

Transcendent Order

<u>Modifier</u>	<u>Criterion</u>
Eligibility:	Must be any Neutral alignment
+1/2	PC's level
+1	Each Cipher feat
+1	Visited Elysium
+1	Recruited someone into the Ciphers (maximum 1/month)
+1 per skill	5 ranks in Climb, Jump or Spot
+1 per skill	5 ranks in Balance, Escape Artist or Tumble
+1 per skill	10 ranks in Climb, Jump or Spot
+1 per skill	10 ranks in Balance, Escape Artist or Tumble
+1	Wisdom 13+
+1	Dexterity 13+
+1	Has Uncanny Dodge
+1	Took Improved Initiative feat
+2	Each successful mission undertaken for the Ciphers
+2	Has Sudden Strike +2d6
+3	Took a level in the Transcendent Order PrC (Planar Handbook pg 58)
+10	10 ranks in Balance, Climb, Escape Artist, Jump, Spot and Tumble
-1 per skill	Untrained in Climb, Jump or Spot
-1 per skill	Untrained in Balance, Escape Artist, or Tumble
-1 per action	Indecisive or changes previously stated decision when attempting to perform a physical action
-2 per use	Uses Concentration skill to focus on an ongoing effect lasting longer than 1 round

<u>Affiliation Score</u>	<u>Title: Benefits & Duties</u>
4 or less	Namer: No benefits
5 - 14	Master of Heart: +2 to any Strength-based skill & +2 to any Dexterity-based skill, gain +1 Initiative, & gain Extra AoO
15 - 22	Master of Mind: +2 to any Strength-based skill & +2 to any Dexterity-based skill, gain +2 Initiative, & gain +1 to Dex or Wis
23 - 29	Master of Spirit: +2 to any Strength-based skill & +2 to any Dexterity-based skill, gain +3 Initiative, & gain +1 to Dex or Wis
30 (must be voted in)	Factor: Gain +4 Initiative, gain Harmony, & gain Foresight

Skills: A Master of Heart chooses one Strength-based and one Dexterity-based skill, and receives a +2 bonus to both skills. Upon becoming Master of Mind, the Cipher chooses another Strength-based and another Dexterity-based skill to receive a +2 bonus to both of those skills. At Master of Spirit level, the Cipher chooses a third Strength-based and a third Dexterity based skill to receive a +2 bonus to both of those skills.

Initiative: As a Master of Heart, the Cipher gains a +1 bonus to Initiative checks. This bonus improves to 2 at Master of Mind level, 3 at Master of Spirit level, and 4 at Factor level.

Extra Attack of Opportunity: The Cipher can take one additional Attack of Opportunity per round.

Ability Score: A Master of Mind receives a +2 bonus to either Dexterity or Wisdom. Upon reaching Master of Spirit level, the Cipher gains an additional +2 bonus to either Dexterity or Wisdom.

Harmony: Once per day per point of Wisdom bonus the Cipher may take 10 on any attack roll or saving throw.

Foresight: The Cipher is continually protected by a foresight spell as if from a wizard of her character level.