

Dawnblade

GAME RULE INFORMATION

Rogues have the following game statistics.

Abilities: Intelligence and Strength should be as high as possible, since the dawnblade's spellcasting and melee combat depend on them. Constitution is also important, as you'll need all the hit points you can get.

Alignment: Any

Hit Points at 1st Level: 14 + Con Mod

HP/Level Gained: 8

CLASS SKILLS

The dawnblade's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int) and Swim (Str).

Skill Points at 1st Level: (10 + Int modifier) x4

Skill Points/Level Gained: 10 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1	2	3	4	5
1	+0	+3	+0	+3	Armored Spellcasting (Light), Blade Focus, Combat Casting	2	—	—	—	—
2	+1	+4	+1	+4	Arcane Channeling, Bonus Feat	2	—	—	—	—
3	+2	+4	+1	+4	Quick Cast 1/Day	3	—	—	—	—
4	+3	+5	+2	+5	Armored Spellcasting (Medium)	4	2	—	—	—
5	+3	+5	+2	+5	Bonus Feat, Spell Power +1	4	2	—	—	—
6	+4	+6	+3	+6	Blade Specialist, Quick Cast 2/Day	5	3	—	—	—
7	+5	+6	+3	+6	Armored Spellcasting (Heavy Shield)	5	4	2	—	—
8	+6/+1	+7	+4	+7	Bonus Feat, Spell Power +2	6	5	2	—	—
9	+6/+1	+7	+4	+7	Quick Cast 3/Day	6	6	3	—	—
10	+7/+2	+8	+5	+8	Arcane Channeling (Full Attack)	7	6	4	2	—
11	+8/+3	+8	+5	+8	Greater Blade Focus, Spell Power +3	7	7	5	2	—
12	+9/+4	+9	+6	+9	Quick Cast 4/Day	8	7	6	3	—
13	+9/+4	+9	+6	+9	Song of the Rising Suns	8	8	7	3	2
14	+10/+5	+10	+7	+10	Bonus Feat, Spell Power +4	9	8	7	4	2
15	+11/+6/+1	+10	+7	+10	Quick Cast 5/Day	9	9	8	5	3
16	+12/+7/+2	+11	+8	+11	Greater Blade Specialist	10	9	8	6	4
17	+12/+7/+2	+11	+8	+11	Bonus Feat, Spell Power +5	10	10	9	7	5
18	+13/+8/+3	+12	+9	+12	Quick Cast 6/Day	11	10	10	8	6
19	+14/+9/+4	+12	+9	+12	Power of the Rising Suns	11	11	11	9	7
20	+15/+10/+5	+13	+10	+13	Blade Mastery, Spell Power +6	12	12	12	10	8

Class Features

All of the following are class features of the dawnblade.

Cantrips: A dawnblade can cast a number of cantrips (zero level spells) per day equal to two plus half her dawnblade level.

The dawnblade casts the following cantrips as a move action: dancing lights, detect magic, flare, ghost sound and read magic.

Weapon and Armor Proficiency: Dawnblades are proficient with all martial weapons, as well as all armors and shields.

Spells: The dawnblade casts arcane spells, which are drawn from the dawnblade list (see PHBII, page 98). You can cast any spells you know without preparing it ahead of time.

To learn or cast a spell, you must have an Intelligence score equal to at least 10 + the spell level (Int 11 for 1st level spells, Int 12 for 2nd level spells and so forth). The Difficulty Class for a saving throw against your spell is 10 + the spell level + your Intelligence modifier.

You can cast only a certain number of spells of each spell level per day. Your base daily spell allotment is shown on the class table above. In addition, you receive bonus spells per day if you have a high Intelligence score (see Table 1-1).

Spells Known: You begin play knowing four cantrips and two first level spells, chosen from the dawnblade spell list. You also know one additional cantrip for each point of Intelligence bonus.

Each time you gain a new class level, you learn one additional spell of any level you can cast from the dawnblade spell list.

Upon reaching 4th level, and at every subsequent even numbered level, you can choose to learn a new spell in place of one you already know. In effect, you lose access to the old spell in exchange for gaining the new one. The new spell's level must be the same as that of the spell being exchanged and it must be two levels lower than the highest level spell you can cast. For instance, upon reaching 8th level, you could trade in a single 1st level spell (two levels below the highest level spell you can cast, which is 3rd) for a different 1st level spell. You can only swap

a single spell at any given level and must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You do not need to prepare spells in advance. You can cast any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

Armored Spellcasting (Ex): Normally armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure as long as you stick to light armor and light shields. This training does not extend to medium or heavy armors or to heavy shields. This ability does not apply to spells gained from a different spellcasting class.

At 4th level you learn to use medium armor with no chance of arcane spell failure.

At 7th level you learn to use a heavy shield with no chance of arcane spell failure.

Blade Focus: At 1st level you gain the Weapon Focus feat as a bonus feat, even though you do not have the normal prerequisites for the feat. The weapon you select this feat for must be a sword.

Combat Casting: At 1st level you gain Combat Casting as a bonus feat.

Arcane Channeling (Su): Beginning at 2nd level you can use a standard action to cast any touch spell you know and deliver the spell through your weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of one standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

At 10th level, you can cast any touch spell you know as part of a full attack option, and the spell affects each target you hit in melee combat that round. Doing so discharges the spell at the end of the round, in the case of a spell with a touch attack that would last longer than 1 round.

Bonus Feats: At 2nd level the dawnblade gets a bonus combat-oriented feat. The dawnblade gains an additional bonus feat every three levels thereafter. These bonus feats must be chosen must be martial feats (from Chapter X: Feats). A dawnblade must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels.

Spell Power (Ex): Starting at 5th level, you can more easily overcome the spell Resistance of any opponent you successfully injure with a melee attack. If you have injured an opponent with a melee attack, you gain a +1 bonus on your caster level check to overcome spell resistance for the remainder of the encounter. This bonus increases to +2 at 8th and gains an additional +1 bonus for every three levels thereafter.

Blade Specialist: At 6th level the dawnblade gains the Weapon Specialization feat as a bonus feat. The dawnblade must apply this feat to the same type of sword she chose for her Blade Focus class feature.

Greater Blade Focus: At 11th level the dawnblade gains the Greater Weapon Focus feat as a bonus feat. The dawnblade must apply this feat to the same type of sword she chose for her Blade Focus class feature.

Song of the Rising Suns (Su): At 13th level, the dawnblade is infused with a sliver of divine essence from the twin suns. Whenever the dawnblade is wielding the type of sword she is focused in, the power of the suns may be tapped to transform the blade into a Flametongue. The dawnblade's sword may be transformed into a flametongue any number of times per day, but requires a move action to do so. Dismissing the flametongue quality is a free action.

When the dawnblade does activate this ability, the sounds of sunrise fill the area around her.

Greater Blade Specialist: At 16th level the dawnblade gains the Greater Weapon Specialization feat as a bonus feat. The dawnblade must apply this feat to the same type of sword she chose for her Blade Focus class feature.

Power of the Rising Suns (Su): At 19th level, the dawnblades connection to the twin suns grows stronger. Whenever the dawnblade is wielding the type of sword she is focused in, the power of the suns may be tapped to transform the blade into a Sunblade. The dawnblade's sword may be transformed into a Sunblade any number of times per day, but requires a move action to do so. Dismissing the Sunblade qualities is a free action.

When the dawnblade does activate this ability, a short haunting melody fills the area around her.

Blade Mastery: At 20th level the dawnblades bonuses to attacks and damage increases to +5 and +8 respectively.