

Barbarian

Alignment: Any Non-Lawful.

Weapon and Armor Proficiency: All Simple and Martial Weapons, Light and Medium Armor, and Shields.

Fast Movement (Ex): Increase Base Land Speed by +10 only while wearing no armor, light armor, or medium armor and not carrying a heavy load.

Illiteracy: Unable to read or write. Spend 2 skill points to remove this penalty. Having a level in any other class negates this.

Rage (Ex): Temporarily gain +4 Strength, a +4 Constitution, +2 morale bonus to Will saves, and a –2 to Armor Class. Unable to use Cha-, Dex-, Con-, or Int-based skills (except for Balance, Escape Artist, Intimidate, and Ride), or any abilities that require patience or concentration, nor can he cast spells, use command words, spell triggers, or spell completion. He cannot use Combat Expertise, item creation feats, and metamagic feats. Duration is 3 + the character’s Improved Constitution modifier. May end Rage early. At the end of the rage, become fatigued for the duration of the current encounter. Rage is unusable if your alignment is Lawful. Free Action, 1/Encounter, 1/Day + 1/Day for every 4 class levels.

Trap Sense (Ex): For every 3 levels in this class, +1 Bonus on Reflex Saves and +1 Dodge to AC against traps.

Level	Special	Uncanny Dodge (Ex):
2	Uncanny Dodge	Only lose Dex Bonus to AC if immobilized. Having 2 copies of this ability grants Improved Uncanny Dodge.
5	Uncanny Dodge	
7	Damage Reduction	Improved Uncanny Dodge (Ex): In order to flank you, an attacker must have 4 more levels all classes with Uncanny Dodge then you do.
11	Greater Rage	
14	Indomitable Will	Damage Reduction (Ex): Gain DR 1/–, increase by +1/– for every 3 levels after gaining this ability.
17	Tireless Rage	Greater Rage (Ex): Increase base Rage bonuses by 50%.
20	Mighty Rage	

Indomitable Will (Ex): During rage, gain a +4 Bonus on Will saves vs. Enchantments.

Tireless Rage (Ex): No longer becomes fatigued when rage ends.

Mighty Rage (Ex): Increase base Rage bonuses by 100%.

Bard

Alignment: Any Non-Lawful

Weapon and Armor Proficiency: All simple weapons, plus longsword, rapier, sap, short sword, shortbow, and whip. Light armor and Shields.

Bardic	DC Type of Knowledge
Knowledge: A special Knowledge check that adds class level to the roll. Works for local notable people, legendary items, and noteworthy places. Can only reveal general function of magic items. Unable to Take 10 or 20.	10 Common Knowledge of a local population
	20 Uncommon but available. Only a few people know it.
	25 Obscure, hard to come by.
	30 Extremely Obscure, known by very few. Known by people who may not understand what it refers to.

Bardic Music:

Level	Song
1	Countersong, Fascinate, Inspire Courage
3	Inspire Competence
6	Suggestion
9	Inspire Greatness
12	Song of Freedom
15	Inspire Heroics
18	Mass Suggestion

1/Day per Class Level. Unable to cast spells, spell completion, or command word. Deafness incurs 20% failure chance.

Countersong (Su): Requires 3+ Ranks in Perform. Range 30. Max Duration 10r. Roll a perform check each round. Any creature may use the perform check in place of a save against a Sonic or Language-Based magic attack. If already under such an effect, this grants another save that uses the perform check.

Fascinate (Sp): Requires 3+ Ranks in Perform. Enchantment (Compulsion), Mind-Affecting. Range: 90. Dur: 1r/Level, Concentration. Target: 1 Creature + 1/3 class levels besides the first. Will DC: Perform Check Targets must be able to hear, see, and pay attention. Target sits and listens taking no actions. –4 Penalty on checks made as reactions. Any threat requires a new perform check and save. Obvious Threats against the target break it. A Successful save protects from this ability of the caster for 24 hours.

Inspire Courage (Su): Requires 3+ Ranks in Perform. Mind-Affecting. Range: Hearing. Target: All Allies. Duration: Concentration +5r. Gain +1 Morale Bonus to Attack Rolls, Damage Rolls, and Saves against Charm and Fear Effects. Increase by +1 after 7 additional class levels. Additional +1s each 6 levels.

Inspire Competence (Su): Requires 6+ Ranks in Perform. Mind Affecting. Range: 30, needs to be able to see and hear the user. Duration: 2m, Concentration. Target: 1 other Creature. Gain +2 Competence Bonus on a particular skill.

Suggestion (Sp): Requires 9+ Ranks in Perform. As per the Spell. Can only use on a Fascinated Target of Bardic Music. Does not break concentration, nor trigger a

second save. Doesn’t count as a use of Bardic Music, Save DC: 10+1/2 Bard Level+Cha Mod.

Inspire Greatness (Su): Requires 12+ Ranks in Perform. Mind-Affecting. Range: 30, must be able to see and hear Bard. Targets: 1 + 1/3 levels after gaining ability. Duration: Concentration + 5r. Gain 2 Bonus Hit Dice(d10) as temporary Hit Points. +2 Competence on Attacks, +1 Competence on Fortitude Saves on Fortitude saves.

Song of Freedom (Sp): Requires 18+ Ranks in Perform. Range: 30. Target: 1 other creature. Casting Time: 1m. Except as above, works as Break Enchantment.

Inspire Heroics (Su): Requires 18+ Ranks in Perform. Mind-Affecting. Range: 30, must be able to see and hear Bard. Targets: 1 + 1 for every 3 levels after gaining this ability. Duration: Concentration +5r. Target must hear song for 1 full round before it activates. Gain +4 Morale Bonus on Saves, and +4 Dodge on AC.

Mass Suggestion (Sp): Requires 21+ Ranks in Perform. Same as Suggestion above only with all fascinated subjects effected rather then 1.

Spellcasting: Arcane, Charisma-Based, Spontaneous. No Arcane Spell Failure for wearing Light Armor. All spells require verbal components. At 5th level and every 3 levels after, you can replace a Spell Known. Both spells must be the same level, and 2 levels below the highest Spell Level you can cast.

Bard: Spells Per Day/Spells Known							
Level	0 th	1 st	2 nd	3 rd	4 th	5 th	6 th
1	2/4						
2	3/5	0/2					
3	3/6	1/3					
4	3/6	2/3	0/2				
5	3/6	3/4	1/3				
6	3/6	3/4	2/3				
7	3/6	3/4	2/4	0/2			
8	3/6	3/4	3/4	1/3			
9	3/6	3/4	3/4	2/3			
10	3/6	3/4	3/4	2/4	0/2		
11	3/6	3/4	3/4	3/4	1/3		
12	3/6	3/4	3/4	3/4	2/3		
13	3/6	3/4	3/4	3/4	2/4	0/2	
14	4/6	3/4	3/4	3/4	3/4	1/3	
15	4/6	4/4	3/4	3/4	3/4	2/3	
16	4/6	4/5	4/4	3/4	3/4	2/4	0/2
17	4/6	4/5	4/5	4/4	3/4	3/4	1/3
18	4/6	4/5	4/5	4/5	4/4	3/4	2/3
19	4/6	4/5	4/5	4/5	4/5	4/4	3/4
20	4/6	4/5	4/5	4/5	4/5	4/5	4/4

Cleric

Alignment: May have 1 part changed, and only by 1 category. Can only be True Neutral if deity is True Neutral.

Weapon and Armor Proficiency: All Simple Weapons. All Light, Medium, and Heavy Armor.

Domains: Pick 2 Domains of your deity’s (Or any 2 if you have none). Unable to pick alignment domains unless they match your alignment. Can prepare a single extra spell per level, which is selected from these 2 domains.

Aura (Ex): Having a Deity or Domain that is Lawful, Chaotic, Good, or Evil gives the Cleric an Aura that matches.

Good and Evil: If you have neither a good nor evil aura, then you must pick good or evil. This affects other abilities below when they reference your aura.

Turn or Rebuke Undead(Su): 3/Day + Cha Modifier. If your Aura is Good, then you can turn or destroy undead. If your Aura is Evil then you can Rebuke or Command Undead.

Bonus Languages: Celestial, Abyssal, Infernal.

Spellcasting: Divine, Wisdom-Based, Prepared. Can Spontaneously Cast Cure Spells if their Aura is Good, or Inflict Spells if their Aura is Evil. Unable to cast Spells opposing their deity’s alignment.

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

