

DIMENSIONALIST

Based on the Dimensionalist prestige class by James Sutherland

Some arcanists focus their studies almost exclusively on the dimensions of space and learn to use magical abilities that are based on, or related to, dimensional magic that most spellcasters cannot even fathom. These select few are known as dimensionalists.

Adventurers: Dimensionalists adventure mainly for the promise of discovering new dimensions and planes of existence. Whether it is discovering a spell weaver vault with a magical portal to another plane or a previous unknown layer of the Abyss, dimensionalists live for the chance to journey to the unknown. And if treasure can be found along the way, then so much the better. Of course, dimensionalists are spellcasters, so they are always on the lookout for the lost arcane lore regarding dimensional travel.

Characteristics: Dimensionalists are arcane spellcasters, but their spells aren't based on different formulas than those of wizards. Therefore, dimensionalists can only learn spells from other dimensionalists, or their own study of the Dimensional Arts. Like wizards, over time, they can learn to manipulate their spells with metamagic feats and learn to create magical items.

Dimensionalists are specialists by their very nature, so they have access to less spells overall than wizards. However, they have additional special abilities that allow them to escape danger easier than a wizard. This makes dimensionalists canny, unpredictable opponents.

Alignment: Dimensionalists can be of any alignment; however, they tend to lean towards being partially-neutral. Dimensionalists don't usually have a strong view of the world and the people in it beyond their studies of the spaces in-between.

Religion: Dimensionalists aren't known for being overly devote. Usually, they have traveled to far and seen too much to put their faith in deities. Then again, the cosmos is a marvelous place and being exposed to powerful beings can sometimes stir a sense of wonder in dimensionalists. More often than not dimensionalists choose alien deities to worship from other dimensions, which leads many of them down a dark path.

Background: Dimensionalists are loners, and they usually trust only those that have earned it. They are not known for their camaraderie, and there aren't any dimensionalist academies, guilds, or schools. Dimensionalists are more likely to join traditional arcanist guilds as they know that wizards cannot steal and use their dimensional codices. However, such alliances are temporary at best as dimensionalists are always on the move, seeking that new, unknown plane of legend.

Dimensionalists are rare on the World of Kulan but that doesn't mean they aren't found everywhere on the planet. The secretive tradition of the Dimension Arts are most visible in the ancient lands of the continent of Kanpur where it has existed for the longest. Dimensionalism is also common knowledge amongst the scholars of the nagpa of the Fallenlands and the elders of the shoyir elves of Janardûn. Dimensionalists can also be found amongst the denizens of the Isles of Valossa, especially the highborn citizens of the Empire of Mhul.

Dimensionalists are often found exploring the depths of wildspace and Kulanspace has more than its fair share that study the Dimensional Arts. Dimensionalists can be found delving into the sundered portals of ruined Trel, studying the extensive dimensional mazes of red V'sal, and searching for the hidden doorways throughout The Fracture to better places left unsaid. The Rock of Bral is rumored to have more than one retired dimensionalist living there in secret hiding from creatures from beyond.

Races: Humans are the most likely race to become dimensionalists, but as noted in the previous section, the nagpas of the Fallenlands and the shoyir elves of Janardûn often choose to study the Dimensional Arts. Lupins have been known to be exposed to dimensionalism on their many travels across the world, which leads them to become dimensionalists so that they can explore other worlds. The xanth of Triadora often learn the Dimensional Arts so that they can conduct extensive trade on other worlds.

Of the other standard races, dwarves and elves are the most likely to become dimensionalists as they live the longest and see a great deal over their lives including other planes of existence. Half-elves and half-orcs are often loners, so they may choose to learn the Dimensional Arts in order to set themselves apart from their parents' races. Gnomes and halflings are the least likely of the standard races to become dimensionalists as they are more likely to stay at home and tinker with some new invention, respectively.

Other Classes: Dimensionalists are very pragmatic about dealing with others. They know they cannot survive traveling to other dimensions and planes of existence on their own, so they often form alliances with clerics, fighters, and rogues and even sorcerers and wizards. They prefer the company of members of these classes but almost never form lasting friendships with them. Dimensionalists sometimes feel a strange kinship towards sorcerers and wizards as they can associate with them without worrying that those arcanists will steal their codices.

Dimensionalists usually have little use for barbarians, bards, druids, monks, rangers, and paladins. They consider bards to frivolous; barbarians, druids, and rangers to into the natural world; and monks and paladins to stoic. Druids and rangers often oppose dimensionalists for their interests in the unnatural. Dimensionalist like to explore the alien, and they usually don't stop to consider the impact of portals to other dimensions on the natural world, which irks those dedicated to protecting it.

Dimensionalists are most likely to form bonds with elementalists and traders. Elementalists have a strong bond to the Elemental Planes, which makes them kindreds in the minds of many dimensionalists. Traders are considered valuable allies for the wealth they have access to and the many contacts they have on the Material Plane and beyond.

GAME RULE INFORMATION

Dimensionalists have the following game statistics.

Abilities: Dimensionalist primary ability score is Intelligence, which he uses to determine how powerful his spells are. Constitution is also a important ability for the dimensionalist as the rigors of dimensional travel can be hard on the body. Dexterity is important to a dimensionalist as well, since he cannot wear armor.

Alignment: Any

Random Starting Gold: 3d4 x 10

TABLE 1D: THE DIMENSIONALIST (Hit Die: d4)													
LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL ABILITIES	SPELLS PER DAY							
						0	1	2	3	4	5	6	7
1	+0	+0	+0	+2	<i>Create Pocket</i>	1	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Dimension Slide 1/day	2	—	—	—	—	—	—	—
3	+1	+1	+1	+3		3	1	—	—	—	—	—	—
4	+2	+1	+1	+4	Bonus Feat	3	2	—	—	—	—	—	—
5	+2	+1	+1	+4	Dimension Door	3	3	1	—	—	—	—	—
6	+3	+2	+2	+5		3	3	2	—	—	—	—	—
7	+3	+2	+2	+5	Dimension Slide 2/day	4	3	3	1	—	—	—	—
8	+4	+2	+2	+6		4	3	3	2	—	—	—	—
9	+4	+3	+3	+6	Bonus Feat	4	4	3	3	1	—	—	—
10	+5	+3	+3	+7	Leagues	4	4	3	3	2	—	—	—
11	+5	+3	+3	+7		4	4	4	3	3	1	—	—
12	+6/+1	+4	+4	+8	Dimensional Slide 3/day	4	4	4	3	3	2	—	—
13	+6/+1	+4	+4	+8		4	5	4	4	3	3	1	—
14	+7/+2	+4	+4	+9	Bonus Feat	4	5	4	4	3	3	2	—
15	+7/+2	+5	+5	+9	<i>Plane Shift</i>	4	5	5	4	4	3	3	1
16	+8/+3	+5	+5	+10		4	5	5	4	4	3	3	2
17	+8/+3	+5	+5	+10	Dimensional Slide 4/day	4	6	5	5	4	4	3	3
18	+9/+4	+6	+6	+11		4	6	5	5	4	4	3	3
19	+9/+4	+6	+6	+11	Bonus Feat	4	6	6	5	5	4	4	3
20	+10/+5	+6	+6	+12	<i>Duo-Dimension</i>	4	6	6	5	5	4	4	3

Class Skills (2 + Int modifier per level; x4 at 1st-level): Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (astrology and astronomy) (Int) *, Knowledge (history) (Int), Knowledge (mathematics) (Int) *, Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha).

* A new skill for World of Kulan.

Class Features

All of the following are the class features of the Dimensionalist.

Armor and Weapon Proficiency: Dimensionalists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a dimensionalist's arcane gestures, which can cause his spells with somatic components to fail.

Spells per Day: A dimensionalist casts arcane spells which are drawn from the dimensionalist spell list. A dimensionalist must choose and prepare his spells ahead of time (see below).

To learn, prepare, or cast a spell, the dimensionalist must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against dimensionalist's spell is 10 + the spell level + the dimensionalist's Intelligence modifier.

Like other spellcasters, a dimensionalist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table 1D: The Dimensionalist**. In addition, he receives bonus spells per day if he has a high Intelligence score.

Unlike a bard or sorcerer, a dimensionalist may know any number of spells; although, his selection of spells is limited. He must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour studying his dimensional codex. While studying, the dimensionalist decides which spells to prepare.

Create Pocket (Sp): At 1st-level, a dimensionalist gains the ability to create an extra-dimensional space inside any mundane container or pocket. This space can hold up to three cubic feet per class level and it lasts for up to four hours. A dimensionalist can create a pocket once per day per two class levels.

Dimension Slide (Su): At 2nd-level, a dimensionalist can once per day disappear and instantly reappear up to 10 feet per level away as a move action. The dimensionalist must be able to see his destination to dimension slide to it. The dimensionalist can use this ability twice per day starting at 7th-level, three times per day starting at 12th-level, and four times per day starting at 17th-level.

Bonus Feats: At 4th, 9th, 14th, and 19th-level, a dimensionalist gains a bonus feat. At each such opportunity, she can choose a metamagic feat or an item creation feat. The dimensionalist must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The dimensionalist is not limited to the categories of item creation feats or metamagic feats when choosing these feats.

Dimension Door (Su): At 5th-level, a dimensionalist gains the ability to use *dimension door* once per day as a free action.

Leagues (Su): At 10th-level, a dimensionalist gains the ability to walk up to one league (three miles) with every step for up to one step per two levels level per day. He can carry a normal load of equipment, but he cannot take any creatures along other than his familiar.

Plane Shift (Sp): At 15th-level, a dimensionalist gains the ability to cast *plane shift* once per day as per the spell.

Duo-Dimension (Sp): At 20th-level, a dimensionalist gains the ability to turn sideways to the conventional three dimensions and enter a dual-dimensional state. The dimensionalist becomes two-dimensional having only height and width but no depth; therefore, he is invisible when turned sideways. The dimensionalist can only be detected by *true seeing* and similar magic while turned sideways.

In addition, the dimensionalist may slip through the narrowest cracks as long as he has the proper height at his normal movement rate. The dimensionalist can attack while turned sideways, cast spells, etc. While turned sideways the dimensionalist has the benefits of the Evasion class ability.

A dimensionalist may use this ability once per day and it lasts one round per dimensionalist level.

Dimensional Codex: Like a wizard, a dimensionalist must study his codex each day to prepare his spells. He cannot prepare any spell not recorded in his codex, except for *read magic*, which all dimensionalists can prepare from memory.

A dimensionalist begins play with a codex containing two 0-level dimensionalist spells plus one 1st-level spell of your choice. For each point of Intelligence bonus the dimensionalist has, the codex holds one additional 0 or 1st-level spell of your choice. At each new dimensionalist level, he gains one new spell of any spell level that he can cast (based on his new dimensionalist level) for his codex.

A dimensionalist may learn other spells from another dimensionalist's codex but this is a rare occurrence. Most dimensionalists are rivals and do not share the knowledge they have gathered. Also, each dimensionalist's codex is a very personal thing and are hard to interpret without extensive study.

A dimensionalist who captures another dimensionalist's codex can only study it if they make a successful Decipher Script check in conjunction with the spell *read magic*. The DC for this check is equal to 10 + the highest spells' level in the captured codex + the codex's creator's Intelligence modifier. If the check is not successful, then the dimensionalist must gain another level before trying to decipher the captured codex again.

A dimensionalist cannot learn arcane spells from a wizard's spellbook. The formulas are not even close to being the same.

Dimensionalist Spell List

A Dimensionalist may choose from the following spells.

0-level: animated tattoo ², arcane mark, conjurer's toolbelt ⁵, detect magic, mage hand, open/close, read magic, prestidigitation, mental alarm ², shelve ⁵.

1st-level: animate rope, Anivar's anticipated attack ², detect secret doors, dimensional slip ⁵, disguise self, dreaded freeze ², enlarge person, hold portal, identify, mage armor, portal beacon ³, reduce person, resist planar alignment ³, resist scrying ², shield, slip between sight ², summon monster I, teleport ward ¹, Tenser's floating disk, ventriloquism.

2nd-level: alter self, arcane lock, bend path ¹, blur, cloak pool ³, darkvision, dimension hop ⁴, discolor pool ³, door to itself ¹, imprint ⁵, knock, levitate, locate object, Mechanus mind ³, misdirection, obscure object, planar compass ⁵, portal alarm ³, protect book ⁵, rope trick, scrytalk ², seeming of form ², shatter, slipping the ranks ⁵, summon monster II, vertigo ⁴.

3rd-level: Alikaba's theft ², analyze portal ³, arcane sight, avoid planar effects ³, blink, bisect ¹, chamber ³, chameleon skin ⁵, clairsentience/clairvoyance, dimensional blade ¹, dimension step ⁴, dimensional warp ⁵, dispel magic, displacement, distance distortion ¹, fly, foil tracer ², gaseous form, improved alarm ³, item from beyond ², Leomund's tiny hut, nondetection, regroup ⁴, restore page ⁵, scattering trap ⁴, scribe ⁵, scry retaliation ², sepia snake sigil, shadow cache ³, shadow sight ⁵, shrink item, sphere of safe passage ⁵, summon monster III, vertigo field ⁴.

4th-level: arcane eye, attune form ³, baleful blink ⁴, circle of binding ², coax forth power ², corporeal instability ³, detect scrying, dimensional anchor, dimension door, ethereal mount ³, false gravity ³, hallucinatory terrain, hidden object ², improved portal alarm ³, interplanar message ³, Leomund's secure shelter, lesser globe of invulnerability, locate creature, mass enlarge person, mass reduce person, perinarch ³, privacy ⁵, scramble portal ³, scrying, spelltrap ², summon monster IV, teleport coordinates transfer ², zone of respite ³, zone of revelation ³.

5th-level: bandersnatch ⁵, break enchantment, contact other plane, dimension shuffle ⁴, dismissal, dream, ether blast ³, Leomund's secret chest, scry reverse ², lesser planar binding, mirage arcana, Mordenkainen's planar tolerance ³, precipitate breach ³, private sanctum, nightmare, overland flight, passwall, permanency, seeming, sending, sphere of ultimate destruction ¹, shadowfade ³, step away ¹, summon monster V, swift etherealness ⁴, telekinesis, teleport, teleport block ², teleport redirect ², x-ray vision ², xorn movement ³.

6th-level: analyze dweomer, antimagic field, contingency, gestalt ², dimensional portal ⁵, globe of invulnerability, greater dispel magic, guards and wards, make manifest ³, nonesuch spell ², phase strike ¹, planar binding, Rary's interplanar telepathic bond ³, restore book ⁵, true seeing, seal portal ³, scry blast ², shadow walk, summon monster VI, teleport tracer ².

7th-level: banishment, devil's gate ², duo-dimension ¹, ethereal jaunt, forcecage, greater arcane sight, greater scrying, greater teleport, insanity, limited wish, magical vacuum ⁵, Mordenkainen's magnificent mansion, mass fly ², phase door, planar bubble ³, plane shift, prohibit kind ², reality maelstrom ³, reverse gravity, sequester, summon monster VII, teleport object, window to elsewhere ².

8th-level: binding, chains of antimagic ², chain dispel ⁴, demand, dimensional lock, discern location, fuse line ², greater planar binding, greater plane shift ³, horde ward ², mass manifest ³, maze, mind blank, moment of prescience, summon monster VIII, screen, symbol of insanity, trap the soul.

9th-level: agony's grace ¹, astral projection, doorway to elsewhere ², duplicate ², etherealness, foresight, freedom, gate, imprisonment, Mordenkainen's disjunction, one step beyond ², planar perinarch ³, precipitate complete breach ³, refuge, teleportation circle, soul bind, summon monster IX, wish.

¹ A new spell detailed in my Spells 3.5 document for World of Kulan

² A spell from *The Complete Book of Eldritch Might*

³ A spell from *D&D Manual of the Planes* or *D&D Planar Handbook*

⁴ A spell from *D&D Player's Handbook II*

⁵ A spell from *L&L Portals and Planes* or *L&L Spells and Spellcraft*