

## ***Classes: Changes from the Core Rules***

- In the past, a character's ability to make an attack is founded on a single base attack bonus (BAB). This predisposes characters toward martial skill and creates some unrealistic scenarios. For example, a 5<sup>th</sup> level wizard should not be better with a sword than a 1<sup>st</sup> level fighter. Nor should an archer be automatically a better shot with a ray spell than a wizard of the same level. I've taken the step of splitting BAB into six bonuses, one for each ability score. Various attacks, spells and other abilities will key off of different BABs.
- I've adopted the concept of using Fortitude, Reflex and Will as passive defenses like Armor Class. However, in Enlightened Grogard you also can make saving throws with each of these types to shake off an effect. Your Fortitude defense and Fortitude save modifier are different and used in different circumstances.
- In d20, increases in the base attack bonus and base saving throws bonuses are frequently given as whole numbers via a chart. Whole numbers provide loopholes that punish some character concepts and also make it possible to abuse the multi-class system to create overpowered PCs. As a result, I've switched to fractional numbers. A little fraction math will not add much complexity. My seven-year-old can add simple fractions.
- Class features have mostly been rolled into feats that can be accessed using a new game mechanic called areas of mastery. This allows more flexibility in the system and more variety in character builds since various abilities will be available to more classes.
- You now gain at least one feat every level (see chapter 5: Feats). Many classes also grant bonus feats. This compensates for the loss of most class features and also brings more of a balance of power between spellcasters and non-spellcasters. In addition, feats seemed to come too frequently in the core rules to begin with.
- Alignment's role in Enlightened Grogard has been greatly reduced. In cases where alignment makes the game interesting I've used the alignment subtype concept instead. This allows folks who like alignment to use it and let it shape their character if they wish. Folks who don't like alignment can safely ignore it.
- The concept of skill points and skill ranks have been merged into a single concept (see Chapter 4). Characters have less skill ranks than d20 since there are substantially less skills.
- Starting hit points for first level characters are higher.
- Characters no longer "memorize" spells. Spellcasting PCs know a certain number of spells and can cast them at a frequency specified by the spell (see Chapter 9: Spells).
- A wizard's spellbook is used as a storehouse of spells that the wizard can cast by consulting the spellbook. The spells a wizard has in her spellbook are in addition from those the wizard has learned from taking levels in the wizard class. Thus, a wizard is not hopelessly crippled by the loss of a spellbook.
- Retraining rules have been integrated into the system. You can change one feat, two skill ranks, one spell and one spell enhancement per level.

# Classes

A character's class is similar to her profession. More specifically, it's a general archetype that defines how your character approaches the world and her role in a party of adventurers.

## Concepts

Each class in this chapter uses the following new terms.

### Hit Points

Hit points are a measure of how resilient a character is to injury. All creatures start with hit points equal to their Constitution score. Each class grants additional hit points for each level that a character has in that class. For example, a 1<sup>st</sup> level barbarian with a Constitution score of 16 would have a total of 16 (Con Score) + 7 (Class) + 3 (Con modifier) = 26 hit points. A 10<sup>th</sup> level barbarian with a Constitution score of 16 would have 16 + 70 + 30 = 116 hp.

### Ability Modifier

For each ability score, your character has an ability modifier. The modifier is equal to the score minus 10 and then divided by 2. Fractional values should be discarded. The chart at right summarizes the ability modifier for typical ability scores. You can extrapolate these modifiers as necessary.

Ability Score	Ability Modifier
8 or 9	-1
10 or 11	+0
12 or 13	+1
14 or 15	+2
16 or 17	+3
18 or 19	+4

### Base Attack Bonus

Each time a character uses an attack, whether that attack is with a weapon, a spell, or some other ability the character rolls a d20 and adds bonuses or penalties to the die roll depending on the type of attack. The most fundamental of these bonuses is the base attack bonus (BAB). A character has a different base attack bonus depending on the ability associated with the attack. The effectiveness of a sword swing requires a strong arm and, thus, receives a bonus equal to character's Strength BAB. A ranger attacking with his bow would use a Dexterity BAB. A wizard's spell attack requires an Intelligence BAB. (For more about combat, see Chapter 7.)

Each class grants a bonus to one or more base attack bonuses for each level that a character has in that class. For example, the paladin receives a bonus to his Strength, Charisma and Wisdom base attack bonuses. Some classes allow you to select between two or more abilities that will receive a bonus. In this case, you can make a different selection at each level but whatever selection you make can not be changed.

When making an attack, any part of the total bonus that is a fraction of a whole number is ignored when making an attack. For example, a character whose base attack bonus is 7 3/4 would apply a +7 bonus to the die roll.

## **Defense Bonus**

A character has four defenses that define his ability to avoid harm: Armor Defense (traditionally called Armor Class or AC), Fortitude, Reflex and Will. Each class grants a bonus to these defenses that reflects the fact that different characters are better equipped to defend against different attacks. For example, a well-armored warrior is better able to defend against physical attacks than mental attacks.

## **Class Skills**

Chapter 4 contains a complete list of skills that characters can use. Certain skills come more naturally to certain classes. For example, a wizard is likely to be quite good at Spellcraft but poor at Athletics. To model this, each class has “class skills” that are easier for them to invest in.

## **Saving Throws**

If a particular attack gets past a character's defenses and creates an ongoing effect, that character may subsequently be able to make a saving throw to shake off the effect. There are three types of saving throws: Fortitude, Reflex and Will. Your bonus on each of these is equal to your corresponding defense value divided by 10 (discarding the remainder). For example, if your Will defense is 26, your Will saving throw bonus is +2. You may also receive a bonus to your saving throw from a variety of sources. To make a saving throw, you roll a d20 and add your related saving throw bonus. To succeed, the result of your saving throw (the number on the die plus your relevant bonuses) must be 10 or higher.

## **Areas of Mastery**

Each class grants a character access to certain areas of mastery. A rogue, for example, might be a master of stealth. A wizard might be a master of the arcane. Areas of Mastery are either greater or lesser. A character's areas of mastery allow her to access to acquire certain special abilities (usually feats and spells). A given feat or spell typically requires one greater area of mastery and one lesser areas of mastery.

## **Bonus Feats**

Some classes grant bonus feats from a specific areas of mastery. The selected feat can require multiple areas of mastery as long as at least one of them is on the given list. A character must still meet all prerequisites for a bonus feat including all the associated areas of mastery. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. Refer to Chapter 5 for more information about feats.

## **Spells**

Some classes grant spells. Spells are similar to feats in that they require certain areas of mastery and may have prerequisites. However, the mechanics of spells are somewhat different. Refer to Chapter 9 for more information about selecting and using spells.

## **Barbarian**

A barbarian hails from the most uncivilized lands where survival requires incredible physical prowess and an instinctive understanding of the natural world. Barbarians lack subtlety in combat but make up for it with sheer power and fearlessness.

**Hit Points per Level:** 7 + Con modifier.

**Skill Ranks per Level:** 3 + Int modifier.

**Base Attack Bonus per Level:**

- Strength: +1
- Constitution: +3/4
- Wisdom: +1/2

**Defense Bonus per Level:**

- Armor Class: +3/4
- Fortitude: +1
- Reflex: +1/2
- Will: +3/4

**Class Skills:** The barbarian's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Craft (Int), Endurance (Con), Handle Animal (Cha), Knowledge (Int), Perception (Wis), and Stealth (Dex).

**Weapon and Armor Proficiencies:** Simple weapons, light armor, hide armor.

**Greater Areas of Mastery:** A barbarian's greater areas of mastery are: Alternate Form, Combat, Nature, and Primal.

**Lesser Areas of Mastery:** A barbarian's lesser areas of mastery are: Companion, Intuition, Power Attack, Stamina, Totem and Unarmed.

## **Class Specific Rules**

**Expertise:** Barbarians receive a bonus to Endurance checks equal to half their class level.

**Bonus Feats:** Each time a character achieves an even numbered level in the barbarian class, she may select a bonus feat from the Primal or Totem areas of mastery.

**Tribal Origin:** A character who takes Barbarian as a first level character may select a bonus feat from the Primal or Totem areas of mastery. If you multiclass into the Barbarian class at 2nd level or higher you do not gain this benefit.

**Primal Nature:** A barbarian who integrates herself into a civilized society loses the Wisdom base attack bonus granted by her class. Such a PC also loses access to the Alternate Form and Primal areas of mastery. Whether or not a barbarian has abandoned her primal ways is a subjective measure and

therefore the DM must decide whether this happens or not for any given circumstance. Actions that typically result in this loss include:

- taking levels in a class that does not grant the Nature or Divine area-of-mastery
- regularly creating or using finely crafted or complex items like forged weapons, metal armor, mechanical devices or alchemical items.
- owning land or an excessive amounts of goods
- running a business

Some feats allow a barbarian to mitigate the effects of some of these actions. An ex-barbarian who eschews the trappings of civilization and returns to nature regains her primal nature after a period of a few weeks.

## ***Bard***

Part wanderer, part warrior, part entertainer, part sorcerer, part troublemaker: a bard is a dabbler in everything.

**Hit Points per Level:** 4 + Con modifier.

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

**Base Attack Bonus per Level:**

- Strength: +1/2
- Dexterity: +3/4
- Constitution: +1/2
- Intelligence: +1/2
- Wisdom: +1/2
- Charisma: +1

**Defense Bonus per Level:**

- Armor Class: +1/2
- Fortitude: +1/2
- Reflex: +1
- Will: +3/4

**Class Skills:** The bard's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Craft (Int), Endurance (Con), Gather Information (Cha), Knowledge (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth(Dex).

**Weapon and Armor Proficiencies:** A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and bucklers.

**Greater Areas of Mastery:** A bard's greater areas of mastery are: Arcane, Combat, Magic and Performance.

**Lesser Areas of Mastery:** A bard's lesser areas of mastery are: Agility, Companion, Expertise, Item Creation, Leadership, Metamagic and Two-Weapon Fighting. A first level bard may also select one of

the following: Abjuration, Amelioration, Compulsion, Detection, Divination, Enchantment, Force, Healing, Illusion, Metamagic, Secrecy, Summoning, Teleportation, and Transmutation.

## **Class Specific Rules**

**Expertise:** Bards receive a bonus to Perform checks equal to half their class level.

**Spells:** Each time a character gains a new level in the bard class, he may learn 1 new spell that he meets the prerequisites for. A bard uses his Charisma BAB for spell-related attacks.

**Bardic Practice:** Each time a character achieves an even numbered level in the bard class, she may do one of the following things:

- select a bonus feat from the Performance area of mastery
- select a new lesser area of mastery from the following list: Abjuration, Amelioration, Compulsion, Detection, Divination, Enchantment, Force, Healing, Illusion, Metamagic, Secrecy, Summoning, Teleportation, and Transmutation.

**Prodigy:** A character who takes Bard as a first level character may select a Bardic Practice benefit (see above) as if she had just gained an even numbered level in the Bard class. If you multiclass into the Bard class at 2nd level or higher you do not gain this benefit.

## **Cleric**

A cleric a person whose strength comes from his faith in the divine. Whether this divinity is a deity or some concept of power, the effect is the same. Part warrior, part wizard, part problem solver, a cleric can fill many roles and yet always be indispensable.

**Hit Points per Level:** 5 + Con modifier.

**Skill Ranks per Level:** 2 + Int modifier.

**Base Attack Bonus per Level:**

- Strength: +3/4
- Wisdom: +1
- Charisma: +1/2

**Defense Bonus per Level:**

- Armor Class: +1/2
- Fortitude: +3/4
- Reflex: +1/2
- Will: +1

**Class Skills:** The cleric's class skills (and the key ability for each skill) are Craft (Int), Endurance

(Con), Heal (Wis), Knowledge (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

**Weapon and Armor Proficiencies:** Clerics are proficient with all simple weapons, with light armor and with shields (except tower shields).

**Greater Areas of Mastery:** A cleric's greater areas of mastery are: Combat, Divine and Magic.

**Lesser Areas of Mastery:** A cleric's lesser areas of mastery are: Abjuration, Amelioration, Channeling, Companion, Compulsion, Conjuraton, Detection, Divination, Domain, Enchantment, Evocation, Faith, Force, Hallowed, Item Creation, Leadership, Metamagic, Necromancy, Secrecy, Summoning, Teleportation, and Transmutation. Clerics with the Good subtype also gain the Healing area of mastery. Clerics with the Evil subtype have the Curse area of mastery. Clerics with neither the Good nor Evil subtypes receive both Healing and Curse.

## Class Specific Rules

**Expertise:** Clerics receive a bonus to Heal checks equal to half their class level.

**Alignment Subtype:** A cleric gains the same alignment subtype(s) as his patron deity. If his deity is neutral then he gains no subtypes. If he has no deity the subtypes he receives (if any) are up to the DM. Alignment subtypes have no direct effect on a character. For example, having the Evil subtype does not require that a character actually be evil (though this is often the case). However, those subtypes can affect the reactions of other creatures and can change how certain spells affect him.

**Spells:** Each time a character gains a new level in the cleric class, he may learn 1 new spell that he meets the prerequisites for. A cleric uses his Wisdom BAB for spell-related attacks.

**Power of Faith:** A cleric with the Good subtype automatically knows the *cure wounds* spell in addition to any other spells he has learned. A cleric with the Evil subtype automatically knows the *inflict wounds* spell. These spells are bonus spells that are automatically enhanced to the highest level he qualifies for in addition to the usual spell enhancement a cleric receives for leveling up. Finally, a cleric may cast these spells twice per encounter rather than once per encounter as dictated by the spell description. **Note:** A cleric with neither the Good nor Evil subtype does not have this class ability.

**Gifts of Faith:** Each time a cleric gains an even numbered level, he may choose one of the following benefits:

- learn a new spell that he meets the prerequisites for
- gain access to one of the following areas of mastery: Agility, Courage, Stamina, Expertise, Mounted Combat, Power Attack, Ranged, Two-Weapon Fighting, Unarmed and Weapon.

**Born of Faith:** A character who takes Cleric as a first level character gains a number of additional 1st level spells equal to half his Wisdom bonus (if any). If you multiclass into the Cleric class at 2nd level or higher you do not gain this benefit.

**Bound by Faith:** A cleric who grossly violates the code of conduct required by his deity loses the Wisdom base attack bonus granted by his class. Such a PC also loses access to the divine area of mastery. The character cannot thereafter gain levels as a cleric of that god until he atones (see the

*atonement* spell description) or gains the favor of another deity. Once this has been accomplished, all the benefits of his class are restored.

## **Druid**

While other classes have a link to nature, no class is bound more tightly to the wild than the druid.

**Hit Points per Level:** 5 + Con modifier.

**Skill Ranks per Level:** 3 + Int modifier.

**Base Attack Bonus per Level:**

- Strength: +1/2
- Constitution: +3/4
- Wisdom: +1

**Defense Bonus per Level:**

- Armor Class: +1/2
- Fortitude: +1
- Reflex: +1/2
- Will: +3/4

**Class Skills:** The druid's class skills (and the key ability for each skill) are Craft (Int), Endurance (Con), Handle Animal (Cha), Heal (Wis), Knowledge (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int) and Stealth (Dex).

**Weapon and Armor Proficiencies:** Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape abilities. Also, see *Bound to the Wild* below.

Druids are proficient with light and medium armor but are prohibited from wearing metal armor. (A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones.

**Greater Areas of Mastery:** A druid's greater areas of mastery are: Alternate Form, Combat, Nature and Magic.

**Lesser Areas of Mastery:** A druid's lesser areas of mastery are: Abjuration, Amelioration, Companion, Compulsion, Conjunction, Detection, Divination, Enchantment, Evocation, Fauna, Flora, Force, Hallowed, Healing, Intuition, Item Creation, Metamagic, Secrecy, Shapechange, Summoning, Teleportation, Totem, Transmutation, Unarmed and Wild Shape.

## **Class Specific Rules**



**Expertise:** Druids receive a bonus to Handle Animal checks equal to half their class level.

**Spells:** Each time a character gains a new level in the druid class, she may learn 1 new spell that she meets the prerequisites for. A druid uses her Wisdom BAB for spell-related attacks. A druid automatically knows the *summon* spell in addition to any spells selected at first level. As she gains more levels in the druid class, this spell is automatically enhanced to the highest level that she qualifies for.

**Lessons of the Wild:** Each time a druid gains an even numbered level, he may choose one of the following benefits:

- learn a new spell that she meets the prerequisites for
- gain a bonus feat from the Alternate Form or Companion areas of mastery

**Child of Nature:** A character who takes Druid as a first level character may select a Lessons of the Wild benefit (see above) as if she had just gained an even numbered level in the Druid class. If you multiclass into the Druid class at 2nd level or higher you do not gain this benefit.

**Bonus Language:** A druid also knows Druidic, the language of nature that druids instinctively learn as a result of their connection to the natural world. A druid need not spend ranks on the Linguistics skill to learn it. It is impossible to teach this language to non-druids. Druidic does have a written form that all druids can read. However, to learn how to write the druidic language a druid must spend a rank in the linguistics skill as normal. Druidic has its own alphabet.

**Bound to the Wild:** A druid is bound to defend the natural world and seek balance between all things. A druid who willfully ceases to uphold obligation loses the Wisdom base attack bonus associated with her class. Such a PC also loses access to the Nature area of mastery. The character cannot thereafter gain levels as a druid until she is absolved by a circle of druids. Such absolution usually requires that the druid complete a difficult quest to correct for her error. Once absolved, the druid regains the abilities she has lost.

Whether or not a druid has abandoned the defense of nature is a subjective measure and therefore the DM must decide whether this happens or not for any given circumstance. Unnatural actions that typically result in this loss include:

- voluntarily allowing damage to natural creatures, plants or settings
- settling in a village or similar civilized area
- owning or using items crafted of forged metal or other technology. Weapons that are traditionally made of such metal, like a scimitar or sickle, must be made of ironwood instead. See the *ironwood* spell for more details.
- deliberately creating or willfully accepting the benefits of magical effects that bear an alignment subtype

In some cases, a unnatural action must be taken that serves nature more in the doing than the not doing.

## ***Fighter***

A fighting man has dedicated his life to mastery of combat. Some fighters are soldiers, some mercenaries, some are body guards, some merely have an unquenchable craving for the thrill of

combat.

**Hit Points per Level:** 6 + Con modifier.

**Skill Ranks per Level:** 2 + Int modifier.

**Base Attack Bonus per Level:**

- Strength or Dexterity\*: +1 or +3/4
- any#: +1/2

\*Each time a character takes a level in the fighter class, he chooses either Strength or Dexterity BAB to add a +1 bonus to. If the character chooses Strength, he gains a +3/4 bonus to Dexterity (and vice versa).

#The +1/2 bonus can be applied to any BAB other than Strength or Dexterity.

**Defense Bonus per Level:**

- Armor Class: +1
- Fortitude: +1
- Reflex: +1/2
- Will: +1/2

**Class Skills:** The fighter's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Craft (Int), Endurance (Con), Handle Animal (Cha), Knowledge (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis) and Stealth (Dex).

**Weapon and Armor Proficiencies:** A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

**Greater Areas of Mastery:** A fighter's greater areas of mastery are: Combat and Stance.

**Lesser Areas of Mastery:** A fighter's lesser areas of mastery are: Agility, Companion, Courage, Expertise, Intuition, Leadership, Mounted Combat, Power Attack, Ranged, Stamina, Two-Weapon Fighting, Unarmed and Weapon.

## Class Specific Rules

**Expertise:** Fighters receive a bonus to Athletics checks equal to half their class level.

**Favored Weapon:** A fighter selects one specific weapon as his favored weapon. This must be a weapon he has used in at least 5 combats within the last month. The fighter gains additional tokens the first time he draws his favored weapon in a combat encounter. Having the weapon in hand at the beginning of an encounter counts as drawing the weapon for this purpose. If the fighter's favored weapon is a melee weapon, he gains power tokens in this way. If the fighter's favored weapon is a ranged weapon, he gains speed tokens in this way. If the weapon can be used as either then the fighter may select either power or speed tokens.

The number of tokens he gains is specified in the table below:

Fighter Level:	1-3	4-7	8-12	13-17	18+
Bonus Tokens:	1	2	3	4	5

Each time a fighter uses the Refocus action (see Chapter 7 Combat) when he has his favored weapon in hand he also gains the indicated number of power or speed tokens in addition to the 1 speed token he would usually gain.

If the favored weapon is lost or damaged beyond repair, the fighter can not gain the bonus tokens until he has been in 5 combats with a new weapon. A fighter that has not been in 5 combats within the last month also loses this bonus. Sparring or practicing with the weapon for 4 hours counts as one combat for this purpose. The 4 hours need not be consecutive.

**Bonus Feats:** Each time a character achieves an even numbered level in the fighter class, he may select a bonus feat from the Combat or Stance areas of mastery.

**Seasoned:** A character who takes Fighter as a first level character may select a bonus feat from the Combat or Stance areas of mastery. If you multiclass into the Fighter class at 2nd level or higher you do not gain this benefit.

## Monk

A monk seeks to turn herself into the perfect being: mind, body and soul. A monk's mind seeks a transcendent understanding of herself and her place in the universe. A monk's body seeks to be the ideal instrument of her will. A monk's soul seeks to connect to a mystical force called ki, that endows her with supernatural abilities.

**Hit Points per Level:** 5 + Con modifier.

**Skill Ranks per Level:** 3 + Int modifier.

**Base Attack Bonus per Level:**

- Strength: +1
- Constitution or Dexterity: +1/2
- Wisdom: +3/4

**Defense Bonus per Level:**

- Armor Class: +1
- Fortitude: +1
- Reflex: +1
- Will: +1

**Class Skills:** The monk's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Craft (Int), Endurance (Con), Knowledge (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Stealth (Dex).

**Weapon and Armor Proficiencies:** Monks are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling.

**Greater Areas of Mastery:** A monk's greater areas of mastery are: Combat and Ki.

**Lesser Areas of Mastery:** A monk's lesser areas of mastery are: Agility, Expertise, Intuition, Stamina, Two-Weapon Fighting, Unarmed, and Weapon. In addition, a 1<sup>st</sup> level monk gains one of the following lesser areas of mastery: Way of the Boar, Way of the Crane, Way of the Dragon, Way of the Mantis, Way of the Monkey, Way of the Snake or Way of the Tiger.

## **Class Specific Rules**

**Expertise:** Monks receive a bonus to Acrobatics checks equal to half their class level.

**The One True Path:** A monk who willfully abandons her quest for perfection, loses the AC defense bonuses associated with her class. Such a PC also loses access to the Ki area of mastery. The character cannot thereafter gain levels as a monk until she has resubscribed to the tenets of an order of monks and completed three trials given to her by an abbot or master sensei. Once she has passed these trials, the monk regains the abilities she has lost.

Whether or not a monk has abandoned her path is a subjective measure and therefore the DM must decide whether this happens or not for any given circumstance. Actions that typically result in this loss include:

- using armor or shields
- willfully violating the tenets of her order
- willfully succumbing to chaotic behavior

**Path to Perfection:** Each time a character achieves an even level in the monk class, she may select one of the following benefits:

- a bonus feat with the Ki area of mastery
- access to one of the following lesser areas of mastery: Way of the Boar, Way of the Crane, Way of the Dragon, Way of the Mantis, Way of the Monkey, Way of the Snake or Way of the Tiger.

**Formative Discipline:** A character who takes Monk as a first level character may select a Path to Perfection benefit (see above) as if she had just gained an even numbered level in the Monk class. If you multiclass into the Monk class at 2nd level or higher you do not gain this benefit.

## ***Paladin***

A paladin a holy (or unholy) warrior: an individual who has committed himself to achieving the ideals of his religion. He acts as both an exemplar of the perfect adherent and an enforcer for those who would oppose the will of his deity.

**Hit Points per Level:** 6 + Con modifier.

**Skill Ranks per Level:** 2 + Int modifier.

**Base Attack Bonus per Level:**

- Strength: +1
- Wisdom: +1/2
- Charisma: +3/4

**Defense Bonus per Level:**

- Armor Class: +3/4
- Fortitude: +1
- Reflex: +1/2
- Will: +3/4

**Class Skills:** The paladin's class skills (and the key ability for each skill) are Athletics (Str), Craft (Int), Endurance (Con), Handle Animal (Cha), Heal (Wis), Knowledge (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

**Weapon and Armor Proficiencies:** Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Greater Areas of Mastery:** A paladin's greater areas of mastery are: Combat and Divine.

**Lesser Areas of Mastery:** A paladin's lesser areas of mastery are: Abjuration, Amelioration, Channeling, Companion, Compulsion, Conjunction, Courage, Curse, Detection, Divination, Divine Wrath, Enchantment, Evocation, Faith, Force, Hallowed, Healing, Intuition, Leadership, Metamagic, Mounted Combat, Necromancy, Power Attack, Stamina, Summoning, Teleportation, Transmutation and Weapon.

**Class Specific Rules**

**Expertise:** Paladins receive a bonus to Sense Motive checks equal to half their class level.

**Alignment Subtype:** A paladin gains the same alignment subtype(s) as his patron deity. If his deity is neutral then he gains no subtypes. If he has no deity the subtypes he receives (if any) are up to the DM. Alignment subtypes have no direct effect on a character. For example, having the Evil subtype does not require that a character actually be evil (though this is often the case). However, those subtypes can affect the reactions of other creatures and can change how certain spells affect him.

**Tools of the Faith:** Each time a character gains an even numbered level in the paladin class, he may select one of the following benefits:

- learn 1 new spell that he meets the prerequisites for. A paladin uses his Wisdom BAB for spell-related attacks.
- gain a new feat from the Combat or Divine area of mastery

**Ward of the Faith:** A character who takes Paladin as a first level character may select a Tools of the Faith benefit (see above) as if he had just gained an even numbered level in the Paladin class. If you multiclass into the Paladin class at 2nd level or higher you do not gain this benefit.

**Bound by Faith:** A paladin must not only uphold the code of conduct required by his deity but must also challenge those who oppose his deity's religion. A paladin who fails to do this loses the Wisdom

base attack bonus granted by his class. Such a PC also loses access to the divine area of mastery. The character cannot thereafter gain levels as a paladin of that god until he atones (see the *atonement* spell description) or gains the favor of another deity. Once this has been accomplished, all the benefits of his class are restored.

## **Ranger**

Rangers are wanderers of the wild: loners, hunters, and scouts. A ranger has spent much of his life in the outdoors and lives in a relationship of mutual respect with his environment. Unlike a druid, a ranger is not bound by oath to protect the land though many act as if they were.

**Hit Points per Level:** 5 + Con modifier.

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

### **Base Attack Bonus per Level:**

- Strength or Dexterity\*: +1 or +3/4
- Wisdom: +1/2

\*Each time a character takes a level in the ranger class, he chooses either Strength or Dexterity BAB to add a +1 bonus to. If the character chooses Strength, he gains a +3/4 bonus to Dexterity (and vice versa).

### **Defense Bonus per Level:**

- Armor Class: +3/4
- Fortitude: +1
- Reflex: +3/4
- Will: +1/2

**Class Skills:** The ranger's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Craft (Int), Endurance (Con), Handle Animal (Cha), Heal (Wis), Knowledge (Int), Perception (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int) and Stealth (Dex).

**Weapon and Armor Proficiencies:** A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

**Greater Areas of Mastery:** A ranger's greater areas of mastery are: Combat and Nature.

**Lesser Areas of Mastery:** A ranger's lesser areas of mastery are: Abjuration, Agility, Amelioration, Companion, Compulsion, Detection, Divination, Enchantment, Evocation, Expertise, Fauna, Flora, Force, Healing, Hunter, Intuition, Power Attack, Ranged, Secrecy, Shapechange, Stamina, Summoning, Teleportation, Transmutation, Two-Weapon Fighting, and Weapon.

## **Class Specific Rules**

**Expertise:** Rangers receive a bonus to Stealth checks equal to half their class level.

**Lessons of the Wild:** Each time a character gains an even numbered level in the ranger class, he gains one of the following benefits:

- learn 1 new spell that he meets the prerequisites for. A ranger uses his Wisdom BAB for spell-related attacks.
- Gain a bonus feat from the Combat, Companion or Nature areas of mastery

**Raised in the Wild:** A character who takes Ranger as a first level character may select a Lessons of the Wild benefit (see above) as if he had just gained an even numbered level in the Ranger class. If you multiclass into the Ranger class at 2nd level or higher you do not gain this benefit.

## ***Rogue***

Rogues are creatures who thrive on breaking the rules. Most are simply thieves, thugs, murderers or scoundrels but some are noble of heart and act as they do for the greater good.

**Hit Points per Level:** 4 + Con modifier

**Skill Ranks per Level:** 6 + Int modifier

**Base Attack Bonus per Level:**

- Dexterity: +1
- Strength or Charisma\*: +3/4 or +1/2

\*Each time a character takes a level in the rogue class, she chooses either Strength or Charisma BAB to add a + 3/4 bonus to. If the character chooses Strength, she gains a + 1/2 bonus to Charisma (and vice versa).

**Defense Bonus per Level:**

- Armor Class: +1/2
- Fortitude: +1/2
- Reflex: +1
- Will: +1/2

**Class Skills:** The rogue's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Craft (Int), Endurance (Con), Gather Information (Cha), Knowledge (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Tinker (Int) and Stealth (Dex).

**Weapon and Armor Proficiencies:** Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

**Greater Areas of Mastery:** A rogue's greater areas of mastery are: Combat and Skulduggery.

**Lesser Areas of Mastery:** A rogue's lesser areas of mastery are: Agility, Companion, Expertise, Intuition, Power Attack, Stamina, Two-Weapon Fighting, Unarmed and Weapon.

## Class Specific Rules

**Expertise:** Rogues receive a bonus to Tinker and Sleight of Hand checks equal to half their class level.

**Bonus Feats:** Each time a character achieves a level in the rogue class, she may select a bonus feat from the Combat or Skulduggery areas of mastery.

**Born on the Streets:** A character who takes Rogue as a first level character may select a bonus feat from the Combat or Skulduggery areas of mastery. This feat is in addition to the bonus feat normally gained for taking a level in the Rogue class. These feat represents tricks she has learned as a result of a learning her art at a young age. If you multiclass into the Rogue class at 2nd level or higher you do not gain this benefit.

## Sorcerer

Whether due to heritage or happenstance, sorcerers possess an innate ability to channel arcane power. Unlike wizards, they have no need of study to create magical effects.

**Hit Points per Level:** 3 + Con modifier

**Skill Ranks per Level:** 3 + Int modifier

**Base Attack Bonus per Level:**

- Charisma: +1
- any\*: +3/4
- any\*: +1/2

\*You can not apply more than one bonus to a given BAB per level.

**Defense Bonus per Level:**

- Armor Class: +1/4
- Fortitude: +3/4
- Reflex: +1/2
- Will: +3/4

**Class Skills:** The sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Endurance (Con), Knowledge (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int) and Stealth (Dex).

**Weapon and Armor Proficiencies:** Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield.



**Greater Areas of Mastery:** A sorcerer's greater areas of mastery are: Arcane and Magic.

**Lesser Areas of Mastery:** A sorcerer's lesser areas of mastery are: Bloodline, Companion, Item Creation and Metamagic. A first level sorcerer may also select two of the following: Abjuration, Amelioration, Compulsion, Conjunction, Curse, Detection, Divination, Enchantment, Evocation, Force, Illusion, Necromancy, Secrecy, Shapechange, Summoning, Teleportation and Transmutation.

## **Class Specific Rules**

**Expertise:** Sorcerers receive a bonus to Spellcraft checks equal to half their class level.

**Spells:** Each time a character gains an level in the sorcerer class, he may learn 2 new spells that he meets the prerequisites for. A sorcerer uses his Charisma BAB for spell-related attacks.

**Early Manifester:** A character who takes Sorcerer as a first level character gains a number of additional 1st level spells equal to half his Charisma bonus (if any). If you multiclass into the Sorcerer class at 2nd level or higher you do not gain this benefit.

**Arcane Practice:** Each time a character achieves an even numbered level in the sorcerer class, he may select one of the following benefits:

- a bonus feat from the Metamagic area of mastery.
- access to one of the following areas of mastery: Abjuration, Amelioration, Compulsion, Conjunction, Curse, Detection, Divination, Enchantment, Evocation, Force, Illusion, Necromancy, Secrecy, Shapechange, Summoning, Teleportation and Transmutation

## **Wizard**

Wizards are masters of knowledge who have achieved magical prowess through years of diligent study.

**Hit Points per Level:** 3 + Con modifier.

**Skill Ranks per Level:** 2 + Int modifier.

**Base Attack Bonus per Level:**

- Intelligence: +1
- Wisdom or Charisma: +3/4
- any\*: +1/2

\*You can not apply more than one bonus to a given BAB per level.

**Defense Bonus per Level:**

- Armor Class: +1/4
- Fortitude: +1/2
- Reflex: +1/2
- Will: +1

**Class Skills:** The wizard's class skills (and the key ability for each skill) are Craft (Int), Gather

Information (Cha), Knowledge (Int), Linguistics (Int), Profession (Wis) and Spellcraft (Int).

**Weapon and Armor Proficiencies:** Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Most armor interferes with arcane spells that have a somatic component.

**Greater Areas of Mastery:** A wizard's greater areas of mastery are: Arcane and Magic.

**Lesser Areas of Mastery:** A wizard's lesser areas of mastery are: Abjuration, Amelioration, Companion, Compulsion, Conjuraton, Curse, Detection, Divination, Enchantment, Evocation, Force, Illusion, Item Creation, Metamagic, Necromancy, Secrecy, Shapechange, Summoning, Teleportation, and Transmutation.

## Class Specific Rules

**Expertise:** Each time you take a level in the wizard class, you gain a new specialty in the Knowledge skill.

**Spells:** Each time a character gains a level in the wizard class, she may learn 2 new spells that she meets the prerequisites for. A wizard uses her Intelligence BAB for spell-related attacks.

**Spellbook:** Every wizard possesses at least one physical record of the knowledge and arcane spells she has acquired during her studies. This spellbook usually takes the form of an actual book but can take other forms. Despite its finite size, a spellbook has an effectively unlimited capacity for lore as long as the wizard has stamina to record it therein. New lore can be acquired from libraries, the spellbook of another wizard, lost vaults of arcane power, extraplanar instructors or by other sources that the DM deems appropriate. Recording a new arcane spell in a spellbook requires 1 hour of study per level of the spell. The wizard can even record spells that she does not yet have the prerequisites to cast.

The spells that a wizard has learned from taking levels in the wizard class are spells that the wizard has memorized and can bring to mind without reference to the spellbook. However, if the wizard has her spellbook in hand she can use a standard action to locate any spell inscribed therein. (Locating a spell provokes an attack of opportunity. See Attacks of Opportunity in Chapter 7: Combat.) Once found, the spell can be cast like a memorized spell as long as the spellbook remains open to that page and the wizard meets the prerequisites of the spell including level and areas of mastery. Casting the spell uses the spell energy of one of the wizard's memorized spells of the same level or a higher level. When this happens, the wizard can select which memorized spell's energy is exhausted.

A wizard can only cast a spell from her spellbook if it is a spell that she could have learned at some point. If she has never had sufficient prerequisites to learn the spell, then she can not cast it from the spellbook either.

When a wizard casts a spell from her spellbook, she must abide by the Frequency limitations of both spells. (Spells are listed in Chapter 9.) Specifically, she may not cast either spell again until both spells can be cast again. For example, consider a wizard who decides to cast *charm* from her spellbook by expending *hold portal*. *Charm* has a frequency of unlimited but it can only be cast on one person at a time. As a result, she may not cast either *charm* or *hold portal* again until the *charm* spell has failed, been dismissed or expired. If a different wizard had done the opposite substitution, casting *hold portal*

from his book by expending an inherent *charm person*, then he would be able to cast both spells immediately thereafter since both have unlimited duration and no *charm person* spell is active.

Each time a character gains a new level in the wizard class, she adds new spells to her spellbook equal to half her current Intelligence modifier. If her intelligence modifier increases at higher levels she does not retroactively gain additional spells. A wizard may also acquire additional spells as a consequence of her travels as described above.

**Traditional Student:** A character who takes Wizard as a first level character gains a number of additional 1st level spells in her spellbook equal to her Intelligence modifier. This is in addition to the normal spells gained for taking a level in the wizard class. If you multiclass into the Wizard class at 2nd level or higher you do not gain this benefit.

## Character Advancement

As your character survives more encounters and adventures, she gains experience. From time to time, your DM will grant her a new level of advancement to reflect what your character has learned from that experience. Many DM's use "experience points" or "xp" to measure your level of advancement and grant a new level when your xp total has exceeded a given threshold. A typical experience point table is listed below. Other DMs will grant you new levels based upon the number of encounters you've completed, or sessions you've attended or some other metric.

**Sample Experience Point Table**

<i>Experience Points</i>	<i>Level</i>	<i>Experience Points</i>	<i>Level</i>
0	1	45,000	10
1,000	2	55,000	11
3,000	3	66,000	12
6,000	4	78,000	13
10,000	5	91,000	14
15,000	6	105,000	15
21,000	7	120,000	16
28,000	8	136,000	17
36,000	9	153,000	18

Each time your character gains a new level, perform the following steps in order:

1. **Level:** Increase your overall character level by one.
2. **Class:** Select the class that you will gain a level in. Increase your class level in this class by one.
3. **Base Attack Bonuses:** Increase your BAB scores with the values specified by the class you've selected.
4. **Defense Bonuses:** Increase each of your four defenses by the bonus indicated by your class.

Not all classes grant a bonus to AC.

5. **Saving Throw Bonuses:** You receive a bonus to each of your saving throws equal to one-tenth of the related defense bonus. One of these bonuses may also have increased as a result of the previous step. If so, adjust it now.
6. **Ability Score:** If your new character level is a multiple of 3 (3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, etc.) , you may add +1 to one of your ability scores. If you increase your Constitution score and that, in turn, increases your Constitution ability modifier, then you may retroactively add additional hit points for each level you've gained prior to this one. If you increase your Intelligence score and that, in turn, increases your Intelligence modifier then you may retroactively gain 1 skill rank for each level you've gained prior to this one.
7. **Hit Points:** Increase your hit points by the amount specified by your class.
8. **Retrain Skill Ranks:** If you wish, you may remove up to two ranks from any skill and free them to spend on other skills. If removing these ranks will mean that you no longer meet the prerequisite for any feat, spell or other rules item then you lose access to that item.
9. **Skill Ranks:** You gain additional skill ranks as specified by your class. You must spend all the ranks you've gained with this level to improve your skills. (For more about skills, see Chapter 4.)
10. **Retrain Feat:** If you wish, you may remove one feat that your character knows and replace it with a different feat that you met the prerequisites for at the time you took the original feat. If removing the feat will mean that you no longer meet the prerequisite for a feat, spell, or other rules item then you lose access to that item.
11. **Level Feat:** Select one new feat for your character that you meet the prerequisites for. When selecting this feat, you may only use the areas of mastery associated with the class you are currently adding a level in.
12. **Bonus Feats:** If the class you selected grants you a bonus feat, select it now. This feat must meet the area-of-mastery specifications given in the class description. (Note: If you wish, you may swap the order of this step and the previous one.)
13. **Retrain Spell:** If you wish, you may remove one spell that your character knows and replace it with another spell. The same restrictions that applied to the selection of the to-be-replaced spell (if any) also apply to the new spell. If removing the spell will mean that you no longer meet the prerequisite for any feat, spell or other rules item then you lose access to that item.
14. **Spells:** If the class you've selected grants you the ability to cast spells, select any new spells you receive at this level, including bonus spells. When selecting spells, you may only use the areas of mastery associated with the class you are currently adding a level in.
15. **Retrain Spell Enhancement:** If you wish, you may revert to a lower level version of a spell that you chose to enhance at an earlier level and instead enhance a different spell. The spell you enhance must be a spell that you knew at the same time you applied the original enhancement. Furthermore, you may only enhance the spell up to a level that you had when you applied the original enhancement. (For more about spell enhancements, see Chapter 9.)
16. **Enhance Spell:** Select one spell that you know that has a higher level enhancement which you qualify for. Apply that enhancement.

## Multiclassing

A character is not restricted to taking levels in a single class. You could, for example, start out as a wizard but take your 2<sup>nd</sup> level in the fighter class. Such a character would be a 1<sup>st</sup> level wizard and a 1<sup>st</sup> level fighter for a total of two character levels.

Enlightened Grogard uses these terms to talk about your character's level and classes:

**Character Level** – This is the total number of levels you have in all classes.

**Class Level** – This is the total number of levels that you have in a particular class.

**Latest Class** - This the class you have taken a level in most recently. For example, if a fighter takes a level in the druid class, “druid” becomes her latest class. If she subsequently takes another level in fighter, than “fighter” becomes her latest class at that point.

In general, each time you take a level in any class, you gain both the benefits and restrictions of having a new level in that class with these exceptions:

- Class skills are determined by your latest class. Thus, for example, a rogue who takes a level in the wizard class can treat Spellcraft as a class skill but not Sleight of Hand. If that character subsequently takes another level in the rogue class, Sleight of Hand becomes a class skill and Spellcraft ceases to be a class skill. Note: There are several ways that a skill can become a class skill besides your latest class.
- You may only select feats and spells using the areas of mastery associated with your latest class. For example, a cleric who is taking a new level in the barbarian class may not select a feat that requires the Divine area of mastery. If that character subsequently takes another level in Cleric, then he can select a divine feat at that point.

There may be other exceptions that are specific to certain situations.