



# EBERRON PARAGON CLASSES

## Changeling Paragon

Underworld crime bosses, talented bards and others who make their living through disguise, word or deception may become changeling paragons. They know the uses and limitations of their unique abilities and have the sensibility (or lack of morals) to make use of them. They use their mutable shapes to their best advantage or the advantage of an employer and enjoy completing a task through word and guile rather than by blade alone.

**Adventures:** Adventure is often the result of a changeling paragon's desire for a better life or circumstance. Being a cautious race that considers actions carefully, they often adventure when the situation calls for it. While on an adventure changeling paragons enjoy using their shape changing abilities and social skills to gain entrance to forbidden areas, dupe the gullible or simply win without the use of steel or magic.

**Characteristics:** Changeling paragons take caution and planning to a new height. Always cautious and calculating, they wait for the best and most opportune time to strike, often observing a target or objective for as long as they can. If changelings are prudent and cautious their paragons could be called almost paranoid. They enjoy plotting contingency plans and usually take the role of "advisor" in an adventuring group.

**Alignment:** Changeling paragons have a strong tendency toward the neutral alignments. Most see laws as a manner of "opinion" and many consider high moral codes or lack of human respect to be too restrictive in their line of work. While variations certainly exist, these exceptions are often the result of years of learning and observation.

**Religion:** Changeling paragons rarely concern themselves with matters of religion. When one does take up the mantle of divine devotion it is usually in the form of The Traveler. Some practice the philosophy of the perfect form, a strange ascetic practice related to shape shifting. These "seekers of the perfect form" continually strive to find the perfect shape for their soul.

**Background:** Changeling paragons learn their skill from long and hard practice. Only constant use and training can help a changeling paragon tap into their latent potential. Many changeling paragons start their lives as bards or rogues and then find that their

innate abilities have begun to grow into something greater. Whatever the path, becoming a changeling paragon is something that is done, not taught.

**Races:** Changeling paragons are guarded and tend to trust people on more of a personal level than a racial one. In general they generally get along best with halflings, many of whom share the same vocation as changelings. Some give grudging respect to shifters, seeing them as wayward shape shifters like themselves. Others deride the shifters, seeing their shape changing abilities as weak and hardly useful. Most distrust dwarves, kalashtar, and other more lawfully aligned races.

**Other Classes:** Changeling paragons generally favor the more stealthy or worldly of classes. They tend to get along well with rogues and bards and some wizards (particularly illusionists). Some view rangers with grudging respect for their skill at stealth but find their social graces quite lack luster. Most give grudging respect to fighters and clerics, which they see as necessary for survival in an adventure. Most strongly distrust paladins and monks, as they often insist upon doing things in a "lawful" manner, which is quite chafing to a changeling paragon.

## Game Rule Information

Changeling paragons have the following game statistics.

**Abilities:** Changeling paragons often benefit from a high Charisma, which improves both the effect of their disguises and the believability of their bluffs. Most also benefit from a high Intelligence and Dexterity, the better to learn languages and sneak about unnoticed.

**Alignment:** Any, though most favor neutrality.

**Hit Die:** d6.

## Class Skills

The changeling paragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, Spot (Wis) and Tumble (Dex).

**Skill Points at Each Level:** 6 + Int modifier

Table 1-1: The Changeling Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Emotional insight, <i>comprehend languages</i>
2nd	+1	+0	+3	+3	<i>Detect thoughts</i> , sneak attack +1d6
3rd	+2	+1	+3	+3	Ability boost (+2)

## Class Features

All of the following are class features of the changeling paragon class.

**Weapon and Armor Proficiency:** Changeling paragons are proficient with all simple weapons and with light armor.

**Emotional Insight (Ex):** At first level a changeling paragon may add his changeling paragon class level as a racial bonus on all Bluff, Intimidate and Sense Motive checks. This bonus stacks with the +2 racial bonus changelings receive.

**Comprehend Languages (Sp):** At 1st level, a changeling paragon gains the ability to cast *comprehend languages* once per day as a spell-like ability with a caster level equal to his changeling paragon level.

**Detect Thoughts (Sp):** At 2nd level, a changeling paragon gains the ability to cast *detect thoughts* once per day as a spell-like ability with a caster level equal to his changeling paragon level.

**Sneak Attack (Ex):** Beginning at 2nd level, a changeling paragon deals an extra 1d6 points of damage when flanking an opponent or at any time when the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. If a changeling paragon gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

**Ability Boost (Ex):** At 3rd level, a changeling paragon increases on ability score of his choice by 2 points.

**Alternate Changeling Paragon:** At DM and player option, the changeling paragon can be given a closer tie to the bard class. Simply replace the +1d6 sneak attack with a level of bardic spellcasting.

## Kalashtar Racial Paragon

Kalashtar are highly spiritual and highly psionic. Such mental and physical devotion drives kalashtar paragons to the extremes of their endurance. Many kalashtar paragons are psions, as the race is strongly tied to the tradition. Most of the truly faithful kalashtar become racial paragons, as they exemplify the strength and devotion of the race.

**Adventures:** Kalashtar paragons often undertake adventure in order to strengthen their mental and physical selves. Many also undertake adventure to combat the evil in the world, especially the Dreaming Dark. Kalashtar paragons see adventure as a great test and act accordingly.

**Characteristics:** Kalashtar paragons are astute, kind and highly disciplined. They are willing to shoulder ever-increasing burdens to test their strength and skill. They enjoy social interaction a great deal and will willingly converse with most goodly folk for a length of time. Many kalashtar practice a martial art and dance form known as the "Path of Shadows." This flowing dance is part meditative art and part martial art.

**Alignment:** Most kalashtar paragons are lawful good in alignment. Their rigid self-imposed discipline precludes a lawful alignment and most are kind hearted. Exceptions do exist, with law reigning predominant over good.

**Religion:** Nearly all Kalashtar follow the Path of Light. Many strive to become one with il-Yannah all their lives and kalashtar paragons are no exception. They are usually strongly devoted to the Great Light and will often speak of it to others. They also respect the Silver Flame and the Sovereign Host, but few directly worship them.

**Background:** Most kalashtar paragons come into the class as a natural progression of their abilities. Some find that they have become paragons after better understanding their Quori spirit. A few are guided on the path by older mentors who have obtained the highest level of the path themselves.

**Races:** Kalashtar get along best with other humans given that they can easily hide among them. They also find company in other goodly races, but particularly enjoy conversation with elves, which they also see as introspective. They have a deep hatred for the inspired and many will go to great lengths to slay them.

**Other Classes:** Kalashtar paragons tend to get along well with monks and paladins, both of which share their outlook of personal perfection. Many also get along well with wizards once they get to know them, seeing them as wayward psions. They tend to find barbarians and bards a little too undisciplined for their liking but individual opinions vary. Other classes tend to be judged as individuals and little common stereotype exists.

Table 1-2: The Kalashtar Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Social mastery, bonus psionic feat	-
2nd	+1	+0	+0	+3	Dual disciplines, <i>mindlink</i>	+1 level of psion
3rd	+2	+1	+1	+3	Ability boost (Int +2)	+1 level of psion



## Game Rule Information

Kalashtar paragons have the following game statistics.

**Abilities:** Intelligence is important for kalashtar paragons, as it improves their psionic abilities. Charisma aids in impersonating humans and social interaction. A good constitution score improves a kalashtar paragon's ability to take physical punishment.

**Alignment:** Any, though most favor lawful good.

**Hit Die:** d6.

## Class Skills

The kalashtar paragon's skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (psionics) (Int), Perform (Dance) (Cha), Profession (Wis), Psicraft (Int), Sense Motive (Wis) and Use Psionic Device (Cha).

**Skill Points per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the kalashtar paragon class.

**Weapon and Armor Proficiency:** Kalashtar paragons are proficient with all simple weapons and with light armor.

**Powers Known:** At 2nd and 3rd level, a kalashtar paragon gains additional power points per day and access to new powers as if he had raised a level in the psion class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, and so on). This essentially means that he adds the level of kalashtar paragon to his level in psion then determines power points per day and new powers known accordingly.

If a kalashtar paragon has no levels in psion, this class feature has no effect.

**Bonus Psionic Feat:** At 1st level a kalashtar paragon may select a bonus psionic feat that he qualifies for.

**Social Mastery (Ex):** At 1st level kalashtar paragon may add his kalashtar paragon class level as a racial bonus on all Bluff, Diplomacy and Intimidate checks. This bonus stacks with the +2 racial bonus kalashtar receive.

**Dual Disciplines (Ex):** At 2nd level a kalashtar paragon may select an additional discipline in addition to his psion discipline. When he again raises a level in psion he may add the new disciplines class skills to his list, may select powers unique to that discipline, and use psionic items from powers unique to that discipline.

If a kalashtar paragon has no levels in psion, this class feature has no effect.

**Mindlink (Ps):** At 2nd level a kalashtar paragon enhances his innate mindlink ability. A kalashtar paragon may use mindlink one additional time per day per five class levels as a wilder of his character level.

**Ability Boost (Ex):** At 3rd level, a kalashtar paragon's Intelligence score increases by 2 points.

**Alternate Kalashtar Paragon:** At DM and player option, the kalashtar paragon can be given a closer tie to the soulknife class. To accomplish this, simply make the following changes.

Replace the increase in psion manifester levels with the following class feature:

**Augment Mind Blade (Su):** If you have the mind blade class feature, you can add your kalashtar paragon levels to the levels of the class that grants that feature in order to determine your mind blade's enhancement bonus on attack rolls and damage rolls (but not for any other features).

Replace the dual disciplines class feature with the following class feature:

**Improved Shape Mind Blade (Su):** A kalashtar paragon that has the shape mind blade class feature may select one melee or thrown weapon in which he is proficient in. As a full round action the kalashtar psion may change his mind blade to replicate the chosen weapon.

## Shifter Racial Paragon

Shifter paragons are often rugged individuals who thrive in areas where others would perish. Their innate abilities help them survive in the wilderness and their feral instincts help them become lords of the beasts. Hardiness and survivability is the hallmark of the shifter paragon and it is rare to see one outside of their wilderness homes.

**Adventures:** Shifter paragons often undertake adventures in the wilderness when something seems to threaten the wilds they live in. They often undertake adventures to rid areas of monsters or teach outsiders to respect the land. Many also find homes and acceptance among other adventuring parties that they would not find in civilized society.

**Characteristics:** Shifter paragons tend to be self reliant and proud. They tend to look at others as prey animals and will often try to assert their role as alpha. They also tend to reach deeper into their animalistic natures, further emulating the animal that they feel they have an affinity with. Many tend to be quite crude compared to the civilized races but they do not put much stock in the opinions of "soft footed city dwellers."

**Alignment:** Many shifter paragons follow the law of eat or be eaten. To this end many are of neutral alignment, worried more about staying alive than petty concerns of law or morality. While individual shifter paragons may differ, it is rare to find many that stray too far from at least one aspect of neutrality.

**Religion:** Most shifter paragons are not terribly religious. If they do have spirituality to them it is usually in following the more druidic teachings of the Eldeen Reaches. Most simply believe in the innate power of the earth and animals themselves than in any god or pantheon.

**Background:** Most shifter paragons enter the path simply as a means of staying alive in a harsh world. Some simply discover that one day they simply find they have more control over their shifting or that their physical abilities have increased. Most do not recognize this for what it is, simply thinking that they are strong and will most likely survive. Most times training to become a shifter paragon is simply a matter of living long enough.

**Races:** Shifter paragons have a hard time relating to other races as a general rule. They feel most of them have grown soft in the cities and are now simply weak prey. Some have respect for the halflings of the Talenta Plains, considering them boon allies and strong souls. A few also give grudging respect to the dwarves for their ability to withstand physical punishment. They are distrustful of most other races, though; save for the few who prove that they are as strong as the shifter. They are wary of the warforged, sure that they mean city encroachment upon their lands.

**Other Classes:** Shifter paragons tend to get along well with barbarians, druids and rangers, and many take levels in these classes as well. They are indifferent to most other classes, but most respect fighters to some extent as they can be quite effective warriors. They strongly distrust clerics and paladins, fearing another scourge from the Silver Flame. Most don't bother to distinguish between Silver Flame clerics and paladins and the faithful of other churches.

### Game Rule Information

Shifter paragons have the following game statistics.

**Abilities:** Agility and physical strength are the attributes most associated with shifters, and a high Dexterity and Strength score improve the combat effectiveness of the shifter paragon. A high wisdom helps both their spellcasting and wilderness skills as well.

**Table 1-3: The Shifter Paragon**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Feral heritage I, wild empathy
2nd	+2	+3	+3	+0	Improved shifting
3rd	+3	+3	+3	+1	Feral heritage II, ability boost

**Alignment:** Any, but predominantly neutral.

**Hit Die:** d8.

### Class Skills

The shifter paragon's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier

### Class Features

All of the following are class features of the shifter paragon class.

**Weapon and Armor Proficiency:** Shifter paragons are proficient in all simple and martial weapons and light armor.

**Feral Heritage I (Ex):** At 1st level a shifter paragon's animalistic heritage starts to assert itself, granting further bonuses to physical skills. A shifter paragon may add his shifter paragon class level as a bonus on all Balance, Climb, Handle Animal, Jump and Survival checks.

**Wild Empathy (Ex):** A shifter paragon can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The shifter paragon rolls 1d20 and adds his shifter paragon level and his Wisdom bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the shifter paragon and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The shifter paragon can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check. Levels in any other class that grant the wild empathy feature stack with shifter paragon for the purpose of using this ability.



**Improved Shifting (Su):** At 2nd level the shifter paragon may shift one additional time per day. In addition, the duration of his shifting ability increases by 2 rounds, just as if he had gained 2 additional shifter feats.

**Feral Heritage II (Ex):** At 3rd level, the feral heart of the shifter paragon strengthens further, granting him a +4 bonus on wild empathy checks.

**Ability Boost (Ex):** At 3rd level, a shifter paragon adds 2 points to the ability represented by his primary shifter trait which was selected at 1st level. For example, a longtooth shifter would increase his Strength by two points, a cliffwalk shifter would increase his Dexterity by 2 points and a wildhunt shifter would increase his Constitution by 2 points.

**Alternate Shifter Paragon:** At DM and player option, the shifter paragon can be given a closer tie to the druid class. Simply make the following changes to the class:

Change the base attack progression to Moderate (+0, +1, +2) and grant an increase to divine spellcasting at second and third level.

## Warforged Racial Paragon

Of all of the free races upon the face of Eberron the Warforged are perhaps the most unique. These living constructs face a unique position of being a newly created race without a cultural history and in need of direction now that the way they were created for is over. While most of the people of Eberron see them as little more than obsolete constructed soldiers created for a now defunct war, the few warforged paragons are beginning to change public opinion slowly. Warforged paragons are shining examples of the warforged, living proof that even those races that are created, not born, can change and improve themselves.

**Adventures:** With the end of the Last War warforged have found themselves in a rather unique position. The war for which they were built has ended and now they must seek a way to earn their way in the world. A great many turn to the life of an adventurer, where their companions value their skills and treat them a bit better than the common populace. Still others are virtually forced into the role when no one will hire them for a different job.

**Characteristics:** Warforged paragons are virtually all unique in some manner or another. Most have taken to modifying their bodies in unique ways to show that they are different, while others take up unusual classes instead. Most share a drive to accomplish some goal and a great many have been called a bit more "emotional" than the standard warforged. Yet others have been described as less emotional as they seek to become perfect warriors.

**Alignment:** Virtually all warforged paragons are neutral in some manner. While variations do exist, it is well known that they were created to kill, not make moral distinctions. Most favor at least one aspect of neutrality in their alignment, and most are true neutral.

**Religion:** Warforged are by and large not very religious. They tend to see the gods as something distant and being a young race have not had time to develop a religion or cult of their own. A smaller sect, however, revere the Lord of Blades as a deity. For the most part religion is something that most warforged paragons have not had time to consider or wonder about.

**Background:** Most warforged paragons started upon their path after the Last War when they were given freedom. Many begin the path through body modification or the unlocking of a hidden property. A few are shown the way from older warforged, many of whom became paragons during the Last War.

**Races:** Warforged paragons are generally guarded with other races. Perhaps the memories of the Last War are too fresh or they simply have no wish to be enslaved again. Whatever the reason they generally take time to trust any person of any race on an equal basis. Those who follow the Lord of Blades have nothing less than hatred for the other "fleshy" races.

**Other Classes:** Warforged tend to get along well with other martial classes but have trouble understanding some of the more spiritual ones. Most tend to realize the value of artificers and they tend to travel with them more frequently. Most have little understanding of the psionic classes and treat them as they would any other spellcaster.

**Table 1-4: The Warforged Paragon**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Superior Vision
2	+2	+3	+0	+0	Bonus feat, magical insight
3	+3	+3	+1	+1	Ability boost (Con +2)

### Game Rule Information

Warforged paragons have the following game statistics.

**Abilities:** Strength and Constitution allow a warforged paragon to continue fighting for longer and to deal more damage. Dexterity allows a warforged paragon to dodge blows and spells easier.

**Alignment:** Any, but predominately neutral.

**Hit Die:** d10.

### Class Skills

The warforged paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis) and Swim (Str).

**Skill Points at Each Level:** 2 + Int modifier

### Class Features

All of the following are class features of the warforged paragon class.

**Weapon and Armor Proficiency:** Warforged paragons are proficient in all simple and martial weapons, light, medium and heavy armors and shields (but not tower shields).

**Superior Vision (Ex):** At 1st level a warforged paragon gains both low light vision and 60' darkvision.

**Bonus Feat:** At 2nd level a warforged paragon may either select a bonus fighter feat or a bonus warforged feat for which he meets the prerequisites.

**Magical Insight (Ex):** At 2nd level a warforged paragon gains a +2 racial bonus on all Appraise, Craft and Use Magic Device checks that relate to constructs and magic items.

**Ability Boost (Ex):** At 3rd level a warforged paragon's Constitution improves by +2.

**Alternate Warforged Paragon:** At DM and player option, the warforged paragon can be given a closer tie to the artificer class. Simply remove the bonus feat at second level and instead grant +1 artificer caster level.