

## ASTRAL DEVA RACIAL CLASS PROGRESSION

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	Special	Spell-Like Abilities <sup>1</sup>
1 <sup>st</sup>	1d8	+1	+2	+2	+2	(8 + Int mod) x 4	+2 Str, +2 Cha, darkvision, low-light vision, subtypes (angel, extraplanar, good), slam 1d3, fly 60 ft. (good), +2 natural armor, resistance to acid 5 and cold 5, +4 on saves against poison, feat	1/day – <i>cure light wounds, detect evil, remove fear</i>
2 <sup>nd</sup>	2d8	+2	+3	+3	+3	8 + Int mod	+2 Con, +3 natural armor	
3 <sup>rd</sup>	3d8	+3	+3	+3	+3	8 + Int mod	+2 Dex, resistance to acid 10 and cold 10, feat	1/day – <i>aid, invisibility, see invisibility</i>
4 <sup>th</sup>	4d8	+4	+4	+4	+4	8 + Int mod	+2 Wis, +4 natural armor, tongues	1/day – <i>cure light wounds, detect evil, remove fear</i>
5 <sup>th</sup>	4d8	+4	+4	+4	+4		+2 Str, +5 natural armor, slam 1d4, stun	1/day – <i>continual flame, dispel magic, remove curse, remove disease</i>
6 <sup>th</sup>	5d8	+5	+4	+4	+4	8 + Int mod	+2 Cha, resistance to acid 20 and cold 20	3/day – <i>aid, invisibility, see invisibility</i>
7 <sup>th</sup>	5d8	+5	+4	+4	+4		+2 Int, move 40 ft., fly 80 ft. (good), +6 natural armor	1/day – <i>discern lies, polymorph</i> ; 7/day – <i>cure light wounds, detect evil, remove fear</i>
8 <sup>th</sup>	6d8	+6	+5	+5	+5	8 + Int mod	Damage reduction 5/evil, +7 natural armor, feat	3/day – <i>continual flame, dispel magic, remove curse, remove disease</i>
9 <sup>th</sup>	6d8	+6	+5	+5	+5		+2 Str, immunity to acid, cold and petrification	1/day – <i>dispel evil, plane shift</i> ; 7/day – <i>aid, invisibility, see invisibility</i>
10 <sup>th</sup>	7d8	+7	+5	+5	+5	8 + Int mod	+2 Cha, +8 natural armor, uncanny dodge	3/day – <i>discern lies, polymorph</i> ; at will – <i>detect evil, remove fear</i>
11 <sup>th</sup>	7d8	+7	+5	+5	+5		+2 Str, +9 natural armor, slam 1d6	1/day – <i>blade barrier, heal</i> ; 7/day – <i>continual flame, dispel magic, remove curse, remove disease</i>
12 <sup>th</sup>	8d8	+8	+6	+6	+6	8 + Int mod	+2 Con, resistance to electricity 5 and fire 5, protective aura	3/day – <i>dispel evil, plane shift</i> ; at will – <i>aid, invisibility</i>
13 <sup>th</sup>	8d8	+8	+6	+6	+6		+2 Dex, +10 natural armor	1/day – <i>holy word</i> ; 7/day – <i>discern lies, polymorph</i>
14 <sup>th</sup>	9d8	+9	+6	+6	+6	8 + Int mod	+2 Wis, +11 natural armor, feat	1/day – <i>holy sword</i> ; at will – <i>continual flame, dispel magic, remove curse, remove disease</i>
15 <sup>th</sup>	9d8	+9	+6	+6	+6		+2 Int, +2 Cha, slam 1d8	1/day – <i>holy aura</i> ; 7/day – <i>dispel evil, plane shift</i>
16 <sup>th</sup>	10d8	+10	+7	+7	+7	8 + Int mod	+2 Str, +12 natural armor	3/day – <i>holy word</i> ; at will – <i>discern lies, polymorph</i>
17 <sup>th</sup>	10d8	+10	+7	+7	+7		+13 natural armor, resistance to electricity 10 and fire 10	3/day – <i>holy sword</i>
18 <sup>th</sup>	11d8	+11	+7	+7	+7	8 + Int mod	Move 50 ft., fly 100 ft. (good).	3/day – <i>holy aura</i> ; at will – <i>dispel evil, plane shift</i>
19 <sup>th</sup>	11d8	+11	+7	+7	+7		+2 Cha, +14 natural armor	7/day – <i>holy word</i>
20 <sup>th</sup>	12d8	+12	+8	+8	+8	8 + Int mod	+2 Str, damage reduction 10/evil, +15 natural armor, feat	At will – <i>holy aura, holy word, holy sword</i>

<sup>1</sup>Caster level is equal to hit dice. All save DC's are Cha-based.