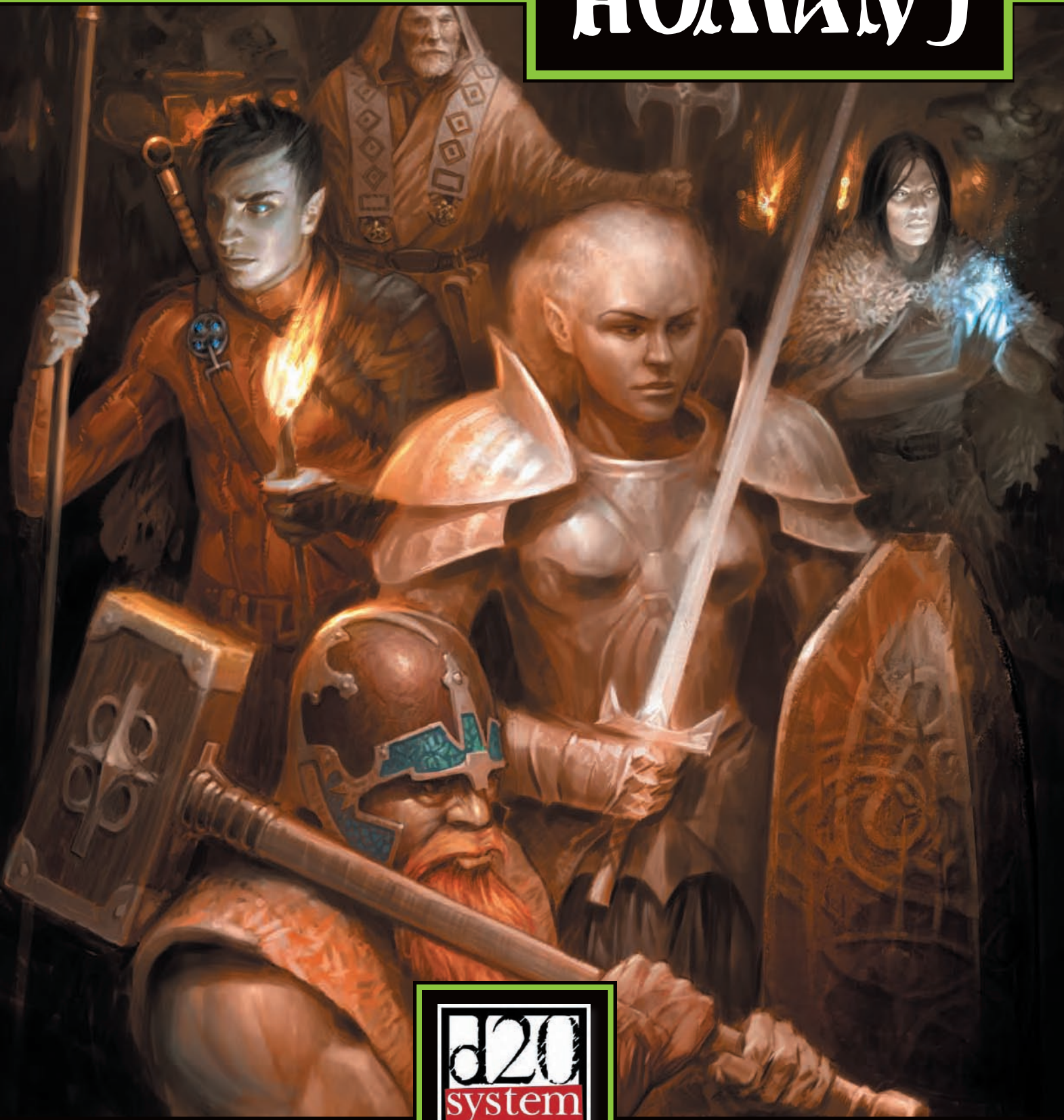


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ADVANCED RACE CODEX

HUMANS

BY ROBERT J. SCHWALB



d20
system

AN ADVANCED RULEBOOK FOR THE D20 SYSTEM

THE ADVANCED RACE CODEx

HUMANS



DESIGN: ROBERT J. SCHWABE

EDITING: SCOTT FRITZGERALD GRAY

ART DIRECTION AND GRAPHIC DESIGN: HAL MANCOLD & MARC SCHMALZ

COVER ART: WILLIAM C. EAKEN

INTERIOR ART: SHVA ASTERKIAN, KEV CAPELLI, DAVID GRIFFITH, MARCO FIORITO,
CHRIS KEEFE, STEVE LAWTON, LEO LINCAS, MANOEL MACALHAES, BRUCE MARTIN,
JAMES RYMAN, MIKE VILARDI, JOE WICHELD

PROOFREADING: EVAN SASS EXECUTIVE PRODUCER: CHRIS PRAMAS

GREEN RONIN STAFF: STEVE KENSON, NICOLE LINDROOS, HAL MANCOLD, CHRIS PRAMAS,
EVAN SASS, MARC SCHMALZ, & ROBERT J. SCHWABE



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Green Ronin Publishing

P.O. Box 1723
Renton, WA 98057-1723

Email: custserv@greenronin.com
Web Site: www.greenronin.com

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INTRODUCTION

Welcome to the *Advanced Race Codex* PDF series!

Ever notice how after your first few levels, the choice you made for your character's race no longer seems to matter? Beyond a few bonus skill points, perhaps an additional feat, and a handful of modifiers for special situations, the benefits of racial selection don't amount to all that much. Sure, your dwarf has darkvision, but so does anyone else touched by a 3rd-level wizard who can cast the spell of the same name. Like the +2 bonus to Constitution your gnome got? You can bet your party's spellcasters like the +4 bonus they get from *bear's endurance*. Think your elf is good at getting a fast shot off with a longbow? So is anyone else with *gloves of Dexterity*. When you really think about it, a feat, spell, or prestige class can eventually replicate just about any bonus or edge you get from your race choice. So should you care about what race you pick? Does it really matter in the long run?

Absolutely.

This is where the *Advanced Race Codex PDFs* come in. The primary purpose of these electronic books is to bring back the appeal of playing elves and half-elves, gnomes and halflings, half-orcs and other humanoid races. Each PDF expands the scope of a race beyond the simplest terms of the default campaign background, allowing racial choice to really mean something. They provide the mechanics to support whatever character you want to play, from whatever perspective you want to play it. From a black-clad dwarf necromancer, to a halfling bare-fisted fighter, to an elf bard channeling the music of nature, this series gives you the tools to expand the scope of character races in your games. Individually, the ARC PDFs provide rules expansions for one of the core races: dwarves, elves, humans, half-elves, and the rest in exquisite detail. By offering them individually,

you can sample the cool new rules and features as they apply to your character, easily printing off feats, spells, and prestige class notes you can bring to the table without lugging around an extra book.

Some of the material found in these PDFs originated in Green Ronin's popular **Races of Renown** series. The **Advanced Race Codex** PDF series collects this wealth of older material and updates it to the v3.5 rules. The **Advanced Race Codex** series is more than just a reprint and revision product, though. Here you will also find all-new information presented for humans, gnomes, half-elves, halflings, and more. So rest assured, no matter what kind of character you want to play, the **Advanced Race Codex** series has something just for you.

Each volume is organized into six parts. Part I details useful information for playing a member of a particular race, offering quick roleplaying tips and suggestions, minor rules modifications or expansions, and other useful material. Part II goes beyond the character to look at how the race as a whole fits into the game, with both sections complementing each other to fully define each race in roleplaying terms—from standard subraces to variant core races and new mechanics for existing rules.

Part III comprises supplemental rules, presenting new or revised feats for each race. Prestige classes follow in Part IV. New spells in Part V and Equipment in Part VI round out each volume, arming each race with tools powerful enough to meet any challenge.

If you like what you find, and we're sure you will, be sure to check out the other PDF releases in Green Ronin's **Advanced Race Codex** series, and watch for the print book in the coming months.

ADVANCED RACE CODEx AND THE ADVANCED RULEBOOKS

Though this is a self-contained book, as a part of Green Ronin's growing line of **Advanced Rulebooks**, each PDF in the **Advanced Race Codex** series works alongside the *Advanced Bestiary*, *Advanced Player's Manual*, and *Advanced Gamemaster's Guide*. By using the rules presented in those other works, you can expand on the information given here. The *Advanced Bestiary* offers a host of new templates, so that if you have an urge to play arboreal versions of elves, fire-infused dwarves, or even fungal gnomes, no problem. The *Advanced Player's Manual* provides powerful tools for building interesting racial variants, a wealth of new class options, and even skill modifiers based on creature type. Finally, the *Advanced Gamemaster's Guide* presents excellent advice for building campaign settings and adventures, giving

you definitive guidelines for introducing new material into your games and constructing a world in which you may place your new creations.

If you use the classes presented in the *Advanced Player's Manual*, for the purposes of determining a character's starting age, eldritch weavers, evangelists, spellmasters and warpriests use the cleric column, scouts and thanemages use the bard column.

USING THE CODEx

One of the biggest benefits of the **Advanced Rulebooks** is that they aren't beholden to a particular campaign setting.

This means they are equally useful whether you explore the dark jungles of *Mindshadows* or fight against Set's minions in *Egyptian Adventures: Hamunaptra*. Even if you play in a campaign setting that doesn't feature elves, dwarves, or other staple fantasy characters, you can still make use of this series by plundering the mechanics that work for you. Alternatively, you could use this book with Green Ronin's *Black Company Campaign Setting*, simply modifying feats and prestige classes to conform to the special rules used in that particular world.

Whatever you use it for, this book is about giving you the power to make memorable characters. Feel free to adapt what you like, leave what you don't, and above all, enjoy what this resource has to offer.

EPIC PRESTIGE CLASSES

The **Advanced Race Codex** PDF series fully supports the *Epic Level Handbook* by providing epic class progressions for every prestige class that has ten or more levels. In accordance with the guidelines presented in the *ELH*, no prestige class with less than ten levels has an epic level progression. For more details on epic characters, check out **Chapter Six: Characters** in the *DMG*.

ACTIONS

The latest updates to the d20 System present two new types of actions: the swift action and the immediate action. For this book, we've adapted them for use with both magic and special abilities. Where a spell or ability requires a swift or immediate action, refer to these entries for details.

SWIFT ACTION

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action

any time you would normally be allowed to take a free action. Casting or manifesting a quickened spell or power is a swift action. In addition, casting any spell or manifesting any power with a casting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

IMMEDIATE ACTION

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

ABOUT THE AUTHOR

Robert J. Schwalb is Green Ronin's own Dr. Evil, d20 developer, and line developer for **Warhammer Fantasy Roleplay**. He's written and developed the award-winning *Black Company Campaign Setting* and designed and developed the **Thieves' World** line of game products for the d20 system. In addition, he's also designed or contributed to the *Warhammer Fantasy Roleplaying Game*, the *Book of Fiends*, the *Cavalier's Handbook*, *Aasimar & Tiefling: A Guidebook to the Planetouched*, AEG's *World's Largest Dungeon*, Necromancer Games' *Trouble at Durbenford*, Fantasy Flight Games' ENnie Award-winning *Horizon: Grimm*, Wizards of the Coast's *Tome of Magic: Pact, Shadow, and True Name Magic*, and has written for a number of other companies including Goodman Games, Paradigm Concepts, and Paizo Publishing. Robert lives in Tennessee with his wife Stacey and their pride of cats.

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HUMANS

Of all the races described in the *PHB* (and elsewhere), humans are by far the most popular race to play. Mechanically, they have the best customizable benefits in the game. They have no favored class. They gain a slew of extra skill points and a bonus feat. Their sheer versatility makes the human race a great option for almost any type of adventurer you would want to play.

However, it is also one of the blandest races in the book. Humans are described as adaptable, versatile, and ambitious. A daring race, humans are likely to champion causes for the sake of the cause itself. They are capable of great good and terrible evil. Humans also have a broad range of physical characteristics, being short or tall, slim or fat, with dark or light coloring, various skin tones from albino white to coal black and everything in between. All of these options make defining humans and their placement in the world challenging to say nothing of how humans interact with other races, how they tend to adopt other customs and cultures based on where they live, the gods they worship and the creatures and people they come into contact with.

That's what this chapter is for. Herein lies the tools to make your human character unique, to develop a place for that character in a larger fantasy context. Whether you experiment with planar heritage, dragon blood, or even make use of the human background rules, this chapter gives you the tools to make the humans more than just the baseline against which all other races are judged.

Humans as presented in the *PHB* have the following racial traits.

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, her highest-level class does not count.

PART I: PLAYING HUMAN CHARACTERS

Playing a human should be easy on the face of it, as it's something we all have plenty of experience with. In the end, though, it's often far too easy to overlay our own personality types on our human characters. We sometimes

allow modern perceptions and moral opinions to color our character's actions without really thinking about the motives our fantasy humans have for adventuring. Certainly, power is an important imperative for many, and a few levels of

experience, a coffer full of coins, a hefty *staff of wizardry*, or +6 *keen longsword of doom* might be worth the risk of braving untold horrors, staring down dragons, and plumbing the depths of the underworld. However, love, honor, justice, debauchery, or revenge are all viable reasons for your human character to break the mold of the cliched adventurer.

HUMAN BACKGROUNDS

An interesting tool for addressing the question of what motivates your human character is the idea of character backgrounds. Backgrounds are the vestiges of former lives, reflecting the set of experiences and inclinations that shape a character's future and make that character unique when compared to other human characters. A human fighter who spent his youth aboard a ship at sea is far different from a fighter who was once a wizard's apprentice before giving up magic for the reassurance of a blade. Adapted from the character backgrounds in *The Black Company Campaign Setting*, each background presented here has been retooled to fit within the standard d20 fantasy genre, compatible with all the base classes in the *PHB* and Green Ronin's Master Class series.

Once you've rolled abilities and selected human as your character's race, you have the option of selecting a background. A background does not change the fundamental traits of the human race (all humans still begin play as Medium creatures, with a base land speed of 30 feet, any favored class, and the standard starting languages as described in your personal campaign setting and in the *PHB*). What a background changes is how you allocate your bonus skill points and what you select for your human bonus feat. Because backgrounds narrow the focus of your feat and skill selections, they assist you in defining your character's history while encouraging a good foundation for roleplaying. Remember, backgrounds are entirely optional.

A background always offers four skills in which you may place your bonus skill ranks. At each level gained above 1st, the background grants one additional skill point to put toward one of your background skills. A background also provides a choice of two feats from which you select your bonus feat at 1st level. Finally, each background provides a special advantage to offset your reduced options.

The background format is as follows.

Background Name: A description of the background.

Background Skills: The skills between which characters may divide their four bonus skill points. Skills listed here are always class skills for this character.

Bonus Feat: Two starting bonus feat options from those listed in the *PHB* or in this book. Select one.

Background Trait: This section describes any special rules governing the background and any other mechanical changes to the character.

Special: This section defines any special restrictions required for play.

ARISTOCRAT

You were a member of the elite social ranks of your society.

Background Skills: You gain 4 skill points to divide as you wish among Diplomacy, Intimidate, Knowledge (nobility and royalty), and Sense Motive. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Negotiator or Skill Focus (any background skill) as a bonus feat.

Background Trait: You are wealthy. Gain 100 gp, at least 50 gp of which you must spend during character generation. In addition, you may speak one additional language and you gain a +1 competence bonus on Knowledge (nobility and royalty) checks.

BEGGAR

You lived on the streets among the worst of humanity, relying on charity or your thieving skills to survive.

Background Skills: You gain 4 skill points to divide as you wish among Bluff, Knowledge (local), Profession (beggar), and Survival. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Deceitful or Toughness as a bonus feat.

Background Trait: You are street-smart and hardy. You gain a +1 bonus on Fortitude saves and a +1 competence bonus on Knowledge (local) and Profession (beggar) checks.

BUREAUCRAT

You were an official in your city or nation's government.

Background Skills: You gain 4 skill points to divide as you wish among Gather Information, Knowledge (local), Knowledge (nobility and royalty), and Speak Language. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Investigator or Skill Focus (any background skill) as a bonus feat.

Background Trait: You gain a well-placed contact in your home city's government. This nonplayer character is always friendly, and can help you with tasks, information, or even a loan if you improve her attitude to helpful with a Diplomacy check. (Your Game Master will assign a Difficulty Class based on the nature of the requested favor. See **Diplomacy** in **Chapter Four: Skills** of the *PHB*.)

Once your contact assists you, her attitude returns to friendly. Each additional time that you call on your contact for a favor within a month, the contact's starting attitude drops one step (to indifferent, unfriendly, and finally hostile). If your contact's attitude becomes unfriendly or worse, you must succeed on a Diplomacy or Intimidate check (both

DC 25) to improve her attitude to friendly, or you lose this background trait. You may not retry this last check.

The contact gained from this background can be an aristocrat, commoner, expert, or warrior (see **Chapter Four: Nonplayer Characters** of the *DMG*), and has a character level two less than yours.

COMMONER

You were a farmer, artisan, or laborer.

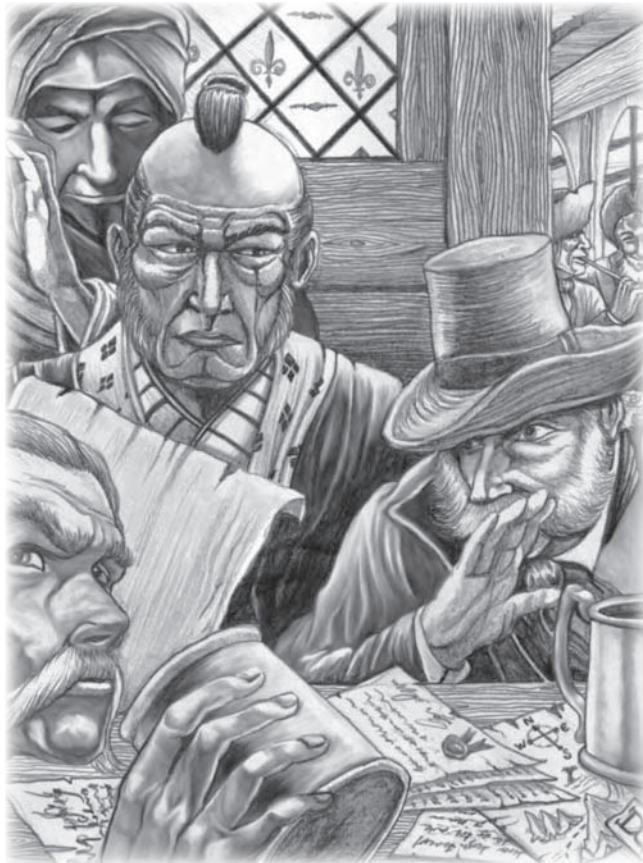
Background Skills: You gain 4 skill points to divide as you wish among Craft, Handle Animal, Profession, and Ride. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Endurance or Skill Focus (any Craft or Profession skill) as a bonus feat.

Background Trait: You are more productive in your Craft or Profession. When making checks in a Craft skill in which you have ranks, you produce +25% in silver pieces per week (multiply your check result \times the Craft DC \times 1.25 to determine your progress toward making an item). In addition, when making a Profession check to practice your trade, you earn your check result in gold pieces per week of dedicated work (instead of earning half your check result).

CON ARTIST

You were once a charlatan, profiting by defrauding and taking advantage of others.



Background Skills: You gain 4 skill points to divide as you wish among Bluff, Disguise, Sense Motive, and Sleight of Hand. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Deceitful or Persuasive as a bonus feat.

Background Trait: You are slick negotiator. When trying to sell an item of treasure, you can make a Bluff check opposed by the buyer's Sense Motive check. If you succeed, you sell the item for three-quarters normal price instead of half price (see **Selling Loot** in **Chapter Seven: Equipment** of the *PHB*).

As well, you gain a +1 competence bonus on all Bluff and Sense Motive checks.

CRIMINAL

You were a small-time criminal, perhaps a cutpurse, swindler, or burglar.

Background Skills: You gain 4 skill points to divide as you wish among Hide, Intimidate, Move Silently, and Sleight of Hand. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Deceitful or Stealthy as a bonus feat.

Background Trait: You are quick with your hands. A Sleight of Hand check is a move action for you instead of a standard action. You can use this skill as a free action by taking a -10 penalty on the check instead of -20. (See **Sleight of Hand** in **Chapter Four: Skills** of the *PHB*).

As well, you gain a +2 bonus on Initiative checks.

ENGINEER

You know all there is to know about construction and invention.

Background Skills: You gain 4 bonus skill points to divide as you wish among Craft (any), Disable Device, Knowledge (architecture and engineering), and Profession (siege engineer). At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Nimble or Skill Focus (any background skill) as a bonus feat.

Background Trait: You are adept at dismantling and rebuilding just about anything you come across. You may disable a simple device as a standard action, and an intricate or complex device in 1d3 rounds. (See **Disable Device** in **Chapter Four: Skills** of the *PHB*.)

In addition, you gain a +1 competence bonus on all Craft, Disable Device, and Profession (siege engineer) checks.

ENTERTAINER

You made a living entertaining others.

Background Skills: You gain 4 skill points to divide as you wish among Diplomacy, Knowledge (local), and Perform (any two). At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Acrobatic or Skill Focus (any background skill) as a bonus feat.

Background Trait: You are skilled at working the crowds. When making a Perform check to impress an audience, you earn +50% of the indicated amount of coin. As well, the DC for the check increases by only 1 for previous failures. (See **Perform** in **Chapter Four: Skills** of the *PHB*.)

You also gain a +1 competence bonus on checks with all background skills.

FUGITIVE

You are wanted by the authorities for crimes, whether committed by you or not.

Background Skills: You gain 4 skill points to divide as you wish among Disguise, Gather Information, Hide, and Move Silently. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Endurance or Run as a bonus feat.

Background Trait: You are skilled at getting out of physical danger. You gain a +1 bonus on all Fortitude and Reflex saves.

Special: You are wanted by some authority (civil, political, religious, and so on). You and your GM should devise a reason for your flight and the nature of your enemy. Whenever you remain in a community of any size, there is a cumulative 1% chance each day that your pursuers arrive to start looking for you. If the hunt for you ever ends, you lose your background trait.

HERMIT

You once lived alone, abandoning the world to seek a life of study or simple isolation.

Background Skills: You gain 4 skill points to divide as you wish among Craft (any one), Knowledge (any one), Survival, and one other skill of your choice. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Self-Sufficient or Skill Focus (any Knowledge skill) as a bonus feat.

Background Trait: You may make bardic knowledge checks as described under the **Bard** class entry in **Chapter Three** of the *PHB*. If you already have the bardic knowledge ability (or a similar ability, at the GM's discretion) you gain a +4 insight bonus on checks with that ability.

Special: By selecting this background, you take a -2 penalty on all Charisma checks made when interacting with other people.

HUNTER

You were a great hunter and tracker.

Background Skills: You gain 4 skill points to divide among Knowledge (nature), Listen, Spot, and Survival. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Alertness or Stealthy as a bonus feat.

Background Trait: You are comfortable in the wilderness. You may take 20 when making a Survival check to get along in the wild. You also gain a +2 competence bonus on all Knowledge (nature) and Survival checks.

MERCHANT

You are a shrewd buyer and seller of goods.

Background Skills: You gain 4 skill points to divide as you wish among Appraise, Bluff, Gather Information, and Sense Motive. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Diligent or Persuasive as a bonus feat.

Background Trait: You may make Appraise checks as a full-round action instead of after a full minute (see **Chapter Four: Skills** of the *PHB*). In addition, you gain a +1 competence bonus on checks with all background skills.

OFFICER

You once held command rank in the military.

Background Skills: You gain 4 skill points to divide as you wish among Diplomacy, Knowledge (geography), Intimidate, and Ride. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Iron Will or Skill Focus (any background skill) as a bonus feat.

Background Trait: When taking the aid another action during combat, you grant a +3 bonus instead of the normal +2 (see **Special Attacks** in **Chapter Eight: Combat** of the *PHB*).

OUTCAST

Perhaps as a result of an unusual appearance or personality, you were an outcast in your society.

Background Skills: You gain 4 skill points to divide as you wish among Escape Artist, Hide, Intimidate, and Listen. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Run or Unlock Latent Ancestry (see page 19) as a bonus feat.

Background Trait: You gain a +1 bonus on Hide, Listen, and Spot checks.

THE PSYCHIC BACKGROUND AND THE PSYCHIC'S HANDBOOK

The Psychic background can apply to the psychic rules presented in Green Ronin's *Psychic's Handbook* if you use it instead of or in addition to the *Psionics Handbook*. To do so, use the following background traits.

Background Skills: You gain 4 skill points to divide as you wish among Bluff, Concentration, Knowledge (psychic)*, and Sense Motive. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

* See the *Psychic's Handbook* for details.

Bonus Feat: You gain Psychic Ability or Wild Talent as a bonus feat. See the *Psychic's Handbook* for details on these feats.

Background Trait: You are a natural psychic. You gain a +2 bonus on checks with any two psychic skills you learn.

PHYSICIAN

You are trained to the healing arts.

Background Skills: You gain 4 skill points to divide as you wish among Concentration, Heal, Profession (herbalist), and Survival. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Self-Sufficient or Skill Focus (Heal) as a bonus feat.

Background Trait: Through advanced training in medicine and healing techniques, you can set bones, suture lacerations, and apply a myriad of balms, unguents, and other remedies to speed the healing process. Such care requires 1 minute and can be performed once per day per subject. At the end of the allotted time, you make a special Heal check in order to convert a certain amount of lethal damage to nonlethal damage, as follows.

Heal Check Result	Lethal Damage Converted to Nonlethal
15 or less	0
16–20	1d2
21–25	1d3
26–30	1d4
31–35	1d6
36–40	1d8
41–45	1d10
46 or higher	1d12

A character heals nonlethal damage at the rate of 1 hit point per hour per character level (see **Nonlethal Damage** in **Chapter Eight: Combat** of the *PHB*). You must have a clean environment and adequate supplies to tend to a subject using your physician's skills.

In addition, when you provide long-term care (see **Heal** in **Chapter Four: Skills** of the *PHB*), subjects recover hit points or ability points at three times the normal rate (3 hit points per level for a full 8 hours of rest in a day, or 6 hit points per level for each full day of complete rest; 3 ability score points for a full 8 hours of rest in a day, or 6 ability points each full day of complete rest). You can tend as many as twelve patients at a time.

PREST

You were a person of standing in your church or faith.

Background Skills: You gain 4 skill points to divide as you wish among Decipher Script, Diplomacy, Knowledge (history), and Knowledge (religion). At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Iron Will or Skill Focus (any background skill) as a bonus feat.

Background Trait: You rely on the power of your conviction to get you through the worst. You gain a +1 morale bonus on all saving throws against spells and spell-like effects, and gain a +1 bonus on checks with all background skills.

PROSTITUTE

You once sold your body for money.

Background Skills: You gain 4 skill points to divide among Bluff, Perform, Sense Motive, and Sleight of Hand. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Negotiator or Persuasive as a bonus feat.

Background Trait: You have seen it all. You ignore effects that would cause you to become sickened, and you gain a +3 competence bonus on all saving throws made to resist disease.

PSYCHIC

You developed weird and unpredictable mental powers.

Background Skills: You gain 4 skill points to divide as you wish among Autohypnosis*, Concentration, Knowledge (psionics)*, and Psicraft*. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

* See the *Psionics Handbook* for details.

Bonus Feat: You gain Open Minded or Wild Talent as a bonus feat. See the *Psionics Handbook* for details on these feats.

Background Trait: You are naturally psionic. You gain 1 bonus power point at 1st level. This benefit does not grant you the ability to manifest powers unless you gain that ability through another source (such as a feat or levels in a psionic class).

Special: You must select a psionic class as your favored class. Once selected, this class is always your favored class.

SAILOR

You spent much of your life at sea.

Background Skills: You gain 4 skill points to divide as you wish among Balance, Climb, Profession (sailor), or Use Rope. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Agile or Endurance as a bonus feat.

Background Trait: You have your sea legs. You gain a +2 bonus on all Dexterity-based skill checks and a +2 bonus on Initiative checks while on a boat.

SCHOLAR

You studied at a university.

Background Skills: You gain 4 skill points to divide as you wish among any four Knowledge skills. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. All Knowledge skills are always class skills for you.

Bonus Feat: You gain Diligent or Skill Focus (any Knowledge skill) as a bonus feat.

Background Trait: You have a firm grasp on a number of different subjects. You gain a +2 bonus on all Intelligence checks and Intelligence-based skill checks.

SMUGGLER

You were a successful smuggler, moving illegal goods to buyers.

Background Skills: You gain 4 skill points to divide as you wish among Appraise, Bluff, Forgery, and Sense Motive. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Alertness or Persuasive as a bonus feat.

Background Trait: You know how to make contacts in the underworld, even when away from your home city. You may make Knowledge (local) checks in any city you visit. In addition, you gain a +1 competence bonus on all Appraise, Bluff, and Sense Motive checks.

SOLDIER

You were a battlefield professional.



Background Skills: You gain 4 skill points to divide as you wish among Climb, Intimidate, Profession (soldier), and Survival. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feats: You gain Simple Weapon Proficiency and Shield Proficiency as bonus feats. If you select a class that automatically grants both these feats, you gain Weapon Focus in any one weapon instead.

Background Trait: You are a hardened warrior. You may demoralize foes using the Intimidate skill as a move action rather than a standard action (see **Intimidate** in **Chapter Four: Skills** of the *PHB*). In addition, you gain a +1 bonus on your Initiative checks.

THUG

You were a killer, a brute, or a bully, capable of doing anything to get what you wanted.

Background Skills: You gain 4 skill points to divide as you wish among Appraise, Intimidate, Knowledge (local), and Survival. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Improved Unarmed Strike or Toughness as a bonus feat.

Background Trait: You are intimidating. You may substitute your Strength modifier for your Charisma modifier when making Gather Information or Intimidate checks. In addition, you gain a +1 bonus on all Fortitude saves.

TOMB ROBBER

You made a living plundering crypts and exploring old burial vaults.

Background Skills: You gain 4 skill points to divide as you wish among Appraise, Disable Device, Open Locks, and Use Rope. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Deft Hands or Nimble Fingers as a bonus feat.

Background Trait: You can get into well-protected areas with ease. You can open a lock as a standard action instead of as a full round action (see **Open Lock** in **Chapter Four: Skills** of the *PHB*). In addition, you gain a +1 competence bonus on checks with all background skills.

TRIBAL STALWART

You come from an uncivilized people.

Background Skills: You gain 4 skill points to divide as you wish among Hide, Move Silently, Spot, and Survival. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Alertness or Self-Sufficient as a bonus feat.

Background Trait: You can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you. In addition, you gain a +2 insight bonus on Survival checks.

WIZARD'S APPRENTICE

You studied under a powerful wizard in your youth.

Background Skills: You gain 4 skill points to divide among Concentration, Knowledge (arcana), Knowledge (any other), and Spellcraft. At each level beyond 1st, you gain 1 additional skill point to place in any one of these skills. These are always class skills for you.

Bonus Feat: You gain Combat Casting or Spell Focus (any one school) as a bonus feat.

Background Trait: Choose any one cantrip (0-level) spell in the *PHB*. You may cast this spell as a spell-like ability a number of times per day equal to your Intelligence or

Charisma bonus (whichever is higher). Your caster level equals your overall character level.

HUMAN CULTURE

Cultures and environments sometimes instill predispositions toward certain professions and customs, or affect your character's available skills and abilities in specific ways. For example, a character from a desert region might be unlikely to have ranks in the Swim skill, just as characters from a rural environment would be more skilled in Ride than those who spent their lives in a city. To reflect his background, a human character may forgo his bonus skill points at 1st and subsequent levels in order to attain a bonus on checks with a certain set of skills, and to treat these skills as class skills. At the player's option, a character can gain one of the following bonuses.

- +2 bonus on checks with any three skills
- +3 bonus on checks with any two skills
- +4 bonus on checks with any one skill

The skills selected may be chosen as the player desires or according to the character's regional background, as follows.

Arctic: A human character from an arctic region may place her skill bonuses in any of the following skills: Handle Animal, Hide, Knowledge (geography), Listen, or Survival.

Coastal: A human character from a coastal region may place his skill bonuses in any of the following skills: Climb, Profession (sailor), Survival, Swim, or Use Rope.

Desert: A human character from a desert region may place his skill bonuses in any of the following skills: Knowledge (nature), Listen, Spot, or Survival.

Forest (including Jungle): A human character from a forest region may place her skill bonuses in any of the following skills: Hide, Move Silently, Spot, or Survival.

Hills and Mountains: A human character from a hill or mountain region may place her skill bonuses in any of the following skills: Balance, Climb, Jump, or Survival.

Plains: A human character from a plains region may place his skill bonuses in any of the following skills: Knowledge (geography), Knowledge (nature), Spot, or Survival.

Subterranean: A human character from a subterranean region may place his skill bonuses in any of the following skills: Climb, Knowledge (dungeoneering), Listen, or Survival.

Urban: A human character from an urban region may place her skill bonuses in any of the following skills: Craft, Gather Information, Knowledge (local), or Profession.

PART II: HUMAN OPTIONS

Humans can easily breed with other races, spawning half-elves, half-orcs, and half-ogres among other crossbreed races. Individuals with elven, dwarven, or even fiendish blood have been known to blend into human cultures as well, intermingling with those humans to eventually bury

or eliminate all trace of their racial characteristics in their descendants. A few such descendants, however, can seize upon their ancestry, awakening something of their past as they unlock the blood of their forefathers.

ANCESTRY

To reflect these rare but occasional resurfacings, a human character must select the Unlock Latent Ancestry feat (see page 19) as his human bonus feat, allowing him to develop a number of racial abilities. Ancestries are similar to short prestige classes, except the character can advance into this class at any time (even at 1st level). Also like prestige classes, ancestries do not count when determining experience point penalties for multiclassing.

CELESTIAL DESCENDANT

A character with a celestial ancestry is generally attractive, well formed, and suffused with an aura of good. At some point in their family's past, a celestial forebear likely spawned more than a few aasimar and other planetouched individuals. However, as is wont to happen after generations of breeding with normal human stock, the celestial blood fell dormant in those descendants until the character receives a vision, a dream, or even the manifestation of unexpected powers and abilities.

Hit Die: d8.

Starting Gold: 4d4 × 10 (100 gp).

CLASS SKILLS

The celestial descendant's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

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

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

CLASS FEATURES

All of the following are class features of the celestial descendant.

WEAPON AND ARMOR PROFICIENCY

Celestial descendants are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

DARKVISION (Ex)

At 1st level, the celestial descendant gains darkvision out to 60 feet. Darkvision is black and white only, but it is



otherwise like normal sight, and celestial descendants can function just fine with no light at all.

ENERGY RESISTANCE (Ex)

At each level, the celestial descendant gains energy resistance 5 against acid, cold, or electricity (her choice). She may select each energy type just once, so that by her third celestial descendant level, a character will have resistance to all three energy types.

LESSER AWAKENING (Ex)

At 2nd level, the celestial descendant feels more outgoing and confident in her abilities. As a result, her Charisma score increases by +2. In addition, she gains a +2 racial bonus on Listen and Spot checks.

GREATER AWAKENING (Ex)

At 3rd level, the celestial descendant's Wisdom score increases by +2, while her type changes to outsider with the native subtype. Though an outsider, the character may still be *raised*, *resurrected*, or *reincarnated*, and must still eat, drink, and sleep. However, the character is no longer subject to

TABLE 1-1: THE CELESTIAL DESCENDANT

Level	Base Attack		Fort Save	Ref Save	Will Save	Special
	Bonus					
1st	+1		+2	+2	+2	Darkvision 60 ft., energy resistance
2nd	+2		+3	+3	+3	Lesser awakening, energy resistance
3rd	+3		+3	+3	+3	<i>Daylight</i> , greater awakening, energy resistance



spells and effects that specifically target humanoids, such as *charm person* or *hold person*.

DAYLIGHT (Sp)

Also at 3rd level, the celestial descendant gains the ability to cast *daylight* (as the spell) once per day, with a caster level equal to her character level.

DRAGON DESCENDANT

A character of dragon descent has vaguely reptilian features. Their skin color is of an unusual hue with eyes to match (metallic in the case of a descendant of good dragons; chromatic in the case of evil dragons). Though most dragon descendants manifest their ancestry by following the sorcerer class, a few develop unusual features and traits such as heightened senses or rapid spurts of growth and strength, their frames twisting as their draconic ancestry asserts itself. Some dragon descendants even grow wings, becoming something altogether alien.

Hit Die: d12.

Starting Gold: 4d4 × 10 (100 gp).

CLASS SKILLS

The dragon descendant's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Escape Artist (Dex), Listen (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

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

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

CLASS FEATURES

All of the following are class features of the dragon descendant.

WEAPON AND ARMOR PROFICIENCY

Dragon descendants are proficient with all simple weapons, with light armor, and with shields (except tower shields).

HERITAGE (Ex)

Upon taking 1st level in dragon descendant, the character must choose one dragon type from the following list: black, blue, green, red, white, brass, bronze, copper, gold, or silver. At the GM's discretion, other varieties may be available. Though the selected heritage has no bearing on the character's alignment, it does affect the form he takes when he reaches 3rd level.

LOW-LIGHT VISION (Ex)

A dragon descendant can see twice as far as an ordinary human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

SCALES (Ex)

A dragon descendant's skin assumes a scaly appearance and texture, improving the character's natural armor bonus by +1. However, the appearance of these scales is disturbing to others, bestowing a -1 penalty on Charisma-based skill checks made when interacting with other humans. For each dragon descendant level the character attains, both his natural armor bonus and his Charisma penalty continue to increase (+2/-2 at 2nd level, +3/-3 at 3rd level).

A creature without natural armor has an effective natural armor bonus of +0.

TABLE 1-2: THE DRAGON DESCENDANT

Level	Base Attack			Will Save	Special
	Bonus	Fort Save	Ref Save		
1st	+1	+2	+2	+2	Heritage, low-light vision, scales
2nd	+2	+3	+3	+3	Darkvision 60 ft., lesser awakening
3rd	+3	+3	+3	+3	Greater awakening, wings

DARKVISION (EX)

Dragon descendants gain darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dragon descendants can function just fine with no light at all.

LESSER AWAKENING (EX)

At 2nd level, a dragon descendant's frame thickens as layers of muscle and tendons grow and stretch, increasing his Strength score by +2. In addition, the dragon descendant's hands twist into talons, granting him two claw attacks dealing 1d4 points of damage. The character is proficient with these attacks. If armed with a melee weapon, the dragon descendant can make an off hand attack with one of his claws (though at the usual penalties; see **Two-Weapon Fighting in Chapter Eight: Combat of the PHB**).

GREATER AWAKENING (EX)

At 3rd level, the dragon descendant becomes forceful and imposing, increasing his Charisma score by +2. In addition, he gains immunity to one energy type, depending on his selected heritage.

Heritage	Immunity
Black, green, copper	Acid
Blue, bronze	Electricity
Red, brass, gold	Fire
White, silver	Cold

WINGS (EX)

A 3rd-level dragon descendant sprouts a pair of wings from his back. The wings confer a fly speed equal to the character's base land speed, with average maneuverability.

ELEMENTAL DESCENDANT

Though infrequent, couplings between humans and elemental creatures are not unheard of—most commonly involving genies (technically outsiders, but having a fundamental connection to the elemental planes) and those elemental creatures capable of sustaining humanoid forms. As with all of the descendants described in this section, such traces of heritage tend to lie dormant until some freakish throwback occurs, unlocking the raw primal power of the elemental planes.

Unlike the other descendant classes, the elemental descendant is actually four separate classes rolled into one. Air, earth, fire, and water are all represented, but it is fully possible within this class for a character to adopt more than one elemental heritage, blending the traits of two or more elemental types. In these instances, a creature gains the expected characteristics of blending two elemental types, where smoke would originate from air and fire, magma from earth and fire, mud from earth and water, steam from fire and water, and so on.

Hit Die: d8.

Starting Gold: 4d4 × 10 (100 gp).

CLASS SKILLS

The elemental descendant's class skills (and the key ability for each skill) are Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Magic Device (Cha). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

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

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

CLASS FEATURES

All of the following are class features of the elemental descendant.

WEAPON AND ARMOR PROFICIENCY

Elemental descendants are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

DARKVISION (EX)

At 1st level, the elemental descendant gains darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and elemental descendants can function just fine with no light at all.

FADING ELEMENTAL MANIFESTATION (Su)

A 1st-level elemental descendant gains immunity to *sleep* spells and effects, as well as immunity to stunning. In addition, the character may select one trait from one of the following.

Air: The character's skin assumes a bluish hue. Her hair lightens, becoming wispy and insubstantial, stirring even in still air. The character gains a +2 racial bonus on Jump checks, and no longer needs to breathe.

TABLE 1-3: THE ELEMENTAL DESCENDANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Darkvision 60 ft., faint elemental manifestation
2nd	+1	+3	+3	+0	Moderate elemental manifestation
3rd	+2	+3	+3	+1	Major elemental manifestation

Earth: The character's skin darkens and turns blotchy—some patches nearly black, others the color of red clay. His voice deepens, gaining a baritone quality. In addition, once per day, the character may harden his skin as a swift action that does not provoke attacks of opportunity, granting him damage reduction 5/adamantine for a number of rounds equal to his character level.

Fire: The character always appears flushed, and her skin is feverish to the touch. Her hair changes to a fiery red and her eyes seem to smolder. Once per day, this elemental descendant can raise her internal temperature as a swift action that does not provoke attacks of opportunity, granting her resistance to fire 10 for a number of rounds equal to her character level.

Water: This character's greenish-hued skin always seems moist and clammy, and he perspires easily. His hair darkens to a deep green, as do his eyes. The character can breathe air and water with equal ability, and is never subject to drowning when submerged in water (though he can still drown in other environments, such as acid). In addition, he gains a +4 racial bonus on Swim checks.

MODERATE ELEMENTAL MANIFESTATION (Su)

A 2nd-level elemental descendant gains immunity to paralysis and poison. As well, she may select an additional trait from the faint elemental manifestation traits, or a moderate trait (from the list below) matching the category selected at 1st level.

Air: This elemental descendant seems insubstantial, though she is solid to the touch. Her weight is one-half normal, and once per day, she may *levitate* (as the spell) with a caster level equal to her character level.

Earth: This elemental descendant's body seems heavy and thick. His weight doubles as his density increases, granting him a +4 bonus on ability checks made to resist being bull rushed or tripped when standing firmly on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Fire: This elemental descendant radiates an aura of warmth in a 5-foot radius—not enough to burn adjacent creatures or objects, but uncomfortable all the same. In addition, once per day, she can *produce flame* (as the spell) with a caster level equal to her character level.

Water: This elemental descendant's skin changes to aquamarine, as do his hair and eyes. He gains a swim speed equal to his base land speed. In addition, his racial bonus on swim checks increases to +8. He can always

choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

MAJOR ELEMENTAL MANIFESTATION (Su)

At 3rd level, the elemental descendant's type changes to elemental (native). Though an elemental, the character may still be *raised*, *resurrected*, or *reincarnated*. However, the character is no longer subject to spells and effects that specifically target humanoids, such as *charm person* or *hold person*. The character must still eat, drink, and sleep, and unlike other elementals, she is still subject to critical hits.

In addition, she may select two additional traits from the faint elemental manifestation traits, one additional moderate elemental manifestation trait, or one of the following major traits matching her moderate elemental manifestation trait.

Air: This elemental descendant grows wispy and insubstantial, though she is still solid to the touch. Her Dexterity score increases by +2, and she gains a +2 racial bonus on all saving throws against spells and effects with the air descriptor.

Earth: This elemental descendant is only vaguely human, with hard rocky skin and softly glowing green eyes. His Strength score increases by +2, and he gains a +2 racial bonus on all saving throws against spells and effects with the earth descriptor.

Fire: This elemental descendant glows softly, shedding light equal to candlelight. Her Intelligence score increases by +2, and she gains a +2 racial bonus on all saving throws against spells and effects with the fire descriptor.

Water: This elemental descendant is translucent as if made of water, though he retains his human form and is solid to the touch. He gains a +2 bonus to his Constitution score and a +2 racial bonus on all saving throws against spells and effects with the water descriptor.

FIENDISH DESCENDANT

Though she may be as well formed and pleasing to the eye as a celestial descendant, a character with a fiendish ancestry has a sinister aura about her. At some point in her family's past, the fiendish descendant can trace a demon or some other fiendish ancestor, likely spawning more than one tiefling and other planetouched character. Through the years, mortal blood suppressed the darkness, until a stressful situation, extreme emotion, or even the onset of puberty caused the character's fiendish heritage to assert itself.

Hit Die: d8.

Starting Gold: 4d4 × 10 (100 gp).

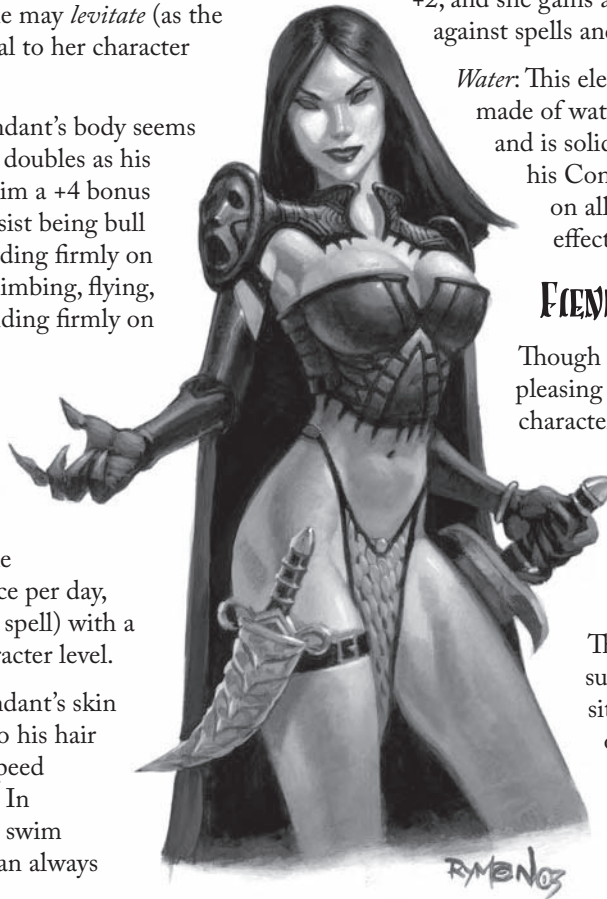


TABLE 1-4: THE FIENDISH DESCENDANT

Level	Base Attack			Will Save	Special
	Bonus	Fort Save	Ref Save		
1st	+1	+2	+2	+2	Darkvision 60 ft., energy resistance
2nd	+2	+3	+3	+3	Lesser awakening, energy resistance
3rd	+3	+3	+3	+3	<i>Darkness</i> , greater awakening, energy resistance

CLASS SKILLS

The fiendish descendant's class skills (and the key ability for each skill) are Bluff (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Sleight of Hand (Dex), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

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

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

CLASS FEATURES

All of the following are class features of the fiendish descendant.

WEAPON AND ARMOR PROFICIENCY

Fiendish descendants are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

DARKVISION (EX)

At 1st level, the fiendish descendant gains darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and celestial descendants can function just fine with no light at all.

ENERGY RESISTANCE (EX)

At each level, the fiendish descendant gains energy resistance 5 against acid, cold, or electricity (her choice). She may select each energy type just once, so that by her third fiendish descendant level, a character will have resistance to all three types.

LESSER AWAKENING (EX)

At 2nd level, the celestial descendant feels more outgoing and confident in her abilities. As a result, her Intelligence score increases by +2. In addition, she gains a +2 racial bonus on Bluff and Hide checks.

GREATER AWAKENING (EX)

At 3rd level, the fiendish descendant's Intelligence score increases by +2, while her type changes to outsider with the native subtype. Though an outsider, the character may still be *raised*, *resurrected*, or *reincarnated*, and must still eat, drink, and sleep. However, the character is no longer subject to spells and effects that specifically target humanoids, such as *charm person* or *hold person*.

DARKNESS (SP)

Also at 3rd level, the fiendish descendant gains the ability to cast *darkness* (as the spell) once per day, with a caster level equal to her character level.

GREAT ONE

Throughout fantasy fiction, there are examples of humans with traits beyond those of ordinary mortals. From the Dúnedain in J.R.R. Tolkien's *Lord of the Rings* to the Melnibonéans in Michael Moorcock's *Eternal Champion* novels, some mortals are blessed with unusually long lives, uncanny magical powers, unearthly senses, and more. In some instances, these mortals are the primogenitors of the rest of humanity, although they are just as likely to be offshoots of a common prehuman ancestor. They may be a race of kings, powerful wizards, or even sacred guardians blessed with the powers of the gods. These are the great ones—humans of enormous power and influence, the leaders and champions of humanity.

Great ones typically have a unique name for their race (with "the great ones" most often just a tribute of sorts from the lesser races). Many consider themselves human, though they recognize their natural advantages over their human kin. Some adopt the name of their clan or former nation, while others adopt the names granted to them by other races.

PERSONALITY

Great ones are the best, brightest, and most significant members of humanity. Given their elevated status, many great ones hide their abilities to avoid unwanted attention or attacks from envious lesser beings. A few, however, take dark pleasure in their gifts, rising above the mass of human chattel to conquer and bend their lesser cousins to their will.

PHYSICAL DESCRIPTION

Great ones are slightly larger than humans. Most males are 6 feet tall, though a few can reach heights of 7 feet, while females are between 5 and 6 feet tall. They have larger and tougher frames, with dense musculature and bone structure. Males weigh in excess of 200 pounds, while females are between 140 and 150 pounds. They have the same range of pigmentation as other humans, with skin colors ranging from dark chocolate brown to pale white, with matching or contrasting hair. All great ones have gray eyes.

RELATIONS

For most members of this race, other humans are seen as charges—unruly children who need the guidance and wisdom of their elders. Great ones treat elves with deep reverence and respect, for the two races share a wider worldview than do the shorter-lived races. Dwarves are equally trusted and venerated, for they embrace the broader conception of time and the consequences of rash action. On the other hand, gnomes are too capricious and random for most great ones to tolerate for long, while halflings are something of an enigma—a larcenous nature combined with the grit that keeps these small people strong.

Good-aligned great ones despise orcs, goblins, drow, and other wicked races for their destructive and exploitative bent. However, evil-aligned great ones disdain all races equally, lording their abilities over others as they enslave the weak to serve their dark agendas.

ALIGNMENT

A deep reverence for the natural order translates into a desire for an ordered culture and society, leading most great ones toward lawful alignments. Likewise, as these characters appreciate beauty, art, life, and virtue, most are good. Neutral and evil great ones do exist, but in small numbers. Player character great ones may be of any alignment.

GREAT ONE LANDS

Great ones coexist with humanity. A dying race whose kingdoms and lands are forgotten to most, many great ones are content to dwell with lesser races. As ruler or citizen,

most great ones are indistinguishable from other humans. A few of these individuals share lands with their elven allies, with others working alongside the dwarves to improve these societies and help defend their clanholds.

RELIGION

Like humans, great ones do not generally venerate one god over another. In cosmologies containing a creator or overdeity, the great ones tend to follow that god. Otherwise, they may choose whatever religious path they wish. If you use *The Book of the Righteous*, great ones generally worship Naryne, the Dark Sister (goddess of nobility).

LANGUAGE

Great ones speak Common, though many retain and keep alive the ancient ancestor languages from which the Common tongue is derived. Many also speak Elven and Dwarven, and a few pick up the languages of outsiders and elementals.

NAMES

The naming customs of the great ones follow the customs of their homelands, whether adopted or original. However, rumor holds that the key to the great ones' power lies within their true names—a secret name bestowed upon each by the gods which holds the essence of their being. Though likely no more than legend, it is said that to have knowledge of a great one's true name is to hold power over his very soul, and many sages and wizards work carefully to trace the lineages of these heroes for their own exploitative ends.



GREAT ONE AGE, HEIGHT, AND WEIGHT

	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	Middle Age	Old Age	Venerable	Max Age
Great one	15 years	+1d6	+2d6	+3d6	80 yrs	120 yrs	200 yrs	+4d20 yrs
	Base Height	Height Modifier	Base Weight	Weight Modifier				
Great one, male	5 ft. 9 in.	+2d10 in.	140 lb.	× (2d4) lb.				
Great one, female	4 ft. 10 in.	+2d10 in.	100 lb.	× (2d4) lb.				

ADVENTURERS

Great ones rarely take up a life of adventure for glory, wealth, or other base motives. Rather, they pick up sword and staff to confront their enemies in a fashion as heroic and epic as their nature. Good characters combat evil where it appears. Evil great ones embrace iniquity with fervor, spreading through the world and using their leadership skills to amass hordes of followers and carve out kingdoms in their hated names. Neutral great ones often serve as advisors and protectors, championing a place or cause for its own sake, though the ultimate strength of their loyalties depends largely on circumstance.

GREAT ONE RACIAL TRAITS

- +2 Strength, +2 Constitution, +2 Wisdom, and +2 Charisma: Great ones are physically powerful and have a bottomless reservoir of endurance and energy. They are also insightful and honest—traits others respect and seek to emulate.
- Medium: As Medium creatures, great ones have no special bonuses or penalties.
- Great one base land speed is 30 feet.
- Racial Hit Die: A great one begins with two levels of humanoid. This provides 2d8 Hit Dice, a base attack bonus of +1, and base saving throws of Fort +3, Ref +0, and Will +0.

- Racial Skills: A great one's humanoid levels give him skill points equal to $5 \times (2 + \text{Intelligence modifier, minimum } 1)$. Great one class skills are Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).
- Racial Feats: A great one's humanoid levels give him one feat.
- Great ones have a +2 bonus on all saving throws against enchantment spells and effects.
- Great ones gain Endurance as a bonus feat.
- Human Blood: For all effects related to race, a great one is considered human.
- Automatic Languages: Common, Ancient Common. Bonus Languages: Any (other than secret languages, such as druidic).
- Level Adjustment: +1. A great one has an effective character level (ECL) of 3 plus class levels, so that a 1st-level great one wizard would have an ECL of 4 (the equivalent of a 4th-level human wizard). ECL is the sum of the race's level adjustment, racial Hit Dice, and character levels.
- Favored Class: Special. When first created, a great one character must select one class as his favored class. A multiclass great one's selected class does not count when determining whether he takes an experience point penalty.

PART III: SUPPLEMENTAL RULES

Humans are diverse and flexible, capable of adapting to nearly any environment, culture, and climate. As likely to cluster together in huge cities as they are to embrace the remote wilderness, humans can make use of a wide assortment of skills and feats. As well, they can achieve expertise in virtually any class, becoming great warriors, monks, thieves, or wizards as they choose. This section presents an assortment of human-centric feats to augment any character regardless of class choice.

NEW FEATS

Many of the feats presented here are also available to characters of other races as long as they meet the prerequisites.

ADAPTIVE SORCERY [GENERAL]

When exposed to new magic, you can change your spells to mimic others.

Prerequisite: Bard or sorcerer level 9th. At the GM's discretion, other spellcasters who cast arcane spells without preparation (such as the assassin prestige class in the *DMG*) may be able to select this feat.

Benefit: Once per level, when you witness another arcane spellcaster cast a spell, you can make a Spellcraft check (DC 15 + the level of the spell). If the spell is of a type and level you could normally cast, you may choose to learn the new

spell you witnessed in place of a spell you already know of the same or higher level.

APPEALING [GENERAL]

You are more attractive and appealing than others of your race.

Benefit: You gain a +1 bonus on all Charisma-based skill checks and a +3 bonus on Charisma checks.

ASTUTE [GENERAL]

You are quick-witted and clever.

Benefit: You gain a +1 bonus on all Intelligence-based skill checks and a +3 bonus on Intelligence checks.

DEATH WARDER [GENERAL]

Your spirit is strongly attached to your body, making you resilient to energy draining attacks.

Prerequisite: Con 15.

Benefit: When you gain a negative level, you may immediately make a Fortitude save to shrug off the effects. If you fail the initial save, you may attempt a second save in 24 hours at a +4 bonus.

Undead that use enervating attacks that bestow negative levels gain only half the normal number of temporary hit points when attacking you (rounded down). As well, you can never be affected by an undead creature's create spawn ability.

Normal: When you gain a negative level, you make a Fortitude save after 24 hours to determine whether the negative level results in permanent level loss.

DEDICATED STUDY [GENERAL]

You are a master of a selected skill.

Benefit: Select any skill in which you have ranks. You gain a +2 bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Its effects stack.

DIVERSIFIED [GENERAL]

You are talented in many areas.

Prerequisite: Human.

Benefit: When determining whether you take an experience point penalty, your two highest-level classes do not count. In addition, for every class beyond the first in which you have at least one level, select one untrained skill in which you do not have ranks. You gain a +1 bonus on checks with that skill. If you have ranks in all untrained skills, apply this bonus on checks with any skill.

Normal: When determining whether you take an experience point penalty, your highest-level class does not count.

TABLE 1-5: NEW FEATS

General Feats	Prerequisites
Adaptive Sorcery	Bard or sorcerer level 9th
Appealing	—
Astute	—
Death Warded	Con 15
Dedicated Study ³	—
Diversified	Human
Dwarven Ancestry	Human
Elven Ancestry	Human
Environmental Adaptation	Human
Exploit Opening ¹	Combat Reflexes, base attack bonus +6
Gnome Ancestry	Human
Halfling Ancestry	Human
Hardy Stock ^{1,3}	Con 15, Toughness
Jack-of-All-Trades ²	—
Nature's Aspect	Animal companion, ability to use wild shape
Nimble	—
Orc Ancestry	Human
Planetouched	—
Robust	—
Skald	Bardic music ability, ability to rage (or a similar ability)
Social Adaptation	Human or half-elf, Sense Motive 5 ranks
Sturdy	—
Unerring Critical ¹	Improved Critical, base attack bonus +15
Unlock Latent Ancestry	Human

1 A fighter may select this feat as one of his fighter bonus feats.

2 You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new set of skills.

3 You can gain this feat multiple times. Its effects stack.

DWARVEN ANCESTRY [GENERAL]

The blood of dwarves flows in your veins.

Prerequisite: Human.

Benefit: You gain a +2 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground). As well, you gain a +1 racial bonus on saving throws against spells and spell-like effects, and you gain the dwarven blood racial trait. For all effects related to race, you are considered a dwarf.

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

ELVEN ANCESTRY [GENERAL]

The blood of elves flows in your veins

Prerequisite: Human.

Benefit: You gain a +1 racial bonus on Listen, Search, and Spot checks. In addition, you gain the elven blood racial trait. For all effects related to race, you are considered an elf.

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

ENVIRONMENTAL ADAPTATION [GENERAL]

You can exist comfortably in hot or cold environments.

Prerequisite: Human.

Benefit: You can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves, as if under the effects of an *endure elements* spell. Unlike the spell, your equipment is not protected.

Normal: In instances of extreme cold or heat, a character must make regular Fortitude saves to avoid nonlethal damage.

Special: By taking this feat, you derive no additional benefit from the *endure elements* spell, though your equipment is protected.

EXPLOIT OPENING [GENERAL]

You take advantages of combat opportunities when they present themselves.

Prerequisites: Combat Reflexes, base attack bonus +6.

Benefit: On the first attack of opportunity you make in any round, you gain a +4 insight bonus on your attack roll.

Special: A fighter may select Exploit Opening as one of his fighter bonus feats.

GNOME ANCESTRY [GENERAL]

The blood of gnomes flows in your veins.

Prerequisite: Human.

Benefit: You gain a +1 racial bonus on all saving throws against illusions, and a +1 racial bonus on all Craft (alchemy) and Listen checks. As well, you gain the gnome blood racial trait. For all effects related to race, you are considered a gnome.

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

HALFLING ANCESTRY [GENERAL]

The blood of halflings flows in your veins.

Prerequisite: Human.

Benefit: You gain a +1 racial bonus on any two saving throws. In addition, you gain the halfling blood racial trait. For all effects related to race, you are considered a halfling.

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

HARDY STOCK [GENERAL]

You are particularly tough.

Prerequisites: Con 15, Toughness.

Benefit: You gain a number of hit points equal to 3 + your Constitution modifier.

Special: You can gain this feat multiple times. Its effects stack.

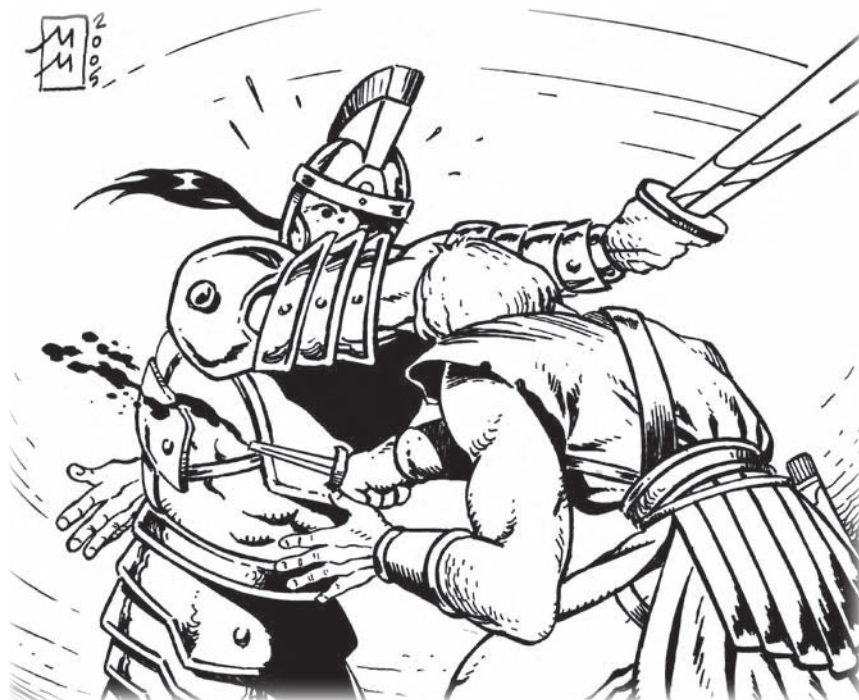
A fighter may select Hardy Stock as one of his fighter bonus feats.

JACK-OF-ALL-TRADES [GENERAL]

You have a special knack for selected skills.

Benefit: Select any two skills, such as Listen and Spot. You gain a +2 bonus on all checks involving these skills.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new set of skills.



NATURE'S ASPECT [GENERAL]

You may assume the characteristics of your animal companion.

Prerequisites: Animal companion, ability to use wild shape.

Benefit: By expending a use of your wild shape ability, you can gain the physical benefits bestowed on your animal companion for a number of rounds equal to 3 + your Wisdom modifier (minimum 3).

The nature of the benefits depends on your effective level (as per the benefits normally gained by your animal companion). If you have taken an alternative animal companion, your effective level is reduced by the appropriate amount. See **The Druid's Animal Companion** in **Chapter Three: Classes** of the *PHB* for more information.

If you have multiple companions from different classes, your effective level is based on your most powerful animal companion.

Level	Attack Bonus	Natural Armor Bonus	Str Bonus	Dex Bonus
1st–2nd	+0	+0	+0	+0
3rd–5th	+1	+2	+1	+1
6th–8th	+3	+4	+2	+2
9th–11th	+4	+6	+3	+3
12th–14th	+6	+8	+4	+4
15th–17th	+7	+10	+5	+5
18th–20th	+9	+12	+6	+6

Attack Bonus: This is a competence bonus applied to all of your melee, ranged, and grapple attacks.

Natural Armor Bonus: Your natural armor bonus improves by the indicated amount. A creature without natural armor has an effective natural armor bonus of +0.

Strength and Dexterity Bonus: Your Strength and Dexterity increase by the indicated amount.

NIMBLE [GENERAL]

You are quick and agile.

Benefit: You gain a +1 bonus on all Dexterity-based skill checks and a +3 bonus on Dexterity checks.

ORC ANCESTRY [GENERAL]

The blood of orcs flows in your veins.

Prerequisite: Human.

Benefit: When you enter a rage (or use a similar ability), your Strength increases by an additional +2 for the duration of the rage. As well, you can rage for one additional round. You gain the orc blood racial trait. For all effects related to race, you are considered an orc.

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

PLANETTOUCHED [GENERAL]

The blood of outsiders flows in your veins.

Benefit: Your type changes to outsider (native). You gain darkvision out to 30 feet and gain a +2 bonus on all Charisma-based skill checks made when interacting with outsiders of your alignment.

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

If you use Green Ronin's *Aasimar & Tiefling: A Guidebook to the Planetouched*, this feat also allows you to take Ancestry feats.

ROBUST [GENERAL]

You are stronger than others of your race.

Benefit: You gain a +1 bonus on all Strength-based skill checks and a +3 bonus on Strength checks.

SKALD [GENERAL]

When you sing while raging, your fighting abilities increase.

Prerequisites: Bardic music ability, ability to rage (or a similar ability).

Benefit: While raging, you can start the following bardic music effects as a move action (assuming you meet the prerequisites): *inspire courage*, *inspire greatness*, and *inspire heroics*. When used in this way, the music affects only you and lasts for just 5 rounds.

Normal: Starting a bardic music effect is a standard action.

SOCIAL ADAPTATION [GENERAL]

You can easily adapt to foreign cultures and environments.

Prerequisites: Human or half-elf, Sense Motive 5 ranks.

Benefit: Within a culture that you have never before encountered, you may attempt a DC 20 Gather Information check to learn the rudimentary customs and practices of the society. If successful, you never take a penalty on Charisma-based skill checks when interacting with characters from this culture. This check takes an hour of listening, looking, and getting a feel for the people and environment.

In addition, you can easily learn the essential vocabulary of any language to which you are exposed. Whenever you encounter a spoken language you do not know, you may attempt a DC 15 Intelligence check. If you succeed, you pick up enough of the tongue to get by in the community or city you are in. You must be in a community where you can listen and observe speakers of the language in action, and this check cannot be made for written languages (though it can be made for silent languages such as hand gestures).

Normal: At the GM's discretion, a penalty applies to Charisma-based skill checks when interacting with others from a different culture.

STURDY [GENERAL]

You are tougher than others of your race.

Benefit: You gain a +1 bonus on all Constitution-based skill checks and a +3 bonus on Constitution checks.

UNERRING CRITICAL [GENERAL]

You are skilled at landing deadly blows.

Prerequisites: Improved Critical, base attack bonus +15.

Benefit: When you threaten a critical hit using a weapon for which you have the Improved Critical feat, you gain a +4 bonus on the attack roll made to confirm a critical hit. If you roll a natural 20 on your attack roll, you automatically confirm the critical hit.

UNLOCK LATENT ANCESTRY [GENERAL]

You unlock the latent traits within you, transforming yourself into something more than human.

Prerequisite: Human.

Benefit: Select one ancestry (see **Part II: Human Options** on page 8). You may advance into this ancestry as a class, and you gain a +2 bonus on Charisma-based skill checks when interacting with creatures of your ancestral kind. For example, if you selected fiendish ancestry, you would gain this bonus when interacting with all evil outsiders. In addition, you gain a +1 bonus on one saving throw of your choice.

Special: You may take this feat only at 1st level. If you select it twice (using your 1st-level human bonus feat), you gain access to an additional ancestry (though you can only initially advance in one).

PART IV: HUMAN PRESTIGE CLASSES

One of the biggest benefits of advanced rules for human characters is the degree to which it extends their already-impressive class flexibility. For example, the ancestry feats introduced earlier in this chapter allow humans to advance into racially limited prestige classes such as the arcane archer or dwarven defender. With the sheer number of general prestige classes available for the d20 system, this section focuses on some particularly suited to the human race. Building on a human character's ability to freely multiclass, many of these prestige classes have multiclass requirements, enhancing the skills and abilities of those base classes even as they build on them in new ways.

REQUIREMENTS

To qualify to become a battle crier, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Intimidate 6 ranks, Perform 6 ranks.

Feats: Combat Casting, Power Attack, Skald*.

* New feat described on page 18.

Special: The ability to rage (or a similar ability) once per day, bardic music ability.

BATTLE CRIER

Among the savage human tribes, the battle criers are the warrior poets and singers of legend. They recite tales of their tribe or clan's heritage and sing battle hymns in order to whip their comrades into a blood-drenched frenzy. While a majority of battle criers originate in barbaric cultures, some come to serve great churches, raising their voices in the aid of holy warriors fighting their crusades.

As the battle crier requires both the bardic music and rage class abilities, multiclass barbarian-bards are best suited to this class. However, any class that offers rage or a similar ability can qualify at the GM's discretion. Many battle criers emphasize their bardic background, deriving great benefit as they improve their Perform skill. Others add levels of druid to augment their effectiveness and dynamics in battle, while even more embrace the fighter class for its additional feats.

NPC battle criers are often advisors or stewards to clan chiefs. Some serve as religious leaders, invoking the spirits of their ancestors or calling down the might of their gods to rally their fellow warriors. Battle criers are steeped in their people's traditions, distrustful of arcane magic and psionics, and above all, disdainful of technology.

Hit Die: d10.



TABLE 1-6: THE BATTLE CRIER

Level	Base Attack		Ref Save	Will Save	Special	Bonus Spells
	Bonus	Fort Save				
1st	+0	+2	+0	+2	Improved skald	2
2nd	+1	+3	+0	+3	Rage (+1/day)	0
3rd	+2	+3	+1	+3	Unbound	2
4th	+3	+4	+1	+4	Rage (+2/day)	0
5th	+3	+4	+1	+4	Incite rage (1/day)	2

CLASS SKILLS

The battle crier's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Jump (Str), Listen (Wis), Perform (Cha), Spellcraft (Int), and Swim (Str). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the battle crier prestige class.

WEAPON AND ARMOR PROFICIENCY

Battle criers gain no proficiency with any weapons, armor, or shields.

BONUS SPELLS

At every level indicated on **Table 1-6: The Battle Crier**, the battle crier gains bonus spells for a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, nor does he gain an increased effective level of spellcasting. The battle crier can add bonus spells to any level of spells he already has the ability to cast.

If a character had more than one spellcasting class before becoming a battle crier, he must decide to which class he adds each bonus spell as it is gained.

IMPROVED SKALD (EX)

Starting at 1st level, the battle crier can start any of the following bardic music effects as a move action while raging (assuming he meets the prerequisites): *inspire courage*, *inspire greatness*, and *inspire heroics*. Unlike with the Skald feat, the battle crier can maintain these effects as long as he continues to sing (a move action each round), and can affect allies as normal with these abilities while raging.

RAGE (EX)

At 2nd level, the battle crier gains one additional use of his rage ability (or the similar ability used to gain entry to the class) per day. At 4th level, the battle crier gains another additional use of the same ability.

UNBOUND (SU)

Starting at 3rd level, whenever the battle crier is raging, he gains immunity to enchantment (compulsion) effects.

INCITE RAGE (EX)

When the battle crier enters a rage, he can incite a rage in one willing ally within 60 feet. For as long as the ally remains raging, he gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class. Once raging, the ally can move more than 60 feet from the battle crier.

The ally's rage lasts a number of rounds equal to 3 + his (newly improved) Constitution modifier. This rage is identical to the barbarian's rage ability (see **Chapter Three: Classes** of the *PHB*), including the character becoming fatigued when his rage ends.

This is a mind-affecting effect.

BUCCANEER

The buccaneer is a brigand at sea, seizing ships, cargo, and passengers at will. With no allegiance save to his captain and crew, he is free to explore all that the world has to offer. While most comfortable at sea, he can also insinuate himself in the seediest districts of the most notorious cities, at home with cutthroats, killers, and thieves. Still, not all buccaneers are callous bandits or murderers. Some are heroic types, drawn helplessly to adventure and at their best when facing danger straight on.

Many buccaneers are drawn from the ranks of rogues and bards, but are at their best when they can also draw upon the martial skills of a fighter or ranger (with a few even starting as multiclass barbarians). The most notorious buccaneers are those who weave a little magic with their fighting skills, making them unpredictable enemies at best, and downright deadly at worst.

NPC buccaneers are likely to be uncertain allies, occasionally taking a party's side in a nautical adventure, or perhaps saving their hides from an encounter with a crown ship. Conversely, buccaneers can be vicious villains, stalking the PCs across the seas and waiting for them to find lost treasure, only to snatch it from them when they do.

Hit Die: d8.

REQUIREMENTS

To qualify to become a buccaneer, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Skills: Balance 4 ranks, Intimidate 4 ranks, Profession (sailor) 4 ranks, Swim 4 ranks.

Feats: Dodge, Mobility, Weapon Finesse.

Special: A character must have made at least three voyages as a crew member on a galley or sailing ship prior to taking levels in this prestige class.

CLASS SKILLS

The buccaneer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Profession (sailor) (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the buccaneer prestige class.

WEAPON AND ARMOR PROFICIENCY

The buccaneer is proficient with all simple and martial weapons, but not with any type of armor or shield.

SEA LEGS (EX)

Starting at 1st level, the buccaneer gains a +2 competence bonus on all Balance, Climb, and Jump checks while



on board a ship. The buccaneer retains this bonus while climbing rigging, fighting on a mast, or under virtually any other circumstances. The bonus increases by +2 every three levels beyond 1st (+4 at 4th, +6 at 7th, and +8 at 10th).

PIRATE'S LUCK (EX)

At 2nd level, while wearing no armor, the buccaneer gains a luck bonus to Armor Class equal to one-half his class level. The buccaneer divides this luck bonus among his foes. For example, an 8th-level buccaneer (+4 luck bonus) can take a

TABLE 1-7: THE BUCCANEER

Level	Base Attack			Will Save	Special
	Bonus	Fort Save	Ref Save		
1st	+1	+0	+2	+0	Sea legs +2
2nd	+2	+0	+3	+0	Pirate's luck
3rd	+3	+1	+3	+1	Nose for swag
4th	+4	+1	+4	+1	Sea legs +4
5th	+5	+1	+4	+1	Excellent swimmer
6th	+6	+2	+5	+2	Press-gang attack
7th	+7	+2	+5	+2	Sea legs +6
8th	+8	+2	+6	+2	Weaving charge
9th	+9	+3	+6	+3	Daring
10th	+10	+3	+7	+3	Sea legs +8

+4 bonus to AC against a single foe, a +2 bonus against two foes, or a +1 bonus against four foes.

NOSE FOR SWAG (EX)

Starting at 3rd level, a buccaneer adds his class level to all Appraise and Search checks involving treasure. For example, a buccaneer gains this bonus when searching for secret compartments that contain treasure, but not when searching for secret compartments in general. In addition, a buccaneer gains a +2 insight bonus on saving throws when interacting with illusion effects which appear to be treasure (gold, gems, or other mundane valuables). In both cases, the GM will factor the bonus in secretly depending on circumstance.

EXCELLENT SWIMMER (EX)

At 5th level, a buccaneer hones his skills at sea, gaining a +4 bonus on Swim checks. He may always take 10 on Swim checks even if rushed or threatened. As well, he gets a +4 bonus on Constitution checks made to avoid drowning.

PRESS-GANG ATTACK (EX)

Buccaneers are accustomed to shanghaiing sailors to serve on their ships. From 6th level, whenever a buccaneer uses a weapon to deal nonlethal damage, he takes no penalty on the attack roll. In addition, should the buccaneer use a weapon that normally deals nonlethal damage (such as a sap), he can add his Dexterity bonus on the damage roll (in addition to his Strength bonus).

WEAVING CHARGE (EX)

At 8th level, a buccaneer can maneuver past obstacles to charge his foes. While charging on board a ship, the buccaneer can make one turn (maximum 90 degrees) per point of his Dexterity modifier (minimum one turn). If on land, he can make just one turn (maximum 90 degrees) during his charge.

DARING (EX)

By 9th level, the buccaneer has seen it all, and gains immunity to spells or spell-like effects with the fear descriptor.

THE EPIC BUCCANEER

An epic buccaneer is the terror of the seas. He is the dread pirate of legend, capable of striking fear into his foes with the mere mention of his name.

Hit Die: d10.

Skill Points at Each Level: 4 + Int modifier.

Sea Legs (Ex): The epic buccaneer's bonus on Balance, Climb, and Jump checks while on board a ship continues to improve by +2 every three levels beyond 10th.

Pirate's Luck (Ex): The epic buccaneer's luck bonus to AC does not improve beyond 10th level.

Nose for Swag (Ex): The epic buccaneer continues to add his class level to Appraise and Search checks involving treasure.

Bonus Feats: The epic buccaneer gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

DEACON

A deacon is a member of a powerful religious organization (for example, the Great Church in Green Ronin's *Book of the Righteous*). Dedicating his life to political and secular matters, he works with prominent members of the community to further the goals of the church. As such, a deacon is an expert at diplomacy, languages, and the subtle arts of intrigue, all in the name of the gods' good works. Being a deacon means becoming part of an established church, with resources and wealth made available to the character for the spreading of the church's influence.

Pious bards, rogues, and wizards often become deacons, as the class provides a way for them to use their specialized skills to the benefit of their faith. Fighters and rangers called to the deaconry are usually already established and powerful adventurers, named deacons by the church in recognition of their status as heroes. Other classes almost never become deacons, with clerics and paladins in particular already serving the church in other capacities.

NPC deacons are generally influential, smooth-talking, and clever—experts at getting people to see things their way without resorting to threats or violence. For players who want their characters to be tied to a powerful religious organization without being a cleric or paladin, working toward being named a deacon is a worthy goal. Many famous adventurers over the years have been made deacons (and eventually archdeacons)—sometimes for bringing back great treasures and donating them to the church; sometimes for simply aiding the church in times of crisis.

Once a deacon, a character will likely be sent by his archdeacon or bishop to perform diplomatic missions in the name of the organization, so every deacon must be skilled as a diplomat with at least one group or type of people (barbarians of the north, dwarves, or any other distinct group the GM deems appropriate).

Hit Die: d6.

REQUIREMENTS

To qualify to become a deacon, a character must fulfill all the following criteria.

Alignment: Any within one step of his chosen religious organization.

Skills: Diplomacy 5 ranks, Knowledge (local) or Knowledge (nobility and royalty) 3 ranks, Sense Motive 5 ranks.

Feats: Skill Focus in one or more of the following skills: Bluff, Diplomacy, Forgery, Gather Information, Knowledge (local), Knowledge (nobility and royalty), Knowledge (religion), Listen, Spot, or Sense Motive.

Special: Must speak either Dwarven, Elven, Gnome, or Halfling. The character must be a faithful member of a religious organization, and must have earned the title of deacon, bestowed by a bishop. Earning a title usually involves a donation of at least 10,000 gp to the church, or the completion of an important quest on the church's behalf.

CLASS SKILLS

The deacon's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (politician or lawyer) (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the deacon prestige class.

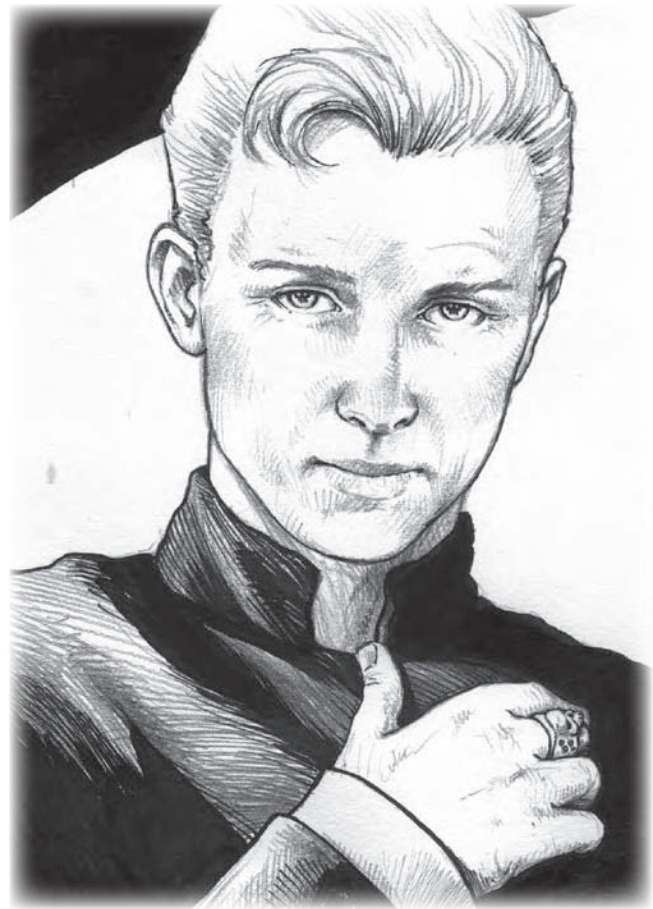
WEAPON AND ARMOR PROFICIENCY

The deacon gains no proficiency with any weapons, armor, or shields.

BONUS FEAT

At 1st level and every two levels thereafter, the deacon gains a bonus feat from the following list: Social Adaptation*, Alertness, Deceitful, Negotiator, Persuasive, or Skill Focus. A deacon must meet all prerequisites for a bonus feat. If the deacon selects Skill Focus, he must apply the benefit of that feat to one of the following skills: Bluff, Diplomacy, Forgery, Knowledge (local), Knowledge (nobility and royalty), Knowledge (religion), Listen, Sense Motive, or Spot.

* New feat described on page 18.



STATUS

A deacon is an important figure in his church, and as such, he enjoys a privileged status. A deacon never pays for food or lodging at a chapter or temple of his particular faith, and receives significant discounts from merchants faithful to his religion (typically -2d20%). Further, should the deacon request an audience with a political figure, he is only refused if the figure wishes to alienate himself from the graces of the deacon's faith.

TABLE 1-8: THE DEACON

Level	Base Attack			Will Save	Special
	Bonus	Fort Save	Ref Save		
1st	+0	+0	+0	+2	Bonus feat, status (deacon)
2nd	+1	+0	+0	+3	Bonus language
3rd	+2	+1	+1	+3	Bonus feat, master diplomat +2
4th	+3	+1	+1	+4	Bonus language
5th	+3	+1	+1	+4	Bonus feat
6th	+4	+2	+2	+5	Bonus language, master diplomat +4
7th	+5	+2	+2	+5	Bonus feat, church protection
8th	+6	+2	+2	+6	Bonus language, status (archdeacon)
9th	+6	+3	+3	+6	Bonus feat, master diplomat +6
10th	+7	+3	+3	+7	Bonus language, greater church protection

At 8th level, a deacon is named archdeacon for his long service to the church. Not only does he receive free food and lodging, but he can have spells cast for free by the church and will be provided magic items at cost from the church's stores (there is an 80% chance for the church to have access to any minor magic item, 40% for any medium magic item, and 20% for any major magic item). Merchants devoted to the deacon's faith are unlikely to ever charge for minor items, and important political figures are nearly certain to invite an archdeacon to court if word of his presence reaches the noble's ears.

BONUS LANGUAGE (EX)

At 2nd level and every two levels thereafter, the deacon learns a bonus language. He may choose any common language, but not secret ones (such as Druidic) or planar languages (such as Infernal or Terran).

MASTER DIPLOMAT (EX)

By 3rd level, the deacon has gained a masterful understanding of mortal behavior, and is increasingly able to judge truth at a glance, modulate his voice to soothe or anger anyone with whom he converses, or turn any conversation to a subject of his choosing. He gains a +2 insight bonus on Bluff, Diplomacy, Gather Information, and Sense Motive checks. This bonus increases to +4 at 6th level, and to +6 at 9th level.

CHURCH PROTECTION

Because deacons are extremely valuable to their church, they receive special protection from their church's clergy and paladins. A deacon in difficulty may call upon his church for help, and will receive it if possible. At 7th level, the deacon gains Leadership as a bonus feat (see **Chapter Four: Nonplayer Characters** in the *DMG* for details on the Leadership feat). This feat functions as normal except that all of his followers are either paladins (or holy/unholy warriors) or clerics. If the deacon already has the Leadership feat, he may add his Wisdom bonus and his Charisma bonus when determining his Leadership score.

GREATER CHURCH PROTECTION

At 10th level, the deacon gains a +6 bonus to his Leadership score.

EX-DEACONS

As difficult as it is to attain the status of deacon, the position is rarely taken away once granted. The only way for a deacon to lose his status is by grossly and blatantly violating the tenets of his faith. In such instances, the deacon is branded a traitor and cast out from the church, losing the benefit of status and church protection. He becomes an ex-deacon and may no longer advance in this prestige class. However, deacons who deviate from the principles of their faith to lesser degrees are common enough, and the class's abilities often allow such characters to hide their occasional lapses and illicit activities.

THE EPIC DEACON

The epic deacon wields power commensurate with the mightiest of high priests, capable of halting or starting wars with a word, forcing lords and kings to bow before him, and enjoying the adulation of his church.

Hit Die: d6.

Skill Points at Each Level: 6 + Int modifier.

Bonus Language: The epic deacon continues to gain bonus languages every two levels beyond 10th (12th, 14th, and so on), except that he may now also choose planar languages.

Master Diplomat: The epic deacon's bonus on Bluff, Diplomacy, Gather Information, and Sense Motive checks continues to improve by +2 every three levels beyond 9th (+8 at 12th, +10 at 15th, and so on).

Bonus Feats: The epic deacon gains a bonus feat every two levels beyond 10th (12th, 14th, and so on). These feats may be any feats for which the character qualifies.

HOURI

Houri are courtesans and consorts who act simultaneously as lovers, killers, and spies among the powerful. They specialize in using rogue skills and bardic tricks to win sympathy and even love from their victims—and even those victims they betray are grateful for the houri's attentions. They combine their mastery of seduction, stealth, and assassination into a unique and deadly mixture.

Becoming a houri requires good looks, a strong personality, and an actor's ability to hide true emotions and intentions. This prestige class is popular among assassins, bards, and rogues. While their adaptability means that humans often make the best houri, elves and half-elves are also common among their ranks.

The word houri derives from the Persian and Arabic tongues, and means a voluptuous and alluring woman, or (more specifically) one of the beautiful virgins of the heavenly paradise.

Hit Die: d6.

REQUIREMENTS

To qualify to become a houri, a character must fulfill all the following criteria.

Gender: Female.

Alignment: Any nongood.

Skills: Bluff 8 ranks, Gather Information 8 ranks, Perform 8 ranks, Sense Motive 8 ranks.

Feats: Appealing*, Persuasive.

* New feat described on page 16.

CLASS SKILLS

The houri's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the houri prestige class.

WEAPON AND ARMOR PROFICIENCY

The houri gains no proficiency with any weapons, armor, or shields.

SPELLS

Beginning at 1st level, a houri gains the ability to cast a number of arcane spells. To cast a spell, a houri must have a Charisma score of at least 10 + the spell's level, so a houri with a Charisma of 10 or lower cannot cast these spells. Houri bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the houri's Charisma bonus. When the houri gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level (see **Ability Modifiers and Bonus Spells** in **Chapter One** of the *PHB*). The houri's spell list appears at the end of the class features. A houri casts spells just as a bard does.

Upon reaching 6th level, and then at 8th and 10th level, a houri can choose to learn a new spell in place of one she already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spell the houri can cast. A houri may swap only a single spell at any given level, and must choose whether to swap the spell at the same time that she gains new spells known for that level.

PILLOW TALK (EX)

Starting at 1st level, the houri gains a +2 competence bonus on Bluff, Diplomacy, Gather Information, and Sense Motive checks. This bonus improves by +2 every three levels beyond 1st (+4 at 4th, +6 at 7th, and +8 at 10th).

KISS (SU)

At 2nd level, the houri can use her skills as a lover to assist the casting of her spells by substituting a kiss for the verbal components of any spell she casts. If the spell so cast is of the enchantment school, she casts it at +2 caster level. Against an unwilling target, spells cast with this ability require a successful melee touch attack (over and above any touch attack normally required for the spell).



DISTRACTION (EX)

The houri is intoxicating—a vision of beauty, desire incarnate. Starting at 3rd level, she gains a +2 competence bonus on all Charisma-based skill checks made against those ordinarily attracted to her race and gender.

LOVER (SU)

By 5th level, the houri's skills with love and magic have mingled such that she can cast spells while in a lover's embrace. In such instances, she may use the embrace to take the place of a spell's somatic components. If the spell so cast is of the enchantment school, it is automatically extended as if she had applied the *Extend Spell* feat (though the spell's level and casting time do not change).

IMPROVED DISTRACTION (SU)

Ordinary people pale when compared with the houri. At 6th level, the houri can force all creatures within 30 feet that are ordinarily attracted to her race and gender to make a Will save (DC 10 + 1/2 houri's class level + houri's Cha modifier). Creatures that fail their saves become distracted, taking a -4 penalty on Listen and Spot checks and having their attitudes improved by one step (see *Diplomacy* in **Chapter Four: Skills** of the *PHB*). These effects last for a number of minutes equal to the houri's Charisma modifier (minimum 1 minute). The houri can use improved distraction once per day per point of her Charisma bonus.

DANCE OF THE VEIL (SU)

When the houri attains 8th level, she may add +4 to the DC of any enchantment spell or effect by delivering it

TABLE 1-8: THE DEACON

Level	Base Attack		Ref Save	Will Save	Special	—Spells per Day—			
	Bonus	Fort Save				1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Pillow talk +2	0	—	—	—
2nd	+1	+0	+3	+0	Kiss	1	—	—	—
3rd	+2	+1	+3	+1	Distraction	2	0	—	—
4th	+3	+1	+4	+1	Pillow talk +4	3	1	—	—
5th	+3	+1	+4	+1	Lover	3	2	0	—
6th	+4	+2	+5	+2	Improved distraction	3	3	1	—
7th	+5	+2	+5	+2	Pillow talk +6	3	3	2	0
8th	+6	+2	+6	+2	Dance of the veil	3	3	3	1
9th	+6	+3	+6	+3	Greater distraction	3	3	3	2
10th	+7	+3	+7	+3	Pillow talk +8	3	3	3	3

as part of a ritual dance. The dance takes 1 minute to complete, and replaces all verbal, somatic, and mundane material components (though material components costing more than 1 gp must be at hand). In addition, the enchantment affects all targets within a 40-foot radius. For example, a *houri* who dances for 1 minute while casting *charm person* could affect all humanoid targets in a 40-foot radius.

GREATER DISTRACTION (SU)

At 9th level, the *houris* reaches the height of her seductive abilities. Whenever she makes a Charisma-based skill check to improve the attitude of a target ordinarily attracted to her gender, she gains a +4 bonus on the check (this stacks with the bonus from her distraction ability). In addition, if she succeeds, the target takes a -4 penalty on all skill checks for a number of minutes equal to the

houris' class level plus her Charisma modifier. A *houris* can use this ability once per day per point of her Charisma modifier (minimum once per day).

HOURI SPELL LIST

Houris choose their spells from the following list:

1st Level: *charm person, comprehend languages, daze, disguise self, lesser confusion, lullaby, message, silent image, sleep, ventriloquism.*

2nd Level: *alter self, calm emotions, daze monster, eagle's splendor, invisibility, minor image, suggestion, tongues, whispering wind.*

3rd Level: *charm monster, confusion, crushing despair, deep slumber, glibness, good hope, lesser geas, major image, scrying.*

4th Level: *dominate person, dream, greater invisibility, hold monster, modify memory, zone of silence.*

TABLE 1-10: HOURI SPELLS KNOWN

Level	—Spells Known—			
	1st	2nd	3rd	4th
1st	21	—	—	—
2nd	3	—	—	—
3rd	3	21	—	—
4th	4	3	—	—
5th	4	3	21	—
6th	4	4	3	—
7th	4	4	3	21
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

1 Provided the *houris* has sufficient Charisma to have a bonus spell of this level.

THE EPIC HOURI

Few can withstand the allure of the epic *houris*, so great is her beauty and sensuality. Able to melt the hardest of hearts and stir passion in the passionless, her skills as a lover are peerless.

Hit Die: d6.

Skill Points at Each Level: 4 + Int modifier.

Pillow Talk (Ex): The *houris*' bonus on Bluff, Diplomacy, Gather Information, and Sense Motive checks continues to improve every three levels beyond 10th (+10 at 13th, +12 at 16th, and so on).

Spells: The *houris*' caster level is equal to her class level. The *houris*' number of spells per day does not increase after 10th level, and she does not learn additional spells.

Bonus Feats: The epic *houris* gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

STORM SHEPHERD

Occasionally, a druid appears with an unusual knack for manipulating the weather and channeling energy (usually electricity), and who possesses some strange and often unexplained psychic or psionic ability. The character continues on his path until a near-fatal encounter with the power of the storm fuses his divine magic skills with his ability to manifest psionic powers. Thereafter, he is never the same, becoming a guardian of the skies and the creatures of air.

All storm shepherds come from the druid class in order to gain entry into this prestige class, and though they can be psions or even psychic warriors, most are wilders. A few storm shepherds later turn to the wizard or sorcerer path to further expand their abilities.

Storm shepherd NPCs are isolated and solitary individuals, at home in the mountains with other creatures of the winds. A few leave the Material Plane completely, crossing the planes to find a new home in the Elemental Plane of Air. These storm shepherds are powerful and detached, but occasionally can be stirred to offer guidance and sometimes aid.

Hit Die: d6.

REQUIREMENTS

To qualify to become a storm shepherd, a character must fulfill all the following criteria.

Alignment: Chaotic Neutral.

Skills: Knowledge (nature) 9 ranks, Knowledge (psionics)* 9 ranks.

* See the *Psonics Handbook* for details.

Power Points: 25.

Special: Nature sense class ability and the ability to cast *call lightning*. As well, the character must have been struck by lightning, or failed a saving throw against any spell with the electricity descriptor and reduced to 0 hit points or less.

CLASS SKILLS

The storm shepherd's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration (Con), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (psionics)* (Int), Psicraft* (Int), Spellcraft (Int), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* (or the *Psonics Handbook**) for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the storm shepherd prestige class.



WEAPON AND ARMOR PROFICIENCY

A storm shepherd gains no proficiency with any weapons, armor, or shields.

SPELLS AND POWERS

At 1st, 4th, 7th, and 10th level, the storm shepherd gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a storm shepherd, he must decide to which class he adds the new level for the purpose of determining spells per day and spells known.

At 2nd, 5th, and 8th level, the storm shepherd gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). If a character had more than one manifesting class before he became a storm shepherd, he must decide to which class he adds the new level of storm shepherd for the purpose of determining power points per day, powers known, and manifest level.

DOMAIN

At 1st level, the storm shepherd gains access to the Air domain, described in **Chapter Eleven: Spells** in the *PHB*. The storm shepherd gains the granted powers associated with the domain, and can choose a domain spell for each spell level he can normally cast, just as a cleric does.

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability).

ELECTRICITY RESISTANCE (EX)

A 1st-level storm shepherd gains electricity resistance 10, allowing him to ignore the first 10 points of damage from an electricity attack.

AIR RAPPORT (EX)

The storm shepherd has an uncanny connection with the creatures of air. At 2nd level, he gains a +4 bonus on all Charisma-based skill checks used to interact with creatures with the air subtype.

SPONTANEOUS SPELLS

From 3rd level, a storm shepherd may channel stored spell energy into Air domain spells that he did not prepare ahead of time. He can “lose” any prepared divine spell that is not a domain spell in order to cast any Air domain spell of the same level.

BATTERY (SU)

From 4th level, once per day, the storm shepherd can convert electricity into raw psionic power. Whenever the storm shepherd is targeted by or in the area of a spell with the electricity descriptor, he may expend his psionic focus to capture some of the spell’s energy, gaining a number of temporary power points equal to the level of the spell or power. Thus, a storm shepherd in the area of a *lightning bolt* (a 3rd-level spell) may expend his psionic focus to gain 3 power points. Power points gained in this way last for a number of rounds equal to the storm shepherd’s class level, after which they fade.

TABLE 1-11: THE STORM SHEPHERD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1st	+0	+0	+2	+2	Air domain, electricity resistance	+1 level of existing divine spellcasting class
2nd	+1	+0	+3	+3	Air rapport	+1 level of existing manifesting class
3rd	+1	+1	+3	+3	Spontaneous spells	—
4th	+2	+1	+4	+4	Battery, immunity to electricity	+1 level of existing divine spellcasting class
5th	+2	+1	+4	+4	<i>Levitate</i>	+1 level of existing manifesting class
6th	+3	+2	+5	+5	Shun the winds	—
7th	+3	+2	+5	+5	<i>Fly</i>	+1 level of existing divine spellcasting class
8th	+4	+2	+6	+6	Skydance	+1 level of existing manifesting class
9th	+4	+3	+6	+6	<i>Overland flight</i>	—
10th	+5	+3	+7	+7	<i>Storm of vengeance</i>	+1 level of existing divine spellcasting class

IMMUNITY TO ELECTRICITY (EX)

Starting at 4th level, the storm shepherd gains immunity to electricity.

SPELL-LIKE ABILITIES

At the indicated levels, the storm shepherd gains the ability to use spell-like abilities. Each use requires him to expend his psionic focus.

5th level: 3/day—levitate

7th level: 3/day—fly

9th level: 3/day—overland flight

10th level: 1/week—storm of vengeance

Caster level equals the storm shepherd's character level. The save DC is Wisdom-based.

SHUN THE WINDS (EX)

By 6th level, the storm shepherd can function without penalty in even the worst weather. He can ignore the effects of winds of hurricane strength or less, regardless of whether they were naturally or magically created (see **Weather in Chapter Three: Adventures** in the *DMG*). However, he gains no special resistance to other inclement conditions (rain, snow, hail, fog, and so on), even if they are related to a wind effect he ignores.

SKYDANCE (SU)

At 8th level, whenever the storm shepherd flies into a cloud, he can draw ambient electrical energies from the air to augment his spells. This results in a harmless display of crackling and dancing electricity that surrounds him. By expending his psionic focus, the storm shepherd can draw 1d3 levels of energy that he can use to augment his spells or

powers with any metamagic or metapsionic feats he has, and without increasing the level of the spell or power.

For example, a storm shepherd who draws two levels of energy from a cloud can apply a metamagic or metapsionic feat to one of his spells or powers, so long as that feat would normally raise the level of the spell or power by no more than two (Empower Spell or Delay Power, for example).

THE EPIC STORM SHEPHERD

The epic storm shepherd personifies the deadly summer storms in power and personality. Wild, capricious, and unpredictable, they descend on their enemies with sudden violence, only to return to the mysterious aeries from which they protect the sky and its creatures from harm.

Hit Die: d6.

Skill Points at Each Level: 2 + Int modifier.

Spells and Powers: The epic storm shepherd's caster level increases by one for every three levels gained above 10th (13th, 16th, and so on). The epic storm shepherd continues to gain new spells per day (and spells known, if applicable) at each indicated level, up to the maximum spells per day and spells known of the spellcasting class to which he belonged before adding the prestige class.

The epic storm shepherd's manifester level increases by one for every three levels gained above 8th (11th, 14th, and so on). The epic storm shepherd continues to gain power points and access to new powers at each indicated level, up to the maximum power points per day and powers known of the psionic class to which he belonged before adding the prestige class.

Bonus Feats: The storm shepherd gains a bonus feat every four levels beyond 10th (14th, 18th, and so on). These feats may be any feats for which the character qualifies.

PART V: SPELLS AND MAGIC

While there are few limitations as to the kinds of magic humans can cast, human spellcasters often develop spells particularly suited to their kind. Human magic is often designed to shore up racial limitations, enhance existing qualities, and in general, make its casters more effective when matched against races that have a special inclination toward the arcane or divine. This section details a selection of new spells designed with the human character in mind.

An X appearing at the end of a spell's name in the spell lists denotes a spell with an XP component paid by the caster.

NEW SPELLS

NEW ASSASSIN SPELL

2ND-LEVEL ASSASSIN SPELL

Shunt: Place target into the ethereal plane for 1 round.

NEW BARD SPELLS

1ST-LEVEL BARD SPELLS

Borrow Skill: Use target creature's ranks in any skill.

Quick Change: Assume form of a similar creature for 1 round.

NEW CLERIC SPELLS

1ST-LEVEL CLERIC SPELL

Inflict Pain: Touch attack deals 2d6+1/level nonlethal damage.

3RD-LEVEL CLERIC SPELL

Shunt: Place target into the ethereal plane for 1 round.

4TH-LEVEL CLERIC SPELL

Adaptation: Function normally in inhospitable planar environments.

6TH-LEVEL CLERIC SPELL

Adaptation, Mass: As *adaptation*, but 30-ft.-radius burst.

9TH-LEVEL CLERIC SPELLS

Globe Against the Arcane: As *antimagic field*, but applies only to arcane magic.

Occlude: Suppress divine magic other than your own in a 30-ft.-radius.

NEW DRUID SPELLS

1ST-LEVEL DRUID SPELL

Keen Senses: Doubles range of sight, +2 bonus on Listen, Search, and Spot checks.

4TH-LEVEL DRUID SPELL

Adaptation: Function normally in inhospitable planar environments.

5TH-LEVEL DRUID SPELL

Adaptation, Mass: As *adaptation*, but 30-ft.-radius burst.

7TH-LEVEL DRUID SPELL

Restore Youth: Target touched becomes 1d4 +1 years younger for 1 day/level.

8TH-LEVEL DRUID SPELL

Restore Youth, GreaterX: As *restore youth*, but permanent.

NEW PALADIN SPELL

1ST-LEVEL PALADIN SPELL

Fellowship of Wounds: Blesses wounded allies.

NEW RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Borrow Skill: Use target creature's ranks in any skill.

Keen Senses: Doubles range of sight, +2 bonus on Listen, Search, and Spot checks.

NEW SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELLS

Abjur **Reactive Armor:** Immediate +2 deflection bonus to AC.

Necro **Inflict Pain:** Touch attack deals 2d6+1/level nonlethal damage.

Trans **Adjust:** Armor, shield, or clothing resizes to fit caster.

Borrow Skill: Use target creature's ranks in any skill.

Quick Change: Assume form of a similar creature for 1 round.

2ND-LEVEL SORCERER/WIZARD SPELL

Trans **Shunt:** Place target into the ethereal plane for 1 round.

5TH-LEVEL SORCERER/WIZARD SPELL

Trans **Adaptation:** Function normally in inhospitable planar environments.

6TH-LEVEL SORCERER/WIZARD SPELLS

Evoc **Cone of Steam:** 60-ft. cone, 1d6/level fire damage.
Trans **Adaptation, Mass:** As *adaptation*, but 30-ft.-radius burst.

7TH-LEVEL SORCERER/WIZARD SPELL

Ench **Power Word Fear:** Single creature flees in panic.

8TH-LEVEL SORCERER/WIZARD SPELL

Trans **Restore Youth:** Target touched becomes 1d4 +1 years younger for 1 day/level.

9TH-LEVEL SORCERER/WIZARD SPELL

Trans **Restore Youth, GreaterX:** As *restore youth*, but permanent.

NEW SPELL DESCRIPTIONS

Spells are presented in alphabetical order except for those whose names begin with "greater", "lesser", or "mass."

ADAPTATION

Transmutation

Level: Cleric 4, druid 4, sorcerer/wizard 5

Component: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Select a plane (see **Chapter Five: Campaigns** in the *DMG*). *Adaptation* grants you immunity to the plane's harmful environmental effects, including such things as toxicity, extreme temperatures, and lack of air. Additionally, *adaptation* grants energy resistance 20 to a single energy type prevalent on the plane (your choice).

This spell has no effect when cast upon your native plane. Because this spell is cast as an immediate action (see page D), it can be cast even when it isn't your turn.

ADAPTATION, MASS

Transmutation

Level: Cleric 6, druid 5, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action
Range: 30 ft.
Effect: All creatures within a 30-ft.-radius burst
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions as *adaptation*, except as noted above.

ADJUST

Transmutation

Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One unattended suit of armor, set of clothing, or shield
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Adjust instantaneously resizes a piece of unattended clothing, armor, or a shield to fit you perfectly. This spell effects both magical and mundane equipment.

BORROW SKILL

Transmutation

Level: Bard 1, ranger 1, sorcerer/wizard 1
Component: S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Upon casting this spell, your hand pulses with a soft blue light. You may touch a target creature to borrow the ranks it has in any one skill. On your next action, you can make a single skill check using the subject's ranks, but modified by your own key ability. If a skill check requires more than 1 round to make, you may not use this spell to borrow that skill.

CONE OF STEAM

Evocation [Fire, Water]

Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: Yes

You breathe superheated steam in a cone-shaped burst, dealing 1d6 points of fire damage per caster level (maximum 10d6). On the following round, any creatures that failed

their initial save and who wear heavy armor or have a natural armor bonus +6 or higher must succeed on a second Reflex save or take an additional 5d6 points of damage as the steam continues to cook them.

Material Component: A cup of water collected from a geyser.

FELLOWSHIP OF WOUNDS

Enchantment (Charm) [Mind-Affecting]

Level: Paladin 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Targets: Up to three living creatures touched
Duration: 3 rounds + 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell forms a bond between you and those who are willing to fight at your side. You may touch up to three living creatures. If any of the touched creatures takes 6 or more points of lethal damage or 3 or more points of ability damage while fighting at your side, they receive a +1 sacred bonus to Armor Class.

GLOBE AGAINST THE ARCANE

Abjuration

Level: Cleric 9
Components: V, S, DF
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: See text

This spell functions exactly as *antimagic field* (see **Chapter Eleven: Spells** in the *PHB*), except it applies only to arcane magic, allowing divine spellcasters to cast spells normally. The globe also suppresses psionic powers and effects.

INFLECT PAIN

Necromancy [Evil]

Level: Cleric 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

Inflict pain surrounds your hand with a dull red glow, allowing you to send blindingly hot pinpricks through your target's body with a touch. Your touch deals 2d6 points of nonlethal damage plus 1 point per caster level (maximum +5).

KEEN SENSES

Transmutation

Level: Druid 1, ranger 1

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With *keen senses*, you gain low-light vision, enabling you to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. If you already have low-light vision, you instead gain the ability to see three times as far as normal. In addition, you gain a +2 bonus on Listen, Search, and Spot checks.

Material Component: A sprig of eyebright.

OCCLUDE

Abjuration

Level: Cleric 9

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: All creatures within a 30-ft.-radius spread centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You channel the power of your god to suppress magic from divine sources (other than you) in the area. All creatures that fail their saving throw temporarily lose access to all spells derived from a divine source if that source is other than your god. This access is lost for as long as they remain in the area of the spell.

This spell has no effect on deities of divine rank 1 or greater.

POWER WORD FEAR

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Sorcerer/wizard 7

Component: V

Casting Time: 1 standard action

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

Target: One creature with 150 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that causes one creature of your choice to become overwhelmed with fear and loathing. The target becomes panicked whether it can hear the word or not.

The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word fear*.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds



QUICK CHANGE

Transmutation

Level: Bard 1, sorcerer/wizard 1

Component: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *alter self* (see **Chapter Eleven: Spells** in the *PHB*), except as noted above.

REACTIVE ARMOR

Abjuration

Level: Sorcerer/wizard 1

Component: S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

With a gesture, *reactive armor* surrounds you with an invisible protective shield, granting you a +2 deflection bonus to AC. Because this spell is cast as an immediate action (see page D), it can be cast even when it isn't your turn.

RESTORE YOUTH

Transmutation

Level: Druid 7, sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One humanoid

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

This spell makes the target creature younger by 1d4 years plus one year per two caster levels (maximum +10). The subject takes no damage, but if its physical age is reduced to a younger age category, any adjustments to ability scores previously incurred by aging are reversed (see **Aging Effects** in **Chapter Six: Description** of the *PHB*).

RESTORE YOUTH, GREATER

Transmutation

Level: Druid 8, sorcerer/wizard 9

Components: V, S, XP

Duration: Instantaneous

Greater restore youth functions exactly as *restore youth*, except that its effects are permanent.

XP Cost: 1,000.

SHUNT

Transmutation

Level: Assassin 2, cleric 3, sorcerer/wizard 2

Component: V

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

Shunt briefly and forcibly pushes a target creature within range into the Ethereal Plane for 1 round (see the *PHB* for the effects of being ethereal). If cast while on the Ethereal Plane, this spell functions in reverse, forcing a creature onto the Material Plane for 1 round.

PART VI: HUMAN EQUIPMENT

The following inexpensive mundane and magic items are especially useful to human adventurers, helping them to overcome their natural limitations and enhancing their already potent selection of feats and skills.

SPECIAL ITEMS AND SUBSTANCES

All of the following items list the Craft (alchemy) DC to create them.

NAUTAL'S AMAZING LUNGEUL

This bladder is filled with the spores of a rare fungus and fitted with a mouthpiece. When the bladder is squeezed

into the lungs (a move action), the imbiber can hold his breath for an additional 4 rounds before needing to make a Constitution check (see **Suffocation** in **Chapter Eight** of the *DMG*).

Craft (alchemy) DC 20.

NAUTAL'S HANDY EYE CREAM

This small jar contains a sample of white cream. When applied directly to the eyes (a move action), the user gains a +1 circumstance bonus on Spot checks for 1d4 rounds. A single jar contains 6 doses. The cream must be applied to both eyes, or disorientation will cause the user to become sickened for 1 round.

Craft (alchemy) DC 25.

**TABLE 1-12:
SPECIAL ITEMS AND SUBSTANCES**

Item	Cost	Weight
Nautal's amazing lungful	50 gp	1 lb.
Nautal's handy eye cream	100 gp	1/2 lb.
Nautal's handy wax remover	100 gp	—
Nautal's instant clarity	100 gp	1/2 lb.
Nautal's maddening urgency	300 gp	1/2 lb.

TABLE 1-13: WONDROUS ITEMS

Item	Market Price	Weight
Night goggles	4,500 gp	1 lb.
Pog's reality meter	1,500 gp	3 lb.
Portable cleric	3,000 gp	5 lb.
Potential spark	500 gp	—
Stench pellet	500 gp	1/10 lb.

NAUTAL'S HANDY WAX REMOVER

Sold in a small vial with pipette, a drop of Nautal's handy wax remover placed in a living creature's ear (a move action) grants a +1 circumstance bonus on Listen checks for 1d4 rounds. A single vial contains 10 drops.

Craft (alchemy) DC 25.

NAUTAL'S INSTANT CLARITY

This small snifter contains a mixture of sharp-smelling herbs. When inhaled, the subject can immediately make a second saving throw if affected by one of the following conditions: confused, dazed, or sickened. Each snifter contains enough for one dose. If used twice or more within a minute, the subject receives an additional saving throw but takes 1d3 points of Intelligence damage.

Craft (alchemy) DC 25.

NAUTAL'S MADDENING URGENCY

Often contained in a small green jar, this gel has the amazing ability to enhance a user's quickness and speed in combat. To derive this benefit, the character must spend a full-round action coating his skin with the blue gel. Once applied, he gains a +1 bonus on initiative checks for 1 hour. Unfortunately, the gel has a distinctive odor, and all monsters with the Scent ability receive a +4 bonus on checks made to locate or track the character.

Craft (alchemy) DC 30.

WONDROUS ITEMS

NIGHT GOGGLES

This close-fitting pair of goggles fits snugly over the face. When worn, the wearer gains darkvision out to 20 feet. If the character already has darkvision, *night goggles* reduce his vision to 20 feet.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*; Price 4,500 gp; Weight 1 lb.

POG'S REALITY METER

This short multicolored baton measures about a foot long and is 1/2 inch in diameter. When waved before any object, creature, or obstruction, the *reality meter* grants its wielder a +1 circumstance bonus on Will saves made to disbelieve an illusion. The GM applies the +1 bonus in secret, and if a successful save is made, the *reality meter's* wielder sees the illusion faintly shimmer.

Faint divination; CL 5th; Craft Wondrous Item, *detect magic*; Price 1,500 gp; Weight 3 lb.

PORTABLE CLERIC

A small statuette of a priest, the *portable cleric* is infused with positive energy. Upon speaking the command word, the statue shatters, spilling white light in a 30-foot radius burst. All living creatures within the burst heal 1d8 points of damage, while undead in the area take 1d8 points of damage.

Moderate conjuration; CL 7th; Craft Wondrous Item, *Widen Spell*, *cure light wounds*; Price 1,000 gp; Weight 5 lb.

POTENTIAL SPARK

A *potential spark* is a small bead of wax imbued with minor magical energy. When consumed, the energy suffuses the imbiber, granting a +1 bonus to one of the character's ability scores for 1 minute. Each potential spark increases just one ability, determined at the time of its construction.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, or *owl's wisdom*; Price 500 gp; Weight —.

STENCH PELLET

Stench pellets are eggshells filled with an odiferous concoction. When hurled against a hard surface they explode in a cloud of noxious blue-green smoke that completely fills a 5-foot square. Creatures caught in the area must succeed on a DC 13 Fortitude save or be sickened for 1 round.

Faint conjuration; CL 5th; Craft Wondrous Item, *stinking cloud*; Price 500 gp; Weight 1/10 lb.

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