no longer automatically fails if he rolls a one on his attack roll.

At 11<sup>th</sup> level, the knight's expertise gained from years of training and participation in many battles gives him a +1 competence bonus to the damage he inflicts whenever he wields a masterwork knightly weapon.

At 17<sup>th</sup> level, the knight's long expertise with knightly weapons allows him to better penetrate the extra-heavy armour his opponents so often wear. So long as he wields a masterwork knightly weapon, he may ignore the damage reduction provided by non-magical foot combat armour, tilting armour and plate garnitures, as well as fluted versions of the above armours.

**Bonus Feat:** Knights gain renown through deeds of arms, stoicism and gallantry, and spend long hours perfecting their prowess so as to achieve such deeds. At 5<sup>th</sup> level and every five levels thereafter (10<sup>th</sup>, 15<sup>th</sup>, 20<sup>th</sup>) a knight gains a bonus feat chosen from the following list.

*Knight Bonus Feats:* Cleave, Endurance, Exotic Weapon Proficiency (bastard sword) Great Cleave, Great Fortitude, Iron Will, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Toughness, Trample, Spirited Charge, Weapon Focus (knightly weapon only), Weapon Specialisation (knightly weapon only).

**A Life in Harness :** At 7<sup>th</sup> level, the knight's long years of regularly wearing extra-heavy armour allow him to wear it for two turns per point of Constitution before becoming fatigued.

At 13<sup>th</sup> level, this increases to three turns per point of Constitution and at 19<sup>th</sup> level, to four turns per point of Constitution.

**Pure Heart:** From 8<sup>th</sup> level onwards, a knight's courage and strength of will give him extra strength when others would quail in terror. He receives a +2 morale bonus to all Willpower saves against fear effects (magical or non-magical).

## The Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Accoutrements, Code of Chivalry, Military Service
2	+2	+3	+0	+0	Born to the Saddle (+1)
3	+3	+3	+1	+1	Horse Sense
4	+4	+4	+1	+1	Weapon Mastery (no automatic failure)
5	+5	+4	+1	+1	Bonus Feat
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	A Life in Harness (x2)
8	+8/+3	+6	+2	+2	Pure Heart
9	+9/+4	+6	+3	+3	Born to the Saddle (+2)
10	+10/+5	+7	+3	+3	Bonus Feat
11	+11/+6/+1	+7	+3	+3	Weapon Mastery (+1 to damage)
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	A Life in Harness (x3)
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	Bonus Feat
16	+16/+11/+6/+1	+10	+5	+5	Born to the Saddle (+3)
17	+17/+12/+7/+2	+10	+5	+5	Weapon Mastery (armour penetration)
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	A Life in Harness (x4)
20	+20/+15/+10/+5	+12	+6	+6	Bonus Feat



## Ex-knights

Ex-knights retain all class features, so long as they continue to abide by the codes of chivalry. An ex-knight who gains one or more levels in the Blackguard class (or an equivalent 'black knight' style class) may retain all his class features irrespective of whether or not he continues to abide by the code of chivalry.

**Starting Gold:** 3d10 gp.

## Human Knight Starting Package

**Armour:** Three-quarter plate +7 AC, armour check penalty -7, speed 20 ft., 50 lb.

**Weapons:** Shortsword, battleaxe, heavy mace and bastard sword.

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability
Diplomacy	4	Cha
Handle Animal	4	Cha
Intimidate	4	Cha
Listen (cc)	2	Wis
Perform	4	Cha
Ride	4	Dex
Search (cc)	2	Int
Spot (cc)	2	Wis
Wilderness Lore	4	Wis

**Feat:** Power Attack.

**Bonus Feat:** Cleave.

**Gear:** Light warhorse, light horse.

**Gold:** 3d10 gp.

## Alternative Knight Starting Package

Same as human knight, except

**Race:** Dwarf, elf, half-elf or half-orc.

**Armour:** Speed 15 ft. instead of 20 ft. (dwarf only).

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

**Bonus Feat:** None.

**Gear:** Light warhorse, light horse.

## Alternative Knight Starting Package

As human knight, except

**Race:** Gnome or halfling.

**Armour:** Speed 15 ft. instead of 20 ft., 25 lb.

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

**Bonus Feat:** None.

**Gear:** Warpony, pony.

## KNIGHTLY FEATS

### Armour Proficiency (extra-heavy) (General)

Extra-heavy armour includes special armour designed for tournament and siege use, and is always extremely tiring to wear for anything other than the briefest period of time.

**Prerequisites:** Armour Proficiency (heavy).

**Benefit:** When you wear a type of armour with which you are proficient, the armour check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble checks.

In addition, a character wearing extra-heavy armour will become fatigued (-2 penalty to Strength and Dexterity, cannot run or charge) after a number of turns equal to his Constitution score. The penalties



remain in effect until he has a chance to rest, unarmoured, for at least 30 minutes.

**Normal:** A character who is wearing armour with which he is not proficient suffers its armour check penalty on attack rolls and all skill checks that involve moving, including Ride.

Furthermore, a character wearing heavy armour without being proficient in its use will become fatigued (-2 penalty to Strength and Dexterity, cannot run or charge) after a number of turns equal to one plus his Constitution modifier. The penalties remain in effect until he has a chance to rest, unarmoured, for at least 30 minutes.

**Special:** If a character does become fatigued through wearing extra-heavy armour for too long, whether or not he is proficient in it, he may become exhausted if he continues to wear it. He will become exhausted (-6 effective penalty to Strength and Dexterity, move at half normal speed) after the same amount of time elapses again, until he gets a chance to rest for an hour (at which time he becomes fatigued again).

## KNIGHTLY ARMOUR

A new class of armour, extra-heavy armour, is introduced here to represent the enormous weights of armour knights occasionally wear during tournaments. None of these armours are intended for use for more than a few turns at a time, as they

### Knighly Armour

Armour	Cost	Armour Bonus	Max Dex
<b>Heavy Armour</b>			
Three-Quarter Plate	1,200 gp	+7	+1
Fluted Full Plate	3,000 gp	+9	+1
<b>Extra-Heavy Armour</b>			
Foot Combat Plate**	4,000 gp	+8	+0
Foot Combat Plate, Fluted**	8,000 gp	+9	+0
Siege Plate**	2,250 gp	+8	+0
Tilting Plate**	5,000 gp	+8	+0
Tilting Plate, Fluted**	10,000 gp	+9	+0
Plate Garnitures**	8,000 gp	—Special—	
Plate Garnitures, Fluted**	16,000 gp	—Special—	
<b>Extras</b>			
Embossed Armour	+2,000gp		
Etched Armour	+2,000 gp		

\* When running in heavy armour, you move only triple your speed, not quadruple. When running in extra-heavy armour, you move only double your speed, not quadruple.

are so heavy that even an experienced knight rapidly becomes fatigued under their immense weight. Although the rules for it add a new layer of complexity to the standard d20 System armour rules, it will likely be worn so rarely that this will not create any significant delays.

### Armour Descriptions

**Embossed Armour:** Any plate armour (that is, any armour whose name includes the word 'plate') may be embossed. This is essentially sculpture in steel, the creation of fearsome or beautiful armour crafted to resemble an animal or grotesque human, or simply embossed with scenes from the owner's life or family history. Embossed armour is the pinnacle of the armourer's art, with only the finest armoursmiths able to achieve the fine balance between the decorative quality of the armour and its protective value. A character who has his holy symbol embossed on to the breastplate of his armour is always considered to be presenting it for purposes of turning undead or using it as a spell focus.

**Etched Armour:** Any plate armour (that is, any armour whose name includes the word 'plate') may be etched. This is a method of decoration that allows finely detailed pictures or patterns to be applied to the armour in permanent black or gold, whether religious symbols, coats of arms or simply fancy scrollwork. A character who has his holy symbol etched on to the breastplate of his armour is

Armour Check	Arcane Spell Failure	—Speed— (30 ft.) (20 ft.)	Weight
-7	45%	20 ft.* 15 ft.*	50
-6	40%	20 ft.* 15 ft.*	60
<hr/>			
-7	50%	15 ft.* 10 ft.*	100
-7	50%	15 ft.* 10 ft.*	110
-8	60%	15 ft.* 10 ft.*	100
-7	50%	15 ft.* 10 ft.*	100
-7	50%	15 ft.* 10 ft.*	110
	—Special—		175**
	—Special—		200**

\*\* See the description of this armour for special rules. Armour fitted for Small characters weighs half as much.

always considered to be presenting it for purposes of turning undead or using it as a spell focus.

**Fluted Full Plate:** This form of full plate armour is stronger because of regular flutes and ridges all over its surface, giving it the protection of thicker armour without greatly adding weight. Fluted full plate is always a masterwork item (the cost and benefit of masterwork are already included in its statistics). Like full plate, each suit must be fitted to its owner by a master armoursmith, although a captured suit can be resized to fit a new owner at a cost of 400 to 1,600 (2d4 x 200) gp.

**Foot Combat Plate:** Foot combat plate is a much heavier version of full plate, primarily intended for use in tournament events that take place on foot, such as the grand melee, the lists and single combat. In construction it is much like a standard suit of full plate but with far thicker plates on the areas most likely to be struck in melee combat. The shoulders and head are particularly heavily armoured, with the great helm being worn over a smaller steel cap while the torso and arms are also given extra protection. The leg armour is no thicker than on standard full plate – most tournaments ban hits below the belt and so these areas need only be protected from the occasional glancing blow. Foot combat armour offers significant resistance to most melee weapons, and the most commonly available variety is sold as ‘proofed against swords and maces’. This form of armour gives the wearer Damage Reduction 5 against all melee and thrown weapons (but not missile weapons) except those with a critical multiplier of x3 or higher. If you are using the Called Shots rules from Mongoose Publishing’s *The Quintessential Fighter*, an unscrupulous opponent can deliberately aim for the leg or groin and, on a successful called shot to one of those areas, bypass the Damage Reduction completely. Like full plate, each suit must be fitted to its owner by a master armoursmith, although a captured suit can be resized to fit a new owner at a cost of 500 to 2,000 (5d4 x 100) gp.

**Foot Combat Plate, Fluted:** Fluted foot combat plate is simply a heavier version of foot combat plate (see above) that grants its wearer increased protection. Fluted foot combat plate is always a masterwork item (the cost and benefit of masterwork are already included in its statistics). Like full plate, each suit must be fitted to its owner by a master armoursmith, although a captured suit can be resized to fit a new owner at a cost of 1,000 to 4,000 (5d4 x 200) gp.

**Siege Plate:** Siege plate is basically a standard suit of full plate with additional thick armour plates bolted evenly on to the front to give extra protection against missile weapons. It is used by lookouts, artillerists and siege engineers during sieges, since it enables the wearer to keep working even when the enemy has skilled archers or other missile users available to target him specifically. The wearer receives Damage Reduction 5 against all ranged weapons, including black powder weapons if available. Like full plate, each suit must be fitted to its owner by a master armoursmith, although a captured suit can be resized to fit a new owner at a cost of 300 to 1,200 (3d4 x 100) gp.

**Three-Quarter Plate:** Three-quarter plate is designed for use by horsemen on the battlefield, or by both horsemen and footmen at tournaments. It is simply a suit of full plate with the lower leg armour replaced by high, sturdy leather boots. It offers a similar level of protection to half-plate but is easier to wear.

**Tilting Plate:** This armour is full plate that has been specifically designed to protect the wearer from lance attacks. The areas most vulnerable to an enemy lance are defended with enormously thick plates, particularly the head and left shoulder but also the torso, hips and arms. It is designed for use by a mounted knight with a lance and shield, combating a similarly armed knight. The left shoulder and upper left torso are protected by what is, in effect, a triangular shield bolted into place in case the enemy’s lance deflects upwards off the carried shield. The helmet is actually screwed into place on the breast and back plates, giving it solid protection against the lance but drastically reducing the wearer’s chance to see anything which is not directly in front of him (–8 circumstance penalty to Spot checks). Tilting plate grants the wearer Damage Reduction 5 against lances and spears but this protection is lost if the wearer is flanked. Like full plate, each suit must be fitted to its owner by a master armoursmith, although a captured suit can be resized to fit a new owner at a cost of 500 to 3,000 (5d6 x 100) gp.

**Tilting Plate, Fluted:** Fluted tilting plate armour is simply a heavier version of tilting plate (see above) that grants its wearer increased protection. Fluted tilting plate is always a masterwork item (the cost and benefit of masterwork are already included in its statistics). Like full plate, each suit must be fitted to its owner by a master armoursmith, although a captured suit can be resized to fit a new owner at a cost of 1,000 to 6,000 (5d6 x 200) gp.

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**Plate Garnitures:** Plate garnitures is a standard suit of full plate that comes with interchangeable replacements and additions to the upper body armour, allowing it to be converted to either tilting plate or foot combat plate. Altering the configuration between any of the three possible types of armour takes four minutes (1d4+1 if the character has some help). The weight given in the armour table is the combined weight of the individual armour segments, though of course they are never all worn at once. The weight of the armour worn is always the same as the weight for the chosen configuration, that is, 50 pounds for full plate and 100 pounds for foot combat plate or tilting plate. Likewise, all the other statistics of the chosen configuration apply. Like full plate, each suit must be fitted to their owner by a master armoursmith, although a captured suit can be resized to fit a new owner at a cost of 1,000 to 4,000 (10d4 x 100) gp.

**Plate Garnitures, Fluted:** Fluted plate garnitures is a heavier version of plate garnitures (see above), which allows the wearer to choose between the fluted versions of full plate, foot combat plate or tilting plate. Fluted plate garnitures are always a masterwork item (the cost and benefit of masterwork are already included in their statistics). Like full plate, each suit must be fitted to its owner by a master armoursmith, although a captured suit can be resized to fit a new owner at a cost of 2,000 to 8,000 (10d4 x 200) gp.

## DONNING ARMOUR

The following table lists the times (in minutes) required to don the armour presented here, and is an extension of the table in *Core Rulebook III*.

Donning Armour			
Armour Type	Don	Don Hastily	Remove
Fluted full plate or three-quarter plate	4**	4*	1d4+1*
Any extra-heavy	8**	8*	1d6+2*

\*If you have some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armour at the same time.

\*\*A character must have help to don this armour. Without help, you can only don it hastily.

# Power Classes

## V

# Knight

The knight is one of the most highly trained combatants ever to enter the field of battle. Expert with a variety of weapons and particularly effective when astride his trusty charger, when under pressure he draws extra strength from his chivalric vows. He is perhaps the best protected of all character classes, typically wearing full plate armour but proficient with a variety of extra-heavy armours for special purposes. A knight's noble birth often provides him with a far superior array of equipment than most characters have access to.

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# The Power Classes

## VI

# Artificer

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## INTRODUCTION

Science and magic are often considered to be mutually exclusive, with those learned in them generally favouring one or the other. However, both science and magic are complex subjects and, as any reputable scholar will point out, there are always exceptions to any rule. It makes sense that a mind capable of understanding the intricacies of arcane formulae and the reactions between various alchemical reagents, would also be able to grasp the complexities of machinery and formulate ways of combining them.

In the majority of fantasy settings, the most mysterious aspect of science is mechanical engineering. Simple machines, such as levers, pulleys and wedges, are widely used but anything more complex than a crossbow is generally limited to visionaries, madmen and savants. The artificer is a little of all three. With his magic wholly grounded in the machinery he constructs, an artificer is as different from a wizard as a wizard is from a sorcerer. While this can be a great benefit to the artificer, it can also be a great hindrance. Without his gadgets and gizmos he is virtually powerless – an artificer is so reliant on his machines when casting spells that he simply does not know how to do so without them.

## USING POWER CLASSES

This is the 6<sup>th</sup> book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduces an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all-new low cost.

Any player intending to play an artificer character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special attention should be paid to the artificer's class features, as they will have a direct impact on the capabilities of any artificer character in the game.

# THE ARTIFICER

**Adventures:** Artificers are rarely accepted as members of common society, much as wizards and sorcerers are often shunned. Theirs is usually a solitary life, alone with their machinery and their magic. An artificer rarely minds the solitude, as it allows him to pursue his studies uninterrupted and without posing a risk to anyone who might wander too close to a failed experiment. However, this lifestyle does not lend itself well to adventure and travel.

That does not mean that artificers are ill suited to adventuring. On the contrary, an artificer can be very effective in battle, both as a front-line combatant and in a support role. When moved to undertake a journey, an artificer's great intellect and powerful machines provide considerable benefit to those who would accompany him.

**Characteristics:** The most important facet of an artificer's existence is his mastery over applied science. With the right tools and materials, there is little a skilled artificer cannot accomplish. While few artificers work quickly, the devices they create exhibit remarkable abilities through a melding of science and magic that few others could hope to match. This incredible knowledge does tend to mark artificers as intellectuals of the highest order, distancing them from 'other folk'. An artificer may be quite friendly, but his manners of speech and behaviour are often very off-putting.

**Alignment:** Alignment is rarely an issue for artificers, who run the entire gamut of good and evil, law and chaos. If there is an overall trend in these mechanomancers, it is towards chaos. The kind of thinking that lends itself to genius and invention is often non-linear, which carries over to everything else an artificer does. While a chaotic alignment is not required, most artificers take a creative, unconventional approach to the world around them. When one spends most of his life redefining the rules of the universe, how important can something as trivial as a society's laws truly be?

**Religion:** An overwhelming number of artificers have no religious leaning, tending to worship the dogmas of magical science instead. If an artificer's culture venerates a god or goddess of magic, a small minority will place their faith in that deity as the

source of their power. Those few artificers that come from a culture with a divine power of machinery will likely venerate that deity instead. A rare few may split their reverence between gods of magic and machines, embracing both halves of their expertise. Ultimately, as their focus tends to be towards the arcane and mechanical sciences, religion is often of little interest.

**Background:** Very few artificers come from lower-class backgrounds, as the level of intense education required to master the basics of the artificer's craft is simply not available to those without the money or freedom to pursue it. In rare instances, a gifted youth might be taken in and fostered by a wealthy patron, but the majority of artificers are apprenticed from upper-class families or have the means to support their own education.

**Races:** Two races vie for the largest number of artificers, humans and gnomes. Humans lend themselves well to the rigours of creative thought due to their incredible versatility. Human artificers normally learn their craft from a mentor or by gathering lore from texts and other sources. Usually solitary, human artificers keep their craft a secret, training only those who seem gifted with the same twin sparks of magic and invention.

Gnomes have a keen analytical mind and an innately magical nature, thus fitting the mould of the artificer perfectly. In contrast with the human members of their profession, gnomish artificers are often accepted members of society and display their gifts openly. It is not uncommon for gnomish artificers to be trained in large schools as readily as wizards are.

Among other races, the artificer is not a common class. Elves often find the mechanical aspects of the role to be distasteful, half-elves rarely have the social freedoms or wealth to pursue the training, dwarves have better things to do with their forges and half-orcs generally lack the intelligence to grasp even the most basic concepts of magical science. Similarly, halflings tend to lack the discipline to take the study of arcane science seriously.

**Other Classes:** Because of the unique nature of artificers, few classes pose a social difficulty for them as companions. Monks, barbarians, fighters, rangers and paladins are usually seen as welcome muscle for the more dangerous aspects of any expedition. Bards are appreciated for their creativity, if considered a little frivolous in their

apparent lack of constructive applications. Rogues can come close to an artificer in their appreciation of complex devices, though the rogue's focus on disabling and circumventing them often runs counter to an artificer's instincts. The faith that priests and druids place in intangible forces often makes an artificer uncomfortable, though their power to heal is an undeniable asset. It is in other arcane spellcasters that artificers find the best company. They can compare arcane knowledge with sorcerers, whose innate grasp of magic fascinates them endlessly. Wizards are their preferred associates, as artificers find the most intelligent conversation with their magical peers.

## GAME RULE INFORMATION

**Abilities:** As is perhaps obvious, Intelligence is the most important statistic for any artificer. Intelligence affects the artificer's skills and abilities, and determines how effective his machines are in performing their functions. Artificers must also have a good Dexterity to perform fine work and Strength is useful to manipulate the larger segments of their mechanical devices. As an artificer's experiments can often put his health at risk, a formidable Constitution can also be a great boon. Wisdom and Charisma are least important to an artificer, though it never hurts to be wise enough to recognise the dangers inherent in an upcoming construction or charismatic enough to overcome the social stigma related to an artificer's chosen profession.

**Alignment:** Any.

**Hit Die:** d4.

### Class Skills

The artificer's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (mechanomancy) (Int), Disable Device (Int), Knowledge (Int), Open Lock (Dex), Profession (Wis), Search (Int), Spellcraft (Int) and Use Rope (Dex).

**Skill Points at 1<sup>st</sup> Level:** (4 + Int modifier) x 4.

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

### Class Features

All of the following are class features of the artificer.

**Weapon and Armour Proficiency:** An artificer is proficient with all simple weapons and the repeating crossbow. He is also proficient with light and medium armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armour and equipment carried.

**Arcane Science:** An artificer does not cast spells in the usual sense, instead he constructs devices that duplicate the effects of arcane spells. These mechanomagical constructions are equal parts science and sorcery, consisting of mechanical components charged with arcane power and tasked to a particular service. Further details can be found in the Arcane Science and Artificer Spellcasting section on page 12.

**Mechanomagical Weapon:** By means of shearing fields of magical force, rotating blades and other mechanical or magical changes, an artificer is able to greatly enhance the amount of damage a non-magical masterwork melee weapon can deal. The extra weight and odd balance of these modifications means that a wielder suffers a -4 penalty to attack rolls, in addition to the -4 penalty for not being proficient in the weapons use (if applicable). A character can negate this penalty by taking an Exotic Weapon Proficiency in the weapon; for example, Exotic Weapon Proficiency (mechanomagical greataxe).

Enhancing a weapon with mechanomagic adds an extra damage dice to the weapon, to a maximum value determined by the weapon's size and the





artificer's class level. A first level artificer can increase any weapon's damage by 1d4, improving the damage the weapon deals on a successful hit. As the artificer gains experience and increases in skill, this maximum value increases, to 1d6 at 5<sup>th</sup> level, 1d8 at 10<sup>th</sup> level, 1d10 at 15<sup>th</sup> level and 1d12 at 20<sup>th</sup> level. In addition to the limit imposed by the artificer's class level, Tiny weapons can have a maximum additional damage dice value of 1d6, Small weapons a maximum of 1d8, Medium-size weapons 1d10 and Large weapons 1d12.

Modifying a weapon in this way costs 250 gp multiplied by the maximum damage value of the added damage die and an amount of XP equal to 1/50 of the gp cost, and takes one day for every 1,000 gp of the final cost. Thus, increasing a longspear's damage dice by 1d12 would cost the artificer 3,000 gp, 60 XP and take six days. Mechanomagically enhancing a double weapon affects only one end of the weapon. A weapon cannot possess both magical and mechanomagical enhancements, however, the weapon can be further enhanced with the Elemental Modifications class feature.

**Mechanomagical Armour:** Much as an artificer can alter weapons, he can also provide modifications to masterwork medium or heavy armour. By imbuing the armour with magical energy and adding mechanical alterations to its construction, an artificer can increase the protection it provides and grant the wearer an enhancement to his Strength. At 2<sup>nd</sup> level, the artificer can imbue the armour with Damage Reduction 2/+1 and a +2 enhancement bonus to Strength. These values increase to 4/+1 and +4 at 7<sup>th</sup> level, and again at 12<sup>th</sup> level to 6/+1 and +6.

Making these modifications to a suit of armour costs 1,000 gp multiplied by the bonus squared and 1/50 of the gp value in XP. The modifications take one day per 1,000 gp of the final value and add 10, 20 or 30 pounds to the armour's weight (for +2, +4 and +6 respectively), to a maximum of double the armour's base weight. Unlike a mechanomagically-enhanced weapon, armour that has been altered in this way can hold a magical enhancement, to a maximum effective enhancement of +5.

**Invention:** A progression of the artificer's craft, this ability allows him to construct devices that duplicate spell effects without the need to channel his own magic through them, much like magical staves and wands. An artificer can create a device containing any spell he knows, except for those of the highest level he can cast. For example, a second level artificer can create a device containing any 0-

level spell that he knows, whereas a 10<sup>th</sup> level artificer can create a device containing any spell that he knows of 0-level through 4<sup>th</sup> level. The save DC versus these devices is 10 + one-and-a-half-times the spell level.

Activating one of these devices, which hold 50 charges when first created, requires the user to correctly manipulate a number of switches, button and dials. This is a standard action and provokes an attack of opportunity. Activating one of these devices without prior knowledge of the correct sequence requires a successful Intelligence check or Use Magic Device check (DC 15 + spell level). Creating one of these spell devices costs spell level x caster level x 1,000 gp and 1/50 of this amount in XP, takes one day per 1,000 gp and requires a successful Craft (mechanomancy) check (DC 10 + spell level + caster level). A failed skill check results in half of the raw materials and one days worth of work being wasted.

**Elemental Modification:** By summoning magical energies and directing them through a focusing device of his own design, an artificer can imbue a melee weapon with special properties. The weapons deal an additional amount of damage from one of the five energy forms (acid, cold, electricity, fire or sonic) dependant on the level of the artificer at the time of the imbue. This deals 1d6 points of damage at 3<sup>rd</sup> level, 1d8 at 8<sup>th</sup> level, 1d10 at 13<sup>th</sup> level and 2d6 at 18<sup>th</sup> level. Only one form of energy damage can be imbued into a given weapon and weapons that have been modified with this ability cannot carry a magical enhancement, although they may have been modified with the Mechanomagical Weapon class feature. The damage from this enhancement is not multiplied on a critical hit.

If an artificer of sufficient skill wishes, he can reduce the amount of damage caused by a successful hit by two steps (1d10 to 1d6 or 2d6 to 1d8) to imbue the weapon with a *burst* effect similar to the magic weapon special quality. This causes an extra amount of damage on a successful critical hit equal to the damage value from which the enhancement was reduced. If the weapon has a critical multiplier higher than x2, the amount of extra damage dealt on a critical hit is equal to the higher damage (1d10 or 2d6) plus one additional dice for each step the multiplier is above x2. Thus, a modified greataxe (critical modifier x3) would inflict either 2d10 or 3d6 extra points of damage on a successful critical hit, depending on the power of the enhancement, *in addition* to its normal critical hit damage.

Imbuing a weapon with the energies of this ability costs 500 gp multiplied by the maximum damage value of the imbued energy and 1/50 of this amount in XP. For weapons imbued with the *burst* ability, this cost increases to 750 gp multiplied by the maximum damage value of the *burst* damage. The imbuing process takes seven days.

**Mechanomagical Constructs:** An artificer of this level has developed the extraordinary ability to create mechanomagical versions of living creatures that respond to his commands, much like a mechanical golem. These creations are often used for both offensive and defensive purposes, as they possess much of the physical might of their living counterparts. When creating a mechanomagical creature, its type becomes 'construct' (which may or may not affect its hit die type), it has maximum hit points for its hit dice, possesses no Constitution or Intelligence (non-abilities, see *Core Rulebook III*), its Charisma is reduced to one and its Challenge Rating is increased by one.

In addition to possessing the standard construct traits and the magic immunity of an iron golem, mechanomagical constructs have the standard Strength, Dexterity and Wisdom scores of the creature they are modelled after, which must be a corporeal creature with a definitive physical form (which eliminates oozes, shapechangers and some undead) and no more hit dice than the artificer's

class level. The construct also gains the base creature's land movement rate and physical attack forms. A mechanomagical construct can be enhanced with one or more of the base creature's other movement methods or extraordinary abilities, but supernatural or spell-like abilities must instead be duplicated by spell-devices created using the Invention class feature. A construct featuring one of these devices automatically knows how to use it and can do so as a standard action. Since the devices are integrated into the construct's design, however, activating one does not provoke an attack of opportunity or require the construct to manipulate the device in any external manner. As normal, the DC of any save against the effects of one of these devices is 10 + one-and-a-half-times the spell level. A mechanomagical creature possesses a natural armour bonus equal to the hardness value of the material used, instead of that possessed by the base creature.

Creating a mechanomagical construct costs 400 gp per Hit Dice +500 gp for each additional movement mode or extraordinary ability added, plus the full cost of any spell devices used. In addition, the artificer expends 1/50 of the total value in XP and must pay for the material used in the creature's construction separately. Construction of the mechanomagical creature takes one day per 250 gp of the construct's final value and requires a successful Craft (mechanomancy) skill check (DC

## The Artificer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Arcane Science, Mechanomagical Weapon (1d4)
2	+1	+0	+0	+3	Invention I, Mechanomagical Armour (+2)
3	+1	+1	+1	+3	Elemental Modification (+1d6)
4	+2	+1	+1	+4	Invention II
5	+2	+1	+1	+4	Mechanomagical Weapon (1d6)
6	+3	+2	+2	+5	Invention III, Mechanomagical Constructs
7	+3	+2	+2	+5	Mechanomagical Armour (+4)
8	+4	+2	+2	+6	Elemental Modification (+1d8), Invention IV
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Invention V, Mechanomagical Weapon (1d8)
11	+5	+3	+3	+7	Steelgrafting
12	+6/+1	+4	+4	+8	Invention VI, Mechanomagical Armour (+6)
13	+6/+1	+4	+4	+8	Elemental Modification (+1d10)
14	+7/+2	+4	+4	+9	Invention VII
15	+7/+2	+5	+5	+9	Living Machines, Mechanomagical Weapon (1d10)
16	+8/+3	+5	+5	+10	Invention VIII
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	Elemental Modification (+2d6), Invention IX
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Technogenesis, Mechanomagical Weapon (1d12)

15 + Hit Dice + two per attack + one for each added extraordinary ability or movement mode). A failed check wastes 1d6x10% of the construct's total cost in materials and half of the creation time.

**Steelgrafting:** Having learned to create mechanical duplicates of creatures, an artificer with the power of steelgrafting discovers how to bond his constructions with the bodies of living beings. From replacement limbs to additional appendages and implanted inventions, an artificer can blur the line between metal and flesh.

The specifics of this power are best left to individual Games Masters, who may wish to define the precise extent of what steelgrafting can accomplish. It is suggested that this ability should at least duplicate the effects of a *regeneration* spell at a cost of 2,500 gp per limb replaced, plus the cost of the material used. Replaced limbs have a Strength equal to the maximum starting strength for the race or creature type in question and must be repaired as an object. Only tasks performed by the replacement limb benefit from this enhanced



Strength (Games Master's discretion). The base material determines hardness and hit points for steelgrafted limbs. The Difficulty Class of the Craft (mechanomancy) skill check required to successfully carry out this work is equal to five plus the Strength score of the replaced limb.

Another suggested ability of steelgrafting is the adding of new limbs to existing creatures at the same base cost (2,500 gp plus materials). These new limbs can be used in preference to the altered creature's own and allows the eventual learning of the Multidexterity and Multiweapon Fighting feats. These feats are not gained automatically. Other possibilities are the province of the Games Master. Steelgrafting takes one day per 1,000 gp and costs an amount of XP equal to 1/50 of the total gp value.

**Living Machines:** A somewhat misleading name, living machines refers to the property that anything created by an artificer of this level can exhibit if he wishes to incorporate it at the time of construction — mechanical regeneration. Any device, mechanomagically enhanced weapon or armour, steelgrafted item or construct built by an artificer capable of making living machines gains the Fast Healing special quality, allowing it to heal one hit point of damage per round, and can benefit from healing magic as if it were a living being. Living machines cannot repair damage caused by corrosion (acid, rust, etc.) and continue to regain lost hit points until they are reduced to -10, just as living creatures are capable of doing. Using this ability increases the total cost of the device, item or construct by ten percent.

**Technogenesis:** The ultimate expression of the artificer's craft, technogenesis is the infusion of true life into an unliving shell. In order to qualify for this modification, the construct must first have been created using the Living Machine class feature. The complexities involved in imbuing an inanimate object with a life force uses up 5,000 gp of raw materials, costs the artificer 500 XP. Successfully imbuing the object with life requires a Craft (mechanomancy) skill check (DC 40), with failure resulting in the waste of all of the raw materials and the entire infusion period, and carries a 25% chance of destroying the object as the mystical energies tear it apart.

The infusion process that makes technogenesis possible takes five days to perform. For all intents and purposes, the technogenesis class feature duplicates the effects of an *awaken* spell, except that it affects constructs instead of animals. A

construct that has undergone this process retains all of the abilities, special qualities and limitations it possessed before, except that, because it now possesses an Intelligence score, it is vulnerable to mind-affecting spells and effects. The alignment of the construct is the same as the artificer that imbued it with life, although it is subject to possible change as the construct learns from experience and develops an individual personality.

**Starting Gold:** 3d4x10 gp.

## ARCANE SCIENCE AND ARTIFICER SPELLCASTING

An artificer knows and can cast a number of spells per day as if he was a sorcerer. He can cast any spell from the wizard/sorcerer spell list that he knows and uses his Intelligence to determine bonus spells per day and the Difficulty Class of saving throws against his spells. An artificer's spells are called 'designs'.

In order to cast a design, the artificer must first construct to correctly focus his arcane energies. Each spell requires one of these devices in order for the artificer to cast it, however, each device can be reused indefinitely. Building a mechanomagical spell focus is an expensive affair, costing 10 gp x spell level squared and taking one day for every 300 gp of the items cost, or fraction thereof. Zero-level mechanomagical foci cost 10 gp and take one day to construct. Mechanomagical foci weigh five ounces per spell level. If a spell normally requires a material component or focus with a price of over 10 gp, the artificer must include enough of that component for 10 castings of the spell in the construction of the mechanomagical foci, increasing the cost of construction appropriately. A successful Craft (mechanomancy) skill check (DC 10 + twice the spell level) is required to successfully create a mechanomagical focus, with failure ruining 1d6x10% of the raw materials and wasting one day of work.

*For example, a rod which focuses the energy of a fireball spell costs 900 gp, takes three days to construct and weighs one-and-a-half pounds, whereas the small box-like contraption that focuses the energy of a permanent image spell costs 4,600 gp (3,600 gp + 1,000 gp for the material components), takes 16 days to construct and weighs three pounds.*

These devices take many forms, from a strange looking gauntlet that channels a *shocking grasp* spell, to an intricate clockwork horse figurine that magically expands to form the focus of a *mount* spell. A single mechanomagical focus can contain the designs of more than one spell, but each spell that the device acts as a focus for must be paid for separately during the items creation. Many artificers carry more than one focus for their more potent and useful designs, as they are unable to cast them without such devices.

Because artificers do not cast spells in the conventional sense, they do not suffer some of the limitations that wizards and sorcerers must endure. Artificer spells do not possess verbal, somatic or material components (other than the spell devices they *must* have on hand) and so they do not incur the Arcane Spell Failure normally imposed by wearing armour. Despite the lack of somatic components, an artificer must have at least one hand free to manipulate their spell devices and still provokes an attack of opportunity when attempting to activate a design within an enemies threatened area. Because artificer spells do not have other components, Concentration checks made to complete an interrupted spell receive a +2 competence bonus.



# NEW MAGIC ITEM

## Runic Tools

These magical tools provide an artificer with everything he needs to craft incredibly intricate and powerful devices. When used by a character with ranks in a metal or stone-related Craft skill, a set of *runic tools* bestow a +5, +10 or +15 circumstance bonus to all skill checks. A set of *runic tools* can only be used for the creation of one item before they must be allowed to rest for 24 hours.

*Caster Level:* 9<sup>th</sup>; *Prerequisites:* Create Wondrous Item, *fabricate*; *Market Price:* (+5) 100 gp, (+10) 400 gp, (+15) 900 gp; *Weight:* 1 lb.

# NEW FEATS

## Arcane Researcher

The complexity of magical creations is a fascinating topic for you, providing countless hours of enjoyable study and yielding more information than others can usually discover.

**Prerequisites:** Knowledge (arcana) 4 ranks, Knowledge (engineering) 4 ranks, able to cast *identify*.

**Benefit:** Your in-depth knowledge of arcane lore grants you a +1 circumstance bonus to all Knowledge checks related to magic items of any sort. This bonus increases to +2 if you are researching notes on an example of a spell you do not currently know. You also receive knowledge of a second property (if any) of any item handled with an *identify* spell.

## Mechanomagical Savant

You excel at creating mechanomagical items. Your work is faster, more precise and often superior to that of your peers.

**Prerequisites:** Artificer level 2+, Skill Focus (knowledge – engineering).

**Benefit:** When you use the Invention, Mechanomagical Constructs or Steelgrafting class features, the total gp cost is reduced by 10%. This also reduces the creation time and experience point cost.

**Special:** This feat can be taken up to five times, with each instance reducing costs by 10% of the original total value (up to a maximum of 50%).

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d20  
system

# Hedge Wizard

Power Classes



# The Power Classes VII *Hedge Wizard*

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## INTRODUCTION

To some, the hedge wizard might seem to be a poor substitute for the wizard or sorcerer. Not as flashy as the latter, nor as recognised as the former. This is, however, a dangerous misconception. The hedge wizard is a rural, backwoods magician who relies as much on the superstition of his neighbours as on actual magic to make a living. He specialises in the use of cantrips; the minor incantations and simple spells that are largely ignored by most wizards and sorcerers.

The hedge wizard recognises the versatility and subtle power of cantrips, and can often achieve more with his lesser magics than an ordinary wizard might with a higher-level spell. Yet the hedge wizard does not entirely neglect the study of more conventional wizardry, learning just enough to avail him on those few occasions when he does not have a cantrip ready. Nor does he cut himself off from the real world in an ivory tower. He is typically an important part of his rural community, with a fair bit of sway among the ordinary villagers – sometimes more than the village headman.

The hedge wizard learns a wider range of skills than other arcane spellcasters, including combat skills. For the hedge wizard who does not choose to become a village wise man, this often stands him in good stead in a life of either adventure or crime.

## USING POWER CLASSES

This is the 7<sup>th</sup> book of the *Power Classes* series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduces an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play a hedge wizard character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook 1* whenever directed by the text. In particular, special note should be made to the many new class features which will have a direct impact on the capabilities of any hedge wizard character in the game.

# THE HEDGE WIZARD

**Adventures:** Hedge wizards rarely adventure, although when they do they conduct themselves with caution and forethought. When prepared, they can use their spells to devastating effect and even when caught by surprise, possibly denying them the use of their higher-level spells, a hedge wizard's mastery of the cantrip makes them a wily opponent not to be discounted.

**Characteristics:** The hedge wizard's strength is his cantrips. Everything else, including his other spells, is secondary. He learns new spells as he experiments and grows in experience, and he can also learn them from other arcane spellcasters. In addition to learning new spells, over time a hedge wizard learns to master the subtle magics of a cantrip, minor magic charm creation and the intricacies of potion brewing.

A hedge wizard who chooses to specialise in a single school of magic usually chooses the school of Divination. Specialisation makes the hedge wizard more powerful in his chosen field, but prevents him from being able to cast some of the spells and cantrips that lie outside of his field, thus most choose not to specialise.

A hedge wizard can call a familiar – a small, magical animal companion (usually a cat, raven or toad) that serves him. For some hedge wizards, their familiars are their only true friends.

**Alignment:** Overall, hedge wizards show a tendency toward neutrality over either law or chaos due mainly to their place on the outskirts of society, willingly distributing divinations and minor magics to any who wish them.

**Religion:** Hedge wizards are not usually a religious group, although some do worship the lady of fate. Some are known to worship the various gods and goddesses of magic but, as a group, hedge wizards tend to be more devoted to their communities than to their spiritual sides.

**Background:** Hedge wizards tend to be looked down upon by most other arcane spellcasters, as they focus their attentions on the 'lesser' magics that are cantrips. Despite this, there is no denying the hedge wizard's ability with these simplest of magics, and they are generally accepted better by

the average commoner than a 'true' wizard or sorcerer who goes around slinging fireballs.

**Races:** Already outcasts from the greater part of society, half-elves are the most likely to pursue the path of the hedge wizard. Humans are also highly suited to this class, with their diverse cultures. Elves tend to be more interested in magic's deeper mysteries rather than the simpler cantrips, while gnomes are more focused on illusions and mostly ignore the lesser magics in favour of more powerful spells such as *false image* and *major image*. Halflings in general tend to lack the discipline required to learn even the simplest of magics.

**Other Classes:** Hedge wizards, when they adventure, prefer to work with members of other classes. Like 'mainstream' wizards, they love to cast their spells from behind strong fighters, to 'magic up' rogues and send them out to scout and to rely on the divine healing of clerics.





## GAME RULE INFORMATION

**Abilities:** Intelligence determines how powerful a spell a hedge wizard can cast, how many spells he can cast and how hard those spells are to resist. To cast a spell, a hedge wizard must have an Intelligence score of  $10 +$  the spell's level. In addition, a hedge wizard gets bonus spells based on Intelligence. The Difficulty Class of a saving throw against a hedge wizard's spell is  $10 +$  the spell's level + the hedge wizard's Intelligence modifier. High Dexterity is helpful for a hedge wizard, who typically wears little or no armour; as is a good Constitution to give the hedge wizard extra hit points, which he might otherwise be low on.

**Alignment:** Any.

**Hit Die:** d6.

### Class Skills

The hedge wizard's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Pick Pocket (Dex), Profession (herbalist) (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int) and any two skills chosen by the player (see the dabbler class feature, below).

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

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

### Class Features

All of the following are class features of the hedge wizard.

**Weapon and Armour Proficiency:** A hedge wizard is proficient with all simple weapons and any one light or one-handed martial weapon of his choice. He is also proficient with light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a  $-1$  penalty for every five pounds of armour and equipment carried.

**Spells:** A hedge wizard casts arcane spells. He is limited to a certain number of spells of each level per day, according to his class level. A hedge wizard must prepare spells ahead of time by getting a good night's sleep and spending one hour studying his spellbook. While studying, the hedge

wizard decides which spells to prepare (see preparing wizard spells, *Core Rulebook I*). To learn, prepare or cast a spell, a hedge wizard must have an Intelligence score of at least  $10 +$  the spell's level. A hedge wizard's bonus spells are based on Intelligence. The difficulty class for saving throws against the hedge wizard's spells is  $10 +$  the spell's level + the hedge wizard's Intelligence modifier. A hedge wizard may know any number of spells.

**Spellbooks:** Like wizards, hedge wizards must study their spellbooks each day to prepare their spells. A hedge wizard cannot prepare a spell not recorded in his spellbook (except for *read magic*, which all hedge wizards can prepare from memory). A hedge wizard begins play with a spellbook containing all 0-level wizard spells and the new spells presented in this guide. For each point of Intelligence bonus the hedge wizard has, the spellbook holds one additional 1<sup>st</sup>-level spell. Each time the hedge wizard gains a level, he gains one new spell of any level that he can cast (according to his new level). A hedge wizard may copy spells from scrolls or a wizard's spellbook normally.

**Dabbler:** Out of both practical necessity and the need to show off to impressionable villagers, a hedge wizard frequently develops an unusual variety of skills. This tendency to dabble in first one skill and then another means a hedge wizard may choose any two cross-class skills as class skills. If desired, one of the two skills can even be a skill that is usually exclusive to another class. However, he may never have more ranks in one of these skills than he has character levels, as he never acquires the in-depth understanding of a true expert. He may select a different cross-class skill in which to dabble on attaining a new level (before spending his new skill points), but if he does so he may not dabble in those skills again, forevermore treating them as cross-class skills in all respects. Note that choosing a cross-class skill to become a class skill with this ability does not affect any skill points the character may have already spent in the skill.

**Summon Familiar:** A hedge wizard can call a familiar. Doing so takes one day and uses up magical reagents that cost 100 gp. A familiar is an unusually tough, magical and intelligent version of a small animal. The creature serves as a companion and servant.

The hedge wizard chooses the type of familiar he gets. As the hedge wizard increases in level, his familiar also increases in power.

If the familiar dies or the hedge wizard chooses to dismiss it, the hedge wizard must make a Fortitude saving throw (DC 15). If the saving throw fails, the hedge wizard loses 200 experience points per class level. A successful saving throw reduces the loss to 100 experience points per class level. However, a hedge wizard's experience point total can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and a day. Slain familiars can be raised from the dead, just as characters can be, but do not lose a level (hit dice) or a Constitution point when this happy event occurs.

Details of Familiars and the abilities they gain can be found in the Sorcerer class description in *Core Rulebook I*.

**Arcane Armour:** While wearing armour, the hedge wizard may opt to cast a spell as a full-round action rather than a standard action. The hedge wizard carefully concentrates in order to complete the spell, reducing the arcane spell failure chance of any light armour by 10%, to a minimum of 5%. This does not affect the arcane failure chance for medium or heavy armour. If you are using *The Quintessential Wizard* by Mongoose Publishing, this class feature is equivalent to the Arcane Armour Proficiency (light) feat.

**Master of Cantrips:** A hedge wizard of 2<sup>nd</sup> level or above can prepare any cantrip he knows without referring to a spell book, as if he possessed the Spell Mastery feat.

**Craft Charm:** At 3<sup>rd</sup> level, the hedge wizard gains the Craft Charm feat as a bonus feat.



**Bonus Feat:** Every five levels, a hedge wizard gains a bonus feat. This feat must be chosen from the following list: Brew Potion, Brewmaster, Craft Wondrous Item, Potion Focus, Scribe Scroll or Spell Penetration.

**Unlimited Cantrips:** A hedge wizard of 9<sup>th</sup> level or above may cast an unlimited number of cantrips each day. Note that at this level the hedge wizard is effectively considered to be casting his cantrips spontaneously.

**A Better Cantrip:** At 16<sup>th</sup> level, the hedge wizard can choose a number of cantrips to specialise in equal to three plus his Intelligence modifier. Once per round, he may cast one of these specialised cantrips as a free action, just as though it had been affected by the Quicken Spell feat. Unlike when using Quicken Spell, the cantrip uses up a cantrip spell slot, rather than a 4<sup>th</sup>-level spell slot.

## Ex-Hedge Wizards

Ex-hedge wizards retain all class features and spells and may use them without penalty.

## Human Hedge Wizard Starting Package

**Armour:** None, speed 30 ft.

**Weapons:** Dagger and quarterstaff.

**Skill Selection:** Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability
Alchemy	4	Int
Bluff	4	Cha
Intimidate	4	Cha
Profession (herbalist)	4	Wis
Ride	4	Dex
Search	4	Int
Sense Motive	4	Wis
Spellcraft	4	Int
Listen (cc)	2	Wis
Spot (cc)	2	Wis

**Feat:** Toughness.

**Bonus Feat:** Skill Focus (alchemy, profession – herbalist or spellcraft).

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack and flint and steel. Ten candles, map case, three pages of parchment, ink and inkpen. Spell component pouch and spellbook.

**Gold:** 3d6 gp.

## The Hedge wizard

Class	Base	Fort	Ref	Will	Special
Level	Attack Bonus	Save	Save	Save	
1	+0	+0	+0	+2	Arcane Armour, Dabbler, Summon Familiar
2	+1	+0	+0	+3	Master of Cantrips
3	+2	+1	+1	+3	Craft Charm
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	Bonus Feat
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	Unlimited Cantrips
10	+7/+2	+3	+3	+7	Bonus Feat
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	Bonus Feat
16	+12/+7+2	+5	+5	+10	A Better Cantrip
17	+12/+7+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Bonus Feat

## Hedge Wizard Spells Per Day

Class	Spells per Day								
	0	1	2	3	4	5	6	7	8
1	6	0	—	—	—	—	—	—	—
2	8	1	—	—	—	—	—	—	—
3	10	2	—	—	—	—	—	—	—
4	12	3	—	—	—	—	—	—	—
5	14	4	1	—	—	—	—	—	—
6	16	5	2	—	—	—	—	—	—
7	18	6	3	1	—	—	—	—	—
8	20	7	3	2	—	—	—	—	—
9	U*	8	4	3	1	—	—	—	—
10	U	9	5	3	2	—	—	—	—
11	U	10	6	4	2	1	—	—	—
12	U	11	6	5	3	1	—	—	—
13	U	12	7	6	3	2	—	—	—
14	U	13	8	6	4	2	1	—	—
15	U	14	9	7	4	3	1	—	—
16	U	15	9	8	5	3	2	—	—
17	U	16	10	9	5	4	2	1	—
18	U	17	11	9	6	4	3	1	—
19	U	18	12	10	6	5	3	2	—
20	U	19	12	11	7	5	4	2	1

\* At 9<sup>th</sup> level and above a hedge wizard is able to effectively spontaneously cast any cantrip he knows.

## Alternative Hedge Wizard

### Starting Package

Same as human hedge wizard, except

**Race:** Dwarf, elf, gnome, half-elf, halfling or half-orc.

**Armour:** Speed 20 ft. instead of 30 ft. (dwarf, gnome and halfling only).

**Skill Selection:** Pick a number of skills equal to 4 + Int modifier.

**Bonus Feat:** None.

## HEDGE WIZARD SPELLS

The following spells are commonly learned only by hedge wizards. It would be possible for a conventional wizard to learn one or more hedge wizard spells, if taught by a hedge wizard or if learning them from a hedge wizard's book, but most wizards consider hedge wizardly magic to be beneath them. It might be possible for a sorcerer to learn a hedge wizard spell or two, but probably only by researching an identical one.

### Fumble

*Enchantment (Compulsion)*

**Level:** Hedge Wizard 0

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Subject:** One person holding an object

**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

The target of this spell drops an object it is holding (if it is holding an object in both hands, the caster selects which hand is affected). The object lands on the ground at the subject's feet, just as if the subject had been disarmed. Humanoids of five or more hit dice are not affected. Objects held in two hands, or carried in both hands (such as a polearm or a heavy chest) are not affected by this spell.

*Material Component:* A knob of butter or small vial of grease.

### Greater Warding

*Abjuration*  
**Level:** Hedge Wizard 1  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** Self  
**Duration:** Instantaneous

As *warding*, except the circumstance bonus to the caster's saving throw is +4 rather than +2.

*Material Component:* An iron nail.

### Gremlin

*Enchantment (Compulsion)*  
**Level:** Hedge Wizard 0  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Subject:** One person  
**Duration:** One round  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

The first skill check the subject makes in the next round after *gremlin* takes effect suffers a -4 circumstance penalty. This can affect a target who is performing a task which takes more than one round – for example, if cast on an armorer attempting to make a suit of masterwork armour, the skill roll for the week is affected, possibly ruining an entire week's worth of work.

*Material Component:* A broken tool (of any sort).

### Luck

*Abjuration*  
**Level:** Hedge Wizard 0  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** Self  
**Duration:** One round

This spell gives the caster a momentary burst of good luck. The next saving throw, skill check or attack roll he makes after casting the spell has a circumstance bonus of +1.

*Material Component:* A sprig of heather.

### Milch Curse

*Transmutation*  
**Level:** Hedge Wizard 0  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One domestic animal/level  
**Duration:** One week  
**Saving Throw:** Will negates  
**Spell Resistance:** Will negates

This spell affects the produce of domestic animals (milk for cows or goats, wool for sheep, or eggs for chickens, for example). The animal will produce nothing – milk will dry up, wool will be straggly and useless, chickens will cease laying. If the animal is slaughtered for meat while the spell is still in effect, the meat produced will be stringy and tasteless.

*Material Component:* A rough sculpture in soft clay of the animal to be *milch cursed*.

### Soothsaying

*Divination*  
**Level:** Hedge Wizard 1  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One person  
**Duration:** One round  
**Saving Throw:** Will negates  
**Spell Resistance:** Will negates

*Soothsaying* allows the caster to enter a trance, rolling his eyes into his head, quivering and

shaking, and speaking in a strange voice. This is largely for effect – the spell does not assist with true divination of the future at all, but what it does do is offer minor telepathic abilities for the duration of the spell. The caster is able to read the target's mind just enough to know what the target would most like to hear as a 'fortune.' Thus, if the target were a middle-aged woman desperate for a husband, the caster would know that the best 'fortune' to tell her would be that her true love was just around the corner, and that she would be married within the next year. Once the caster has told the target her fortune, he may (at the Games Master's discretion) gain a +2 circumstance bonus to all Bluff checks made against the target in the hour immediately after the *soothsaying*, as the target will be highly receptive to anything the caster says.

*Material Component:* Incense worth 1 cp.

### Social Invisibility

*Enchantment (compulsion)*

**Level:** Hedge Wizard 1

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One person/level

**Duration:** One round/2 levels

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell clouds the minds of a small number of humanoids, each of which must be of less than five hit dice. All those affected will perceive that the caster has a right to be where he is (for example, the guards at the castle gates will simply wave him through). After the duration ends, they will vaguely recall the caster, but will not become suspicious unless they deliberately think very carefully about him. The gate guards in the above example will not recall precisely who they let in, but will remember that there was no doubt in their minds that he should have been let through. If questioned thoroughly by a superior, they may admit that they were not really sure why they let him in.

*Material Component:* A carved wooden whistle.

### Sour

*Transmutation*

**Level:** Hedge Wizard 0

**Components:** V, S, M



**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One cu. ft./level of food or drink

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell spoils, sours, rots or otherwise contaminates food or drink of any kind. It even affects holy water, but has no effect on creatures of any type or on magic potions. *Soured* food or drink is immediately obvious on sniffing or tasting. Note: A cubic foot of water contains roughly seven-and-a-half gallons and weighs around 65 pounds.

*Material Component:* A lemon.

### Trip

*Enchantment (Compulsion)*

**Level:** Hedge Wizard 0

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Subject:** One person

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject must have moved at least one five foot step on its last action. It trips forwards into the five

foot square immediately in front of it. On landing, it will be prone. Humanoids of five or more hit dice are not affected.

*Material Component:* A small piece of wire.

## Warding

*Abjuration*

**Level:** Hedge Wizard 0

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Target:** Self

**Duration:** Instantaneous

This spell gives the caster a moment of minor protection from another spellcaster's magic, and works in a similar manner to a counterspell. The hedge wizard must ready the *warding* spell: if a spell is cast targeting the hedge wizard or the area in which he stands, he casts the *warding*. He gains a +2 circumstance bonus to any saving throw that would usually be allowed by the spell; if no saving throw is allowed, the *warding* spell is wasted.

*Material Component:* An iron pin.

## HEDGE WIZARD FEATS

While the following feats are not restricted to hedge wizards, they are more likely to be known by members of this class than those of other adventuring professions. Hedge wizards are frequently more moribund than other adventuring classes and so have the time to devote to more long term goals and achievements. While there is no game mechanic to require the following feats to be learned over a long period of time, both players and Games Masters alike should ensure that they are not simply picked up 'overnight'.

### Brewmaster (Special)

You are accomplished at brewing potions and oils of all kinds, and know several ways to take short cuts and speed up the process without adversely affecting the finished product.

**Prerequisites:** Brew Potion, Profession (herbalist) 5 ranks.

**Benefit:** Whenever you brew a potion, the creation cost is halved. This affects both the gp and XP costs involved in brewing potions.

### Craft Charm (Special)

One of your specialties is the creation of small, temporarily effective talismans known as charms.

**Prerequisites:** Arcane spellcaster level 3+.

**Benefit:** You can create any charm for which you meet the prerequisites (see the charms section below). Creating a charm takes three hours and costs 25 gp and 2 XP.

### Cantrip Mastery (Metamagic)

You possess a control and understanding of cantrips beyond that of most other hedge wizards.

**Prerequisites:** Able to cast 3rd level arcane spells, Dabbler.

**Benefit:** Once per day you may cast a cantrip that is all but impossible for your target to resist. The Difficulty Class for saving throws against the cantrip is increased by +5, likewise your spell penetration roll to defeat an opponent's spell resistance is also increased by +5.

### Potion Focus (Special)

You are particularly expert at brewing one particular potion, and have achieved local renown for the potency and efficacy of that brew.

**Prerequisites:** Brew Potion.

**Benefit:** Choose one of the following specific types of potion that you are able to brew: *bull's strength*, *cat's grace*, *charisma*, *fire breath*, *hiding*, *intelligence*, *love*, *sneaking*, *swimming*, *truth*, *vision*, *wisdom*. The potion is enhanced in its effect (depending on the type of potion – see below) with no additional cost to the creator.

*Bull's strength*, *cat's grace*, *charisma*, *intelligence*, or *wisdom*: The enhancement bonus is 1d6+2 instead of 1d4+1.

*Fire breath*, *love*, *truth*: The saving throw DC is raised by +2.

*Hiding*, *sneaking*, *swimming*, *vision*: The circumstance bonus to the relevant skill is +15 rather than +10.

## CHARMS

Charms are minor magic items with very limited effects. Each stores the ability to cast a particular cantrip once per day and has a total of 10 charges. However, even if the charges are not used, within one month the charm's power dissipates completely. A charm more than one month old, or with no charges left, is entirely worthless.

Charms are very cheap and relatively easily available, especially in the rural areas that hedge wizards typically favour. This is because of their limited power and small number of charges, and also because the user must provide some of the energy required to cast the spell – each use of a charm deals one point of subdual damage to the user, which is recovered in the normal way.

Each charm costs 50 gp and can store the effect of any one cantrip.

Inevitably, the most common charms requested seem to be for the various baleful effects such as *milch curse* or *gremlin* (see pages 11 and 10 of this guide). Such are the petty jealousies of small-town life. Many town councils will regard the use or manufacture of charms as illegal, since they are so commonly used either to facilitate crimes, to harm people, or to interfere with good honest work.



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# Power Classes

## VII

# Hedge Wizard

To some, the hedge wizard might seem to be a poor substitute for the wizard or sorcerer. Not as flashy as the latter, nor as recognised as the former. This is, however, a dangerous misconception. The hedge wizard is a rural, backwoods magician who relies as much on the superstition of his neighbours as on actual magic to make a living. He specialises in the use of cantrips, the minor incantations and simple spells that are largely ignored by most wizards and sorcerers.

This is the 7<sup>th</sup> book of the *Power Classes* series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20-system game, each of these mini-supplements introduces an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class — greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all-new low cost.

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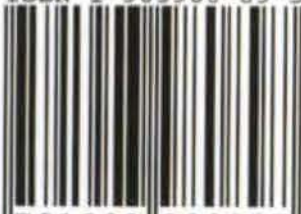
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# Power Classes

## VIII

# Explorer

The explorer is a rare individual, who willingly leaves his home and all that he knows to seek out the unknown. Whether for their own sake, or for the fame and fortune they may bring, explorers travel the hidden places of the world on a quest for the new and unusual. Explorers live for the challenge of venturing into hitherto unseen places, overcoming myriad dangers and encountering strange men and beasts. Possessed of great fortitude and resourcefulness, as well as uncommon bravery, the explorer excels not only in the wilds but also among the beings he comes upon in his travels. Rare is the circumstance that catches him off guard.

This is the 8<sup>th</sup> book of the *Power Classes* series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduces an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

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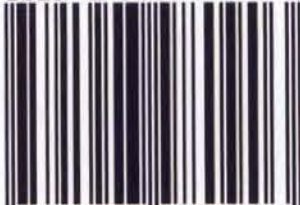
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# Explorer

## Power Classes



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# The Power Classes VIII *Explorer*

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## **INTRODUCTION**

The world is a large and wondrous place, and even the greatest of civilisations are limited in the extent of their knowledge about the world in which they live. Far-off lands, unknown cultures and mysterious gods abound, all of them existing just beyond the horizon and just out of the reach of even the hoariest of sages. Unsurprisingly, the demand for knowledge about the unknown is potentially limitless, as are the opportunities to profit by its acquisition.

The explorer is a rare individual, who willingly leaves his home and all that he knows to seek out the unknown. Whether for their own sake, or for the fame and fortune they may bring, explorers travel the hidden places of the world on a quest for the new and unusual. Explorers live for the challenge of venturing into hitherto unseen places, overcoming myriad dangers and encountering strange men and beasts. Possessed of great fortitude and resourcefulness, as well as uncommon bravery, the explorer excels not only in the wilds but also among the beings he comes upon in his travels. Rare is the circumstance that catches him off guard.

The explorer works best alone or with a small group of trusted comrades who share his love of adventure. Yet, explorers also make excellent leaders of men who have the wherewithal to see them through the wilderness to the riches that await them in unknown lands. Consequently, they often find themselves as the vanguard of trade, conquest and colonisation efforts. Good explorers promote learning and peace, while their evil counterparts pave the way for exploitation and rapine. Such differences in outlook may seem extreme, but they are to be expected in a class as individualistic and independent as the explorer.

## **USING POWER CLASSES**

This is the 8<sup>th</sup> book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play an explorer character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made to the many new class features which will have a direct impact on the capabilities of any explorer character in the game.

# THE EXPLORER

**Adventures:** For explorers, life itself is an adventure. Travelling from place to place, meeting new people, immersing oneself in an alien culture: these are the things that make life worth living. Explorers are filled with wanderlust and cannot remain in one place for very long – ‘a rolling stone gathers no moss’ explorers are apt to say. They take pleasure in seeing what is over every mountain and across every river. They seek to challenge themselves, both intellectually and physically, by expanding their horizons and opening up previously unknown avenues for investigation. The less that is known about a place or a culture, the more likely an explorer will find it worth his attention and pursue it vigorously. Few things can attract the interest of an explorer more strongly than evidence of something he – or anyone else – does not know.

Explorers are often commissioned by powerful and influential people – kings, high priests, merchant lords – to travel beyond the known world and follow up clues to lost or mythical realms. In such cases, they might have access to impressive resources to achieve their end and the rewards for success can be considerable. Of course, the rootless nature of explorers makes it just as likely (if not more so) that they will undertake their expeditions on their own, with only a handful of sturdy companions as their allies. The thrill of going where no one has ever gone is usually sufficient reward for their efforts, although few explorers (especially evil-aligned ones) would ever turn down the chance to acquire wealth and fame. Indeed, the promise of riches and renown often encourages even the most ethical of explorers to undertake expeditions into the unknown. Knowledge may be its own reward, but it rarely pays one’s tab at the tavern.

**Characteristics:** Explorers are the ultimate travellers, trained to find their way through

unknown territories and interact with the societies they find there. Because of the dangers they face, they possess remarkable physical toughness and good combat abilities. Unlike true warriors, though, explorers rely equally on keen wits and intelligence to find innovative solutions to obstacles. After all, brute force cannot solve every problem and explorers are open-minded enough to consider many options, even those previously untried. Also unlike true warriors, explorers are well versed in diplomacy and social skills, since they must often deal with strange and unknown races and cultures in their travels.

**Alignment:** Explorers come from all philosophical perspectives and so can be of any alignment. Their natural wanderlust and aloofness from the social strictures of their native societies reveal a slight tendency toward chaos over law, but this is far from universal. Indeed, many explorers are driven to find out more about the world because of their lawful alignments. They see exploration as a way of adding to their knowledge and systematising their world-view. Many other explorers apply to their aloofness to their own societies to others as well, adopting a more neutral mindset.

Similar diversity of opinion can be found with regard to good versus evil. Many explorers are good aligned, seeing their travels as a way not only to expand their knowledge but also to bridge the gaps between different cultures. They use their abilities to promote peace and understanding. Evil explorers, on the other hand, seek out new lands and peoples to exploit. They often work with conquerors as advance scouts or agents provocateurs, or even undertake such conquests themselves.

**Religion:** Explorers worship a wide variety of deities, depending on the societies from which they come, as well as their own reasons for taking up exploration. Many revere gods of knowledge, nature or travel, since these are the most obviously connected to their missions in life. Others, especially evil explorers, may prefer more martial deities, whose spheres of influence include conquest. Some may have similarly venal though less violent aspirations, turning to gods of trade and commerce for inspiration. The deity an explorer worships reveals a great deal about him and how he views his vocation.

**Background:** Explorers generally come from civilised nations that hold knowledge about the wider world in high regard. Whatever their other motivations, all explorers are mildly scholarly, at

least in the sense that they value new information, if only for its ability to help them in achieving their goals. Many explorers also come from military backgrounds, where they learned to survive in the wilderness without access to amenities. Primitive and barbarian cultures produce fewer explorers in general, but there are always exceptions. These uncivilised explorers may be regarded by their people as either madmen (for wishing to leave their ancestral lands) or divinely brave (for daring to venture into the unknown). More often than not, explorers come from the noble and merchant castes, since these individuals are more likely to value knowledge and the power it can bring than the common folk. Of course, many peasants have greater experience dealing with hardship, as well as an understanding of the natural world. This makes them good candidates for the explorer class, even if it is more rare than among their social betters.

**Races:** With their natural wanderlust and thirst for knowledge, humans make up the bulk of explorers. Human versatility and adaptability seems ready-made for a life of exploration. Half-human races, such as half-elves and half-orcs, also commonly become explorers if raised among their human kin. Caught between two cultures, such half-breed explorers often possess a wider perspective than even their human counterparts, a trait that can be vital in many circumstances. Halflings and gnomes are uncommon explorers, because of their stay-at-home natures and love of comfort. Of course, both races also have an insatiable curiosity and love of novelty that, if properly engaged, makes them excellent explorers. Elves and dwarves are rarely explorers. Their cultures, though very different, are similarly staid and conservative, finding little pleasure in new or original ideas. This makes it difficult for members of either race to consider taking up a life of exploration. The few that do are often ridiculed by their brethren, which, ironically, gives them a uniquely detached perspective that can serve them well as they venture into the unknown. Most other non-human races are even more narrow-minded than dwarves and elves, which makes it even less likely that they produce explorers in any great numbers. The most significant exceptions are the merfolk and locathah, both of whom produce noteworthy explorers of both the undersea and surface worlds (the latter being especially fraught with peril).

**Other Classes:** Explorers get along well with rangers and barbarians, both of whom share their love of the untamed wilderness. The same is true of druids to some extent as well, although many explorers (especially non-good ones) do not share

their religious reverence for nature, instead viewing it as something to be mastered and understood rather than worshipped. Of course, explorers are a diverse group and a wide variety of perspectives and goals. Depending on their world-view, they may choose clerics, fighters, rogues or wizards as companions and allies. In general, explorers are very open-minded and accepting of differences, since a large part of their mission involves dealing with those who come from backgrounds different from themselves. Evil explorers do not share this characteristic, being more intolerant than their good, or even neutral, counterparts.

## GAME RULE INFORMATION

Explorers have the following game statistics.

**Abilities:** Strength is very important to an explorer, because so many of his skills are based on it. In the often-dangerous wild places of the world, the ability to defend oneself in combat is essential. Wisdom is another important ability for explorers, since common sense and a keen awareness of one's surroundings serve an explorer well while travelling in unfamiliar locales. Charisma is another valuable ability when dealing with the new people and creatures explorers frequently encounter. Intelligence can also be an asset, given the large number of skills an explorer needs to acquire to do his job well.

**Alignment:** Any, predominantly chaotic.

**Hit Die:** d8.

### Class Skills

The explorer's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Swim (Str) and Wilderness Lore (Wis).

**Skill Points at 1<sup>st</sup> Level:** (4 + Int modifier) x 4.

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

### Class Features

All of the following are class features of the explorer.

**Weapon and Armour Proficiency:** An explorer is proficient with all simple and martial weapons, and light and medium armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Fast Movement:** The explorer has a speed faster than the norm for his race by +10 feet when wearing no armour, light armour or medium armour (and not carrying a heavy load).

**Hale and Hardy:** The explorer is used to physical deprivation. Consequently, he is better able to resist the effects of thirst and starvation (as described in *Core Rulebook II*). He may add a number of hours equal to his class level to determine how long he can resist the effects of extreme thirst before having to make a Constitution check. He may likewise add his class level in days to determine how long he can resist the effects of starvation before having to make a Constitution check.



**Internal Compass:** With this ability, the explorer may freely take 10 on any Intuit Direction check without penalty. He may also choose to take 20 on any such check as a full round action.

**Pathfinder:** Travelling through unfamiliar terrain is the stock and trade of the explorer and his pathfinding abilities are second to none. When journeying through any wilderness area (including oceans and seas), regardless of whether or not he is familiar with it, the explorer may make an Intuit Direction check to decrease the time it takes to cross it. The DC of the check determines the percentage of this decrease. If the explorer succeeds against DC 20, he may decrease the travel time by 25%. If he succeeds against DC 30, he may decrease it by 50%. All such decreases are rounded down, so a trek through a jungle that would normally take one week would, if the explorer made a successful Intuit Direction check against DC 20, take only 6 days or, if the check were successful against DC 30, take only 4 days. The explorer cannot take 10 or 20 when making this check and every five individuals travelling with him exacts a -1 penalty to his check. Thus, an explorer leading 10 people through the jungle would suffer a -2 penalty of his Intuit Direction check.

This ability also allows the explorer to find the shortest, most direct physical route to a specified destination. This function of the Pathfinder ability works only with respect to locales, not objects or creatures within a locale. Similarly, the location must be on the same plane as the character to use this ability. If the explorer makes a successful Intuit Direction check against the DCs listed below, he senses the correct direction that will eventually lead him to his destination, although he will still be unaware of the exact details of the path ahead, such as environmental hazards or monster lairs.

Knowledge of Destination	DC
Knows Intimately and visits often	15
Knows well and visits regularly	20
Knows slightly and has visited once	25
Knows by reputation only	30

**Bonus Language:** The explorer is very adept at making himself understood in a wide variety of languages. Beginning at 4<sup>th</sup> level, he may learn one additional language, provided it is one that he has previously encountered. For example, an explorer may only take elven as a bonus language if he has previously encountered elves or has travelled in elven lands. The explorer need not choose a language immediately upon acquiring this ability,

but may instead decide to hold it in reserve until he needs it. Thus, an explorer with an unused bonus language may, upon entering an elven kingdom for the first time, decide that he wishes to use the ability to acquire elven. However, full facility with the new language is not instantaneous, and does not occur until 10 days minus his Intelligence modifier have elapsed. Before this period has passed, he is not fully fluent in the language and may err if he engages a native speaker in conversation. An explorer gains an additional bonus language for every fifth level gained after 4<sup>th</sup> (9<sup>th</sup>, 14<sup>th</sup>, 19<sup>th</sup>).

**Honeyed Words:** Beginning at 5<sup>th</sup> level, an explorer becomes so adept at dealing with individuals from a wide variety of cultures that he gains a +1 circumstance bonus on all Bluff, Diplomacy and Intimidate checks. This bonus increases by +1 every five levels the explorer gains (10<sup>th</sup>, 15<sup>th</sup>, 20<sup>th</sup>).

**Woodland Stride:** Starting at 7<sup>th</sup> level, an explorer may move through natural thorns, briars, overgrown areas and similar terrain at his or her normal speed and without suffering damage or other impairment. However, thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect the explorer.

**Iron Constitution:** At 8<sup>th</sup> level, an explorer becomes immune to all diseases, including magical diseases such as mummy rot and lycanthropy, due

to his extensive travel and exposure to a wide variety of illnesses.

**Adaptability:** The explorer may designate two of his cross-class skills and treat them as class skills, representing special knowledge he has acquired in his travels. The explorer gains new class skills in this way at 11<sup>th</sup> level and again at 16<sup>th</sup>. Exclusive skills may only be chosen if the explorer uses both of the slots that he has gained as a benefit of Adaptability. For example, Hernan is an 11<sup>th</sup>-level explorer who wishes to learn the exclusive skill Decipher Script. He may choose the skill as a benefit of Adaptability if he designates no other skill as a class skill at this level. When Hernan again gains Adaptability at 16<sup>th</sup> level, he may once again choose either two normal cross-class skills to make class skills or a single exclusive skill to make a class skill.

**Skill Mastery:** At 17<sup>th</sup> level, an explorer selects a number of skills equal to 2+ his Intelligence modifier. When making a skill check with one of these skills, the explorer may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in his skill that he can use his skill reliably even under adverse conditions.

## The Explorer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Fast Movement, Hale and Hardy
2	+1	+3	+0	+0	Internal Compass
3	+2	+3	+1	+1	Pathfinder
4	+3	+4	+1	+1	Bonus Language
5	+3	+4	+1	+1	Honeyed Words (+1)
6	+4	+5	+2	+2	
7	+5	+5	+2	+2	Woodland Stride
8	+6/+1	+6	+2	+2	Iron Constitution
9	+6/+1	+6	+3	+3	Bonus Language
10	+7/+2	+7	+3	+3	Honeyed Words (+2)
11	+8/+3	+7	+3	+3	Adaptability
12	+9/+4	+8	+4	+4	
13	+9/+4	+8	+4	+4	
14	+10/+5	+9	+4	+4	Bonus Language
15	+11/+6/+1	+9	+5	+5	Honeyed Words (+3)
16	+12/+7/+2	+10	+5	+5	Adaptability
17	+12/+7/+2	+10	+5	+5	Skill Mastery
18	+13/+8/+3	+11	+6	+6	
19	+14/+9/+5	+11	+6	+6	Bonus Language
20	+15/+10/+5	+12	+6	+6	Honeyed Words (+4)

# NEW USES FOR OLD SKILLS

**A**lthough the explorer is an entirely new core class, it is designed to work easily with the rules as they are presented in the *Core Rulebook I*. Consequently, this supplement contains no new skills. However, it does expand on those presented in the core rules slightly, in order to provide new opportunities for players of explorer characters.

## Profession (herbalist) (Wis; Trained Only)

Like Alchemy, herbalism requires numerous materials in order to be efficacious which, for the most part, are simple plants and other natural ingredients that can be found in the wilderness. Finding these plants requires a successful Search check at DC 20 and 12 hours. The character gains a +2 synergy bonus to this check if he has 5 or more ranks in Knowledge (nature). A successful check will locate enough herbs to create a single infusion, plus an additional infusion for each point that the character beat the DC.

Once the necessary plants have been acquired, the character must make a successful Profession (herbalist) check against the following DC's, depending on what he wishes to concoct from these herbs.

Task	DC
Make healing balm	20
Make antitoxin*	30

\*The effects of antitoxin are described in *Core Rulebook I*.

**Healing Balm:** Healing balm is less effective than a *potion of cure light wounds* but it is still very useful under certain circumstances, especially in the wilderness. Every dose of balm applied to a wounded character converts 1d8 hit points of damage into a like amount of subdual damage. Unlike healing potions, a character can only benefit from a number of doses of this balm per day equal to his Constitution modifier. Attempting to apply any further doses has no further effect.

Healing balm may be sold on the open market at a value of 30 gp per dose, although that value is highly relative and subject to the needs of the local community.

## Decipher Script (Int; Trained Only; Bard, Rogue Only)

Use this skill to represent breaking ciphers and codes as well as piecing together the meaning of languages you do not know. Explorers sometimes use codes when working as scouts or advance agents for armies.

**Special:** If you have the Honeyed Words class ability, you get a competence bonus on all Decipher Script checks equal to your current level with that ability. For example, a 10th-level explorer gets a +2 insight bonus to all Decipher Script checks.

## Knowledge (Int; Trained Only)

A number of new knowledge skills are available to explorers and to those with whom they regularly associate.

Archaeology (the study of the artefacts of previous civilisations).

Non-human races (customs, societies and attributes of races other than your own).

Politics (knowledge of governments and their policies).

# NEW FEATS

The following are new feats whose acquisition might assist an Explorer while adventuring. While not limited to the Explorer, many will find the greatest usefulness by members of that class. Others allow non-Explorers to function as viable companions in the wild places of the world where Explorers thrive.

## Born in the Saddle [General]

If it has a back, you can ride it.

**Prerequisite:** Dex 13+, Ride skill.

**Benefit:** You have no difficulty applying your ride skill to any type of animal. In addition, you suffer no penalty for riding a horse without a saddle.

**Normal:** Normally, riding an animal different than those with which you're familiar reduces your effective Ride ranks by either 2 (for similar animals) or 5 (for very different animals). The normal penalty for riding bareback is -5 (see *Core Rulebook I*).

**Special:** You may only take this feat at 1st level.

### **Cold Weather Survival [General]**

You thrive in cold weather.

**Prerequisites:** Con 13+, Endurance.

**Benefits:** When travelling unprotected in cold weather (below 40° F), you need only make a Fortitude save once every day to avoid the effects of exposure (see *Core Rulebook II*). When travelling unprotected in extremely cold weather (below 0° F), you need only make a Fortitude save once every hour to avoid the effects of exposure.

**Normal:** An unprotected character in cold weather (below 40° F) must make a Fortitude saving throw each hour (DC 15 + 1 per previous check) or sustain 1d6 points of subdual damage. A character that has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well.

In extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15 +1 per previous check), taking 1d6 points of subdual damage on each failed save. A character that has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

### **Concealment [General]**

You are quite adept at hiding objects and other creatures from detection.

**Prerequisite:** Hide 3 ranks.

**Benefit:** You may use your Hide skill to conceal objects and other creatures through the clever use of terrain and environmental conditions. This is a standard action. All the usual modifiers to the Hide check (see *Core Rulebook I*) apply, except that the size modifier is based on the size of the object or creature being concealed, not your size. If you conceal a creature, the effects of this feat last only as long as it does not move.

You may also use this feat to conceal objects on your person, such as weapons or coins, for example. As above, the size modifier for the Hide check is based on the size of the object you wish to conceal.

### **Contact Language [General]**

You can get your point across to almost anyone, whatever their native tongue.

**Prerequisites:** Ability to speak 3 different languages, Innuendo 5 ranks.

**Benefit:** Provided the person or creature that you contact has a spoken language of his own, you may communicate with them using simple words or

phrases. This communication can be no more than a few words at a time and the words cannot be complex or esoteric. Thus, sentences like 'Where is king?' or 'I am friendly' are acceptable uses of this feat, while 'We seek an economic alliance with your kingdom' is not. The Games Master is the final authority on what is an acceptable use of this feat.

### **Detect Poison [General]**

You are very skilled at recognizing the telltale signs of poisons.

**Benefit:** You may use your Search skill to recognize whether an object, weapon, food, or drink has been poisoned, just like the *detect poison* spell, except this feat is usable at will. The DC for your Search check is 20. This ability is a full round action and is usable within a range of 5 feet.

### **Disease Resistance [General]**

You possess uncommon resistance against the ravages of disease.

**Prerequisite:** Con 13+

**Benefit:** You gain a +4 bonus on all Fortitude saves against disease, whether natural or supernatural in origin.

### **Fleet of Foot [General]**

You move more quickly than other members of your race.

**Prerequisite:** Dex 13+, Run.

**Benefit:** Your base movement rate is increased by +10 feet while you are wearing no armour or light armour (and not carrying a heavy load).

**Special:** This feat stacks with other movement bonuses (such as the barbarian, explorer and monk Fast Movement class abilities). A character may gain this feat multiple times.

### **Greater Disease Resistance [General]**

You possess extraordinary resistance against the ravages of disease.

**Prerequisite:** Con 16+, Disease Resistance.

**Benefit:** When you are infected with a disease, you reduce the initial and repeated damage by 2 points.

### **Greater Poison Resistance [General]**

You possess extraordinary resistance to toxins of all sorts.

**Prerequisite:** Con 16+, Poison Resistance.

**Benefit:** When you are affected by poison, you reduce the initial and secondary damage by 2 points. If doing so reduces the initial damage to 0, you are unaffected by the poison, just as if you had succeeded at your Fortitude save. If doing so reduces the secondary damage to 0, you take no further damage and are now considered free of the



poison. If the poison inflicts damage to more than one ability, you reduce the damage by one point per ability affected. If the poison inflicts something other than ability score damage (such as unconsciousness), you gain a +2 bonus to your save to avoid its effects.

### **Inspired Leadership [General]**

Your leadership is so renowned that you attract more followers than usual.

**Prerequisite:** Cha 13+, Leadership

**Benefits:** You may add a +2 bonus to your Leadership score when determining how many followers you attract to your side (see **DMG 45**). This bonus is in addition to any others you may acquire for this purpose.

### **Lucky [General]**

Fate smiles upon you.

**Benefit:** Once per day, you may re-roll the result of a single die roll, selecting the better of the two rolls as the final result.

**Special:** A character may gain this feat multiple times, each time gaining an additional re-roll per day. Only one re-roll may be used for a particular roll.

### **Master Packer [General]**

You know how to pack bags and sacks so that they're easier to carry over long distances.

**Benefit:** For the purposes of determining your carrying capacity only, your Strength is treated as if it were three points higher than normal.

### **Master Tracker [General]**

Your skill as a tracker is renowned as among the best in the land.

**Prerequisite:** Track.

**Benefit:** You can track at your normal speed without penalty. If you wish, you may move at twice your normal speed while tracking and take a -5 penalty to your Wilderness Lore check.

**Normal:** The character moves at half normal speed (or at normal speed with a -5 penalty on the check).

### **Mountain Man [General]**

You are accustomed to the oxygen-thin atmosphere of high altitudes and do not suffer from it as easily.

**Prerequisites:** Con 13+, Endurance.

**Benefit:** Your lungs are better able to function in areas of lower oxygen concentration than other people. You gain a +4 bonus to Fortitude saves made to avoid the effects of oxygen deprivation.

**Normal:** Characters on top of a mountain must roll a Fortitude saving throw each hour (DC 15 +1 per previous check), taking 1d6 points of subdual

damage each time they fail. A character that sustains any subdual damage from lack of oxygen is automatically fatigued. These penalties end when the character recovers the subdual damage he took from low oxygen. Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 20,000 feet, he must make a Fortitude save (DC 15 +1 per previous check) or take 1 point of temporary damage to all ability scores.

### **Natural Mimic [General]**

You can reproduce any sound you have heard before, provided it comes from a natural source.

**Prerequisite:** Perform 3 ranks

**Benefit:** Using your voice alone, you may imitate any non-magical sound you have heard before, provided it is no louder than you can make. Thus, you could reproduce animal growls, conversation, the wind blowing, or even the din of combat. You could not mimic the sound of thunderclaps or explosions. Likewise, you may not reproduce unnatural sounds, magical effects, or sounds you have never heard before. To convince someone of the reality of your mimicked sounds, you must succeed in an opposed roll of your Performance skill against his Listen. If successful, the listener believes the sounds you have made to be genuine.

**Normal:** The Disguise skill is needed to reproduce the voices of specific persons. Without it, the character can only create 'generic' voices not tied to a specific individual's speech pattern.

### **Poison Resistance [General]**

You possess an uncommon resistance against toxins of all sorts.

**Prerequisite:** Con 13+

**Benefit:** You gain a +4 bonus to on all Fortitude saves against poisons, whatever their origin.

### **Warm Weather Survival [General]**

You thrive in warm weather.

**Prerequisite:** Con 13+, Endurance.

**Benefit:** When travelling in warm weather (above 90° F), you need only make a Fortitude save once every day to avoid the effects of exposure (see *Core Rulebook II*). When travelling in extremely warm weather (above 110° F), you need only make a Fortitude save once every hour to avoid the effects of exposure.

**Normal:** A character in hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15 +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armour of any sort have a -4

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*Pirate*

Power Classes



# The Power Classes IX *Pirate*

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## **INTRODUCTION**

There is just something magical about the thought of the ocean breeze blowing past billowing sails, the feel of strong wood beneath one's feet and the gentle roll and pitch of the waves as your ship cuts across them in search of fame and fortune. The adventurous, often romantic image of the pirate is a part of our collective psyches, handed to us from historical figures such as Redbeard and Sir Francis Drake and the many corsairs and villains who have plied the seas of our imagination. There is something primal about the freedom and untempered bravado pirates possess that inspires us to place them over and over again in song and story.

From a roleplaying standpoint, pirates are a wonderful addition to our games. They are fierce, self-reliant characters with a crew of men willing to do their bidding, a ship to call their home that grants them the ultimate mobility to travel as they wish and a licence to do as they please lest someone do it to them first. With pirates come the brotherhood and code of the sea, a form of unwritten law that creates a grand backdrop for adventures of buccaneering and bounty-chasing. Hoist the main sails and batten down the hatches; there's glory to be had, me mates!

## **USING POWER CLASSES**

This is the ninth book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduces an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all-new low cost.

Any player intending to play a pirate character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made of the many new class features which will have a direct impact on the capabilities of any pirate character in the game.

# THE PIRATE

**Adventures:** A pirate's life is all about adventure. From his first days as a young cabin boy or foundling during a sea raid through his years as a member of a cutthroat crew to his later glory as the captain of his own scourge of the seas, a pirate lives each day as if it were his last. Living under the shadow of the cutlass and pistol as constant threats, every day just might be his last. Still, this burden is not a hindrance to a true pirate, it is the truth that defines his universe. A single bloody stroke or the roar of thunder might be the last thing on this earth he witnesses, so it is up to him to make sure everything before that death knell be as passionate and enjoyable as possible.

Pirates are almost universally driven by two things – glory and gold. Wealth buys the few pleasures the sea does not grant on her own and fame can make another ship's crew surrender without a fight. Every time ships clash on the open sea, men die on both sides. It is in a pirate's best interest not to be one of them and not to lose experienced crewmates needlessly. As the dark prestige of a pirate increases, his missions on the waves become easier; that is just the legacy a man looks for as his years beneath the skull and crossbones grow long.

**Characteristics:** Three things stand out about a pirate: hard working, hard fighting and hard living. The first might be surprising, as a work ethic is not exactly what one would expect from someone who prowls the seas looking for gold. Life aboard a ship is not easy, as when a storm or a battle erupts, everyone must do their part. Even a ship's captain is not above being expected to throw his back into whatever needs doing, especially if the men need a strong example to work by. Hard fighting is a given; few opposing crews will willingly surrender their vessels, especially if they already expect to die. Cornered rats fight and so do sailors when pirates swarm their decks. As for hard living, the lifestyle of a pirate does afford certain pleasures, especially when the bounty has been good and the port of call is a friendly one. Drink, dancing and merriment are all part of the life; play today, bleed tomorrow, live to play again!

**Alignment:** Despite their reputation, not all pirates are evil. Some are desperate men with nothing else to live for and either the threat of death at the hands of the pirate captain he serves

or the loss of his entire previous life and only the slim chance of a normal existence in the future. Others are quite taken with the mystique of piracy and wholeheartedly embrace the theft and plunder while refraining from the murderous side of things. Many pirates simply raid and disable, leaving a living crew unable to pursue them as they escape. Law and chaos are subjective concepts, with lawful pirates usually being the ones dedicated to the code of the sea and the obligations of a 'true' pirate.

There is one important subset of lawful pirates, the privateers. These are essentially anti-pirates, dedicated to hunting down pirate crews that have gone too far and angered the governments they plague sufficiently enough to send someone after them. Privateers may be knights in their homelands or military officers given command of a warship. They can also simply be ship captains granted the legal authority to dispatch pirates as he encounters them. Pirates and privateers are generally two sides of the same coin, a dark reflection of each other. Few animosities on the ocean are as heated or as prone to extreme violence as the hatred these two groups share for each other.

**Religion:** On the sea, with nothing in one's world that is not under direct command, it is easy to feel a bit like a god. As such, few pirates are religious by nature. In contrast, most ship's crews are. The gods of the ocean, sailors, weather, ill omens, fate and other such things are very important to most crewmen. Appeasing them and making certain all the signs are right can take up a goodly portion of a superstitious crew's time. Woe betide the captain who does not indulge these little rituals, as few things can incense a crew to mutiny as much a captain who mocks their gods and thus 'endangers' their lives.

**Background:** Pirates can come from anywhere and from any family. Many are orphans, as this separation from society can foster the kinds of resentment that would lead a man to prey on his fellows but just as many come from happy middle and upper class homes. These kinds of pirates have chosen their lifestyle out of boredom, a desire to seek something outside their sedentary lives, or escape an unwelcome marriage or business. No matter the background, pirates usually keep some remnant of the lives they used to lead; their societal mannerisms marking them

as nobility or commoners to all those with an eye to see such things.

**Races:** Pirates can occur among any race with a sea-going tradition or contact with a race that does. Even among races that have no relation to the oceans of the world, there is the occasional rogue member who has found the open water and fallen in love with its promise of boundless freedom and adventure. As such, the crew of a pirate ship in most fantasy settings could have virtually any combination of races comprising its number. While most ships will have a majority of a single race, there could easily be a few members of other types.

On most fantasy worlds, humans are the pre-eminent sailors and thus have the vast majority of pirates among them. Human sailing ships tend to be wide, strong and well-rigged with massive sails and roomy holds. These are perfect both for transporting a sizable pirate army and for holding treasure taken from other vessels. Elves might also find a home aboard such vessels or on their own narrow, elegant, extremely manoeuvrable crafts. Gnomes and halflings may be counted as auxiliary crew but their racial temperaments



do not, on the whole, sit well with the thought of armed piracy and raiding other travellers. Dwarves typically enjoy sailing about half as much as they appreciate having a caltrop shoved through their foot but the rare one who appreciates the lifestyle can be a true terror on the waves.

Odd as it might sound, half-elves and half-orcs are particularly well suited for piracy. Both are often outcasts from the cultures of both their parents, which forces them to find a place that will accept them as people, not as their heritage. Pirates are traditionally very blind to a crewman's past as long as he will lift a cutlass and tack a sail when the need arises. This level of acceptance, rare for a half breed, can make them dedicated members of any crew open-minded enough to take them in.

**Other Classes:** The lifestyle of a pirate makes them appealing to fighters and rogues alike. Both classes tend to at least understand them, even if they come at odds during a seagoing raid or in the back alleys of some port town. The accepting nature of pirates for anyone who will work with them or have something useful to contribute makes them ideal, if dangerous, companions. Spellcasters of all kinds are especially prized, especially wizards and sorcerers for their support in combat and clerics for their ability to heal and provide food and water when the ship is days from the nearest port. Bards are valuable because of their inspirational abilities and even druids can be prized for their power over the weather. Barbarians, once they get used to the water, can be potent front-line combatants and rangers dedicated to the sea can be lethal twin-weapon fighters. Monks are often too far above the venal concerns of piracy to fit in well but those with a reason to do so can be very effective members of the crew. In fact, the only class with a direct opposition to piracy would be the paladin, and these make ideal privateers in the right setting.

## GAME RULE INFORMATION

**Abilities:** The key ability score for a pirate depends largely on what he intends to excel at and his place in the crew. Dexterity is valuable in any setting where heavy armour is a detriment and allows a pirate to be skilful with ropes, movement in ship's rigging, and grants access to movement-based feats such as Dodge. Charisma is a must for any pirate who wishes to be a ship's captain and

lead his men into battle on the open seas. Strength is useful for those who see much combat and Constitution will help a pirate survive to plunder another day. Intelligence and Wisdom are not among the most common high ability scores for pirates, though an exceptional captain would do well to excel in both.

**Alignment:** Any

**Hit Die:** d8

## Class Skills

The pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

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

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

**Random Starting Gold:** 2d4 x 10 gp

## Class Features

All of the following are class features of the pirate.

**Weapon and Armour Proficiency:** A pirate is proficient with all simple weapons and martial melee weapons. He is proficient with light armour but not shields of any kind. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Pirate's Lore:** The seas have a way of gifting those who learn its ways with many secrets. Some are overheard when other crewmates get together to talk and carouse after the day's work is done, other secrets are whispers that rise above the din in shanty taverns and dark alleys. Regardless of where a pirate learns his lore, it is a valuable part of what makes him who he is. As such, Pirate's Lore is a jealously-guarded resource and seldom if ever shared with outsiders. Each time a pirate gains a new level of lore, it expands the secrets at

his command, making him an even more valuable member of the crew or a vastly more capable captain aboard his own ship. See the Pirate's Lore section below for more details.

**Bonus Feats:** The dangerous life of a pirate builds up their skills and abilities far beyond those of normal sailors. Pirates gain bonus feats at 2<sup>nd</sup>, 5<sup>th</sup>, 9<sup>th</sup>, 13<sup>th</sup>, and 17<sup>th</sup> levels. These reflect a pirate's additional training and must be chosen from the following list: Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Skill Focus, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, Weapon Focus.

**Uncanny Dodge:** At 3<sup>rd</sup> level, a pirate retains his Dexterity bonus to Armour Class even when he is flatfooted or struck by an invisible attacker. This skill comes from being constantly under threat of death while fighting in the confusing and dangerous conditions aboard ship. Only complete immobilization can negate this ability.

At 7<sup>th</sup> level, a pirate's Uncanny Dodge becomes so acute, he can react fully to attackers trying to surround him for an advantage. Pirates of 7<sup>th</sup> level or greater cannot be flanked, denying multiple attackers any flanking bonus and their ability to Sneak Attack him because of it. A pirate with this ability can be amazing to watch in combat, bounding from rigging to rails and back again in a whirlwind of movement and steel.

**Infamy:** A pirate begins to develop a reputation after a number of successful raids, so much so that people he has never even encountered have heard of him. At 4<sup>th</sup> level, this reputation is called Infamy and results in a +1 reaction bonus from any Non-Player Character who would be inclined to react favourably to a pirate and a -1 penalty to any who would react poorly. The pirate also gains a +1 circumstance bonus to all Intimidate checks and his own Will saves versus fear effects.

**The Scarlet Sign:** At 10<sup>th</sup> level, a pirate's infamy and reputation have grown considerably, spreading his name through the area he plagues and along every shore he touches. The bonuses

and penalties from Infamy increase to +2/-2 and people familiar with him are prone to treat him well in fear for their own safety or because he has gained a reputation for fair and equitable treatment in return. The nature of the reputation is determined primarily by the way the pirate acts but some elements of infamy are based more on perception and word of mouth than on truth.

At this level, a pirate can also begin cultivating the effects of a personal symbol. Most often painted on a flag or left carved in the decks of plundered ships, this symbol is so synonymous with violence and death that it is often called the Scarlet Sign regardless of its actual form. A pirate may design his own Scarlet Sign or allow the Games Master to have one associated with him but one is always chosen at this level. Whenever a pirate's Scarlet Sign is visible during combat, all of his allies fight as if under the effects of a *bless* spell. This is a non-magical morale effect and cannot be dispelled but it is negated instantly if the Scarlet Sign is destroyed during the fighting. The Sign can be recreated normally once the combat ends but neither it nor its bonus can be regained in any given battle once lost.

**Terror on the Waves:** The sight of a 15<sup>th</sup> level pirate's Scarlet Sign now acts as a *prayer* spell for both his allies and his enemies. As with the Scarlet Sign power, this is a non-magical effect, cannot be dispelled and the effects are considered a morale bonus or penalty, not luck. If the Scarlet Sign designated as the focus for this ability is destroyed, the bonuses and penalties are lost immediately. If this occurs, the crewmen of the pirate are so disheartened, they suffer a -1 morale penalty to all attacks and damage rolls until the end of the current combat. A Terror on the Waves adds a +2 circumstance bonus to his Intimidate skill checks.

The pirate's reputation is so great now that people seek him out in the hope of serving him and sharing in a bit of his glory. This is treated as a virtual Leadership feat gained by the pirate at 15<sup>th</sup> level. The cohort and followers gained by this feat are loyal to the pirate as long as he continues to conquer his foes and provide the same kind of riches and combat he has become legendary for. If the pirate ever utterly loses a battle or his ship sinks, they will desert him immediately.

### The Pirate

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Pirate's Lore - Superstition
2	+2	+3	+2	+0	Bonus Feat
3	+3	+3	+3	+1	Uncanny Dodge (Dex bonus to AC)
4	+4	+4	+4	+1	Infamy
5	+5	+4	+4	+1	Bonus Feat
6	+6/+1	+5	+5	+2	Pirate's Lore - Nautical
7	+7/+2	+5	+5	+2	Uncanny Dodge (cannot be flanked)
8	+8/+3	+6	+6	+2	
9	+9/+4	+6	+6	+3	Bonus Feat
10	+10/+5	+7	+7	+3	The Scarlet Sign
11	+11/+6/+1	+7	+7	+3	Pirate's Lore - Superlative Sailing
12	+12/+7/+2	+8	+8	+4	
13	+13/+8/+3	+8	+8	+4	Bonus Feat
14	+14/+9/+4	+9	+9	+4	
15	+15/+10/+5	+9	+9	+5	Terror on the Waves
16	+16/+11/+6/+1	+10	+10	+5	Pirate's Lore - Beloved of the Sea
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	Scourge of the Seven Seas



**Scourge of the Seven Seas:** At 20<sup>th</sup> level, the legend of this pirate becomes so incredible and awe-inspiring, it takes on a life of its own. The bonuses and penalties provided by the Terror of the Wave's ability increase to +3 and -3 each and are no longer dependent on the display of the Scarlet Sign. Even if the pirate is killed in battle or otherwise vanishes from sight, his name lives on and his crew benefit from a +1 morale bonus to attack, damage and saving throw rolls as long as they fight in his name. A Scourge of the Seven Seas adds a +3 circumstance bonus to his Intimidate checks.

## PIRATE'S LORE — SECRETS WHISPERED ON THE WAVES

A pirate learns many things while charting his course across the waves of the world. Many of these lessons are reflected in the skills and feats he receives for advancing in levels. Others are a little less tangible but no less important. The following four class features provide a pirate character with valuable information that can have a direct impact on his effectiveness on the open seas. Knowing a given stretch of islands in the Sea of Sorrows shelters a gaggle of harpies can spell the difference between a successful voyage and an ignoble death.

### Superstition

The life of a sailor is filled with mysterious and dangerous situations, from rolling fog on the ocean that blocks out the sky to bizarre creatures and magical phenomena. Sailors talk, especially about their fears, and this talk culminates in a vast pool of knowledge any among them can draw from for an anecdote or a terrified sea story at any time. While the information gleaned from these superstitions can never truly be counted on for truth's sake, a sailor will always have something to say about every little omen, sign, occurrence, or mysterious happenstance. Pirates, who spend more time at sea than most dedicated sailors, hear these stories more often than most, building up a vast, if spurious, inner library of lore.

In game terms, this is treated much like Bardic Knowledge. A pirate with this power can make a special Superstition check with a bonus equal to his pirate class level plus his Intelligence modifier (positive or negative). Like Bardic Knowledge,

this power will not reveal the actual magical properties of magical items or the specifics of creatures or locations, but a successful check will always provide some piece of information regarding the topic at hand. The following examples are representative of what DCs will be needed to recall something the pirate has heard. Keep in mind that while the information will never be blatantly wrong, it may not be terribly helpful.

*Games Master's Option:* Because of the nature of this lore, a Games Master may wish to make the check for Superstition secretly. If the check fails, the pirate character remembers a legend or rumour but it is a fabrication, one of the many false reports given by drunken sailors with nothing better to talk about. It should always be kept in mind Superstition can only be used to dredge up knowledge about the sea, the people who ply it and things that have become associated with it. The Games Master is the final arbiter over what can be learned with this ability and what cannot.

DC	Type of Knowledge	Examples
10	Common, known by many of your peers or easily learned at any port of call.	The type of creatures or people who live on a frequently-passed island; frequently-discussed legends about sea monsters.
20	Uncommon but not unheard of. These superstitions are often talked about in dark corners rarely discussed in the light of day.	The reputation around a particular ship or captain; the truth about a port town with a shrouded history; powerful during hard sea voyages and but mysterious artefacts.
25	Obscure lore, difficult to come by and very rarely spoken of at all.	Knowledge about the hidden past of a specific crewman; the legends surrounding a sea-related magic item
30	Virtually unheard of, the subject of perhaps one night's telling under a baleful moon aboard ship or the idle ramblings of a drunk old sailor with no idea of the importance of what he is prattling about.	The complete record of a sailor's past voyages; the location of an ancient buried treasure; the name of an individual mermaid.

## NAUTICAL

A pirate is expected to know much about the sea and what he can expect to find while sailing for new adventures. This information is vital, as it means the difference between attacking a tempting-looking merchant vessel and getting broadsided by a hidden privateer's warship. By the time a pirate gains the Pirate's Lore – Nautical ability, it has become second nature for him to note the truths of all he sees in or around the ocean. This is treated as a combination of Knowledge skills, including local, history, engineering, nature, religion, and geography, but only as they pertain to the areas he travels around. If it is in the sea, on it, or lives near it, a pirate gets a skill check to know of it.

Unlike Superstitions, this is a reliable resource though it does not quite have the wide-reaching scope of the former ability. Instead, if it is knowledge that no one keeps hidden or can be easily learned by a scholar, Nautical Lore can reveal it to a pirate who wishes to learn. The skill check for using this ability is based on the standard DC for any Knowledge attempt, with a bonus on the roll equal to the pirate's class level



plus his Intelligence modifier (if positive). Failure on this check cannot be rerolled until the pirate has gained another class level or has reason to learn the answer that eluded him.

## Superlative Sailing

While this is technically a Lore ability, it has a very practical application. As a pirate grows in his capabilities, he learns little secrets about wind, sail, keels and the ways in which a ship can travel the waves better, faster and with greater agility. While he is a crewman on another ship, these bits of wisdom are of limited use but, once he gets his own ship or is part of a command staff, he can turn his Lore of Superlative Sailing to great effect. Any ship commanded in whole or in part by a pirate of 11<sup>th</sup> level or better benefits from his attentions.

While the rules used for sea and ocean travel will vary between campaigns, this ability should always be able to get at least 10% better performance in every aspect of a ship's travelling statistics. This ability also allows a pirate with it to squeeze 10% more room in his cargo hold and find the space and supplies to handle 10% greater crew capacity than a ship normally provides. In addition, a pirate with this ability can manage his ship with half the normal minimum crew required, though all of his other bonuses are lost if he does so.

Superlative Sailing is completely non-magical, though others who witness it in action may think otherwise. Magical bonuses to any aspect of a ship's statistics apply as normal, though they are taken into consideration *after* adjustments for this ability. If the campaign provides for masterwork or superior shipbuilding, a pirate with the Superlative Sailing ability can arrange for such construction at 90% of its listed cost and have the work completed in half the usual time if he is willing and able to supervise the work himself. A representative cannot be chosen for this task; the pirate must be willing to watch over and assist the entire process personally.

## Beloved of the Sea

Once a pirate has reached 16<sup>th</sup> level, he has undertaken many voyages, heard virtually ever rumour whispered in the dark and seen things in the waves of the world few have ever glimpsed and lived to tell the tale. These experiences had

engendered in him a deep sympathy for the sea and her mysteries, one that is returned by the waters on which he sails. Beloved of the Sea is part wisdom, part knowledge and part mystical connection between pirate and the depths of the ocean itself. This ability is one from which legends are born; those who possess it and ever show it once to his crew or any witnesses will be known to any pirate with Superstitions on a DC check of 20.

The game mechanics for Beloved of the Sea are fairly simple. A Beloved of the Sea, so long as he is on a ship or personally in contact with a natural body of water more than 5 miles in diameter, gains access to the clerical Water domain, receiving its domain power and its spell list. At 16<sup>th</sup> level, he gains the ability to cast each of its domain spells from the 1<sup>st</sup> through 5<sup>th</sup> level once per day. Each level beyond this, from 17<sup>th</sup> through 20<sup>th</sup>, the pirate gains access to the next spell level until, at 20<sup>th</sup>, he can cast 1<sup>st</sup> through 9<sup>th</sup> level Water domain spells once each per day as an extraordinary ability and a full round action.

The most potent aspect of being a Beloved of the Sea is that these spells are not considered magical and cannot be blocked by Spell Resistance, anti-magical fields, or even interrupted like normal spellcasting. A pirate who is Beloved of the Sea simply has a special relationship with the elemental forces of the ocean, allowing him to request boons and see them granted by the waves. This relationship can be a tempestuous one and the Games Master can decide the oceans will withhold their blessings if a pirate does something drastically at odds with the interests of Elemental Water, whatever those might be in the current campaign.

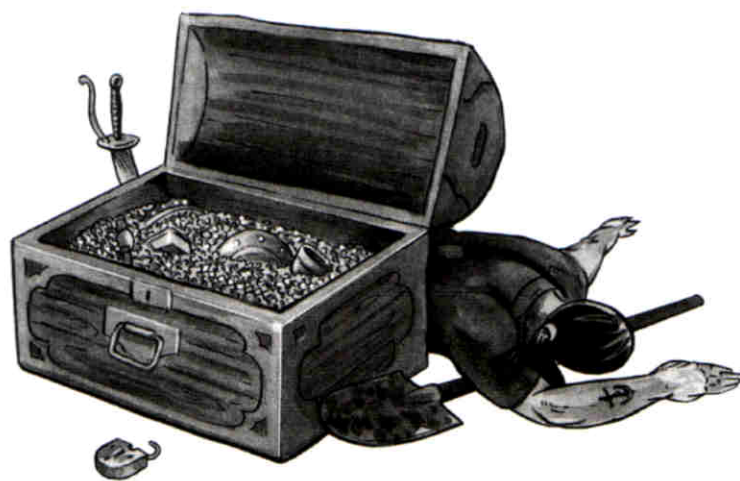
Using this power indiscriminately may get the pirate a loyal following of people believing him to be some chosen one of various aquatic deities but he will quickly realize such a congregation is more trouble than it is worth. Such water churches are generally short-lived in any case, as a pirate and his crew will have trouble continuing their normal activities with a gaggle of chanting supplicants clogging up their decks and following them from port to port in barely sea-worthy ships of their own. Beloveds of the Sea can even worship their own gods, as the relationship they share with Water both transcends and is completely unrelated to any dedication they may have to a divine power.

## NEW EQUIPMENT

Many of the things pirates use in their adventures are easily duplicated with standard equipment. The reinforced leathers they sometimes wear during boarding actions are essentially leather armour and weapons such as belaying pins can be treated as clubs. The deck of a sailing ship can provide dozens of unique items but there is no need for specific rules to cover every possible object a pirate might pick up in the heat of battle.

Three specific items stand out as being different enough to warrant their own descriptions. These weapons, synonymous with combat on the open sea and piracy, follow all of the rules for standard equipment, including the possibility of encountering masterwork or enchanted versions of them in the hands of enemies and the treasure holds of royal galleons on their way to courts that will never receive them. Special rules for these weapons are included with each description; any deviation from the normal rules for masterwork or combat specifics is noted as well.

**Cutlass:** Essentially a single-edged short sword with a basket hilt of steel covering the wielder's hand, a cutlass is an ideal weapon for shipboard battles. Its small size, difficulty at being disarmed and the fact its basket hilt allows the wielder to deliver an effective punch in close combat makes the cutlass a popular weapon with pirate and privateer crews alike. Wielding a cutlass gives the bearer half of the advantages of having a locked gauntlet in combat (-5 to disarm attempts), including the ability to punch without drawing an attack of opportunity.



Masterwork versions of the cutlass are reinforced enough to allow spikes over the hilt, giving it the punching characteristics of a spiked gauntlet.

Cutlass: Size S; Dam 1d6; Crit 19-20, x2; Range Inc -; Wt 4 lb.; Type S; 14 gp

## NEW MAGICAL ITEM

### Cutlass of Command

A potent weapon in its own right, the *cutlass of command* is a +2 *keen* cutlass in the hands of anyone who wields it. When held by a wielder with the Leadership feat, its true nature reveals itself. The weapon's enchantment bonus becomes +3, it gains the *defending* property and it grants its wielder a +2 enhancement bonus to Charisma while unsheathed. Pirate captains have been known to sail across the oceans and through incredible dangers just on the rumour of one's existence. Aside from its special properties, the legend surrounding these blades grant a +2 reaction bonus when encountering Non-Player Characters who have a reason to know of the wielder and his reputation (such as the Infamy and related class abilities). Intelligent versions of the *cutlass of command* are fairly common, though they have a commensurately higher market value.

*Caster Level:* 9<sup>th</sup>; *Prerequisites:* Craft Magic Arms and Armour, *charm person*, *shield* or *shield of faith*, *keen edge*; *Market Value:* 54,314 gp.

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# Power Classes

## IX

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# Power Classes

## X

# Alchemist

Alchemy is typically a perplexing art for common folk in a fantasy setting. In any world where the majority of people must toil to survive, the idea of someone's life work being to stand around boiling liquids and talking about the 'essence of rare matter' is quite alien to them. Alchemists in a fantasy world are rarely considered anything other than strange folk with ways that set them apart from the rest of society. Of course, this is not always the case. The first time an invading band of humanoids is turned aside by thunderstones and tanglefoot bags, the alchemist responsible might find himself very popular indeed.

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# Alchemist

## Power Classes



# The Power Classes X *Alchemist*

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## **INTRODUCTION**

In classic terms, the art of alchemy is the transmutation of matter through the arcane science of will. This can be mundane, using processes such as distillation, blending and catalysing elements, or metaphysical, using meditations and incantations to force a change that would otherwise never occur in the physical world. Alchemy is best known for attempts to transform lead into gold but this analogy is truly just a representation of what alchemists strive for. By transmogrifying something utterly base into the best and greatest of things, alchemy breaks the laws of the universe and allows those with the skill and power of the 'true science' to rewrite them.

Alchemy is typically a perplexing art for common folk in a fantasy setting. In any world where the majority of people must toil to survive, the idea of someone's life work being to stand around boiling liquids and talking about the 'essence of rare matter' is quite alien to them. Alchemists in a fantasy world are rarely considered anything other than strange folk with ways that set them apart from the rest of society. Of course, this is not always the case. The first time an invading band of humanoids is turned aside by thunderstones and tanglefoot bags, the alchemist responsible might find himself very popular indeed.

## **USING POWER CLASSES**

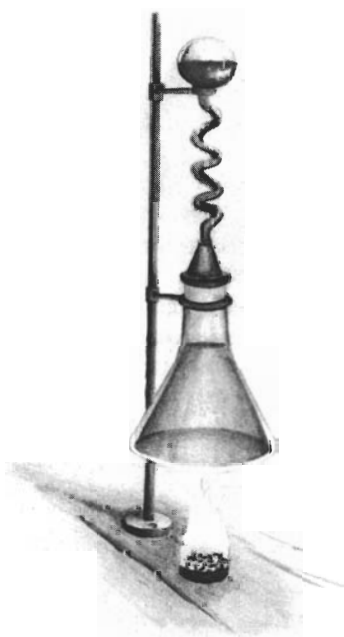
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Any player intending to play an alchemist character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made to the many new class features which will have a direct impact on the capabilities of any alchemist character in the game.

# THE ALCHEMIST

**Adventures:** Alchemists are not accepted as members of common society, which would normally suggest they are free to live a life of adventure as they choose. Unfortunately, the sheer weight and bulk of an alchemical lab and the many ingredients an alchemist needs to create his wondrous formulas makes it hard for him to move his work into the field. While there are certainly those who can make do with a portable kit, most alchemists are confined to a private place away from others. The greatest adventure for most alchemists is the one they take in the juxtaposition of universal energies and the really interesting green fungus they found growing on their boot yesterday.

That is not to say alchemists never adventure. Quite to the contrary, an alchemist can be forced to take to the road to acquire a rare ingredient, to learn a forgotten secret of the craft, or for the mundane reason of needing money to fund research. Alchemists are so driven by the need to learn that they can be rousted from their laboratories by the mere suggestion that a lost process might be recorded on the stone walls of a recently-discovered keep. Truly aged alchemists might be limited to hiring adventurers but mobile devotees of the craft can easily take on the task themselves when they must. The greatest laboratory of all, some would say, is the world itself.



**Characteristics:** Ask a dozen alchemists what their most important trait is and you will receive a dozen different answers and a hundred additional questions. It is their struggle to understand the universe through ceaseless inquiry that sets alchemists apart. For the truly devoted, alchemy is not about gold or sunrods, it is the eternal question, 'How?' When adventurers make camp, it is the alchemist among them who spends his time on watch charting stars, scraping the nearby bedrock for lime deposits and debating the elemental nature of the universe with the campfire. Companions might not get a lot of sleep around an alchemist but those with enough patience to endure his ramblings can learn a lot about reality.

**Alignment:** Alchemists come from every walk of life and every way of thinking. Although chaotic evil individuals probably do not have the self-discipline to proceed far in the craft, anything else goes. Lawful alchemists are generally of the camp that believes everything in the multiverse obeys the same natural laws, while chaotic alchemists remain convinced the only true law of reality is that everything changes. Neutral alchemists fall between the two camps, trying to chart the laws of nature through their many permutations. Good and evil are simple concerns of morality based entirely on the alchemist himself. A large majority of alchemists tend towards neutral.

**Religion:** For an alchemist, the science of reality is their religion. The time they dedicate to their craft leaves little enough of their day to be consumed by what most of them would deem as a pointless exercise called 'prayer' in any case. Those few alchemists with the disposition to be religious tend towards the gods of magic, mysticism and knowledge with more than half choosing the later. Alchemists with a natural leaning, including the rare but intriguing alchemist/druid, sometimes hold faith with a power of nature but this too is very uncommon. Most are content to worship the abstract concepts of universal truth and the 'creation divine'.

**Background:** Strangely, most alchemists can trace their origins to the upper classes. While their activities have likely separated them from this high birth, the science of alchemy requires a substantial education and a very important separating trait; alchemists must be able to read. Literacy is most often the province of the privileged, a fact which marks alchemists among their number. This is not always the case, as lone alchemists far from society often take in lost children or inquisitive strangers of indeterminate birth to train and pass their secrets on to. While alchemy may have arisen from the elite, its practitioners are rarely status conscious.

**Races:** Gnomes are hands down the best alchemists from a purely mechanical sense. Bright, inquisitive



and physically suited to the science by virtue of their acute senses, gnomes have natural advantages in the role. Gnomish alchemists are well-respected, even outside their own culture, for their mastery of the craft. Their tendency toward invention has prompted gnomes following this class to create many of alchemy's more notable innovations and continually fuels their attempts to push the science beyond its limits.

Other races also make contributions towards alchemy. Elven alchemists are among the most natural and reverent of the class. Dwarven alchemy often involves a lot of smoke powder and tends to be very task-oriented as befits their serious mindset. Halflings have their own need of alchemy, which usually revolves around defending their homes and bettering their comforts of life. Half elves and half orcs can take well to the science, though the latter's impeded reason usually makes even learning the basics very difficult. Of all the races, humans tend to be some of the craft's most exceptional followers. Human intuition, ingenuity and versatility makes them well suited to the class's mystery and constant learning curve. Ultimately, alchemy is less about race and more about the ability to question.

**Given their natural inclinations, gnomes would seem to be very gifted alchemists. Alchemist is an additional favoured class for gnomes. This allows a gnome character to take levels in alchemist without disrupting the progression of their other classes.**

**Other Classes:** Alchemists, by their nearly mystical nature, get along extremely well with wizards. Indeed, anyone who practices arcane magic is likely to appreciate an alchemist's company as a colleague and fellow scholar. Individual personalities might not mesh but the common interests will often bridge such barriers. Anyone capable of casting spells, even divine casters such as druids and clerics, are considered fit company because of their 'enlightened' minds. Conversely, the mundane nature of fighters, barbarians and rogues often puts them at odds with an alchemist, though this seldom keeps them from being able to work together. Monks and bards are usually at least good conversation, prompting an alchemist to engage in many discussions on the fundamental nature of reality or lute rosin with equal vigour. Ultimately, if an alchemist needs to adventure at all, he is likely enthusiastic enough about the journey's goal he will work with anyone.

## GAME RULE INFORMATION

**Abilities:** Intelligence is the most important ability score for any alchemist. Aside from its importance to the Alchemy (or Craft – alchemy) skill, this ability score defines learning capacity, reasoning and the tendency to question that is integral to the nature of any alchemist. Wisdom is also quite important as it allows an alchemist to make sound judgments about his experiments and provides the willpower such a born researcher needs to exercise some restraint. Lastly, a hearty Constitution can help an alchemist survive something in his lab going boom (and something *always* goes boom). Strength and Dexterity are virtually irrelevant to an alchemist, though they can provide advantages during adventuring. Charisma, to put it delicately, is rarely a high trait among alchemists. Weeks alone with beakers and cosmic equations does not do much for a man's interpersonal skills.

**Alignment:** Any

**Hit Die:** d4

### Class Skills

The alchemist's class skills (and the key ability for each skill) are Alchemy (or Craft – alchemy) (Int), Appraise (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken separately) (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int). All alchemists begin play with alchemical script as a free written language. Alchemical script has no spoken form and cannot be learned by non-alchemist's save by Games Master allowance.

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

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

**Random Starting Gold:** 3d4 x 10 gp, plus all alchemists begin play possessing an Alchemist's lab

### Class Features

All of the following are class features of the alchemist.

**Weapon and Armour Proficiency:** An alchemist is proficient with all simple weapons. He is not proficient with any form of armour or shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

**True Alchemy:** Many other classes gain Alchemy as a skill but the science of alchemy is more than just a class skill to an alchemist, it is a way of life and their reason for being. Only the truly dedicated ever develop their natural talent for this craft into actual character levels in the class but doing so is as much a sign of devotion as progression. Alchemists are capable of so much more than just the basic abilities of the Alchemy skill. The True Alchemy class ability grants the alchemist access to the capabilities listed in the True Alchemy section listed below.

Possessing the initial secrets of True Alchemy also provides an alchemist with the feat Skill Focus (alchemy) for free at 1<sup>st</sup> level. Alchemists may also take Item Creation feats without the prerequisite caster level, though they must still be of the listed level to do so. Alchemists may not take Brew Potions, as they have class abilities that supersede it. Essentially, alchemists are considered arcane spellcasters of their alchemist class level even though they do not actually cast spells or have access to any spell lists (see Mystery below for exceptions to this).

**Mystery:** At 2<sup>nd</sup>, 5<sup>th</sup> level and every five levels thereafter, an alchemist's constant experiments allows him to glimpse a moment's truth in the nature of all reality. While this cosmic revelation is too vast for the alchemist to retain, some aspect of that fleeting epiphany stays with him. This can be a profoundly moving experience and can result in changes to the alchemist's outlook, personality, motivations, or even appearance (subject to Games Master's approval). The alchemist gains one of the following mysteries:

**Arcane Calculations:** The science of spellcasting was revealed to you in your great revelation. While the majority of what you saw has now left your mortal mind, enough remains for you to work some magic as if you were a trained wizard. The first time you gain this power, you gain the ability to cast cantrips as if you were a wizard of a caster level equal to your alchemist level. Each time you take Arcane Calculations thereafter, you gain the next level of spells from 1<sup>st</sup> on up. Spells per day equals that of a wizard of the same level and you must acquire and maintain a spellbook as normal. This power does not grant the knowledge of any specific spells; you must seek these out on your own.

**Transmogrification:** The shape of things is fluid, a truth you now understand far better than you did before. By alchemical means, you can create the effects of a *polymorph any object* spell at a caster level equal to your own. This can be done once per day for each time you gain this Mystery. The casting time (which is really experiment time for you) is increased to 1d4 hours, which is rolled each time you choose to use this ability. Each use of this ability costs 250 gp in additional components.

For the convenience of Players, the text of the Alchemy skill is printed in its entirety here.

**Alchemy (Int, Trained only)**

**Check:** The character can make alchemical items. Some items the character can make are found in the item descriptions. To determine how much time and material it takes to make an alchemical item, use the DCs listed below and the rules for making things found in the Craft skill description.

The Games Master may allow an alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes 1 hour.

Task	DC	Notes
Identify substance	25	Costs 1 gp per attempt (or 20 gp to take 20)
Identify potion	25	Costs 1 gp per attempt (or 20 gp to take 20)
Make acid	15	See Craft skill
Identify poison	20	
Make alchemist's fire, smokestick, or tindertwig	20	See Craft skill
Make antitoxin, sunrod, tanglefoot bag, or thunderstone	25	See Craft skill

**Retry:** Yes, but in the case of making items, each failure ruins the half the raw materials needed and the character has to pay half the raw material cost again. For identifying substances or potions, each failure consumes the cost per attempt.

**Special:** The character must have alchemical equipment to make an item or identify it. For identifying items, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus to Alchemy checks (from the favourable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

**Craft (alchemy):** Note the skills Alchemy and Craft (alchemy) are interchangeable and the character may use either in place of the other throughout these rules.

**Alchemical Wisdom:** Secrets of alchemy you had not yet grasped unravelled themselves for you during your epiphany. This new-found wisdom gives you a +2 competence bonus on all future Alchemy skill checks and is a prerequisite for certain True Alchemy abilities. Alchemical Wisdom can be taken more than once; its bonus stacks with itself.

**Internal Alchemy:** Whether it was intentional or not, your latest experiment has had some interesting internal effects. It may not have been a potion but whatever you were researching has altered you physically. You may choose one of the following; a +1 inherent bonus to Strength, Dexterity, or Constitution, a +1 natural armour bonus, the Timeless Body class feature as listed for druids in *Core Rulebook I*, or any personal only affecting arcane spell of 2<sup>nd</sup> or lower level as a spell-like ability usable once per day. This power can be chosen multiple time but its effect must be different. Try as you like, you cannot duplicate this experiment intentionally.

**Awareness:** Once opened, your eyes refuse to close. You cannot quite see the entirety of the cosmos as you did but your perceptions have been considerably altered by the experience. The first time you choose this power, you gain any 0-level *detect* spell from *Core Rulebook I* to gain as a supernatural ability you can use at will as a standard action. If you choose this a second time, you can take another 0-level or a 1<sup>st</sup> level *detect* spell. The third time, you gain any *detect* spell of 2<sup>nd</sup> level or lower. If you take this power a fourth time, you gain *true seeing*.

## True Alchemy

The process of True Alchemy begins with the forms of alchemy every practitioner of the science knows: boiling liquids, creating compounds and the typical items the skill is known to create. An alchemist has, at first level, the bonuses to create every alchemical

substance listed in *Core Rulebook I*. This is only the beginning for True Alchemy, the basic procedures and techniques that define the roots of the science but are quickly surpassed as its students grow into the truth.

Each new level gained in the alchemist character class grants a new alchemical ability. Unlike Mysteries, these are the result of careful, organized research and are acquired by all alchemists at the same rate. These abilities, with a few noted exceptions, do not require any magical ability on the part of the alchemist, as all of the needed power is provided by scientific principles and the inherent energies in the ingredients used. Even so, alchemy beyond the point of what the base skill itself allows is not possible within a magic dead zone or if the alchemist is rendered somehow incapable of using magical items.

## True Alchemy

Level	New Process
1	True Alchemy (as listed above)
2	The Comprehension of Magical Interactions
3	Arcane Distillations
4	<i>Aqua Arcana</i> , Infusions I
5	Celestial Confluence
6	Infusions II
7	The Riddle of the Elements
8	Infusions III
9	<i>Aqua Mortis</i> , The Riddle of Death
10	The Alchemy of Words
11	Alchemical Imbuing
12	Infusions IV

## The Alchemist

Level	Base Attack Bonus	Fort Save	Ref. Save	Will Save	Special
1	+0	+2	+0	+2	True Alchemy
2	+1	+3	+0	+3	Mystery
3	+1	+3	+1	+3	
4	+2	+4	+1	+4	
5	+2	+4	+1	+4	Mystery
6	+3	+5	+2	+5	
7	+3	+5	+2	+5	
8	+4	+6	+2	+6	
9	+4	+6	+3	+6	
10	+5	+7	+3	+7	Mystery
11	+5	+7	+3	+7	
12	+6/+1	+8	+4	+8	
13	+6/+1	+8	+4	+8	
14	+7/+2	+9	+4	+9	
15	+7/+2	+9	+5	+9	Mystery
16	+8/+3	+10	+5	+10	
17	+8/+3	+10	+5	+10	
18	+9/+4	+11	+6	+11	
19	+9/+4	+11	+6	+11	
20	+10/+5	+12	+6	+12	Mystery

13	<i>Aqua Regius, The Riddle of Matter</i>
14	<b>Infusions V</b>
15	The Alchemy of Thought
16	<b>Infusions VI</b>
17	<i>Aqua Vitae</i>
18	<b>Infusions VII</b>
19	The Riddle of Life
20	<b>The Power of Pure Will</b>

## The Comprehension of Magical Interactions

In preparation for the many magical powers that become available to an alchemist as he develops his abilities, he must study the basics of magic and how arcane spells and items interact with those who wield them. This detailed research costs 750 gold pieces in materials and takes 7 minus the alchemist's Intelligence modifier in months (to a minimum of one month) to complete. Alchemists with arcane spellcasting ability from another character class only needs half the gold price and research time to complete this course.

An alchemist who grasps the nuances of magical interactions can proceed with his alchemical training; this course *must* be completed before an alchemist can advance past 2<sup>nd</sup> level in the class. In addition, he gains Use Magic Device as a class skill. Treat the maximum ranks attainable in this new skill as if the alchemist possessed it at 1<sup>st</sup> level.

## Arcane Distillations

The key to virtually all True Alchemy, arcane distillations provide the energies needed for advanced experiments to function. At this level, the alchemist learns how to take normal matter and distill the magical nature out of it and into a usable solid, liquid, or gaseous form. In general, it takes one hour and one pound of matter to achieve one dose of magical substance and no more than four such substances can be gained from any single item, be that a dead monster, harvested plant, or mineral sample.

The proper terminology for these substances is a cause for some debate among alchemists but the following terms are usually accepted. Living creatures yield humours, plants yield oils, minerals such as gemstones and metals yield essences and abstract concepts like law and shadow yield ephemera. These items are rarely useful by themselves but they are indispensable for the creation of the advanced formulas listed below. Games Masters may ascribe useful properties to raw alchemical substances on a case-by-case basis.

## Aqua Arcana

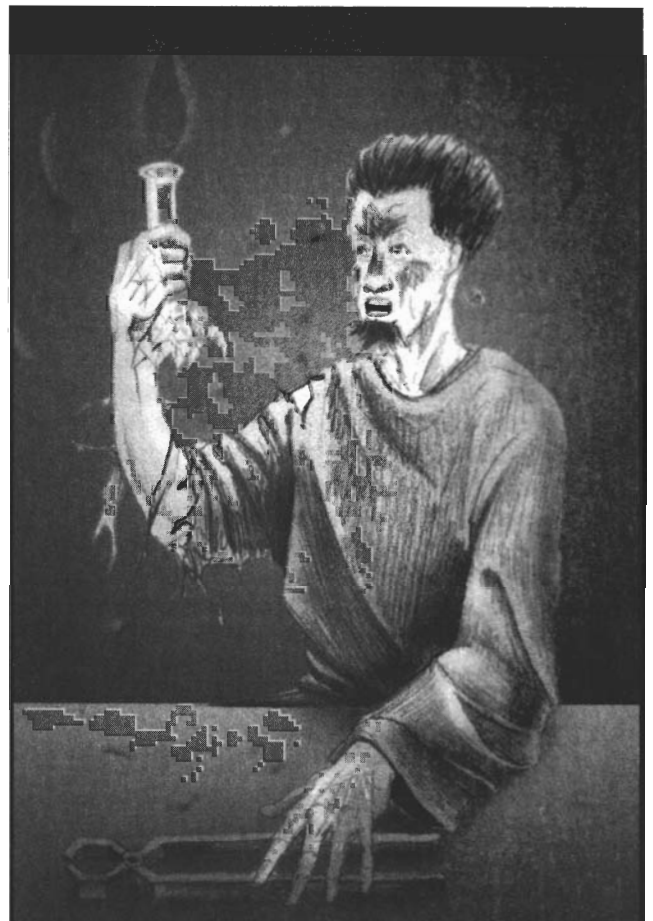
A clear, shimmering liquid with tiny glowing motes of prismatic light, *aqua arcana* is the base fluid essential to creating alchemical potions (also called infusions).

Creating *aqua arcana* requires an Alchemy check (DC 30), a component cost of 500 gold pieces and one day of constant work. *Aqua arcana* is made from purified water, rare minerals and a dose of the ephemera of magic. These are all included in the cost. Drinking a dose of *aqua arcana* by itself can restore a spent spell slot of 1<sup>st</sup> level to an arcane spellcaster but doing so causes 1d6 subdual damage.

## Infusions

One of the most important facets of True Alchemy, Infusions are the alchemical equivalent of potions. By combining basic alchemy, arcane distillations and doses of *aqua arcana*, alchemists are able to create liquids that duplicate the effects of magical spells without truly being spellcasters themselves. The procedure is identical to the Brew Potion feat, save that alchemists do not expend experience points to do so and all potion costs are increased by the 500 gold pieces needed to create the *aqua arcana* required in their making. If a spell has a costly component or an experience point cost of its own, these must be compensated for with equal expenditures of gold pieces.

Each level of this ability brings with it the capability of creating infusions that duplicate spell effects of the same level. A 12<sup>th</sup> level alchemist can create 4<sup>th</sup> level spell potions, a feat normally outside the boundaries



of conventional potioncraft. Any spell effect can be bottled with this ability, even ones that do not just target the user. Games Masters must decide what form a given spell infusion takes but offensive spells are probably potions used as grenade-like weapons and item affecting spells may be represented best by an oil or a wash.

Initially, alchemists can only duplicate the effects of wizard/sorcerer spells. Once Infusions is gained as an ability, an alchemist can take the Alchemical Sympathy feat (listed below) to add other spell lists to his repertoire. Even if an alchemist has access to a spell list from another class, he cannot use the Infusions ability to create potions from that list unless he possesses the appropriate feat.

## Expanded Potion Base Prices for Clerics, Druids and Wizards

Spell level	Clr, Drd, Wiz
0	25 gp
1	50 gp
2	300 gp
3	750 gp
4	1440 gp
5	2250 gp
6	3300 gp
7	4550 gp

## Celestial Confluence

As alchemists increase their skills, they begin to realize everything in reality influences the work they do, from ambient temperature to the very heavens above. Once they make this discovery, skilled alchemists can turn this connection to their advantage by charting the celestial landscape and timing their work accordingly. By using conjunctions, stellar phenomena and the mystical power of the stars to guide and influence their work, alchemists can gain access to a vast source of magical energy.

By itself, Celestial Confluence is valuable because it cuts in half the experience point cost an alchemist pays for any Item Creation feat he might possess. It also increases the effective caster level of all of his infusions by two, enhancing any level-dependent variables of the concoctions without raising its base cost. In conjunction with other campaign resources on the power of stars and celestial energy (including *Encyclopaedia Arcane: Star Magic* and anything else the Games Master approves for use in the game), this power may entitle the alchemist to other benefits.

## The Riddle of the Elements

At the basis of all life, there are elemental forces. This is an understood truth among alchemists but the magical effects of it, the Riddle of the Elements, are not solved until they reach 7<sup>th</sup> level. Once the Riddle of the Elements is gained as an ability, an alchemist can chose one classic elemental force to create an

ephemera from and craft a special infusion for personal consumption only. This formula takes 1d4+1 days to complete, 1,500 gold pieces in materials and can only be successfully completed and consumed once in an alchemist's life. Even death and subsequent resurrection will not allow a second choice. Elemental formulas that are completed but not consumed spoil within one day and have to be completely recreated again. In order to create an elemental formula, the alchemist must have gained the Alchemical Wisdom mystery.

A fire formula grants the alchemist Fire Resistance 15 and the ability to *produce flame* every other round at will as a spell-like ability. The air formula makes the alchemist immune to inhaled toxins and grants him the power to *fly* at will as a supernatural ability. Consuming the water formula gifts the drinker with continuous *water breathing* and Cold Resistance 15. Lastly, the earth formula increases the alchemist's Strength to his normal racial maximum (or grants a +2 inherent bonus if it is already permanently at the maximum or higher) and grants Fast Healing 1 so long as the alchemist is in physical contact with at least 1 ton of natural soil.

## Aqua Mortis

Another magical liquid, this formula creates a deadly toxin, one more lethal than any natural poison known to man. Instantly fatal and impossible to ward against magically, *aqua mortis* has one weakness: it can only kill the person it was made for. Any other target could drink a gallon of *aqua mortis* without getting a stomach ache but a single drop is a death sentence to the proscribed victim. To create *aqua mortis*, the alchemist must acquire at least one ounce of the victim's blood and spend three full days and nights in undisturbed research. The blood is corrupted by dark alchemical processes and combined with an ephemera of death, other humours and oils from toxic creatures and plants.

Once made, *aqua mortis* is an ingested/injury (both work equally well) poison that cannot be detected magically and cannot be affected by *delay poison* or similar effects. Consuming the poison or receiving a wound from a weapon envenomed with it is instantly fatal (no save). *Aqua mortis* cannot be stored magically, is unaffected by *stasis* spells and the like and must be used within one month of completion or it becomes inert. *Aqua mortis* is also instantly dissolved by daylight of any sort, including the spell of the same name.

## The Riddle of Death

*Aqua mortis* has one additional use, that of solving the Riddle of Death. For those alchemists who have an inclination for the study, necromancy is a fascinating topic yielding many breakthroughs in the application of negative humours and ephemera. Eventually, the threat

of an alchemist's own mortality catches up with him and if he is so inclined, he seeks a way out. The search for an end to the threat of mortal demise, also called the Riddle of Death, can take an alchemist decades to solve and the answer presented here may never occur to him if he is not willing to trade his mortality for undeath.

For those who are, a dose of *aqua mortis* crafted from an alchemist's own blood and subjected to an extremely complex process can provide a form of immortality. Though the secret can be gained at 9<sup>th</sup> level, the skill to actually complete the transformation is usually not attained until much later. Alchemists capable of solving the Riddle of Death generally hold off actually doing so until all of their mortal affairs are in order and the formula they have created is their only hope of survival. This concoction requires one month of constant work, a dose of *aqua mortis* made from the alchemist's blood, 5,000 gold pieces in additional materials and rare equipment and an Alchemy check (DC 45). Failure at the check ruins everything used in the experiment. Success creates a potion that, when consumed, kills the alchemist and revives him as a lich as per the template in *Core Rulebook III*. A phylactery must be constructed before the alchemist can actually become a lich.

## The Alchemy of Words

Alchemists at this stage in their studies begin to learn the science of words and the understanding that the spoken and written word carries a sort of alchemical power all its own. By concentrating and speaking or inscribing these transformative words, an alchemist can greatly reduce the effort he must put into his other projects. The Alchemy of Words subtracts one day (to a minimum of one day) from the completion time of all alchemical work, divides the base cost in components for any mundane alchemical item or Infusion in half and allows him to use the *command* spell three times a day as a spell-like ability. This last power has a hefty prerequisite for an alchemist, a Charisma score of 12+.

## Alchemical Imbuing

By careful and meticulous distillation of concepts into ephemera and then creating complex potions from them, an alchemist can brew a magical liquid that embodies the very soul of an ideal. This process is very exacting, requiring an Alchemy check (DC 30) and a cost of 2,500 gold pieces. If successful, the fluid grants the domain power of the clerical domain most closely matching the concept (Games Master's discretion as to what Imbuements based on concepts without domains might grant) for 24 hours from the time of consumption. These potions stay fresh indefinitely but a given individual cannot benefit from more than one at a time.

## Aqua Regius

Once the process of *aqua regius* is discovered, an alchemist begins the long road to true alchemical understanding of the greatest mystery of all: life itself. The first step on that road, *aqua regius*, is a pale reflection of that truth but it is impressive nonetheless. By combining *aqua arcana* with several rare components and distillations at a cost of 3,000 gold pieces, the alchemist can create a fluid that when washed over an inanimate object brings it to some semblance of life. Treat a dose of *aqua regius* as an *animate object* spell with a permanent duration. One dose is enough for 50 pounds of matter, with multiple doses used at the same time capable of awakening consequently larger objects. Items brought to 'life' by *aqua regius* can perform other tasks besides combat, obey the person who used the fluid to awaken them, and can be de-animated through *dispel magic*.

## The Riddle of Matter

Discovering *aqua regius* begins a fire of inspiration in an alchemist, driving them to learn more and experiment on larger and more complicated topics. These researches have the effect of allowing a alchemist to create any kind of golem regardless of the spellcasting normally needed in the process. Any golem created by an alchemist costs 120% of its normal creation price and requires a dose of *aqua regius* for each spell the alchemist would have to cast if he could. Golems created in this way are always of maximum hit points for their Hit Dice and can be repaired for 3d8+10 hit points with a dose of *aqua regius*.

## The Alchemy of Thought

A refinement of the Alchemy of Words, the alchemist now understands words are merely a representation of a greater power - the power of thought. Through mere concentration, the alchemist can create *aqua arcana* once a day in a single round without any materials or cost. In addition, the mental illuminations of the alchemist can duplicate the effects of an *augury* spell once per week.

## Aqua Vitae

The alchemist is very close to discovering the truth behind the alchemy of life. The last revelation before solving the Riddle of Life is the formula for *aqua vitae*. This incredible fluid is created from gemstone essences of all seven rainbow hues, diamonds and black opal, a humour of at least five different type of living creatures including the alchemist's own race, an oil from a tree, a flower, a sentient plant creature of any kind and the ephemera of life. In total, the process for creating *aqua vitae* requires one week of utterly uninterrupted work, 50,000 gold pieces in materials, and an Alchemy check of 40. Any interruption or failure of this roll ruins the entire creation.

A dose of *aqua vitae*, if consumed, acts as a *heal*, *greater restoration* and *regeneration* for any limbs the imbiber might be missing. These effects occur regardless of any effects barring healing that are not the result of direct divine intervention. *Aqua vitae* acts as a *true resurrection* if poured over a corpse that has truly been dead less than one hour (*gentle repose* cannot increase this time). Most impressively, *aqua vitae* works even in magic dead areas and on creatures such as outsiders. *Aqua vitae* will even revive someone who has died of old age, erasing 1d10 years of their age in the process.

## The Riddle of Life

As incredible as the effects of *aqua vitae* are by themselves, the liquid is even more impressive when used to solve the Riddle of Life. An alchemist of 19<sup>th</sup> level can conduct an alchemist ritual once every ten years using a dose each of *aqua vitae*, *aqua arcana*, *aqua regius* and *aqua mortis* made from a mixture of the blood of at least three sentient creatures, a masterwork alchemist's lab (which is consumed in the process) and 1,000 experience points. If done properly, the *aqua vitae* is transformed into a golden, shining fluid as bright as a shard of the sun and warm to the touch. This ritual can only be performed by an alchemist with the Equation of Man and Alchemical Wisdom mysteries.

If poured over an object or golem previous created with *aqua regia*, the new formula acts as an *awaken* spell, bringing sentient thought and true life to the creation. It loses its immunity to mind affecting magic but gains all the benefits of the spell and the ability to advance with character levels thereafter. If a truly living being drinks this incredible liquid, it suffuses him with the essence of life itself. The creature stops aging, is permanently protected by a *negative energy protection* spell and becomes immune to all poisons and diseases, including magical ailments and even *aqua mortis*.

## The Power of Pure Will

The last step of enlightenment gained by an alchemist is almost anti-climatic compared with the Riddle of Life but it is in its way even more powerful. Having divined the truths of the Elements, Death, Matter, and Life itself, an alchemist finally understands the power to define reality is an integral part of sentient life and that will alone can shape the world. Once this is learned, there is very little an alchemist cannot do. All gold piece and time requirements for True Alchemy experiments of any kind are halved and once a year, as an exercise of pure will, the alchemist can cast *wish* at the full experience point cost as a spell-like ability.

Special Note: *The concepts of Alchemical Distillations and Imbuements are intentionally left vague for the purpose of allowing individual Games Masters to fit into their campaigns. Games Masters and players are encouraged to tailor these aspects of alchemy to fit the game they wish to play.*

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# Power Classes

## XI

# Cabalist

Both divine and arcane, the magic of a cabalist is bound into words and signs, crafted by the intricate weaving of rituals and ancient intonations. A cabalist can seek to explore the mysteries of the planes and beings of infinite power on his own or join with a circle of like-minded seekers to work even greater rites in the name of entities that were old when life first emerged from the seas and will exist long after the sun becomes a cinder in the lifeless heavens. Cabalists walk in the shadows of truly unimaginable beings, drawing upon the merest echoes of their attention and working grand magic with their stolen power.

This is the eleventh book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduces an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all-new low cost.

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# Cabalist

## Power Classes





# The Power Classes XI *Cabalist*

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## **INTRODUCTION**

**N**ames, symbols, planes of power and oaths of fealty; these are the magical tools of the cabalist. Spellcasters of a singular nature, cabalists perform rituals and call upon mysterious entities for everything they do, even creating rites for the blessing and sanctification of the tools they use to perform their rites. Blurring the line between priest and wizard, the cabalist professes to surpass both of them in the scope of his power. When reality itself, in the form of its incarnations, grants a cabalist his spells and provides the near-limitless energy behind his abilities, who can dispute his claim?

Both divine and arcane, the magic of a cabalist is bound into words and signs, crafted by the intricate weaving of rituals and ancient intonations. A cabalist can seek to explore the mysteries of the planes and beings of infinite power on his own or join with a circle of like-minded seekers to work even greater rites in the name of entities that were old when life first emerged from the seas and will exist long after the sun becomes a cinder in the lifeless heavens. Cabalists walk in the shadows of truly unimaginable beings, drawing upon the merest echoes of their attention and working grand magic with their stolen power.

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Any player intending to play a cabalist character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made to the many new class features which will have a direct impact on the capabilities of any cabalist character in the game. The abilities and limitations of a cabalist make this a very complex class, capable of a great deal but certainly requiring forethought and research to be an effective part of any campaign.

# THE CABALIST

**Adventures:** Cabalists by their basic natures are not adventurers. They are tied to dogmas of ritual and ceremony that require prepared sites and inlaid diagrams. Such environments are not easily created and unsuitable for field work, which keeps cabalists from being at their most effective in dungeons and remote wilderness settings. Many of tools used by cabalists for their rituals are also quite heavy, making it difficult for them to bring into effect some of their powerful magical workings. These limitations can leave a cabalist at less than his best during travel abroad.

That does not mean cabalists are ineffective when adventuring or unwilling to undertake them. A cabalist requires ancient lore to expand his repertoire of rituals, the kind of lore that is most often found in the ruins of lost civilizations or chronicled in ancient, mouldering texts. Cabalists, rarely ones to trust anyone who has not been entrusted with the same great mysteries of creation and reality they are, must undertake expeditions to find these caches of wisdom themselves. Cabalists also learn numerous short term rituals that can be performed outside their sanctums. These short rites make cabalists effective even without the bolstering of their more comfortable surrounding.

**Characteristics:** Though cabalists are not priests, deep reverence and respect for the greater forces at work in the universe is an integral part of their personalities. Cabalists draw their power from these entities and cosmic concepts, invoking their names through rituals of sound and symbols, which brings with it a predilection to constantly consider the grand scheme in all things. These higher ideals can serve very base instincts, especially in the case of evil cabalists specializing in the channelling of lower beings and dark energies. Even white cabalists, those who walk among the heavens and seek to know the greater good through its works, often revel in shows of magical might merely for the sensation of evoking something greater than themselves.

**Alignment:** Cabalists have a wide variety of beings and forces to call upon, some good, some evil and others too far beyond mortal understanding to judge using such simple terms. These associations leave their mark on the souls of those who would channel their power, drawing those who invoke them into like-minded behaviour. As such, cabalists eventually fall into one of three categories. White cabalists specialize in higher planar beings and tend greatly towards the good alignments. Black cabalists are their opposites, trafficking in the addictive and seductive energies of darkness as they grow more evil and corrupt because of them. Grey cabalists are unaligned, manipulating energy primarily from elemental, astral and ethereal forces when occasionally channelling a white or black source. Most cabalists, regardless of their good or evil alignment, are lawful or at least neutral. Chaotic

mindsets cannot properly discipline themselves to survive the incredible energies a cabalist must deal with.

**Religion:** Cabalists very rarely worship any one deity or pantheon of deities. The nature of their magic makes them by definition pantheistic, understanding of the divine in all things. In this way, cabalists could be considered extremely religious, though they do not limit their devotions to a given entity. This attitude could also be considered the antithesis of religion, since cabalists acknowledge the existence of gods and higher beings but treat them ultimately as power sources for their own ritual edification. Not all cabalists feel this way towards religion, of course, but that is the common state of things among them.

**Background:** Cabalists have a dichotomy in their backgrounds; they either come from the very rich or the very poor and their class culture depends greatly on this distinction. Cabalists from upper class society are generally extremely well organized, with stratified naming schemes for their ranks among their peers and complex rituals integrated into even the mundane aspects of their circle meetings. Higher-class cabalists are usually very secretive about their true character class, even in societies where the practice of cabalism is known and accepted.

Cabalists from lower classes tend towards more relaxed strictures on their memberships, are usually well-known among the citizenry for what they do and do not often have a rank structure within their circles beyond leadership and laity. This does not make them more or less effective than their noble cousins, simply the product of their simpler backgrounds. It should be noted that grey cabalists are far more common among the lower class than the higher, if only because fewer people among the peasantry have a well-defined reason for forging an alliance of extremes.

**Races:** Cabalism, the magic of invocation and ritual, does not have a particular racial leaning, though it is most generally thought of as human in origin. In most campaign worlds, the largest pantheons are the ones that serve humans and benefit from their worship, offering a wider religious scope and suggesting humans have an extremely broad choice in their devotions. Carrying this analogy further, humans might be the most likely to reach beyond the typical relationship of deity to priest to worshipper and look for something more. Cabalism, if in a humanocentric campaign setting, is most likely the product of dissatisfied seekers looking for a more intimate and personal relationship with the mystical forces of the universe.

This does not exclude other races from cabalism. More to the point, the central message of cabalism is that extraplanar forces exist and can be exploited by those wise enough and educated in the proper lore. While

these secrets are shared easily or simply, there is no rule that says humans are the only ones who can learn or teach them. Elves and gnomes, with their higher orders of thought and cerebral natures, can become powerful cabalists with long legacies of tradition and rote. Dwarves, who tend to dwell apart, are not well suited to cabalism but can be very potent if they choose to embrace its ways. Halflings do not usually look outside their natural world and culture for any of their needs, thus limiting their exposure to the art of the cabal. Half-elves and half-orcs are not specifically leaning toward or against this class, though when one of them does choose to school himself in the craft, they can approach it with incredible focus.

**Other Classes:** Perhaps not surprisingly, cabalists do not get along well with other spellcasters, mostly because of a philosophical difference in the nature of their art. Priests and druids do not often appreciate what they perceive as irreverence in the way a cabalist treats the divine powers, while wizards and sorcerers do not usually understand the overly-complex framework cabals place around what, for them, is the relatively simple act of casting a spell. Education is usually the only thread binding spellcasters and cabalists, marking all of them as knowledgeable beings with at least



something learned to talk about. Bards, though they cast spells, sometimes find cabalists to be extremely interesting companions because of their vast storehouse of cosmic lore. The more mundane fighters, rangers, paladins and rogues, are mostly considered pawns and henchmen to be used, not appreciated. Those who can see past the typical cabalist's elitist approach may find a valuable magical ally. Monks, with their enlightened thoughts, are either above the concerns of cabalists or very close to their desire for true understanding.

## GAME RULE INFORMATION

**Abilities:** Intelligence, Wisdom and Charisma are equally important traits to a cabalist, as they together determine the effectiveness of his rituals and rites. An open mind, a strong will and force of personality must all be the cabalist's allies if he is to understand even an inkling of all there is to know. A cabalist must also have a hardy Constitution if he is to endure the demands that cabalistic magic places upon his body. Strength and Dexterity are of little importance to most cabalists; magic is a cabalist's might and arcane power serves as his agility.

**Alignment:** Any non-chaotic

**Hit Die:** d6

### Class Skills

The cabalist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken separately) (Int), Profession (Wis), Ritual Spellcraft (Int) and Scry (Int, exclusive skill)

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

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

**Random Starting Gold:** 4d4 x 10 gp

### Class Features

All of the following are class features of the cabalist.

**Weapon and Armour Proficiency:** A cabalist is only proficient with the quarterstaff, dagger and club. He is not proficient with any form of armour or shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Cabalistic Spellcasting:** Cabalists are spellcasters but they do not determine their spells known, spells per

day, or spell save DCs like other spellcasting classes. Cabalists cast two forms of spell: rituals and rites. Each type is separate and different, yet wholly a part of how cabalistic magic works. All spells cast by a cabalist, regardless of form, are considered both divine and arcane. Cabalists must possess at of least a 10 in the ability score each form of his magic is based on or he cannot perform any spells from that category. Each form is described in detail below.

**Ritual Choice:** Each time this class ability is gained, the cabalist has understood the lore and function behind another ritual, thus adding it to his repertoire of magic. Once a ritual is learned, it can be performed at will, assuming the prerequisite resources and conditions are also met. Rituals can also be gained as rewards from adventuring, as ancient scrolls drawn by cabalists of a forgotten age, or by deciphering ritual tomes scrawled in lost languages in ichors best left unidentified. A cabalist can never know more rituals than his character level in this class, regardless of their source.

**Allegiance:** At first level, a cabalist must decide on his allegiance to the dimensional forces he invokes. This choice is normally made during a ceremony held by the cabal he has been training with and often a cause for great celebration. Once the choice is made, it is normally irrevocable. A Games Master might create some ritual or mundane way for a cabalist to break his former allegiance but any such possibility should be difficult to accomplish and require some act of contrition at the very least. Allegiances determine which rites a cabalist can learn; see the Rite section below for more information. At 1<sup>st</sup> level, the cabalist chooses two of the domains listed in the Rites section below. Each time the Allegiance class ability is gained, the cabalist gains another domain of spells.

**Words of Power:** As a cabalist learns the power sounds and words possess, the truths behind the connection between the cabalist's perceptions and reality begin to be comprehended. At first, this ability is a tenuous one, only functional at times but its effectiveness cannot be denied. The power of a cabalist over the minds of others is the first echo of this vast potential, with his intentions able to override the willpower of those who succumb to his orders. Eventually, the power becomes easier to control and wider in scope, finally becoming almost limitless in its scope. All uses of the Words of Power ability require a Cabalistic Exhaustion check as per the Rituals section below.

This is treated as a spell-like ability requiring only the cabalist's voice usable once per day plus one additional use for every three full class levels the cabalist possesses. At 2<sup>nd</sup> level, when this class feature is first gained, the Words of Power can create a *command* effect identical to the divine spell of the same name. At 6<sup>th</sup> level, the ability can be an *enthrall* instead. At

9<sup>th</sup>, the Words of Power becomes more refined and can simulate either *hold person* or *suggestion*, chosen each time the ability is used. When the cabalist becomes 12<sup>th</sup> level, the Words of Power can invoke a *greater command* or *emotion*. 15<sup>th</sup> level brings the powers of *dominate person*, *hold monster*, or *insanity*. At 18<sup>th</sup> level, this ability can *hold monster* and finally transcends the mental barriers of reality, affecting the physical world through *polymorph any object*. The DC for any of these abilities is equal to the 10 + cabalist's Charisma modifier + the effect's equivalent sorcerer/wizard spell level.

**Forbidden Knowledge:** A cabalist's search for the entities of the nether worlds eventually brings him into contact with forces beyond his understanding and far too alien to be examined for long without going mad. The wise turn away from such things but those with the bravery, skill, or foolish desire for even greater power can attempt to bear witness to their discoveries and grow from the encounter. This is not without risks; even success scars the cabalist for the rest of his existence. The rewards are substantial but the price can be very high indeed.

Upon reaching 10<sup>th</sup> level or any time thereafter, a cabalist can choose to try to gain forbidden knowledge. This requires one full month of total seclusion and a Ritual Spellcraft check (DC 35). Any interruption during this time spoils the attempt and the cabalist must wait until he gains another class level to try again. Failure at this check brings the most dire of circumstances; the cabalist is consumed in one way or another by the force he was attempting to contact. This 'consumption' always results in the loss of the character, though Games Masters wishing to do so can have the cabalist remain in the campaign as a Non-Player Character, either irrevocably insane or possessed by an otherworldly entity. In any case, failure of this Ritual Spellcraft check results in the destruction, one way or the other, of the cabalist.

Success grants the cabalist immediate knowledge of a new ritual (of the Games Master's choice), an additional use each day of his Words of Power ability and a permanent +2 bonus to all future Ritual Spellcraft checks. This comes at the price of 2 permanent points of Constitution and one of the following choices made by the player. The cabalist must change both elements of his alignment and lose a point of Wisdom, change allegiances (complete with new rites) and a point of Intelligence, or lose 5,000 experience points and a point of Charisma.

**High Summons:** A cabalist can, through an intricate ritual with a materials cost of 15,000 gold pieces and the expenditure of 1,000 experience points, cast a special form of *greater planar ally* based on his allegiance. A powerful planar entity appropriate to the forces the cabalist is allied to appears as the subject of

the ritual and is bound by it to his service. Unlike the spell of the same name, the being called by the High Summons does not have to be rewarded for its service and is compelled to serve the cabalist until it is slain in combat or dismissed. Creatures called by a High Summons are essentially servitors to be drawn upon as the cabalist desires but they have notoriously long memories and should be treated well just in case they do get free some day and desire revenge.

**Test of Allegiance:** Cabalists may believe themselves to be the masters of the energies they channel but many of the extraplanar powers they invoke notice them in return. The power of demon lords and greater deities are incredibly vast and a cabalist can draw upon them for quite some time before they become a great enough nuisance that the source of his abilities must react in kind. Eventually, if a cabalist becomes powerful enough to matter to those he taps, a test of allegiance will occur. A Games Master may rule this happens sooner in a cabalist's career or even occurs more than once but it is automatic at 16<sup>th</sup> level. For a cabalist to advance any further in levels of this class, he must pass his Text of Allegiance. Failure can be fatal.

It is recommended a Test of Allegiance be roleplayed between a Games Master and a cabalist player privately or during the downtime of a given gaming session. Other players can even be given new roles to play during the test. There are no solid rules for passing or failing such a test but if a cabalist has been faithful to his alignment, has not used his powers to the detriment of the deity, dark lord, or planar entity that has noticed

him, he should eventually pass. Tests of Allegiance often feature alternate realities, odd perceptions, or even trials held on the being's home plane with outsiders acting as jury and judges. Games Masters are encouraged to be creative with Tests of Allegiance and make them as enjoyable as possible for everyone involved, including themselves.

**Evocation of Blood:** The first of the three Great Rituals, the Evocation of Blood is a jealously-guarded secret and can only be performed once the cabalist reaches 18<sup>th</sup> level in this class. To perform an Evocation of Blood, the cabalist must be in his sanctum and must have his cabal present. If the cabalist is a solo practitioner, all costs listed below are doubled. The Evocation of Blood allows a cabalist to essentially cheat death, though its exact form varies depending on the cabalist's allegiance. Regardless of form, this Great Ritual is a powerful working of magic and is not to be performed lightly.

White cabalists essentially draw upon the powers of the celestial realms and become effectively untouched by the hardships of the world until their time on this world is done. A white cabalist who performs this Great Ritual can no longer be affected by poison or disease of any sort. Even magical spells and effects that duplicate the effects of toxins (such as *poison*) or disease (such as *contagion*) are powerless to harm him. Grey cabalists gain the Timeless Body and 2 points of Constitution as their bodies are bolstered by elemental and ethereal forces. Black cabalists find this ritual far more violent, as they must sacrifice a living sentient creature of their

## The Cabalist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Cabalistic Spellcasting I, Ritual Choice, Allegiance
2	+1	+0	+0	+3	First Word of Power
3	+1	+1	+1	+3	Cabalistic Spellcasting II
4	+2	+1	+1	+4	Ritual Choice
5	+2	+1	+1	+4	Cabalistic Spellcasting III
6	+3	+2	+2	+5	Allegiance
7	+3	+2	+2	+5	Cabalistic Spellcasting IV
8	+4	+2	+2	+6	Ritual Choice
9	+4	+3	+3	+6	Cabalistic Spellcasting V
10	+5	+3	+3	+7	Forbidden Knowledge
11	+5	+3	+3	+7	Cabalistic Spellcasting VI
12	+6/+1	+4	+4	+8	Allegiance, Ritual Choice
13	+6/+1	+4	+4	+8	Cabalistic Spellcasting VII
14	+7/+2	+4	+4	+9	High Summons
15	+7/+2	+5	+5	+9	Cabalistic Spellcasting VIII
16	+8/+3	+5	+5	+10	Test of Allegiance
17	+8/+3	+5	+5	+10	Cabalistic Spellcasting IX
18	+9/+4	+6	+6	+11	Evocation of Blood
19	+9/+4	+6	+6	+11	Invocation of the Present
20	+10/+5	+6	+6	+12	Convocation of Transcendence

own race. Once done, they possess the body and it is restored to life as per a *resurrection* spell, gaining the original body's Strength, Dexterity and Constitution but no other special abilities or qualities. The sentient being sacrificed is restored in the cabalist's old body, which the newly-invigorated ritualist usually has summarily destroyed.

Regardless of form, the Evocation of Blood costs 20,000 gold pieces in materials, 10,000 experience points and takes 24 hours and a Ritual Spellcraft check (DC 35) to perform. The white version lasts from one dawn to the next, the grey form of the ritual stretches from noon to noon and the black Evocation begins and ends at Midnight. While the ritual does not truly leave the cabalist helpless at any point, it is ruined if interrupted and costs 10% of both the gold and experience point price for the failed attempt. A cabalist *must* perform the Evocation of Blood at some point before he reaches 19<sup>th</sup> level.

**Invocation of the Present:** A cabalist near the very pinnacle of his power discovers the ritual secrets necessary to truly attune himself to the forces of reality. These culminate in the Invocation of the Present, a ritual that grafts the cabalist's will to the framework of the universe and allows him to directly affect it if his mind and body are strong enough to withstand the stress of doing so. Like the previous Great Ritual, this requires a cabalist to be in his sanctum and have his cabal present or pay twice the costs for performing it.

The Invocation of the Present costs 50,000 gold pieces in materials, an incredibly-pricey 15,000 experience points and a Ritual Spellcraft check (DC 40) but grants immense power over the fabric of reality. In exchange for those costs and a full week spend in cloistered seclusion, the cabalist gains the ability to cast *limited wish* once per week and *wish* once per month at no experience point cost. These powers have a couple of limitations. One, they cannot affect ability scores permanently and they cannot bring physical items into existence. The Invocation of the Present must be performed before a cabalist can advance to 20<sup>th</sup> level and doing so will consume his *wish* use for the month he advances in.

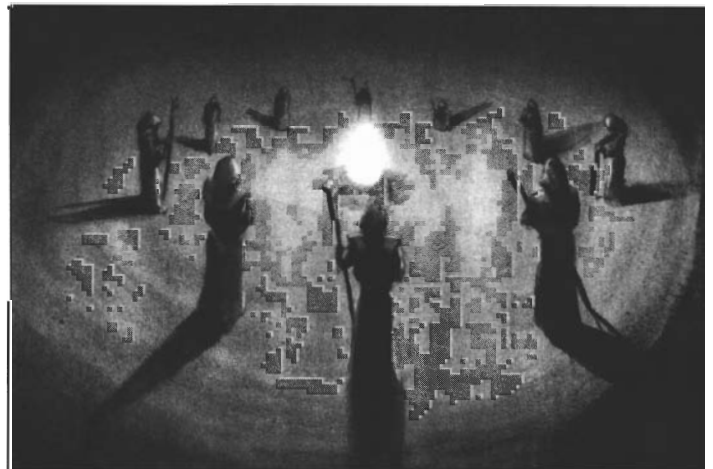
**Convocation of Transcendence:** Constant exposure to extradimensional forces finally threatens to overwhelm the cabalist's physical existence. Unlike Forbidden Knowledge, this power comes with a choice. A cabalist does not gain any of the benefits of reaching 20<sup>th</sup> level until he performs this final Great Ritual, the Convocation of Transcendence. He does not receive hit points, saving throw bonuses, or any other adjustments until the ritual is complete. Until then, he is treated exactly as a 19<sup>th</sup> level character with the exception that his experience point total cannot go below the level required to achieve 20<sup>th</sup> level due to expenditures for spellcasting or item creation.

The Convocation of Transcendence requires 100,000 gold pieces in materials, including a cost of 25,000 gp + a single gemstone of a colour or type appropriate to the cabalist's allegiance. This Great Ritual does *not* have an experience point cost at all, but the Games Master is encouraged to have the cabalist undergo another Test of Allegiance before he can complete it. Unlike the other two rituals, the Convocation requires a full cabal of 20 acolytes. As each of these must be at least 5<sup>th</sup> level cabalists trained for at least one of those levels by the cabalist performing the ritual, the Convocation may take a while coming after the character reaches the level to cast it.

The effort and trouble are well worth it. The Convocation takes only one hour but it must occur at an appropriate time selected by the Games Master with regards to the campaign, its cosmology and the cabalist's allegiance. The cabalist must make a Ritual Spellcraft check (DC 45). Failure shatters the gem and ruins it but has no other detrimental effect. Success transforms the cabalist forever. If he is a white cabalist, he gains the half-celestial template. Grey cabalists take on the elemental type, losing the previous type permanently, with all the advantages and limitations inherent with being an elemental creature. Black cabalists become half-fiendish and must choose a lower plane. If the black cabalist dies subsequently, his soul goes to the chosen plane and if he is ever *raised* or *resurrected*, he returns as an outsider.

## RITUALS

The arcane part of a cabalist's spellcasting abilities comes in the form of rituals. While players and Games Masters are encouraged to make ritual casting as complex as their gaming style and current campaign allow, this section will present the basic system for aspiring ritualists to build on. With these rules, a cabalist can perform intricate rituals while in the safety of his sanctum, a special place of power with inlaid diagrams, furnished according to celestial alignment and built on geomagical points of ancient



power. Sanctums are essentially strongholds built with whatever system a Games Master wishes to incorporate for such matters with a +10% to the total construction cost and an extra 5,000 gold pieces dedicated to properly outfitting a ritual room within. Rituals can be cast outside a sanctum but only as long as the cabalist is carrying cabalist's tools and abides by the increased complications listed in the process below.

**Special Note:** All sanctums have a special centre of power, a special place in the heart of the sanctum. When a cabalist is standing within the 10 foot radius diagram drawn there, all rituals and rites can be cast at their normal listed casting times (not the extended casting time discussed below) at an additional +2 penalty to Cabalistic Exhaustion DCs. This allows cabalists to be extremely effective when in their inner sanctums. Those who must travel away from these special places should consider constructing *power stones* and carrying *exalted keys* (both described below in the New Magical Items section).

To cast a ritual, a cabalist must first clear and cleanse his mind as a full round action. This requires complete stillness of motion and controlled breathing, which denies a cabalist his Dexterity bonus for the entire round. Then, he selects one of the spell effects (which duplicate standard spells of the same name) from the ritual in question and begins casting it. This requires a Ritual Spellcraft check at a difficulty of 10 plus three times the spell level of the ritual attempted. Failure causes the spell to fail but usually has no other penalty associated with it. Casting time for all rituals is the casting time listed for the spell with single actions being increased to full rounds and full round times becoming one minute time periods. This number is then multiplied by ten. Thus, the ritual version of a *greater scrying* spell takes 10 full rounds to cast, not one action. Casting a ritual outside a sanctum doubles the already increased casting time and imparts a +4 circumstance penalty to the Ritual Spellcraft check. Metamagic feats simply make the Ritual Spellcraft check harder by raising the effective level of the ritual; only the original level of the spell effect is considered when determining if a cabalist can perform its ritual.

Each time a cabalist selects a new ritual, he selects it from the following list of examples. Games Masters and players should work together to expand this list as befits their campaign. Each one of the listed examples is a series of spells that are all learned when the cabalist chooses that ritual. The specific spell cast when a cabalist performs the ritual must be one whose spell level is equal to or less than his Intelligence ability score divided by 2. Cabalists can perform a number of rituals each day equal to their class level plus their Constitution modifier (minimum once).

## Cabalistic Exhaustion

Cabalists drain themselves quite severely as part of

their method of spellcasting. Some traditions actually require bloodletting during the casting process and all of them involve some sort of incredible physical effort. Each time a cabalist casts a ritual or performs another action noted to cause Cabalistic Exhaustion, he must make a Fortitude save (DC 10) plus the level of the spell effect (of +5 if the action has no direct level effect associated with it) plus the number of checks previously made since the last time the cabalist received 8 hours of uninterrupted sleep or 2 hours of uninterrupted meditation. Cabalists can only meditate a number of times equal to their Wisdom bonus (minimum of 1) before they must get eight hours of rest to refresh themselves again.

Failing the saving throw results in 2 points of subdual damage for every level of the spell effect intended or 10 points if no spell effect is associated with the check. This can knock the cabalist out as normal for reaching 0 hit points through subdual damage. Note that this damage does not prompt a Concentration check and cannot ruin spellcasting, even if the cabalist is rendered unconscious. No matter what occurs, the spell effect still succeeds. Cabalists never have to make Cabalistic Exhaustion checks if the Ritual Spellcraft check (if any) required for the spell effect or class ability fails.

## Rituals

Astralis Majora - 0<sup>th</sup>: *dancing lights*, 1<sup>st</sup>: *obscuring mist*, 2<sup>nd</sup>: *spectral hand*, 3<sup>rd</sup>: *displacement*, 4<sup>th</sup>: *greater invisibility*, 5<sup>th</sup>: *lesser planar binding*, 6<sup>th</sup>: *etherealness*, 7<sup>th</sup>: *ethereal jaunt*, 8<sup>th</sup>: *maze*, 9<sup>th</sup>: *astral projection*

Baleful Lore - 0<sup>th</sup>: *disrupt undead*, 1<sup>st</sup>: *bane*, 2<sup>nd</sup>: *leomund's trap*, 3<sup>rd</sup>: *explosive runes*, 4<sup>th</sup>: *fire trap*, 5<sup>th</sup>: *nightmare*, 6<sup>th</sup>: *greater glyph of warding*, 7<sup>th</sup>: *banishment*, 8<sup>th</sup>: *symbol*, 9<sup>th</sup>: *imprisonment*

Death and Unlife - 0<sup>th</sup>: *virtue*, 1<sup>st</sup>: *deathwatch*, 2<sup>nd</sup>: *death knell*, 3<sup>rd</sup>: *gentle repose*, 4<sup>th</sup>: *death ward*, 5<sup>th</sup>: *animate dead*, 6<sup>th</sup>: *circle of death*, 7<sup>th</sup>: *control undead*, 8<sup>th</sup>: *harm* (*harm* is normally a 6<sup>th</sup> level divine spell, but is treated as 8<sup>th</sup> in every way as part of this ritual), 9<sup>th</sup>: *power word, kill*

Flames of the Ancients - 0<sup>th</sup>: *flare*, 1<sup>st</sup>: *burning hands*, 2<sup>nd</sup>: *flaming sphere*, 3<sup>rd</sup>: *fireball*, 4<sup>th</sup>: *wall of fire*, 5<sup>th</sup>: *flame strike*, 6<sup>th</sup>: *burning sphere* (as *freezing sphere*, but destroys water or does fire damage), 7<sup>th</sup>: *delayed blast fireball*, 8<sup>th</sup>: *sunburst*, 9<sup>th</sup>: *meteor swarm*

Hallowed Paths - 0<sup>th</sup>: *resistance*, 1<sup>st</sup>: *bless*, 2<sup>nd</sup>: *consecrate*, 3<sup>rd</sup>: *magic circle against chaos/evil/good/law*, 4<sup>th</sup>: *divine power*, 5<sup>th</sup>: *hallow*, 6<sup>th</sup>: *word of recall*, 7<sup>th</sup>: *refuge*, 8<sup>th</sup>: *holy aura*, 9<sup>th</sup>: *gate*

Ineffable Darkness - 0<sup>th</sup>: *inflict minor wounds*, 1<sup>st</sup>: *doom*, 2<sup>nd</sup>: *darkness*, 3<sup>rd</sup>: *vampiric touch*, 4<sup>th</sup>: *poison*, 5<sup>th</sup>: *unhallow*, 6<sup>th</sup>: *create undead*, 7<sup>th</sup>: *blasphemy*, 8<sup>th</sup>: *unholy aura*, 9<sup>th</sup>: *wail of the banshee*

The Many Ways of Going: 0<sup>th</sup>: *guidance*, 1<sup>st</sup>: *expeditious retreat*, 2<sup>nd</sup>: *levitate*, 3<sup>rd</sup>: *fly*, 4<sup>th</sup>: *dimension door*, 5<sup>th</sup>: *teleport*, 6<sup>th</sup>: *mass haste*, 7<sup>th</sup>: *vanish*, 8<sup>th</sup>: *etherealness*, 9<sup>th</sup>: *teleportation circle*

Passion's Way – 0<sup>th</sup>: *daze*, 1<sup>st</sup>: *charm person*, 2<sup>nd</sup>: *calm emotions*, 3<sup>rd</sup>: *suggestion*, 4<sup>th</sup>: *lesser geas*, 5<sup>th</sup>: *mind fog*, 6<sup>th</sup>: *geas/quest*, 7<sup>th</sup>: *mass suggestion*, 8<sup>th</sup>: *sympathy*, 9<sup>th</sup>: *dominate monster*

Summons From Beyond – 0<sup>th</sup>: *create water*, 1<sup>st</sup>: *mount*, 2<sup>nd</sup>: *summon swarm*, 3<sup>rd</sup>: *summon monster III*, 4<sup>th</sup>: *black tentacles*, 5<sup>th</sup>: *summon nature's ally V*, 6<sup>th</sup>: *planar ally*, 7<sup>th</sup>: *creeping doom*, 8<sup>th</sup>: *summon monster VIII*, 9<sup>th</sup>: *gate*

Tetragrams of the Witness – 0<sup>th</sup>: *detect magic*, *comprehend languages*, 2<sup>nd</sup>: *locate object*, 3<sup>rd</sup>: *clairaudience/clairvoyance*, 4<sup>th</sup>: *locate creature*, 5<sup>th</sup>: *prying eyes*, 6<sup>th</sup>: *true seeing*, 7<sup>th</sup>: *greater scrying*, 8<sup>th</sup>: *discern location*, 9<sup>th</sup>: *foresight*

New rituals should have a spell of each level, all bound to a central theme that typifies the nature of the ritual and keeps the abilities and limitations of the cabalist in mind. The extended casting times a cabalist must endure make most combat spells less than effective unless he is well stocked with *power stones* and *exalted keys*. As such, a cabalist is most useful when he can efficiently choose his rituals and the times and places when he must use them. Preparation is as important in adventuring for a cabalist as it is when trying to draw down the powers of the cosmos.

## Rites

Rites are comparatively quick spellcasting, especially for a cabalist. Rites are granted through the cabalist's allegiance choice, with each one essentially representing a vocal intonation of dimensional mantras and intense concentration. As opposed to the casting time multiplier imposed by rituals, rites are always full-round actions and can be cast defensively (albeit at a -5 penalty). No matter what components are listed for a given spell, rites have only a vocal component and require the cabalist's ritual athame to bring into effect. Casting a rite requires a Ritual Spellcasting check at a DC of 10 + twice the spell level. This roll always fails on a natural one and always succeeds on a natural 20.

Allegiances provide clerical domains to a cabalist. Access to a new domain allows the cabalist to cast spells from its list but does not provide the Domain power. A cabalist has the spells per day of an equal level cleric but can only cast spells from allegiance Domains and all clerical orisons. A cabalist never gains bonus spells for a high statistic score but his spell DCs are based on Wisdom. A cabalist must have a Wisdom score equal to 10 + spell level to cast a spell of that level, as per the normal rules for spellcasting.

All Cabalists have access to the *Knowledge* and *Magic* domains.

White Cabalists have access to the *Chaos*, *Good*, *Healing*, *Law*, *Protection* and *Sun* domains.

Grey Cabalists have access to the *Air*, *Animal*, *Earth*, *Fire*, *Plant*, and *Water* domains.

Black Cabalists have access to the *Chaos*, *Death*, *Destruction*, *Evil*, *Law*, and *War* domains.

## CABALS — CIRCLES OF POWER

A cabalist's abilities are enhanced by being part of or leading a cabal. A cabal, a group of cabalists brought together for group rituals, ceremonies, and the sharing of secret knowledge, can be gathered with the Leadership or provided by the Games Master as part of his campaign. Player Character cabalists do not automatically gain a cabal but any steps they take toward putting one together should be rewarded in game. Lower-level cabalists are likely part of an older established cabal as an acolyte or low ranking member, with higher rank and eventual leadership of his own cabal coming as he gains class levels and/or spends Leadership feats.

The Games Master is the final arbiter on exactly what benefits a cabal grants its membership but access to magical items for purchase and social contacts should definitely be among them. A cabal always grants cabalists one primary benefit; virtual metamagic feats. Whenever cabalists cast a spell together in a sanctified cabalistic place of power, they can modify that spell by any Games Master approved metamagic feat so long as the total caster levels involved in the circle equals or exceeds three times the final level of the spell. Cabals can cast any number of spells like this each night up to their normal maximums but casting in a circle requires every participant to make a Cabalistic Exhaustion check each time.

## NEW SKILL

### Ritual Spellcraft (Int; Trained Only, Cabalist Only)

The key skill required for any cabalist, Ritual Spellcraft is used to perform rituals and rites. It is also effective at identifying cabalistic items, rituals that are already in effect and substitutes for the standard skill Spellcraft when attempting to counterspell another cabalist's casting. Ritual spellcraft does not function as the skill Spellcraft for attempting to identify or counterspell normal arcane or divine magic; it only pertains to cabalistic spells and items. All DCs important to the operation of Ritual Spellcraft can be inferred from the Spellcraft listing in *Core Rulebook 1* or from the class abilities and listings in the cabalist character class description.



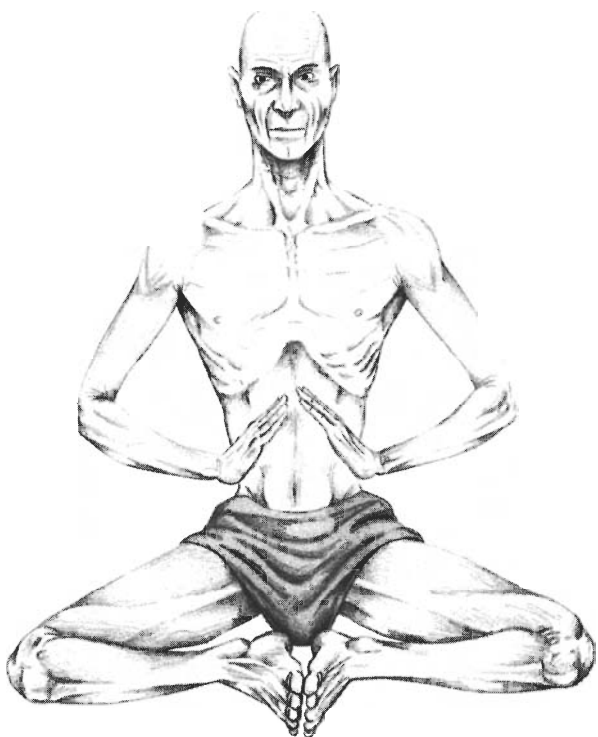
Retry: Only if the Spellcraft skill would allow it.  
 Special: The Use Magic Device skill offers no synergy bonus when using this skill to decipher a ritual scroll or tome.

## NEW MAGICAL ITEM

### Power Stones

Extremely useful items that are indispensable to cabalists outside their sanctums, *power stones* allow cabalists to have the effects of their rituals available during the hectic events of combat or when minutes and hours are not available for normal ritual work. If a *power stone* is held by a cabalist during the performance of a ritual, all but the last word of the ritual's mantra can be stored within it for later completion. Finishing the ritual stored within a *power stone* is a spell completion standard action that provokes an attack of opportunity. A cabalist can only use *power stones* he made personally. A cabalist can only imbue as many *power stones* with held rituals as he could normally cast rituals in between rest cycles (see Rituals, above) and any such rituals per day are lost until the *stones* are used, destroyed, or one full month has passed since they were imbued. Used *power stones* are destroyed.

*Caster Level: Varies; Prerequisites:* All cabalists can create *power stones*, the ritual to be imbued; *Market Price:* 25 gp x the spell level of the ritual x the caster level of the cabalist. Creating a *power stone* does not cost experience points.



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# Power Classes

## XII

# Fool

Fools share many traits with bards but their aims are often entirely at odds. Bards are the centre of attention, with their performances inspiring courage and admiration for the performer and his audiences. In contrast, the skilled displays of fools may entertain but the fool is never the point of the performance. Instead, the subject of a fool's efforts is rarely grateful as all his faults are laid bare for the world to see. Kind-hearted fools do this to teach, in the hope of their artistic victims learning from the display. There are also bitter fools, lost in their cynicism, whose aims are to humiliate and bring down those above them. An evil fool can be a vicious, cutting performer, making his audiences laugh even while he sows derision and hatred in their hearts.

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# Fool

# Power Classes



# The Power Classes XII *Fool*

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## INTRODUCTION

Jester, jongleur, comedian, entertainer and village idiot: the faces of the fool are as many and as varied as the roles they fill. For as long as history has been written by the powerful, there have been those who exist beside them with no greater mission in life than to teach the valuable lesson of not taking life too seriously. Not all fools dwell in the courts of the land, but wherever they are, they bring a legacy of laughter, a history of humility overcoming hubris and a reputation for ridicule. Some tease, some cajole and others denigrate themselves to show others the value of laughing at one's self. No matter the approach, the end is the same; humour is the force that makes knaves out of knights and finds peace in the most profound sorrow.

Fools share many traits with bards but their aims are often entirely at odds. Bards are the centre of attention, with their performances inspiring courage and admiration for the performer and his audiences. In contrast, the skilled displays of fools may entertain but the fool is never the point of the performance. Instead, the subject of a fool's efforts is rarely grateful as all his faults are laid bare for the world to see. Kind-hearted fools do this to teach, in the hope of their artistic victims learning from the display. There are also bitter fools, lost in their cynicism, whose aims are to humiliate and bring down those above them. An evil fool can be a vicious, cutting performer, making his audiences laugh even while he sows derision and hatred in their hearts.

## USING POWER CLASSES

This is the twelfth book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduces an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play a fool character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made to the many new class features which will have a direct impact on the capabilities of any fool character in the game.

# THE FOOL

**Adventures:** A fool's place is in civilization, as part of a place of power in the heart of society. Without people to lampoon and current events to mock and dissect, a fool quickly finds his talents less than adequate for the challenges of a solitary or dangerous life. Despite this, they can be quite effective in an adventuring group, provided they receive the support they need to do what they do best, infuriate and cajole. A fool's physical abilities can also be of great use to a party. Fools make excellent decoys and distractions; those that hone these capabilities for use in adventuring can become very valuable to their companions.

That said, fools are rarely popular members of an adventuring troupe. Most of them cannot help but tease their associates, which by itself is not a great way to win friends. To make matters worse, infuriated opponents may be driven to do incredibly destructive things the party will blame the fool for causing. Of course, not every fool is liable to do these things but it is common enough for the class that many are wary of the anarchy and taunts that a riled-up fool can inflict on his 'allies'. Adventuring with a fool might not always be civil but it is guaranteed to stay interesting. A fair warning though for would be companions – the thin skinned need not apply.

**Characteristics:** The most important trait of any fool is irreverence. Fools do not take things seriously. Those who become too sensitive or unable to find the flaws and humour in something have a hard time using their abilities. Fools are usually quick witted, light on their feet, jaded and both mentally and physically flexible. Fools, by their nature, keep themselves apart from everything. Only by staying at the edges of society and outside the power struggles that plague the society they lampoon can fools perform the vital roles that define their existence.

**Alignment:** Surprisingly, fools do not have to be chaotic. Many serve in their roles because of a deep-seated sense of loyalty to the authorities they tease, suggesting a lawful alignment. Others are completely unswayed by such devotions, staying neutral in all their affairs and acting the part of the fool to continually cut down those who go to extremes. Good and evil are also equally appropriate, with many fools choosing to cleave to the middle and choose a neutral road instead. Comedy and critique, it would seem, seldom takes sides.

**Religion:** Fools, because of their critical natures, do not tend to be very religious. There are of course exceptions, with most pious fools following the gods of entertainment and trickery. Others, especially those who have a strong dedication to the powers they serve, may revere the powers of nobility and duty. A few fools who do what they do to ensure authorities never

get out of control or too full of themselves might be devoted to gods of justice, humility, or even law itself.

**Background:** It is very rare for a fool to knowingly come from a noble background, especially if returning to that life is any longer an option. Those few fools who are of noble birth tend towards the displaced, the orphaned, and the disowned. The vast majority of fools are middle to lower class, with most coming into the profession as part of a long familial association with high-born houses and other people in positions of power. City and village-based fools, such as village idiots who take on the role by choice, are quite often the latest in a long generational line.

**Races:** The classic definition of a fool is an almost uniquely human concept. Of all the typical fantasy races, few have the capacity to both take itself too seriously and find humour in its own faults as humanity. The special social position of a fool is also a very human concept. Elves are usually self-aware enough not to need an external fault mirror, dwarves are too serious minded to consider satire a profession, gnomes are typically their own fools and halflings are rarely arrogant enough to warrant a fool's existence. Half-elves are actually quite suited to the job as well, as they are often part of human society but possessed of a very detached point of view because of their strange appearance and longer life spans.

That is not to say other races do not have fools; they simply have different roles and forms. Elven fools are often very physical, entertaining their audiences with feats of dexterity and legerdemain. The least comical of the racial fool stereotypes, some elven fools excel in some of the class's spoken abilities such as Riddle Games and Non-sequiturs.

Dwarven fools usually come from the race's least physical examples, people of the clan homes who are not suited to the labours that define their societies. A dwarven fool is typically a singer or speaker specializing in powers such as Parody's Refrain and Insults, as their bodies are not usually suited for high acrobatics and their peers are rarely possessed of sufficient sense of humour to appreciate normal foolish shenanigans.

Gnomish fools are usually light-hearted individuals who travel abroad, using their abilities to delight and amuse the other races they encounter far from their homes. Most gnomes are too dedicated to their obsessions and researches to take much entertainment from jesters in their midst but a fool with sufficient dedication to the kinds of skills a gnome enjoys may earn quite a good living for himself. Gnomish fools often learn tricks such as Onicycle Riding and Perfidious Props.

Halfling fools are rarely seen as such, especially since as a race they are usually jovial and full of humour. What defines a halfling fool is often location more than personality, as they are rarely welcome in their own shires and villages. Halflings enjoy fun and games but they are also dedicated to hard work when conditions call for it. Fools, who are usually ill-suited to hard work, are not seen as valued members of their home societies and are thus prone to long periods of travel abroad. As they are rarely part of their societies, halfling fools do not generally dedicate themselves to any given set of skills or class features.

Half-orcs, not generally part of a society of their own, tend to be far too sullen and violent to take well to this class. Those who do are almost certainly outcasts from their orcish parentage and may have been pushed into the role as a way of fitting into human society. Again, because half-orc fools are nearly always the product of human interaction, they also have no particular skill or power leanings.

**Other Classes:** The interaction between fools and any other character class tends to be based much more on personalities than on class stereotypes. Anyone overly serious or full of themselves is not likely to get along with a fool at all, especially as the latter will probably feel honour bound to take them down a peg or two. Generally rogues and bards are the best company for fools, as there is a large cross-over in their skills and class abilities. Paladins, clerics and druids are often very hide-bound and stuffy, which makes them entertaining, if unappreciable, fodder for a fool's attentions. Monks sometimes understand a fool's jokes carry a kind of enlightenment in them for those who will listen, and wizards can appreciate the more erudite of a fool's class abilities. Sorcerers have no typical reaction to them, though fool/sorcerers are a fairly common multiclassing occurrence.

## GAME RULE INFORMATION

**Abilities:** The most important trait for a fool to cultivate is his Charisma, as his ability to empathize and draw the attention of his audiences is vital to many of his class abilities. Secondary to a fool but still incredibly valuable is his Dexterity score, especially if he intends to focus on the class's physical talents. Sharp wits as shown by high Intelligence and Wisdom scores are very useful to fools because they affect several class skills. Lastly, a high Constitution helps a fool survive the backlash that occurs when his jibes get taken poorly.

**Alignment:** Any

**Hit Die:** d6

## Class Skills

The fool's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Knowledge (local, history, nobility/royalty, and religion) (Int), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex) and Use Magic Device (Cha, exclusive skill).

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

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

**Random Starting Gold:** 2d4 x 10 gp

## Class Features

All of the following are class features of the fool.

**Weapon and Armour Proficiency:** A fool is proficient with all simple weapons and any one martial weapon, generally one typical of or associate with his culture of origin. He is also proficient with light armour. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Social Pariah:** Regardless of a fool's background, race, or political connections, he holds a special place in society; that of the accepted outsider. Some cultures may make a fool feel more or less ostracized but all fools are outside the normal social conventions for their people. It is this special status that allows fools to insult, criticize and create satires of things that may be very sacred or honoured without being immediately condemned for their actions.

This special status is largely a roleplaying effect, though it has some measurable benefits. In any encounters with authority figures either of his home culture or a culture he has had at least six months of experience with, a fool has a +1 circumstance bonus to all Bluff, Diplomacy, Sense Motive and Gather Information skill checks. Fools are generally considered outside the law when it comes to personal expression or public displays, though they can fall out of favour quickly and have to move or be punished if they push things too far.

As Social Pariahs, fools also receive a -10% discount on any mundane items purchased within their home culture or a familiar area as noted above and rarely have to pay for meals or a place to sleep. Accommodations may not always be the best (the exact quality depends

on in-the-game developments and Games Master's discretion) but fools are cared for by the people they serve out of a sense of respect or tolerance. People may not suffer fools well but they apparently suffer them.

**Personal Focus:** At first level, a fool must choose the personal focus for his training and talents. This choice provides him with a bonus when using certain skills and learning selected abilities from the Legerdemain list. Once made, this choice cannot be changed later without extreme campaign reasons as determined by the Games Master.

The choices are Physical Performance (Balance, Escape Artist, Jump, Perform, and Tumble), Interaction (Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive), Subterfuge (Disguise, Listen, Pick Pocket, Search, and Spot), or Lorekeeping (Alchemy, Appraise, Knowledge, and Use Magic Device). Each choice matches a category of Legerdemain powers listed below; a fool's Personal Focus gives him a +2 competence bonus when using the skills listed in the choice and when exercising any of the Legerdemain powers in its category.

**Legerdemain:** The main form of a fool's class abilities, Legerdemain is a collection of powers that define how the fool performs his role in society and entertains while he educates. Not all of the Legerdemain powers can be chosen initially; some have prerequisites in the form of other powers, feats, or even ability scores. Fools can also choose to select a Legerdemain power instead of a feat any time he would normally be able to take one for character level

advancement (i.e. at 1<sup>st</sup>, 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, and 18<sup>th</sup>). This replaces the feat in question.

Legerdemain powers are divided into four categories. Fools are free to choose from any category, as long as they meet the prerequisites for the power they wish to take, but a fool must select his first power from the same category chosen as his Personal Focus. Beyond that, there are no limitations to a fool's choices.

**Skill Mastery – Fool:** When a fool gains this ability, he or she may choose one of the fool class skills. The first time this power is gained, the chosen skill must be one of those associated with his or her Personal Focus. Subsequent choices can be made from any fool class skill. The chosen skill can always be used by Taking 10, regardless of distractions or other limitations that would normally prevent the fool from doing so.

Fool Skill Mastery also provides a +1 circumstance bonus to the skill being checked but only if there is at least one ally within 90 feet of the fool when the skill is being used. This ally must be conscious, cannot have levels in the fool character class and be able to perceive the fool while he is using the skill both visually and audibly. This ally cannot be currently engaged in spellcasting, combat, or attempting to aid the fool in the use of the skill.

## THE MANY TALENTS OF LEGERDEMAIN

### Physical Performance

**Acrobatics:** The fool can perform various acts of contortion, tumbling and gymnastics for the amusement and edification of his audience. These skills can serve him in good stead off stage as well; fools with Acrobatics are considered to possess Evasion as per the rogue class ability of the same name. Acrobatics also imparts a +1 circumstance bonus to all Escape Artist, Balance and Tumbling checks. If a fool with Acrobatics chooses to spend his every movement in a given round cavorting and wheeling in front of an opponent, he does not move physically out of his five foot square but he does not provoke an attack of opportunity and he can combine the motion with a single +1d6 melee Sneak Attack due to the surprise and misdirection of the strike.

*Prerequisites:* Dexterity 12+, at least one rank in Perform, Escape Artist, Balance, and Tumble.

**Juggling:** A fool trained in juggling can juggle a number of small objects equal to 2 plus his Dexterity modifier. Each object can weigh no more than a quarter of his Strength score in lbs. and must be easily held in one hand. Juggling by itself requires a Perform check (DC 10) to do successfully, with each check providing one full minute of performance. Fools skilled in Juggling can use this ability to launch a +1d6 ranged



sneak attack with any missile weapon(s) he can juggle (up to his maximum number of attacks per round) by making a Perform check (DC 20) and spending a full-round action to do so.

If the fool is also skilled with Knife Throwing, he may attempt the dangerous Spray of Blades manoeuvre, which requires a full-round action and a Perform check (DC equals 20 + twice the number of juggled weapons). If the check is successful, every weapon currently being juggled lashes out in an attack at the fool's full ranged attack bonus -2 at any desired target(s) within 30 feet. These attacks are not precise enough to count as Sneak Attacks or achieve critical hits.

*Prerequisites:* Dexterity 12+, Perform 4 ranks.

**Knife Throwing:** A strange skill normally only learned by fools performing as part of a circus or performer's troupe, Knife Throwing is a deadly art that focuses on missing one's target as closely as possible. This level of accuracy is as much showmanship as it is skill but the same lessons can be applied to lethal aim when the situation demands. A Knife Throwing fool can always miss his target narrowly with a thrown missile weapon if he chooses, making it look as if he was aiming to kill, and treats the threat range of any one chosen type of thrown missile weapon as if he possessed the appropriate Improved Critical feat. This skill stacks with that feat but only improves the final threat range by +1, regardless of the weapon's actual critical range.

*Prerequisites:* Dexterity 14+, Perform 5 ranks, Base Attack Bonus +1 or higher.

**Pratfalls:** A skilled fool with the ability of Pratfalls can fall, stumble and generally stagger as if intoxicated or impaired with little risk of true injury and can do so very entertainingly. The performance value of pratfalls can be immense, especially as part of an unflattering portrayal when linked with Disguise to impersonate someone in a position of authority. On the practical side, Pratfalling fools ignore the first 10 feet of any falling damage, can stand up from being prone as a free action once a round and gains a +1 circumstance bonus to all Tumble checks.

*Prerequisites:* Acrobatics, Perform 5 ranks, Tumble 5 ranks, 15 or more hit points.

**Onicycle Riding:** The art of Onicycle Riding is a dangerous one but very entertaining for an audience when done well (or when done poorly, though the fool in question may not appreciate the laughter). Under the control of a skilled rider, onicycles are impressive vehicles, capable of great speed and agility. This power grants the fool the ability to ride an onicycle without making Balance checks unless he is engaged in combat. In addition, the fool is considered to have Mounted Combat as a virtual feat when riding an onicycle.

*Prerequisites:* Dexterity 14+, Balance 4 ranks.

**Perfidious Props:** Fools with Perfidious Props have the ability to build, maintain and use both simple and

### The Fool

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Social Pariah, 2 Legerdemain choices, Personal Focus
2	+1	+0	+3	+3	Legerdemain
3	+1	+1	+3	+3	
4	+2	+1	+4	+4	Skill Mastery - Fool
5	+2	+1	+4	+4	Legerdemain
6	+3	+2	+5	+5	
7	+3	+2	+5	+5	
8	+4	+2	+6	+6	
9	+4	+3	+6	+6	Skill Mastery - Fool
10	+5	+3	+7	+7	Legerdemain
11	+5	+3	+7	+7	
12	+6/+1	+4	+8	+8	
13	+6/+1	+4	+8	+8	
14	+7/+2	+4	+9	+9	Skill Mastery - Fool
15	+7/+2	+5	+9	+9	Legerdemain
16	+8/+3	+5	+10	+10	
17	+8/+3	+5	+10	+10	
18	+9/+4	+6	+11	+11	
19	+9/+4	+6	+11	+11	Skill Mastery - Fool
20	+10/+5	+6	+12	+12	Legerdemain

complex props during their performances. These often silly-looking items are quite useful, non-magically duplicating the effects of *mage hand*, *flare* and *prestidigitation* as many times per day as the fool desires. The Games Master can determine some effects are beyond the ability of these mundane props to accomplish. Any given day a fool uses his Perfidious Props, he must pay 5 gold pieces to restock and maintain his supplies or that spell effect cannot be accomplished in subsequent days until he does so. Whenever a prop requires a DC to resist, the DC is 5 plus the fool's Intelligence modifier + his ranks in Craft (propmaking).

*Prerequisites:* Intelligence 12+, Craft (propmaking) 4 ranks.

## INTERACTION

**Non-sequiturs:** The fool with Non-sequiturs as a power can simply utter something nonsensical and possibly confuse those who can hear him. Like most other fool powers, this one can affect opponents and allies alike but allies gain a +4 bonus to resist it due to their association with the fool. All those within 30 feet of a fool saying a Non-sequitur must make a Will save with a DC of 10 + the fool's Charisma modifier + the fool's Wisdom modifier. Those who fail are affected as if by a *daze* spell. There is no limit to the number of times per day a fool can do this but a single target can only be successfully affected once per 24 hours. Non-sequiturs are mind affecting, language dependent, nonmagical compulsions.

*Prerequisites:* Wisdom 12+, Charisma 12+, Bluff 4 ranks.

**Riddle Games:** Fools skilled in the art of Riddle Games become masters of both creating riddles and answering them. High society tends to adore Riddle Games, as do commoners when they have the free time to relax and enjoy a pastime at all. As such, they are widely appealing. In addition to entertainment, Riddle Games expand the mind and sharpen a fool's wits. Riddle Games provide a circumstance bonus of +2 to any skill or ability check required to answer a riddle, figure out a word, number, or visual puzzle. As a side benefit, fools gain a +4 bonus to all reaction checks made with riddle-obsessed creatures and people (Games Master's discretion as to when this applies).

*Prerequisites:* Wisdom 12+, Intelligence 12+, at least 6 ranks total in Knowledge skills.

**Parody's Refrain:** The highest form of the Insulting art, Parody's Refrain involves songs but does not require the fool to actually be able to sing. By composing a song intended to slander a particular person, place, or thing, the fool can create a catchy tune that quickly becomes known far and wide by the masses. Parody's Refrain takes one day to complete and one week to actually spread throughout an entire

kingdom (or other geographical or political area) but, once it does, the target receives a -2 circumstance penalty to all reactions checks or other relevant social rolls. This effect lasts one month and then fades unless the fool makes a Charisma check (DC 18) to maintain it. Multiple refrains aimed at a single target do not stack.

*Prerequisites:* Insults, Charisma 14+, Intelligence 12+.

**Insults:** One of the classic fool abilities, Insults are part and parcel of a fool's way of life. Cutting comments, sarcastic remarks and unflattering portrayals of important public figures are just a few of the many, many ways a fool can critically injure people's egos. When this power is not being used for entertainment and annoyance, it can be turned on opponents that can see or hear the fool. By turning his barbed wit loose on a target or group of related (same race, same army, etc.) targets, the fool can force them into a confrontation with himself as the primary focus of their anger. Only sentient creatures capable of understanding the fool's comments for what they are can be affected.

Resisting these taunts requires a Will save (DC is the result of the fool's Perform check - 5, +/- up to 5 for good or bad roleplaying on the part of the fool's player in phrasing the insult). Successfully ridiculed targets will attempt to attack the fool using the most effective weapon they have, which might include a Diplomacy check aimed at insulting or snubbing the fool right back. Most physically inclined victims simply draw a weapon and charge. Extremely good reasons not to do this (such as an obvious pit between them and the fool) results in a second attempt to save at a +10 circumstance bonus.

*Prerequisites:* Charisma 12+, Perform 4 ranks, Intimidate 4 ranks.

**Shepherd of Truth:** Fools can be very effective at learning the truth in people, as this power clearly shows. A Shepherd of Truth can get people to tell him things about themselves without meaning to say a word. Through a skilled interplay of body language, observation and leading statements, a fool with this ability can make a Sense Motive check (DC 15 + a variable number simulating the sensitivity of the information the fool seeks). The Games Master sets the final DC but simple information (child's name, if the subject owns a house, favourite colour) should be a DC 15 with secrets being progressively harder (such as DC 40 to discover the king's secret vault is under the throne and can only be opened with a key the queen wears inside her corset).

*Prerequisites:* Charisma 14+, Perform 2 ranks, Sense Motive 4 ranks.

**Prophecy:** Fools are not prophets but by bending the truth of things, being more than a little vague and weaving in vital information people have given him without meaning to or realizing they have, a fool can



make pronouncements and make them seem prophetic. These statements have no real power in and of themselves but if the fool succeeds at a Bluff check (DC 30 minimum) he can get those in authority to believe in his prophetic gift and take actions based on his 'vision'. The potential for this power in the hands of a skilled fool is incredible, as is the potential for abuse. Any fool wishing to play the part of the visionary should be careful; prophets proven false are not well liked.  
*Prerequisites:* Shepherd of Truth, Charisma 16+, Bluff 10 ranks.

## SUBTERFUGE

**Nigh-Invisible:** A fool can escape notice even when he is plainly visible if he has learned the art of Nigh-Invisibility. While this is not a magical skill, the fool with this power has become so much a part of the background that, in any given round when he stands completely still, is not engaged in combat and takes no visible actions, he can make an Charisma check. This check's result is the Spot DC needed by others to notice the fool at all. This power does not work in a setting other than one familiar to the fool and appropriate for him to be in at all.  
*Prerequisite:* Inconsequential, Charisma 12+.



**Inconsequential:** In the minds of many, a fool is something to be suffered and ignored. Fools can cultivate this opinion, placing themselves purposefully beneath notice. An Inconsequential fool gains a +4 circumstance bonus to all Hide, Move Silently, and Pick Pocket skill checks so long as he is in a setting and environment expected of him. Thus, a fool

would enjoy this bonus in a courtroom or city market but he would not gain it in the Hall of the Gnoll King or the like. This power cannot be used while the fool is visibly armed with anything of small size or larger.  
*Prerequisite:* Must not possess any characteristic unusual for his race or Disguise 8 ranks, Disguise 4 ranks.

**Apporting Hands:** Sleight of hand is a useful skill for a fool, allowing him to perform tricks of cunning and skill for audiences as well as supplementing his usually meagre income. The fool's deft abilities with his hands function as the Quick Draw feat, save that they also allow him to retrieve items of any size he could comfortably hold with one hand as a free action.  
*Prerequisites:* Juggling, Dexterity 16+.

**Open Mind:** An Open Minded fool is always watching, always listening for any information or activity that may be of value to himself or those he serves. In addition to the +2 circumstance bonus this ability grants to all Listen and Spot checks, the fool can make a Reflex save (DC 20) to avoid being flatfooted during the first round of any combat. If the save is successful, this is treated as the first level of Uncanny Dodge.  
*Prerequisites:* Dexterity 12+, Wisdom 14+, Listen 4 ranks, Spot 4 ranks.

**Closed Mind:** A fool with a Closed Mind is very effective at resisting other people's opinions and attempts to sway him. This constant enforcement of the fool's own thoughts and motivations provide him with a +2 circumstance bonus to any Will save or other resistance check prompted by a compulsion or charm effect, a skill check that could alter his opinions, or a psionic discipline or attack form that affects his Intelligence or Wisdom scores.  
*Prerequisites:* Fool class level 3+, Iron Will (which it stacks with), Wisdom 12+.

**Mimic:** There are many uses to the skill of Disguise but a Mimic fool can think of a hundred more. Mimic fools subtract 5 from the DC for duplicating the appearance of anyone of his own culture due to his in-depth familiarity with the people he serves. Mimics also have another benefit that makes many fools take up the craft; a Mimic can create a false identity with his Disguise skill. This identity can be of any social class or appearance as long as the fool's abilities and connections can support it. This alternate persona always succeeds in the Disguise skill attempted to create it and holds up to very close scrutiny. With this skill, a fool can step outside his role as a Pariah from time to time.  
*Prerequisites:* Intelligence 12+, Wisdom 12+, Charisma 12+, Disguise 4 ranks.

## LOREKEEPING

**Rueful Knowing:** Fools are often privy to things they should not know, information that can be very harmful if told to the wrong person or revealed in public. What a fool with Rueful Knowing can learn is even more dangerous, possibly getting the subject of the fool's knowledge into severe physical or legal trouble. No secret is safe from a fool with this power, even those he could not normally learn, but getting the secret requires a Gather Information check with a DC equal to the severity of the desired information. Unlike Gossip, Rueful Knowing has no limits to its subject matter, so long as one person the fool knows has the information he seeks. Fools are cautioned to be very careful with this power. Knowing the king is having a go at his chambermaids is one thing but announcing it at his wedding is quite another.

*Prerequisites:* Fool Level 5+, Gossip, Gather Information 8 ranks.

**Triviality:** Knowledge skills are second nature to a fool with Triviality as a power. By making a Trivia skill check against a DC of 20 using the average of his Knowledge skill ranks as his Trivia rank bonus, a fool can come up with some useful, random fact about any topic at hand. There is not a limit to the use of this ability, but once it fails, it cannot be used for the same topic for 24 hours and there is no control over what fact is remembered.

*Prerequisite:* 8 ranks total in any Knowledge skills, Intelligence 14+.

**Gossip:** The fool with the power of Gossip hears all the latest court and local news, even the stuff that is frivolous, outright fabrications and the occasional juicy bit of slander. By making a Gather Information check concerning a place, person or thing of interest, the fool can learn details concerning it simply by listening and asking the right questions. This ability can only work if the intended subject is something known by at least three people within the social circles the fool associates. The DC for this check ranges from 10 for common information such as notable merchants for a given trade item to upwards of 40 and 45 for truly obscure, private secrets such as the true identity of an infamous assassin.

*Prerequisites:* Wisdom 12+, Gather Information 4 ranks, Knowledge (local) 4 ranks.

**Network of Eyes:** A fool with the Network of Eyes sits at the centre of a vast web of information in the form of people who may or may not even know they serve him. By periodically checking with these contacts and/or waiting for them to come to him, the fool knows many more secrets than he could possibly learn on his own. Having a Network of Eyes lowers the DC of any Gather Information check the fool makes within a familiar culture by 5 and allows him to use his Gossip power once a week even if he does not have the opportunity to do so actively.

*Prerequisites:* Gossip, Charisma 12+, Gather Information 5 ranks.

**Concoctions:** Fools have a tradition of bizarre knowledge and strange ways. Some of these are intended to separate them from their society but others are based on secrets passed down from generation to generation. The Concoctions gift is rare among fools but it can occur in gnomish societies and in areas where the technical advancements of the current or a bygone age allows it. A fool with Concoctions can mix black powder (if the Games Master allows it) and gains the Brew Potion virtual feat to create non-magical equivalents of any 0- or 1<sup>st</sup> level wizard/sorcerer spell. The fool does not need to know the spell in question but all gold piece and experience point costs are doubled.

*Prerequisites:* Intelligence 16+, Alchemy 10 ranks.

**Foolish Lore:** Eventually, even trivial information can become coherent enough to be truly useful. By training his cognitive and recall skills, a fool can develop the power of Foolish Lore, enabling him to recall specific facts about virtually any topic. This power is treated exactly like the Bardic Knowledge class ability listed in *Core Rulebook I*.

*Prerequisites:* Fool class level 5+, Triviality, Intelligence 12+.

## NEW EQUIPMENT

Fools actually want for very little. Their place in society usually supplies them with all of the basics, including food, board and basic clothing. Many find their skills are better appreciated with a little physical enhancement in the form of garish garments and eye-catching paraphernalia. For those fools truly dedicated to this course, the power of Perfidious Props handles most of their needs but even a strictly-vocal jester might benefit from a brightly-coloured jacket and something silly on a stick.

### Onicycle

A contraction of wooden poles, metal gears and a single-spoked wheel, the onicycle is generally a curiosity relegated to sideshows, circus tents and fanciful parades. To use one, the rider mounts a tiny seat and pushes against a pair of small pedals revolving around a disc mounted to the onicycle's wheel. When ridden correctly, onicycles can perform some amazingly acrobatic stunts and achieve very high speeds. Each round spent riding an onicycle grants a +20 to base land movement speed and requires a Balance check (DC 15) to keep from falling off and suffering 1d4 subdual damage. Tumble checks can be made with a -5 circumstance penalty while riding an onicycle.

Onicycle; Wt 15 lb; 250 gp

## Fool's Garb

These clothes come in a wide range of styles and depend greatly on the home culture of the wearer for their appearance. The typical suit of fool's garb is a pair of brightly-coloured tights, slightly oversized and exaggerated shoes, a comfortable and easily-covered undershirt, a garish jacket with bright buttons and a bizarrely-shaped hat often ornamented with bells. Other appropriate outfits include strangely-cut robes of outlandish and usually inappropriate colours and patterns or wildly-overdone ceremonial armour with silly animals such as rabbits or puppies emblazoned on them. The form of the garb depends on the fool wearing it, which makes generalizations very difficult. If it gets attention and serves to set the fool apart from others around him, it is probably an appropriate choice.

Fool's Garb; Wt 3 lb; 4 gp



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