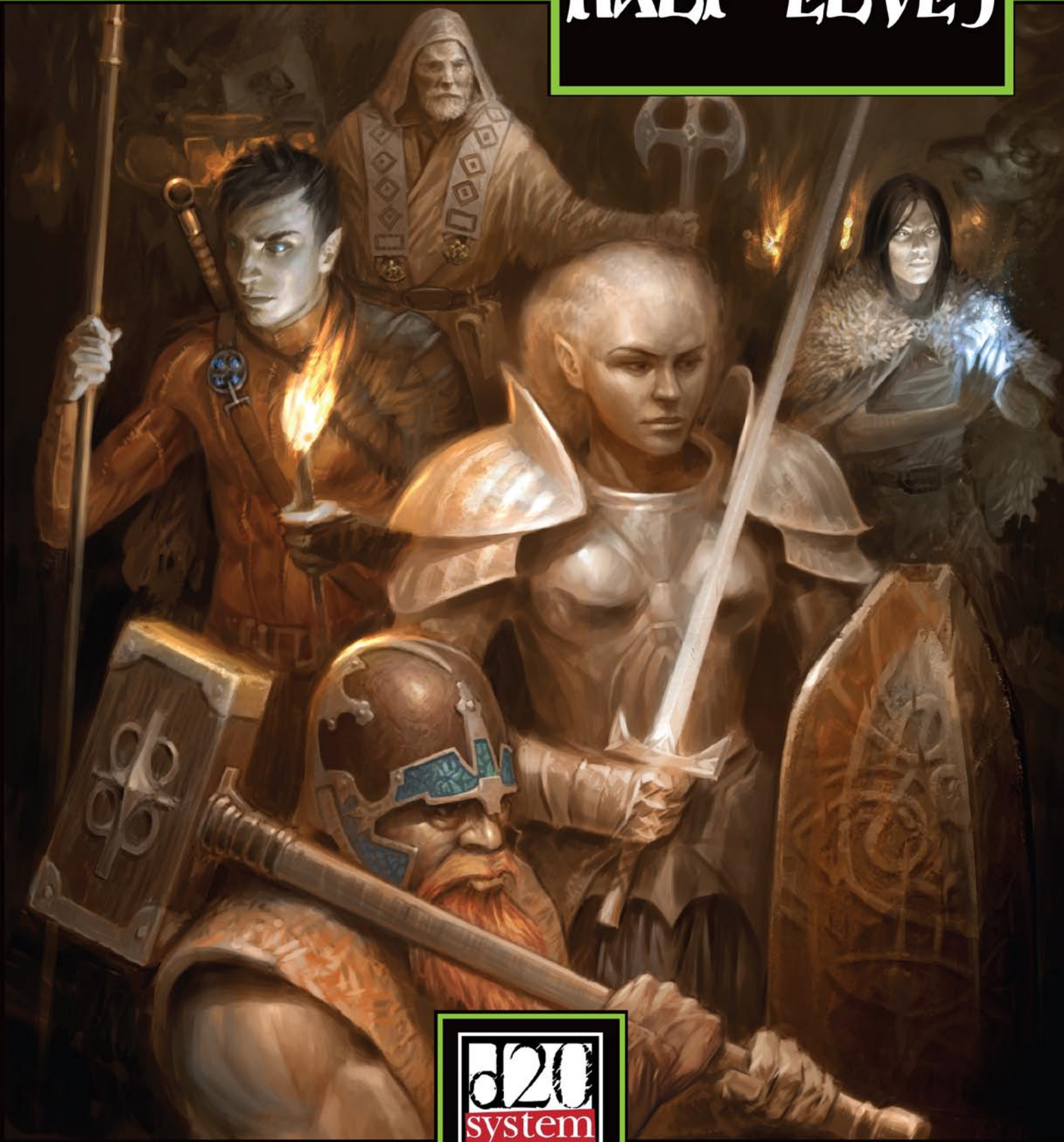


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ADVANCED RACE CODEX

BY ROBERT J. SCHWALB

HALF-ELVES



AN ADVANCED RULEBOOK FOR THE D20 SYSTEM

THE ADVANCED RACE CODEx

HALF-ELVES



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INTRODUCTION

Welcome to the *Advanced Race Codex* PDF series!

Ever notice how after your first few levels, the choice you made for your character's race no longer seems to matter? Beyond a few bonus skill points, perhaps an additional feat, and a handful of modifiers for special situations, the benefits of racial selection don't amount to all that much. Sure, your dwarf has darkvision, but so does anyone else touched by a 3rd-level wizard who can cast the spell of the same name. Like the +2 bonus to Constitution your gnome got? You can bet your party's spellcasters like the +4 bonus they get from *bear's endurance*. Think your elf is good at getting a fast shot off with a longbow? So is anyone else with *gloves of Dexterity*. When you really think about it, a feat, spell, or prestige class can eventually replicate just about any bonus or edge you get from your race choice. So should you care about what race you pick? Does it really matter in the long run?

Absolutely.

This is where the *Advanced Race Codex* PDFs come in. The primary purpose of these electronic books is to bring back the appeal of playing elves and half-elves, gnomes and halflings, half-orcs and other humanoid races. Each PDF expands the scope of a race beyond the simplest terms of the default campaign background, allowing racial choice to really mean something. They provide the mechanics to support whatever character you want to play, from whatever perspective you want to play it. From a black-clad dwarf necromancer, to a halfling bare-fisted fighter, to an elf bard channeling the music of nature, this series gives you the tools to expand the scope of character races in your games. Individually, the ARC PDFs provide rules expansions for one of the core races: dwarves, elves, humans, half-elves, and the rest in exquisite detail. By offering them individually,

you can sample the cool new rules and features as they apply to your character, easily printing off feats, spells, and prestige class notes you can bring to the table without lugging around an extra book.

Some of the material found in these PDFs originated in Green Ronin's popular **Races of Renown** series. The **Advanced Race Codex** PDF series collects this wealth of older material and updates it to the v3.5 rules. The **Advanced Race Codex** series is more than just a reprint and revision product, though. Here you will also find all-new information presented for humans, gnomes, half-elves, halflings, and more. So rest assured, no matter what kind of character you want to play, the **Advanced Race Codex** series has something just for you.

Each volume is organized into six parts. Part I details useful information for playing a member of a particular race, offering quick roleplaying tips and suggestions, minor rules modifications or expansions, and other useful material. Part II goes beyond the character to look at how the race as a whole fits into the game, with both sections complementing each other to fully define each race in roleplaying terms—from standard subraces to variant core races and new mechanics for existing rules.

Part III comprises supplemental rules, presenting new or revised feats for each race. Prestige classes follow in Part IV. New spells in Part V and Equipment in Part VI round out each volume, arming each race with tools powerful enough to meet any challenge.

If you like what you find, and we're sure you will, be sure to check out the other PDF releases in Green Ronin's **Advanced Race Codex** series, and watch for the print book in the coming months.

ADVANCED RACE CODEx AND THE ADVANCED RULEBOOKS

Though this is a self-contained book, as a part of Green Ronin's growing line of **Advanced Rulebooks**, each PDF in the **Advanced Race Codex** series works alongside the *Advanced Bestiary*, *Advanced Player's Manual*, and *Advanced Gamemaster's Guide*. By using the rules presented in those other works, you can expand on the information given here. The *Advanced Bestiary* offers a host of new templates, so that if you have an urge to play arboreal versions of elves, fire-infused dwarves, or even fungal gnomes, no problem. The *Advanced Player's Manual* provides powerful tools for building interesting racial variants, a wealth of new class options, and even skill modifiers based on creature type. Finally, the *Advanced Gamemaster's Guide* presents excellent advice for building campaign settings and adventures, giving

you definitive guidelines for introducing new material into your games and constructing a world in which you may place your new creations.

If you use the classes presented in the *Advanced Player's Manual*, for the purposes of determining a character's starting age, eldritch weavers, evangelists, spellmasters and warpriests use the cleric column, scouts and thanemages use the bard column.

USING THE CODEx

One of the biggest benefits of the **Advanced Rulebooks** is that they aren't beholden to a particular campaign setting.

This means they are equally useful whether you explore the dark jungles of *Mindshadows* or fight against Set's minions in *Egyptian Adventures: Hamunaptra*. Even if you play in a campaign setting that doesn't feature elves, dwarves, or other staple fantasy characters, you can still make use of this series by plundering the mechanics that work for you. Alternatively, you could use this book with Green Ronin's *Black Company Campaign Setting*, simply modifying feats and prestige classes to conform to the special rules used in that particular world.

Whatever you use it for, this book is about giving you the power to make memorable characters. Feel free to adapt what you like, leave what you don't, and above all, enjoy what this resource has to offer.

EPIC PRESTIGE CLASSES

The **Advanced Race Codex** PDF series fully supports the *Epic Level Handbook* by providing epic class progressions for every prestige class that has ten or more levels. In accordance with the guidelines presented in the *ELH*, no prestige class with less than ten levels has an epic level progression. For more details on epic characters, check out **Chapter Six: Characters** in the *DMG*.

ACTIONS

The latest updates to the d20 System present two new types of actions: the swift action and the immediate action. For this book, we've adapted them for use with both magic and special abilities. Where a spell or ability requires a swift or immediate action, refer to these entries for details.

SWIFT ACTION

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless

of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting or manifesting a quickened spell or power is a swift action. In addition, casting any spell or manifesting any power with a casting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

IMMEDIATE ACTION

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

ABOUT THE AUTHOR

Robert J. Schwalb is Green Ronin's own Dr. Evil, d20 developer, and line developer for **Warhammer Fantasy Roleplay**. He's written and developed the award-winning *Black Company Campaign Setting* and designed and developed the **Thieves' World** line of game products for the d20 system. In addition, he's also designed or contributed to the *Warhammer Fantasy Roleplaying Game*, the *Book of Fiends*, the *Cavalier's Handbook*, *Aasimar & Tiefling: A Guidebook to the Planetouched*, AEG's *World's Largest Dungeon*, Necromancer Games' *Trouble at Durbenford*, Fantasy Flight Games' ENnie Award-winning *Horizon: Grimm*, Wizards of the Coast's *Tome of Magic: Pact, Shadow, and True Name Magic*, and has written for a number of other companies including Goodman Games, Paradigm Concepts, and Paizo Publishing. Robert lives in Tennessee with his wife Stacey and their pride of cats.



HALF-ELVES

Armed with human versatility and elven senses and resistances, half-elves present an opportunity to sample two worlds, two cultures, two peoples, all within a single character. Certainly, half-elves lack the true expression of human adaptability (not gaining the coveted bonus feat or extra skill points), but in exchange, they are resistant to certain types of magic, have double the range of vision in areas of low light, and have a selection of awareness and interaction bonuses that give them a distinct social edge over their human cousins. Perhaps the core of the half-elf strength is their ability to multiclass freely, allowing unusual combinations of classes to create memorable and interesting heroes.

On the other hand, a half-elf's lack of cultural identity (or more precisely, their being positioned between two sometimes conflicting cultures) can make playing these characters a challenge. As a player, you have to determine the nature of your half-elf's family and history. Was this a character born of love or violence? Was her childhood spent in an elven community where she aged rapidly compared to her long-lived brethren, or among humans, who viewed her as tainted, imperfect, perhaps even a freak? Alternatively, your half-elf could be the product of an alliance between two neighboring civilizations, whose half-elf children are representative of the strong relations between peoples. Or perhaps your character comes from an established society of half-elves who fled their elven and human ancestors to make a new life for themselves, free of the bigotry and

prejudices of their ancestors as they forged a distinct culture and civilization.

This chapter presents all-new material for half-elf characters, offering guidelines for building a compelling background to help define personality, outlook, and even alignment. As well, the chapter explores the same character options presented for other races in this book, presenting half-elf appropriate feats, prestige classes, spells, and even equipment. By building on their natural racial talents, the half-elves in your game will never be the same.

Standard half-elves as presented in the *PHB* have the following racial traits.

- **Medium:** As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- **Half-elf base land speed** is 30 feet.
- **Immunity to *sleep* spells** and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- **Low-Light Vision:** A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Diplomacy and Gather Information checks.

- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

PART I: PLAYING HALF-ELF CHARACTERS

In terms of game mechanics, half-elves are great communicators, serving as ideal diplomats and envoys as they bridge the gap between two distinct cultures. They also make excellent spies, bringing their uncanny abilities of observation and investigation to the task of gathering intelligence. Yet their lack of niche abilities such as a human's bonus feat, an elf's automatic weapon proficiencies, or even a halfling's luck often makes this an infrequently chosen race.

CHARACTER CONCEPTS

Most often, choosing to play a half-elf is a decision born from an interest in exploring internal conflict, or in creating a character who is more than simply a set of statistics. A desire to play something different (without slipping into the realm of the absurd or monstrous) is a good starting point, but often does little to define the character. What follows is a short survey of background options for half-elves, helping to define a character's attitudes and outlooks, and to serve as a guide for class selection.

CHAMPION

Not all half-elves are accidents of birth. Some are intentionally created to serve as symbols of harmony, to realize a prophecy, or to champion two peoples. In the case of the champion, the half-elf is the product of a careful union of elf and human, combining bloodlines to produce the perfect specimen of both races. Instead of mere acceptance, the half-elf generates awe among both his peoples, symbolizing to them an example of the best of both worlds. However, once the champion moves outside of his homeland, he must contend with the normal suspicions and prejudices held anywhere, and his nigh-divine status becomes meaningless to the foreigners he must prove himself to.

Champions maintain a deep sense of duty to their people and the cause for which they were born. These half-elves have a strong sense of pride, and do not take well to insults from others. Champions tend toward the monk, paladin, and ranger classes.

CHILD OF LOVE

In many fantasy settings, elves live alongside humans in a relative state of harmony. Elf citizens walk the same streets as humans, dwarves, and other races, lending their talents to furthering the ends of their shared civilization. Given the closeness of such societies, it comes as no surprise

that elves sometimes fall into romantic liaisons with their human neighbors, frequently resulting in a half-elf offspring. A child from this union usually grows up in a happy and positive environment, inheriting the best traits of both parents.

With an appreciation for aesthetics coupled with human ingenuity, half-elves often become successful in whatever they do. Well-adjusted and confident, these children of love emphasize their communication skills and versatility to fill needed rolls in an adventuring party. Good class selections for these characters include bards, clerics, and paladins.

CHILD OF WAR

Where the child of love is born into warmth and acceptance, the child of war reverses the circumstances of the character's conception. Though most humans and elves enjoy good relations along their borders, war sometimes breaks out between the new and ancient kingdoms. Soldiers sometimes take more than just gold and baubles as spoils of war, and bastards born of occupation are a common result of human warfare. Elves, cherishing life over any ideal, allow these half-breeds to live, but the life such a child leads is most often one of shame, isolation, and sorrow. Always outside of their adopted culture, half-elves never truly feel a sense of belonging, tainted as they are by the sins of the father. At the earliest opportunity, such half-elves often choose to leave their homelands to seek better environments among humans or other races. Some enter a self-imposed exile, content to live by their own devices and shun the company of others.

Half-elf characters from this background are survivalists, tending to be distrustful of relationships. They hone their skills and abilities to enhance and facilitate their philosophy of self-reliance. Good class selections for these characters include barbarians, druids, rangers, and rogues.

HALF-ELF SOCIETY

There is no reason why half-elves cannot form their own societies, distinct from their human and elven ancestors. Perhaps they began as an enclave offering shelter to all half-elves of the world, establishing a nation in a land no one wanted, or beyond the boundaries of civilization. Having been driven from their homelands by suspicion and prejudice, they formed their own unique culture. Over time, this mixed-blood people eventually bred true, becoming a race unto themselves. These half-elves may distrust full-blooded elves and humans alike, perhaps even to the point of physically driving them from their lands.

Alternatively, humans and elves in a particular region might have banded together to survive plague (magical or mundane), monstrous threats, or some other external force. With their numbers dwindling, humans and elves joined to create a single society where half-elves became dominant and purebloods rare. In these cultures, half-elves are unlikely to be hostile to humans and elves, perhaps even looking on their cousins with wonder and sadness, seeing each as an incomplete part of a greater whole.

Half-elf societies generate characters of any class, from barbarians to sorcerers. Depending on the complexities of their society, these characters could be brutal savages or refined intellectuals.

TAINTED

In some cases, half-elves are specifically bred to achieve a dark end. Evil wizards, wicked clerics, and dark fiends all sometimes meddle with the affairs of gods, seeking to create a new race not through divine power but through a regimen of selective breeding and dark magic. From slave stock of multiple humanoid races, they attempt to create

nightmarish half-breeds, with half-elves and half-orcs an almost inevitable product of such experimentation.

Lost scions of this mad research might spread throughout the world, with only minimal clues to their past (unexplained nightmares, or a strange tattoo on their forearm, for instance). Alternatively, these half-elves could be products of a monastery, church, or some other religious or quasi-religious organization intent on creating a host of half-elf warriors. Whatever the particulars, a dark and mysterious history should always haunt such a character, driving him to unearth the circumstances of his past. Occasional clues, recurring villains, and encounters with similar characters can all serve to add new depth to this half-elf character's story.

Tainted half-elves are usually monks, rangers, sorcerers, or wizards, and their class selection can help define the nature of the organization responsible for their birth. For example, a monk half-elf may have come from a mysterious monastery but have no recollection of his past. In fact, he might not even be consciously aware of his fighting skills until threatened, having them unexpectedly surface to his own amazement (and the detriment of his foes).

PART II: HALF-ELF OPTIONS

The half-elf presented in the *PHB* represents the most common result of an elf-human union. Regardless of the subrace of elf (wood elf, wild elf, or high elf), the resulting offspring share the same characteristics (beyond slight differences in pigmentation). However, what if half-elves were not guaranteed to inherit the racial traits they do? What if one half-elf inherited his elven mother's natural frailty and agility, while another had little of his elven mother's traits, instead being more like his human father? This section presents several options for customizing your half-elf characters by broadening the range of racial traits available to them.

MODIFYING RACIAL TRAITS

Instead of selecting the default racial characteristics for half-elves, you can customize your racial traits, selecting those features you want and discarding the rest. When building your half-elf, you gain racial features as normal but forgo a fixed set of abilities in favor of selecting abilities from the options presented here.

Half-elves under these rules have the following racial traits.

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- One set of traits from the following:
- +2 bonus on Diplomacy and Gather Information checks. Favored Class: Any. When determining

whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

- Weapon Proficiency: Half-elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Favored Class: Wizard. A multiclass half-elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.
- One set of traits from the following:
- +1 racial bonus on Listen, Search, and Spot checks. Immunity to *sleep* spells and effects, and a +2 racial bonus on saving throws against enchantment spells and effects.
- +2 racial bonus on Listen, Search, and Spot checks. A half-elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic).

INHERITING RACIAL ABILITY MODIFIERS

As seen in **Chapter Three: Elves**, there are many subraces of elves, from aquatic elves to the dreaded drow. Unlike half-orcs, half-elves do not inherit the ability modifiers of their elven ancestors, but at your option, you can sacrifice other half-elf racial traits in exchange for the ability modifiers of an elven parent. To do so, the standard half-elf gives up his immunity to sleep effects and his racial modifiers to saving throws and skill checks. In exchange, the half-elf gains the full ability bonuses and penalties of his elven parent, and also gains the parent's favored class. This applies to all elven races, including drow.

For example, wood half-elves would have the following racial traits.

- +2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence.
- Medium: As Medium creatures, wood half-elves have no special bonuses or penalties due to their size.
- Wood half-elf base land speed is 30 feet.
- Low-Light Vision: A wood half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Ranger. When determining whether a multiclass wood half-elf takes an experience point penalty, his ranger class levels do not count.

HALF-DROW AND GREEN RONIN'S ADVANCED BESTIARY

The half-drow presented here is the result of drow and human crossbreeding. To create unusual half-drow creatures, such as half-drow/half-elves, half-drow/half-troglodyte, or other half-drow combinations, use the template presented in Green Ronin's *Advanced Bestiary*.

HALF-DROW

With an impressive array of racial features, spell-like abilities, and spell resistance, the drow are clearly superior to their hated surface-dwelling kin (at least in all ways except their flawed souls). Like all elves, though, dark elves can breed with humans, spawning a half-elf child different than either parent. These individuals are strange, tortured creatures, never brought into the world through the bond of love or mutual affection. Instead, they are accidents of rape or the result of experimental crossbreeding intent on "improving" the human line.

PERSONALITY

Half-drow run the gamut of personalities, but most are wrathful creatures, cursing the mixed blood that runs through their veins, and hating a world that hates them because of it. A rare few revel in their birthright, using its power to achieve their aims. Some unfortunates admire the drow and try to emulate them in manner and dress, living on the outskirts of drow cities and hoping to be accepted by their full-blooded kin. For most, ridicule and murderous violence is their only reward.

PHYSICAL DESCRIPTION

A half-drow generally has most of the features of the nondrow parent race, but skin, hair, and eye color are all dark-elven. All the creature's hair is shocking white, and its skin is the tell-tale jet black of a drow. Its eyes are bright gems of ruby crimson, and its ears come to at least a subtle point.

RELATIONS

Half-drow have no established relations with other races. Most of the time they spend brief lives alone in the wilderness, but sometimes they come to dominate a group of humanoids by force. Half-drow trust nothing and no one but themselves, and few creatures will rely on them. Humanoids led by a half-drow are often only waiting for the right moment to rebel.

ALIGNMENT

Half-drow tend to be self-serving, caring little for ideals of order or freedom. Good and evil are often viewed as foolish concepts that limit options.

HALF-DROW LANDS

Half-drow have no lands of their own. Instead, they scratch out an existence in the wild reaches of the underworld or on the outskirts of one of their parents' home cities.

RELIGION

Half-drow usually care little for the gods, but should one hear a divine calling, she usually responds with fanatic fervor, proud and grateful to find anyone willing to have her.

LANGUAGE

Half-drow speak the languages of their parent races and have access to the bonus languages of both races (usually any).

NAMES

Despised from birth, half-drow are often not given names but instead choose names for themselves. These usually consist of words for powerful forces, attacks, or creatures that the half-drow knows. Names like Slash, Venom's Rage, Dark River, Fire King, and Black Scorpion are typical, and half-drow often use words from different languages in the same name.

ADVENTURES

Half-drow are adventurers by nature, always ready to move on and face new dangers when their current situation becomes too threatening. Half-drow instinctively distrust any group of creatures that seems willing to have them, even as they secretly long for acceptance.

HALF-DROW RACIAL TRAITS

- **Medium:** As Medium creatures, half-drow have no special bonuses or penalties due to their size.
- **Half-drow base land speed is 30 feet.**
- **Immunity to *sleep* spells and effects.**
- **Resistant to Magic (Ex):** Half-drow gain a +1 racial bonus on Will saves against spells and spell-like effects.
- **Spell Resistance (Ex):** A half-drow gains spell resistance equal to 9 + her Hit Dice.
- **Darkvision:** Half-drow can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-drow can function just fine with no light at all.
- **+1 racial bonus on Listen, Search, and Spot checks.**
- **Drow Blood:** For all effects related to race, a half-drow is considered a drow.
- **Automatic Languages:** Common, Elven, and Undercommon. **Bonus Languages:** Any (other than secret languages, such as Druidic).
- **Spell-Like Abilities:** 1/day—*dancing lights*, *darkness*, and *faerie fire*. Caster level equals the half-drow's class levels. The save DC is Charisma-based.
- **Favored Class:** Any. When determining whether a multiclass half-drow takes an experience point penalty, her highest-level class does not count.
- **Level Adjustment:** +1. A half-drow has an effective character level of 1 plus class levels, so that a 1st-level half-drow ranger would have an ECL of 2 (the equivalent of a 2nd-level half-elf ranger). ECL is the sum of the race's level adjustment, racial Hit Dice, and character levels.



PART III: SUPPLEMENTAL RULES

Like humans, half-elves are a flexible race, fully able to adapt to new environments with ease. They often change occupations frequently, switching from one class to another with little concern as they progress. This section expands the feat choices available to half-elf characters, building on their natural talent for excelling in multiple areas of expertise.

NEW FEATS

In addition to the feats presented here, many of the feats described in **Chapter One: Humans** and in **Chapter Three: Elves** are equally suitable for half-elves.

AMMUNITION THREAT [GENERAL]

You can threaten an area when wielding a loaded crossbow.

Prerequisite: Base attack bonus +2.

Benefit: When wielding any kind of loaded crossbow, you threaten adjacent spaces as if you were armed with a melee weapon. When you have the chance to make an attack of opportunity, you may do so with your crossbow, albeit at a -4 penalty on the attack roll. On a successful hit, you deal 1d4 points of damage with a $\times 2$ critical multiplier.

Normal: You can use an arrow or a bolt as a melee weapon, but you do not threaten adjacent spaces when wielding a ranged weapon.

Special: A fighter may select Ammunition Threat as one of his fighter bonus feats.

ARTISTE [GENERAL]

You are a skilled performer, capable of working the crowds for your material gain.

Benefit: You gain a +1 bonus on all Bluff, Diplomacy, and Perform checks. In addition, when making a Perform check, you may roll two dice and take the better result.

BLOOD OF ELVES [GENERAL]

You gain the full benefits of your elven heritage.

Prerequisite: Half-elf.

Benefit: Your racial bonus on Listen, Search, and Spot checks increases to +2. In addition, merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it.

Normal: Half-elves have a +1 racial bonus on Listen, Search, and Spot checks, and do not get a chance to automatically notice secret or concealed doors.

BULL RUSH STRIKE [GENERAL]

You gain an extra attack against a foe you bull rush.

Prerequisites: Str 13, Improved Bull Rush, Power Attack.

Benefit: Whenever you successfully bull rush an opponent, you immediately get a single free attack at your highest attack bonus.

Special: A fighter may select Bull Rush Strike as one of his fighter bonus feats.

CAST ON THE RUN [GENERAL]

You are trained to cast spells as you move.

Prerequisites: Dex 13, Con 13, Concentration 5 ranks, Dodge, Mobility.

Benefit: When casting a spell with a casting time of one standard action or less, you may move both before and after you cast the spell, provided the total distance moved is no greater than your speed. When you cast the spell, you must succeed on a Concentration check (DC 15 + spell level). On a failed check, the spell is wasted.

CLOAK AND DAGGER FIGHTING [GENERAL]

You incorporate your cloak into your fighting style, masking your maneuvers and blocking your enemies' attacks.

Prerequisites: Dex 17, Improved Feint, Two-Weapon Defense, base attack bonus +9.



Benefit: By draping your cloak over the arm of your off-hand weapon, you gain a +1 dodge bonus to AC when fighting with two weapons and a +1 bonus on Bluff checks made to feint in combat.

Special: A fighter may select Cloak and Dagger fighting as one of his fighter bonus feats.

CONTACTS [GENERAL]

You have friends in the right places.

Prerequisites: Cha 13, Gather Information 9 ranks, Leadership.

Benefit: You gain a number of contacts equal to your Leadership score +2. Contacts are not predefined. Instead, whenever you go to a community of any size, you may make a DC 20 Gather Information check. If you succeed, you gain one contact from your pool of contacts. These

characters do not accompany you on quests or missions, but are always well placed individuals—a functionary in a thieves' guild, a member of a merchant house, a noble, and so on.

Before making the Gather Information check, consult with your GM as to what kind of contact you'd like to make. If making the particular contact is difficult (a connection within a secretive assassins' guild, or a virginal priestess in a cloistered temple, for example), the GM may increase the DC of the check.

Once a contact has been gained, you retain that contact for the rest of your career. If the contact dies, you may gain another contact in the deceased contact's place. If your Leadership score increases, so do your potential contacts. Likewise, if your Leadership score falls, you could very well lose contacts.

A contact can provide all kinds of assistance, from information to monetary aid. A contact can never lend

TABLE 5-1: NEW FEATS

Feat	Prerequisite
Ammunition Threat ¹	Base attack bonus +2
Artiste	—
Blood of Elves	Half-elf
Bull Rush Strike ¹	Str 13, Improved Bull Rush, Power Attack
Cast on the Run	Dex 13, Con 13, Concentration 5 ranks, Dodge, Mobility
Cloak and Dagger Fighting ¹	Dex 17, Improved Feint, Two-Weapon Defense, base attack bonus +9
Contacts	Cha 13, Gather Information 9 ranks, Leadership
Elf Kith—Aquatic	Half-elf
Elf Kith—Drow	Half-elf
Emulate Feat	Half-elf, Concentration 15 ranks
Emulate Skill	Half-elf, Concentration 10 ranks
Fey Progeny	Elf or half-elf, Cha 13
Fey Soul	Fey Progeny
Healing Hand	—
Improved Combat Reflexes ¹	Combat Reflexes
Magic Body	Elf, half-elf, fey, dragon, or magical beast
Miracle Worker	—
Opportunistic Escape	Dex 15, Mobility, Run
Precision Strike ¹	Dex 17, Weapon Finesse, Weapon Focus with selected weapon, base attack bonus +11
Pure Blood	Half-elf
Skirmisher	Dex 17, Dodge, Mobility, Spring Attack
Specialist ²	Favored class—any
Unified Magic	Knowledge (arcana) 9 ranks, Knowledge (religion) 9 ranks
Wild Birthright	Half-elf, Wis 13

¹ A fighter may select this feat as one of his fighter bonus feats.

² You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new set of skills.



more gold than his level $\times$ 100 gp per month. If you abuse a contact for his financial resources (or exploit him in other ways), you could very well lose the contact, perhaps even taking a reduction in your Leadership score.

Special: Like the Leadership feat, check with your GM before selecting this feat.

ELF KITH - AQUATIC [GENERAL]

The blood of sea elves flows in your veins.

Prerequisite: Half-elf.

Benefit: You gain a +2 bonus on Swim checks. In addition, your low-light vision becomes superior low-light vision, allowing you to see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Special: You may take this feat only at 1st level.

ELF KITH - DROW [GENERAL]

The blood of dark elves flows in your veins.

Prerequisite: Half-elf.

Benefit: You gain a +1 bonus on Will saves against spells and spell-like abilities. In addition, hand crossbows count as martial weapons for you.

Special: You may take this feat only at 1st level.

EMULATE FEAT [GENERAL]

Through observation, you can replicate the effects of a feat for which you qualify.

Prerequisites: Half-elf, Concentration 15 ranks.

Benefit: As a full-round action, you can observe another character make use of a feat for which you would ordinarily qualify, then make a DC 25 Concentration check. If you succeed, you may use that feat, though only in the following round.

Special: You may only use this feat to emulate General feats.

EMULATE SKILL [GENERAL]

Through observation, you can replicate another's skill.

Prerequisites: Half-elf, Concentration 10 ranks.

Benefit: As a full-round action, you can observe another character make use of an untrained skill or a trained skill in which you have ranks, then make a DC 20 Concentration check. If you succeed, you can make a single skill check in the following round using the other character's ranks in that skill (but using your own ability, racial, and other modifiers).

FEY PROGENY [GENERAL]

The blood of the fey flows in your veins.

Prerequisites: Elf or half-elf, Cha 13.

Benefit: You may cast *dancing lights*, *ghost sound*, and *prestidigitation* each once per day, as the spells, with a caster level equal to your character level. The save DC is Charisma-based.

FEY SOUL [GENERAL]

Your body and health are sustained by beauty and your own force of personality.

Prerequisites: Fey Progeny.

Benefit: You use your Charisma bonus instead of your Constitution bonus to determine bonus hit points. This affects your existing hit points (which are recalculated to take advantage of your current Charisma bonus) and new hit points you gain at each subsequent level.

HEALING HAND [GENERAL]

You are a gifted healer.

Benefit: You gain a +2 insight bonus on Heal checks. When administering long-term care, your patient recovers hit points at four times the normal rate (4 hit points per level for a full 8 hours of rest; 8 hit points per level for each full day of complete rest; and so on). In addition, all *cure* spells you cast heal +1 point of damage per die.

IMPROVED COMBAT REFLEXES [GENERAL]

When a foe gives you an opening, you know where to hit where it counts.

Prerequisite: Combat Reflexes.

Benefit: Whenever you make an attack of opportunity, you gain a +1 bonus on attack rolls. In addition, if your attack results in a critical threat, you gain a +4 insight bonus on the confirmation roll.

Special: A fighter may select Improved Combat Reflexes as one of his fighter bonus feats.

MAGIC BODY [GENERAL]

Magic surrounds and protects you.

Prerequisites: Elf, half-elf, fey, dragon, or magical beast.

Benefit: Gain +2 hit points for every metamagic or item creation feat you have. Whenever you take a new metamagic or item creation feat, you gain +2 hit points.

MIRACLE WORKER [GENERAL]

Your skills at magical healing are without peer.

Benefit: You cast all *cure* spells at +2 caster level.

Special: This feat stacks with the granted power of the Healing domain.

OPPORTUNISTIC ESCAPE [GENERAL]

When an opponent gives you an opportunity, you take it.

Prerequisites: Dex 15, Mobility, Run.

Benefit: Whenever an opponent provokes an attack of opportunity from you, you may forgo the attack of opportunity in order to immediately move up to half your speed in any direction. You do not provoke an attack of opportunity from the opponent you move away from, but if you move through spaces threatened by other creatures, you provoke attacks of opportunity as normal.

PRECISION STRIKE [GENERAL]

By exposing yourself to attack, you can strike for more devastating damage.

Prerequisites: Dex 17, Weapon Finesse, Weapon Focus with selected weapon, base attack bonus +11.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from your AC and add that number to all melee damage rolls made with a light weapon for which you have taken the Weapon Focus feat. This number may not exceed your Dexterity bonus. The penalty to your AC and bonus on damage rolls apply until your next turn.

Special: If you wield two light weapons, you may add the bonus on attack rolls made with both weapons.

A fighter may select Precision Strike as one of his fighter bonus feats.

PURE BLOOD [GENERAL]

Your human traits are recessive to your elven ones.

Prerequisite: Half-elf.

Benefit: You gain a +2 bonus to your Dexterity score, but take a –2 penalty to your Constitution score.

Special: You may take this feat only at 1st level.

SKIRMISHER [GENERAL]

You are highly trained in taking actions while on the move.

Prerequisites: Dex 17, Dodge, Mobility, Spring Attack.

Benefit: You can move both before and after taking any standard action (casting a spell, activating a magic item, making a skill check, and so on) provided your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the opponent you attack, but if you move through spaces threatened by other creatures, you provoke attacks of opportunity as normal.

Unlike Spring Attack, you can use this feat even if you are wearing heavy armor.

SPECIALIST [GENERAL]

You are focused in a particular area of study.

Prerequisite: Favored class—any.

Benefit: Choose any two skills. These skills are always class skill for you, and you gain a +1 bonus on all checks made with these skills.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new set of skills.

UNIFIED MAGIC [GENERAL]

Your skill with arcane and divine magic allows you greater flexibility with the spells you cast.

Prerequisites: Knowledge (arcana) 9 ranks, Knowledge (religion) 9 ranks.

Benefit: You may “lose” any prepared spell, either arcane or divine (except for domain spells or specialist wizard bonus spells), in order to cast any spell of the same level that you can spontaneously cast (typically a *cure*, *inflict*, or *summon nature’s ally* spell). If you do not prepare your arcane spells in advance, you may cast one of your spontaneous spells by losing a spell slot of an equivalent level.

WILD BIRTHRIGHT [GENERAL]

You have a preternatural connection with nature.

Prerequisites: Half-elf, Wis 13.

Benefit: Select any 0-level druid spell. You may cast this spell as a spell-like ability once per day, with a caster level equal to your character level. In addition, you gain a +1 bonus on Knowledge (nature) and Survival checks.

Special: You may take this feat only at 1st level.

PART IV: HALF-ELF PRESTIGE CLASSES

Half-elves fill many niches in a fantasy society, pursuing dreams, careers, and lives as any other race. Not having an individual culture, they tend to blend in with the society around them. In an elven society, half-elves pursue elven goals and uphold elven virtues. Likewise, in human societies (which they inhabit more often than not), half-elves embrace diversity in their careers and the brisk atmosphere of human culture. This section presents a number of new prestige classes with requirements for entry demanding a wide and diverse range of abilities, building on half-elves' ability to freely multiclass. Though most of these classes are not restricted to half-elves, all of them build on that race's versatility and unique position between established cultures.

BOUNTY HUNTER

Every race and culture generates fugitives from justice, and whether the criminal is a former derro slave in service to the

drow, or a simple thug who jumped bond, people turn to the bounty hunters to get such renegades back. A widespread organization, bounty hunters rival assassins with their ruthless efficiency, and can be found in nearly any society. Hired to return fugitives to whatever brand of justice seeks them, the bounty hunter is committed to returning with his quarry, alive or dead as the mission demands.

With their advanced social skills and ability to freely multiclass, half-elves do well as bounty hunters. Though multiclass ranger/rogues are the most common bounty hunter, levels in barbarian allow bounty hunters to track their marks quickly, while a few levels of fighter can give them the combat edge necessary to overcome tough foes. Though rare, druids and clerics excel at this prestige class, relying on a wide array of spells to help them track and defeat their quarry.

NPC bounty hunters are relentless pursuers, always shadowing their mark's movements while waiting for the opportune moment to spring out and attack. A bounty hunter hired to capture a player character makes for a good long-term nemesis, always dogging the heels of the party until the inevitable confrontation. Even if defeated, bounty hunters are not likely to give up, and most pursue their foes until either they or the target are dead.

Hit Die: d8.

REQUIREMENTS

To qualify to become a bounty hunter, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Gather Information 4 ranks, Knowledge (local) 4 ranks, Survival 8 ranks, Use Rope 8 ranks.

Feats: Alertness, Endurance, Track.

CLASS SKILLS

The bounty hunter's class skills (and the key ability for each skill) are Climb (Str), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the bounty hunter prestige class.

WEAPON AND ARMOR PROFICIENCY

Bounty hunters are proficient with all simple and martial weapons, plus bolas and nets. They are proficient with light and medium armor, but not with shields.



AMBUSH

Whenever a bounty hunter catches a mark unprepared, he may strike for extra damage any time his target would be denied a Dexterity bonus to AC (though not simply when flanking the target). This extra damage is +1d4 at 1st level, and increases by +1d4 at 5th and 9th level. Should the bounty hunter score a critical hit with an ambush, do not multiply this extra damage. Ranged attacks can count as ambushes, but only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a bounty hunter can make an ambush to deal nonlethal damage instead of lethal damage. Until he gains the professional ability at 4th level (see following), he cannot use a weapon that deals lethal damage to deal nonlethal damage in an ambush, not even with the usual –4 penalty.

A bounty hunter can ambush only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature immune to critical hits is not vulnerable to an ambush. The bounty hunter must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A bounty hunter cannot ambush while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Bounty hunters with levels in classes which grant sneak attack damage may stack that damage with ambush damage when their opponent is denied its Dexterity bonus to AC (but not simply when flanking).

MARK (Ex)

Starting at 1st level, the bounty hunter can apply his special talents toward hunting and capturing his prey. To do so, the bounty hunter selects one specific target creature, gaining a +1 bonus on Bluff, Listen, Sense Motive, and Survival checks made against or in the pursuit of this target. This bonus lasts until the bounty hunter captures or kills the individual, or until the individual dies from other causes. If

the mark dies before the bounty hunter confronts him and the bounty hunter is not yet aware of this fact, he retains the bonuses until such time that he learns the fate of his mark. A bounty hunter may have one mark per class level. The bonuses from this ability stack with favored enemy class bonuses.

IMPROVED TRIP

At 2nd level, the bounty hunter gains Improved Trip as a bonus feat even if he does not have the normal prerequisites for that feat.

BONUS FEAT

At 3rd and 7th level, the bounty hunter gains a bonus feat from the following list: Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Diehard, Improved Disarm, Improved Initiative, Improved Sunder, Iron Will, Mobility, Power Attack, Spring Attack, Toughness, or Weapon Focus. A bounty hunter must meet all prerequisites for a bonus feat.

PROFESSIONAL (Ex)

To ensure their marks come back alive, bounty hunters are skilled at subduing their foes. From 4th level, a bounty hunter never takes the –4 penalty on attack rolls when dealing nonlethal damage with a melee weapon that ordinarily deals lethal damage. The bounty hunter can use this ability to deal nonlethal damage with any weapon while making an ambush (but not on a sneak attack if he has that ability as well).

SCENT (Ex)

At 6th level, the bounty hunter is able to detect approaching enemies, sniff out hidden foes, and track by sense of smell. The bounty hunter can identify familiar odors just as he does familiar sights. He can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice these

TABLE 5-2: THE BOUNTY HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Ambush +1d4, mark
2nd	+1	+3	+3	+0	Improved trip
3rd	+2	+3	+3	+1	Bonus feat
4th	+3	+4	+4	+1	Professional
5th	+3	+4	+4	+1	Ambush +2d4
6th	+4	+5	+5	+2	Scent
7th	+5	+5	+5	+2	Bonus feat
8th	+6	+6	+6	+2	Orientation
9th	+6	+6	+6	+3	Ambush +3d4
10th	+7	+7	+7	+3	Relentless

ranges. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a bounty hunter detects a scent, the exact location of the source is not revealed, only its presence somewhere within range. Noting the direction of the scent is a move action. Whenever the bounty hunter comes within 5 feet of the source, he pinpoints the source's location.

The bounty hunter can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by +2. The ability otherwise follows the rules for the Track feat. Bounty hunters ignore the effects of surface conditions and poor visibility while tracking by scent.

ORIENTATION (Su)

Upon attaining 8th level, a bounty hunter always knows in what general direction his mark lies (north, south, north-east, and so on) in relation to his own position. The bounty hunter gains no sense of his target's distance, though. Using this ability is a standard action and requires a DC 15 Concentration check each round to first determine, then maintain the proper direction.

Besides its benefits in locating a target, orientation is useful when fighting invisible or hidden opponents in melee. A bounty hunter who is aware he is in the same room as an invisible or hidden mark can make the Concentration check to orient himself to the target's position as a swift action. If successful, he halves the percentage miss chance against the target's concealment. To attack an invisible opponent, the bounty hunter must still successfully guess which space his target is in (unless he's within 5 feet and confirms the target's position with the scent ability).

RELENTLESS (Ex)

At 10th level, when the bounty hunter faces his mark in combat, he gains a +10 enhancement bonus to his land speed until combat ends. In addition, the bonuses gained from his mark ability increase to +2, and he gains a +4 bonus on initiative checks. The bounty hunter loses these bonuses if wearing medium or heavy armor.

THE EPIC BOUNTY HUNTER

For the epic bounty hunter, no foe is too canny, too elusive, or too difficult to find. Crossing great distances, planes, and even other worlds if necessary, the epic bounty hunter either returns with his mark or doesn't return at all. Rivaling the assassin in his skills and combat potential, the epic bounty hunter is a dread foe.

Hit Die: d8.

Skill Points at Each Level: 4 + Int modifier.

Mark (Ex): The epic bounty hunter continues to have a number of marks equal to his class level.

Ambush: The epic bounty hunter's ambush damage increases by +1d4 every four levels beyond 9th (+4d4 at 13th, +5d4 at 17th, and so on).

Bonus Feats: The epic bounty hunter gains a bonus feat every four levels beyond 7th (11th, 15th, and so on). These feats may be any feats for which the character qualifies.

BLOOD CHAMPION

In lands where the burden of survival inspires humans and elves to form one culture, the half-elf is the living realization of their peaceful union. These individuals share the best traits of both parents, combining adaptability with keen senses and a magical nature. Occasionally, these half-elves ascend to the position of champion, developing their skills and abilities as they undergo powerful rituals to unlock the full potential of both their bloodlines. When fully realized, the blood champion is an ardent defender of both humans and elves, taking the war directly to his enemies in a courageous effort to destroy those who would threaten light, life, and peace.

With the varying prerequisites for this prestige class, half-elves of nearly any class or class combination can easily gain access. As well, the benefits gained from the class are suitable to nearly any half-elf character.

Blood champion NPCs are focused combatants. While universally good, some blood champions may be opposed to player character actions, intervening whenever characters trespass in forbidden lands, interfere with a mission especially important to elves and humans, or otherwise threaten the people whom the blood champions are charged to protect. Conversely, blood champions make excellent allies, serving as envoys to those seeking audience with high-ranking nobles, or as capable adventurers, lending their abilities to aid in nearly any quest.

Hit Die: d8.

REQUIREMENTS

To qualify to become a blood champion, a character must fulfill all the following criteria.

Alignment: Any good.

Race: Half-elf.

Skills: Knowledge (history) 4 ranks.

Special: One of more of: Ability to rage (or a similar ability) 2/day, ability to cast 2nd-level arcane or divine spells, ability to manifest a 2nd-level power, evasion ability, uncanny dodge ability, or base attack bonus +4.

Special: Blood champion candidates must first undergo a special ceremony where they are anointed by high priests of human and elven gods. Ritualistically tattooed and scarred, candidates experience a spirit journey, whereby they ingest a powerful psychoactive concoction unlocking the hidden

TABLE 5-3: THE BLOOD CHAMPION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+2	+2	Elven perception	—
2nd	+1	+3	+3	+3	Bonus feat ¹	+1 level of existing spellcasting class ¹
3rd	+2	+3	+3	+3	Talented	—
4th	+3	+4	+4	+4	Bonus feat ¹	+1 level of existing spellcasting class ¹
5th	+3	+4	+4	+4	Graceful	—
6th	+4	+5	+5	+5	Bonus feat ¹	+1 level of existing spellcasting class ¹
7th	+5	+5	+5	+5	Arcane resilience	—

1 The blood champion gains new spells per day (and spells known, if applicable) or a bonus feat, but not both.

potential within them. Half-elves must be found worthy of undertaking the ceremony by their elders, typically through some quest (destroying an ancestral enemy, recovering a relic or item of import to their people, and so on, as determined by the GM).

CLASS SKILLS

The blood champion may choose any eight skills to be class skills. See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the blood champion prestige class.

WEAPON AND ARMOR PROFICIENCY

Blood champions are proficient with longswords, rapiers, longbows (including composite longbows), and shortbows (including composite shortbows). They gain no proficiency with armor or shields.

ELVEN PERCEPTION (EX)

Starting at 1st level, the blood champion gains a +2 bonus on all Listen, Search, and Spot checks (these bonuses stack with any racial bonuses the character might have). In addition, when passing within 10 feet of a secret or concealed door, the blood champion may make a Search check as if she were actively looking for it.

SPILLS PER DAY/SPILLS KNOWN OR BONUS FEAT

At 2nd, 4th, and 6th level, the blood champion gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. Alternatively, the character may select a bonus feat of her choice for which she qualifies.

If the blood champion opts to advance her spellcasting class, she does not gain any other benefit a character of that class

would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a blood champion, she must decide to which class she adds the new level for the purpose of determining spells per day and spells known.

Blood champions may select one or the other option at each indicated level. For example, a character could advance a spellcasting class at 2nd level, gain a bonus feat at 4th level, then advance his spellcasting class again at 6th level.

TALENTED (EX)

At 3rd level, the blood champion chooses any four class skills she selected at 1st level. She gains a +1 bonus on all checks made with those skills.



GRACEFUL

At 5th level, the blood champion's body undergoes a slight physical transformation. Reroll her height and weight using the elf characteristics. In addition, she gains a +2 bonus to her Dexterity score.

ARCANE RESILIENCE (Su)

At 7th level, the blood champion fully realizes her elven and human heritage, drawing upon the ancestral energy of both lines. She gains spell resistance equal to her Hit Dice + her Charisma modifier. In addition, her racial bonus on saving throws against enchantment spells and effects increases to +4.

Ki Mystic

Trapped between two identities, each half-elf must come to terms with his place in the world—either adopting one path over the other, or finding peace within himself. The ki mystic represents the realization of inner harmony, attaining perfect balance through martial arts mastery. By embracing the duality of the self, the ki mystic is a capable warrior, channeling his unity of self with every attack, anticipating the movements of his enemies with a preternatural awareness, and pushing his body past the limits of either bloodline.

Given the class's psionic prerequisites, a ki mystic is always a multiclass psionic character (psion, wilder, psychic warrior, and so on). With the focus of inner reflection, multiclass monks are the most likely to pursue the ki warrior prestige class. Other class combinations are possible, though typically require higher levels for entry. Some ki mystics continue on this path by advancing into the psionic fist prestige class (see the *Psionics Handbook* for details).

Though warriors of considerable power, most ki mystics shun combat, preferring to solve conflict through reason rather than destruction. Still, if pressed, they move with liquid grace, combining martial arts with psionic power to slide past their enemies' defenses. When fully engaged, the ki mystic sees combat as a means of restoring the balance of energies, and never backs down until either he or his opponents are destroyed.

Hit Die: d8.

REQUIREMENTS

To qualify to become a ki mystic, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Autohypnosis* 4 ranks, Concentration 9 ranks, Diplomacy 4 ranks, Tumble 7 ranks.

Feats: Dodge, Mobility, Sidestep Charge*.

Power Points: 1.

* See the *Psionics Handbook* for skill and feat descriptions.

CLASS SKILLS

A ki mystic's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Spot (Wis), Swim (Str) and Tumble (Dex). See **Chapter Four: Skills** in the *PHB* (or see the *Psionics Handbook**) for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the ki mystic prestige class.

WEAPON AND ARMOR PROFICIENCY

Ki mystics gain no proficiency with any weapons, armor, or shields.

POWERS KNOWN

At 1st, 3rd, and 5th level, the ki mystic gains additional power points per day and access to new powers as if he had also gained a level in a manifesting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). If a character had more than one manifesting class before becoming a ki mystic, he must decide to which class he adds the new

TABLE 5-4: THE KI MYSTIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+2	+2	+2	Greater ki strike, monk abilities	+1 level of existing manifesting class
2nd	+1	+3	+3	+3	As the reed bends	—
3rd	+2	+3	+3	+3	Martial harmony	+1 level of existing manifesting class
4th	+3	+4	+4	+4	Harmonious defense	—
5th	+3	+4	+4	+4	Topple the mountain	+1 level of existing manifesting class



level of ki mystic for the purpose of determining power points per day, powers known, and manifester level.

GREATER KI STROKE (Ex)

At 1st level, the ki mystic can launch a devastating attack fueled by the psionic power he harnesses. By expending his psionic focus, the ki mystic may make a single melee attack bypassing his target's nonlethal damage reduction. In addition, the attack deals an additional +1d6 points of damage per class level. After expending his psionic focus, the ki mystic must make a greater ki strike within a number of rounds equal to his class level, or the power dissipates. A ki mystic may make one greater ki strike per day.

MONK ABILITIES

A ki mystic's class levels stack with his monk levels for the purpose of determining his unarmed damage, his AC bonus, and his bonus to unarmored speed.

AS THE REED BENDS (Ex)

Starting at 2nd level, the ki mystic attunes his inner harmony to turn the worst blows aside. Whenever the ki mystic is psionically focused, he is not subject to death by massive damage.

As well, whenever the ki mystic would take enough damage to reduce him to -10 hit points or less, he may expend his psionic focus and attempt a Reflex save (DC 10 + total damage dealt) to negate the damage altogether. A ki mystic may use this ability once per day as an immediate action,

but not if he would normally be unable to make a Reflex save (if he is helpless, for example).

MARTIAL HARMONY (Ex)

Starting at 3rd level, whenever the ki mystic is psionically focused, he adds a bonus on all Balance, Jump, and Tumble checks equal to his class level. In addition, he gains Dodge as a bonus feat even if he does not have the normal prerequisites for that feat. If the character already has the Dodge feat, the dodge bonus from that feat increases to +2.

HARMONIOUS DEFENSE (Ex)

At 4th level, the ki mystic may focus his martial abilities to reinforce his psionic defenses. By expending his psionic focus and taking the total defense action, the ki mystic gains a dodge bonus to AC for that round equal to his class level. In addition, until his next action, he gains power resistance equal to 11 + his character level.

TOPPLE THE MOUNTAIN (Ex)

At 5th level, the ki mystic develops his ultimate attack form. When he activates his greater ki strike, he may maintain its effects for all of his melee attacks for a single round. In addition, he can maintain the greater ki strike effect for attacks made in subsequent rounds by spending 1 power point each round as a swift action.

MULTICLASS NOTE

A monk who becomes a ki mystic may continue to advance as a monk.

JACK

A dabbler in all things but master of none, the jack takes the versatility of the bard to a new level. Skilled in a variety of professions and abilities, the jack can do just about everything. An ideal companion, he fulfills nearly every needed niche. If the rogue falls in combat, the jack can step in and help out with traps, sneak attacks, and pilfering valuable objects as needed. If the fighter is pressed, the jack can leap into the fray and relieve enough pressure for he and his allies to win the day. No two jacks are the same, as each is a completely different mix of skills and abilities. In fact, the only thing that really unites jacks is their lack of common elements.



Any class can become a jack, though multiclass characters often find it easier, having a solid mixture of abilities and talents to build on. A jack must have sampled from a wide array of character classes in order to achieve even the first level of this class. As a result, many jacks continue to mix in new classes, broadening their class features even as they advance.

One can usually spot a jack by his motley appearance, and many are striking by their eclectic mixtures of strange abilities. A scimitar-wielding barbarian toting a spellbook will send some observers into fits, and many jacks have personalities to match their career choices, lending to unpredictable behavior bordering on madness.

Hit Die: d8.

REQUIREMENTS

To qualify to become a jack, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Race: Human or half-elf.

Skills: Any three skills 8 ranks.

Feats: Jack-of-All-Trades*.

Spellcasting: The ability to cast 2nd-level spells.

Special: Evasion ability.

* New feat described in *Advanced Race Codex: Humans* and in Appendix A.

CLASS SKILLS

The jack may choose any ten skills to be class skills. See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the jack prestige class.

WEAPON AND ARMOR PROFICIENCY

Jacks gain no proficiency with any weapons, armor, or shields.

SPELLS PER DAY/SPELLS KNOWN OR BONUS FEAT

At 1st level and each level thereafter, the jack gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. Alternatively, he may select a bonus feat of his choice for which he qualifies.

If the jack opts to advance his spellcasting class, he does not gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a jack, he must decide to which class he adds the new level for the purpose of determining spells per day and spells known.

TABLE 5-5: THE JACK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+2	+2	Adaptable, bonus feat ¹	+1 level of existing spellcasting class ¹
2nd	+1	+0	+3	+3	Bonus feat ¹	+1 level of existing spellcasting class ¹
3rd	+2	+1	+3	+3	Improved evasion, bonus feat ¹	+1 level of existing spellcasting class ¹
4th	+3	+1	+4	+4	Bonus feat ¹	+1 level of existing spellcasting class ¹
5th	+3	+1	+4	+4	Fool's blessing, bonus feat ¹	+1 level of existing spellcasting class ¹

¹ The jack gains new spells per day (and spells known, if applicable) or a bonus feat, but not both.

Jacks may select one or the other option at each indicated level. For example, a character could advance a spellcasting class at 1st, 3rd, and 4th level, but gain a bonus feat at 2nd and 5th level.

ADAPTABLE

A jack is a living paradox, and his complex and chaotic nature allows him to ignore much of the world's moral requirements. A jack may ignore ethical alignment restrictions (lawful or chaotic) for any class, though he is still bound by multiclass restrictions and morality restrictions (good or evil alignments). Thus, a neutral good or chaotic good jack could take levels in paladin, but would be unable to continue advancing as a paladin once he took his next level in jack (or any other class not allowing paladin advancement).

IMPROVED EVASION

Jacks are adept at avoiding danger. At 3rd level, the jack gains improved evasion, which works like evasion, except that while the jack still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless jack does not gain the benefit of improved evasion.

FOOL'S BLESSING (Su)

At 5th level, the jack becomes the master of his own fortune, able to manipulate chance in the world around him. On his turn as a move action, the jack may select any target creature within 30 feet (including himself) and grant that creature a +1 bonus or a -1 penalty on the next d20 roll it makes (typically a check or attack roll). The jack may choose a different target each round. Only creatures with Intelligence scores of 3 or higher can be affected by fool's blessing.

MASTER MERCHANT

A champion of coin and trade, the master merchant is the pinnacle of mercantile success. Moving caravans across the world, he controls a great fortune and wields influence that can destroy his rivals, shame nobles, and (at the height of his power) depose kings with a word. As he gains in experience

and proficiency at his trade, he develops an impressive network of other merchants and prospectors, generating enough income to retire in wealth and comfort.

Rogues and bards are the most likely to advance into the master merchant prestige class, as their mixture of skills and abilities gives them an edge over more legitimate entrepreneurs. Fighters sometimes enter this class, especially those who have tired of the dangers of exploring dank dungeons and serving warlords on the field of battle. Rangers and barbarians sometimes branch into this class, having access to natural treasures, rare pelts, or even the trade of exotic and dangerous creatures. Sorcerers and wizards who develop skills as magical crafters may also advance in this class, seeking to reap reward for their creations in marketplaces throughout the world.

NPC master merchants can be useful allies or acquaintances of player characters, offering the means to acquire rare or expensive supplies and equipment. Alternatively, these characters may pit themselves against the interests of the PCs, funding a rival adventuring group to thwart their efforts to acquire some rare artifact. Despite his lack of martial abilities, a master merchant's network of contacts makes him a formidable foe, always at the center of a web of intrigue.

Hit Die: d6.

REQUIREMENTS

To qualify to become a master merchant, a character must fulfill all the following criteria.

Skills: Appraise 8 ranks, Bluff 4 ranks, Profession (merchant) 8 ranks, Sense Motive 4 ranks.

Feats: Leadership.

Special: Must be able to speak three or more languages. The character must have an established mercantile company with its base of operations in a small or large city, as worked out between player and GM.

CLASS SKILLS

The master merchant's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Decipher Script

(Int), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (merchant) (Wis), Sense Motive (Wis), Speak Language (—), Spellcraft (Int), and Use Magic Device (Cha). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the master merchant prestige class.

WEAPON AND ARMOR PROFICIENCY

Master merchants gain no proficiency with any weapons, armor, or shields.

SILVER TONGUE (Ex)

The master merchant is a supremely skilled trader, gaining a bonus equal to one-half his class level (minimum +1) on all Bluff, Diplomacy, and Intimidate checks made to buy or sell.

EFFICIENT TRAVELER (Ex)

The ability to move merchandise from one location to another quickly and efficiently is essential to a master merchant's success. Starting at 2nd level, whenever the master merchant oversees the packing of goods into a vehicle (a cart, boat, and so on), he increases the vehicle's capacity by +5% per class level (maximum +50%).

In addition, if the master merchant accompanies the cargo, he can reduce the length of any trip that would normally take one week or longer. By inspiring his crew to additional willing labor each day, knowing the best shortcut routes, having an instinct for catching favorable winds, and so on, the master merchant reduces the number of days it takes to reach the destination by –5% per class level (maximum –50%).

For example, a 2nd-level master merchant oversees the

stowing of his cargo onto a galley. Ordinarily, a galley can safely stow 150 tons of cargo, but because the master merchant oversees the process, he can squeeze another 15 tons of material ($150 \times 110\% = 165$ tons). Once the ship sets sail, it normally takes seven days to reach the next port. Because the master merchant accompanies the ship, he can reduce the travel time by –10%, reducing the overall voyage to a little over six days.

STIPEND

Starting at 2nd level, the master merchant's investments become self-sufficient, providing him with a steady and constant income. Each week, the master merchant can make a Profession (merchant) check and gain the full amount of the check in gold. The merchant does not need to directly oversee his enterprises; he merely need make the check. If not in a location where he can receive his earnings (adventuring in a dungeon, for instance), he may obtain this gold in the city where he has his central operations (or can make arrangements to have it shipped from there).

SKILL FOCUS

At 3rd level, the master merchant narrows his focus on a particular skill. He gains Skill Focus as a bonus feat, and can apply it to any one of his master merchant class skills.

UNCANNY APPRAISAL (Ex)

The master merchant is rarely wrong when assessing the value of an object. At 4th level, he gains a bonus equal to one-half his class level on all Appraise checks. In addition, should he fail an Appraise check, the master merchant narrows his estimate of the value of the object from 60% to 140%. (The GM calculates $2d6+3 \times 10\%$ as normal, but treats any result of 50% as 60% and any result of 150% as 140%.)

SOCIAL ADAPTATION

Always on the lookout for new markets, the master merchant can slip into new cultures with ease. At 5th level,

TABLE 5-7: THE MASTER MERCHANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Silver tongue
2nd	+1	+0	+0	+3	Efficient traveler, stipend
3rd	+1	+1	+1	+3	Skill Focus
4th	+2	+1	+1	+4	Uncanny appraisal
5th	+2	+1	+1	+4	Social Adaptation, improved stipend
6th	+3	+2	+2	+5	Numeric savant
7th	+3	+2	+2	+5	Contacts
8th	+4	+2	+2	+6	Greater stipend, sense deception
9th	+4	+3	+3	+6	Hide intention
10th	+5	+3	+3	+7	Honeyed words

he gains Social Adaptation (see *Advanced Race Codex: Humans* or Appendix A) as a bonus feat even if he does not have the normal prerequisites for that feat. If he already has Social Adaptation, he gains Skill Focus instead.

IMPROVED STIPEND (Ex)

The master merchant's power and influence grows in the marketplace, improving his income. Starting at 5th level, when the master merchant rolls his weekly Profession (merchant) check, he gains twice the result of the check in gold.

NUMERIC SAVANT (Ex)

Starting at 6th level, the master merchant may calculate exact quantities with a mere glance. As a swift action, he can count the precise number of any open collection of things, be they coins, trade goods, or even soldiers. The GM secretly rolls an Intelligence check (DC 10 + 1 per 100 of the objects being counted). Failure means that the master merchant makes an estimate of 50% to 150% (2d6+3 times 10%) of the actual number.

By increasing the DC by +10, the master merchant can make a good guess about the quantity of goods held in a container. To do so, he must have an idea what is inside the container (pickled herring in a barrel, a saddlebag full of silver coins, and so on). Naturally, if the master merchant wishes to take the time, he can simply count like anyone else.

CONTACTS

Expanding his network ensures that the master merchant retains some control over his various operations. At 7th level, he gains the Contacts feat (see page 7) as a bonus feat even if he does not have the normal prerequisites for that feat. If he already has Contacts, he gains Skill Focus instead.

GREATER STIPEND (Ex)

The master merchant's power and influence reach their peak. From 8th level, when he rolls his weekly Profession (merchant) check, he gains three times the result of the check in gold.

SENSE DECEPTION (Ex)

Skilled at ferreting out misinformation, the master merchant gains uncanny insight at uncovering deception. At 8th level, he gains a bonus equal to one-half his class level on all Sense Motive checks. In addition, if he succeeds on a DC 30 Sense Motive check, he can sense when a creature is lying to him (as if he were concentrating on the subject of a *discern lies* spell).

HIDE INTENTION (Ex)

With their exceptional insight, master merchants can hone their own ability to conceal their motives. Starting at 9th level, the master merchant gains a bonus equal to one-half his class level on all Bluff checks. In addition, his

bonus on Bluff checks made to buy or sell is equal to his class level.

If subject to any spell that would reveal his alignment (such as *detect good*), the master merchant automatically becomes aware that he is under the spell's scrutiny, and may attempt a Bluff check against it (DC 10 + the spellcaster's caster level). A successful check prevents the spell from working on him.

HONEYED WORDS (Ex)

At 10th level, the master merchant's proficiency at manipulation and mercantilism gives him the means to affect almost any potential buyer. He receives a +4 insight bonus on all Charisma-based skill checks involving the buying or selling of goods (in addition to the bonuses to Bluff, Diplomacy, and Intimidate checks gained previously). Furthermore, if he can cast spells, his caster level increases by +2 when casting spells from the enchantment and illusion schools.

EX-MASTER MERCHANT

A successful master merchant must maintain a near-rabid attention to the details of his businesses. Should a character advance in another class after attaining a level in this prestige class, he immediately becomes an ex-master merchant, losing access to the stipend, improved stipend, and greater stipend abilities. Once he takes his focus off his work, he can never return to the same degree of power, and may never again advance in this prestige class.



THE EPIC MASTER MERCHANT

The epic master merchant is as rare as he is powerful. Capable of bending kings to his will, elevating commoners to nobility, and destroying the loftiest lords, they are the true power behind a nation's economy. These characters rarely deign to emerge from their networks of commerce, trade, and intrigue, committed as they are to acquiring ever-greater sums of wealth.

Hit Die: d6.

Skill Points at Each Level: 6 + Int modifier.

Bonus Feats: The epic master merchant gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

SISTER OF THE SIDHE

The elven frontier nations have orders of knights who rigorously train to defend them against threats, abandoning the sometimes carefree and capricious ways of their kin for the sake of what might be lost should their vigilance fail. Many of these knights follow the customs and practices of humans and dwarves. A rare few however, join the esoteric order of the Sisterhood of the Sidhe (*shee*). Committing themselves to the defense of their people, they take their name from their ancient ancestor matrons—fey spirits with close ties to nature and the spirit world beyond. Forswearing their mates and families, the Sisters of the Sidhe wed violence in the hope of preserving the elven way of life.



To become a Sister of the Sidhe is the goal of a great many of the rare female elf and half-elf cavaliers (see the *Cavalier's Handbook*). Each hopeful knight petitions the lord of her land, professing devotion to all of her people and a willingness to sacrifice her ties to her family in order to protect her nation. If her lord finds her worthy, she joins the order for rigorous training, honing her skills with the bow as she develops the foundation of a specialized sword and dagger style. Once her training is complete, a Sister of the Sidhe rides out, serving as the first defense against orcs, goblins, dragons, drow and all the ancestral enemies of surface elven life.

Though an elven order, a great many Sisters of the Sidhe are drawn from the ranks of half-elves living in the elven frontier lands, who look to the class as a means of proving themselves to their sometimes aloof elven kin. Multiclass clerics, rangers, fighters, and cavaliers can all meet the class requirements at higher levels.

NPC Sisters of the Sidhe are often distant to the point of rudeness, and though most hunt drow or orcs, some target humans in areas where tensions between communities run high. Dangerous and pragmatic, a Sister of the Sidhe has no compunction about who her victims are—male or female, adult or child. Even the child of an enemy may grow up to kill, and the defense of the homeland always takes priority over personal reservations or ethical quandaries.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Sister of the Sidhe, a character must fulfill all the following criteria.

Race: Any nondrow elf or half-elf.

Gender: Female.

Alignment: Lawful neutral.

Base Attack Bonus: +6.

Base Will Save: +4.

Skills: Intimidate 6 ranks, Knowledge (history) 3 ranks, Sense Motive 6 ranks.

Feats: Mounted Archery, Mounted Combat, Ride-By Attack, Two-Weapon Fighting.

Special: The character must be found worthy by an elven noble, and then undergo three months of rigorous training at the end of which she is knighted.

CLASS SKILLS

The Sister of the Sidhe's class skills (and the key ability for each skill) are Balance (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (history) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Tumble (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

TABLE 5-8: THE SISTER OF THE SIDHE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Archery excellence
2nd	+2	+0	+3	+3	Wary +4
3rd	+3	+1	+3	+3	Favored enemy
4th	+4	+1	+4	+4	Archery excellence
5th	+5	+1	+4	+4	Rapid recovery
6th	+6	+2	+5	+5	Diehard, wary +6
7th	+7	+2	+5	+5	Archery excellence, favored enemy
8th	+8	+2	+6	+6	Way of the arrow
9th	+9	+3	+6	+6	Way of the blades
10th	+10	+3	+7	+7	Archery excellence

CLASS FEATURES

All of the following are class features of the Sisters of the Sidhe.

WEAPON AND ARMOR PROFICIENCY

Sisters of the Sidhe gain no proficiency with any weapons, armor, or shields.

ARCHERY EXCELLENCE

Through extensive training, a Sister of the Sidhe develops special ranged weapon techniques giving her an advantage over other warriors. At 1st, 4th, 7th, and 10th level, a Sister of the Sidhe selects a bow with which she is proficient, gaining a +1 bonus on attack rolls when she wields that weapon while mounted. Each time the Sister of the Sidhe gains archery excellence, she may apply the effects to a new weapon or to a previously chosen weapon. The effects stack. For example, a 4th level Sister of the Sidhe can apply archery excellence twice to the longbow (gaining a +2 bonus on attack rolls while mounted), or could gain a +1 bonus in two different ranged weapons (such as longbow and shortbow).

At the GM's option, a character can select any ranged weapon in lieu of a bow.

If a Sister of the Sidhe's archery excellence bonus on attack rolls reaches +2 or more for any single weapon, her specialized knowledge grants her a bonus of 1 less than normal when using the weapon on foot. For example, a Sister of the Sidhe with a +2 archery excellence bonus in longbow gains the full +2 bonus on attack rolls while fighting mounted and gains a +1 bonus on attack rolls while fighting on foot.

If a Sister of the Sidhe's archery excellence bonus on attack rolls has already reached +3 for any single weapon, she may select a special technique for use with that weapon in lieu of advancing the weapon's bonus by an additional +1. Each technique can be used once per day (with an additional use per day gained each time the Sister of the Sidhe subsequently selects the same technique for the same weapon), and only

while mounted. Sisters of the Sidhe may select special techniques from the following.

Blinding Shot (Ex): The Sister of the Sidhe may make a special attack capable of blinding her opponent. The attack is made at a –6 penalty, and if it hits, the target takes normal damage and is blinded for a number of rounds equal to the Sister of the Sidhe's Dexterity modifier (minimum 1 round). On a successful critical hit (with the same –6 penalty on the roll to confirm), the target takes critical damage as normal and is permanently blinded.

Crippling Shot (Ex): The Sister of the Sidhe may make a special attack to hamper her enemy's mobility. The attack is made at a –6 penalty, and if it hits, the target takes normal damage and has its land speed reduced by $1d4 \times 5$ feet for a number of rounds equal to the Sister of the Sidhe's Dexterity modifier (minimum 1 round). If this reduces the target's speed to 0 or less, it falls prone and can take only one standard action per round for the duration of the effect. Creatures with a nonmagical fly speed can have either their fly speed or their land speed reduced (the archer's choice). If one mode is reduced to 0 or less, the other mode may still be usable, but the creature falls prone as above if both modes are reduced to 0. On a successful critical hit (with the same –6 penalty on the roll to confirm), the target takes critical damage as normal and the effect on its movement is permanent unless cured by *heal*, *regenerate*, or greater magic.

Devastating Strike (Ex): The threat range of the Sister of the Sidhe's weapon is doubled as if she had the Improved Critical feat. The benefit activates automatically, granting the Sister of the Sidhe the improved threat range the first time in any day that she makes an attack roll which would threaten a critical hit with that expanded range. As well, if the attack roll is high enough to hit the AC of the target creature, the threat is automatically confirmed without a second roll.

For example, a Sister of the Sidhe armed with a longbow for which she's selected the devastating strike technique would normally threaten on a 20. The first time she rolls 19–20 on an attack roll, though, she threatens a critical hit as if

the weapon had the doubled threat range, and (if her attack roll was high enough to hit the target) scores an automatic critical hit. If the Sister of the Sidhe's attack roll on the critical threat isn't enough to have hit the target, make a second roll to confirm the critical hit as normal (with the target taking normal damage if the second roll fails). Whether the attack with the doubled threat range scores a critical hit or not, the weapon then threatens normally for the next 24 hours (or unless the devastating strike technique has been selected for it more than once).

Devastating strike does not stack with the effects of the Improved Critical feat. If the character already has Improved Critical with a weapon for which she selects devastating strike, she instead gains a +4 bonus to confirm critical hits made with that weapon.

Homing Shot (Ex): The Sister of the Sidhe may make a succession of increasingly effective attacks against a single target. If a homing shot hits, each subsequent attack with the same weapon (or type of weapon, if using individual ranged weapons such as darts) has a cumulative +2 circumstance bonus on attack rolls against that target. For example, if a Sister of the Sidhe successfully hits a hill giant with a homing shot from a longbow, her next arrow shot at the giant gains a +2 bonus on the attack roll. If that arrow hits, her next shot gains a +4 bonus, and so on. This bonus on attack rolls continues to accumulate until the Sister of the Sidhe misses on an attack, makes another ranged or melee attack against a different target, or changes weapons.

Telling Blow (Ex): A weapon for which the Sister of the Sidhe selects the telling blow technique deals 1 additional point of damage per class level on any single attack. If the attack scores a critical hit, this extra damage is not multiplied.

WARY (Ex)

At 2nd level, a Sister of the Sidhe's focus grants her a +4 insight bonus on saving throws against illusion spells and effects. At 6th level, this bonus increases to +6.

FAVORED ENEMY (Ex)

At 3rd level, a Sister of the Sidhe may select drow, humans, goblinoids, dwarves, or orcs as a favored enemy, gaining special advantage through her extensive study of her chosen foe. Against creatures of her favored enemy type, a Sister of the Sidhe gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as a +2 bonus on weapon damage rolls. The bonuses from this ability stack with the favored enemy bonuses of any other class against the same creature type.

At 7th level, the Sister of the Sidhe may select an additional favored enemy from the above list. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

RAPID RECOVERY (Ex)

The Sisters of the Sidhe develop special self-healing techniques in response to the dangerous and isolated

lives they lead. By entering the elven trance, they heal their wounds more rapidly than normal, recovering 2 hit points per character level or 1 point of ability damage after just 4 hours of trance. More time spent resting simply heals damage at the regular rate, but if reduced to negative hit points and left to recover on her own, a Sister of the Sidhe has a 20% chance to regain consciousness. (Half-elves don't trance as elves do, but those who attain the ranks of the Sisters of the Sidhe are trained to a special mode of trance-like sleep which produces the same effects).

DIEHARD

At 6th level, the Sister of the Sidhe gains Diehard as a bonus feat. If the Sister of the Sidhe already has the Diehard feat, she may select another feat for which she qualifies.

WAY OF THE ARROW (Ex)

At 8th level, the Sister of the Sidhe masters her specialized archery combat style, functioning as if she had the Rapid Shot and Weapon Focus feats for any bow in which she already has archery excellence. If she already has Rapid Shot, she gains Improved Rapid Shot instead. In addition, if the Sister of the Sidhe rolls maximum damage on a bow attack, her arrow passes through the target and may strike another target in its path (use the original attack roll but at a -4 penalty). If the arrow scores maximum damage again, it passes through the second target as well, possibly striking a final target in its path (use the original attack roll at a -8 penalty).

WAY OF THE BLADES (Ex)

At 9th level, the Sister of the Sidhe masters her specialized melee combat style. When fighting with a longsword and a dagger, her penalties for fighting with two weapons drop by 2 for all attacks (this reduction stacks with the reductions granted by Improved Two-Weapon Fighting and Greater Two-Weapon Fighting). In addition, whenever she fights defensively, the Sister of the Sidhe gains an additional +2 shield bonus to AC.

MULTICLASS NOTE

Cavaliers, holy warriors, or paladins who become Sisters of the Sidhe may continue to advance in their original class.

THE EPIC SISTER OF THE SIDHE

An epic Sister of the Sidhe is the pinnacle of elven and half-elven knighthood, and the bane of all elven enemies.

Hit Die: d8.

Skill Points at Each Level: 4 + Int modifier.

Archery Excellence: A Sister of the Sidhe continues to gain archery excellence every three levels beyond 10th (13th, 16th, and so on).

Favored Enemy: Every four levels beyond 11th (15th, 19th, and so on), the Sister of the Sidhe may select an additional

avored enemy from the given list, and can increase the bonus against any favored enemy (including the one just chosen, if she desires) by 2.

Bonus Feats: The epic Sister of the Sidhe gains a bonus feat every four levels beyond 10th (14th, 18th, and so on). These feats may be any feats for which the character qualifies.

PART V: SPELLS AND MAGIC

Half-elves inherit something of the magical talents of their elven kin, and though they may pursue any path, magic represents an important resource that many choose to master. While the spells in this section can be cast by anyone, many are particularly suited to half-elf characters. For more spells suitable for half-elves, see **Chapter One: Humans** and **Chapter Three: Elves**.

An M appearing at the end of a spell's name in the spell lists denotes a spell with a material component that is not normally included in a spell component pouch.

NEW SPELLS

NEW BARD SPELLS

1ST-LEVEL BARD SPELLS

Hesitation: Target creature reduces initiative count by your caster level.

Skill Boost: Target gains a +1/two caster levels bonus on checks with one skill.

2ND-LEVEL BARD SPELLS

Boon: On a d20 roll, subject rolls two dice and takes the better result.

Contingent Light Healing: Target that takes 4 or more damage instantly cures 1d8 hit points.

Remote Spy: Invisible sensor records conversations and images.

Surge: Target creature gains +20 to initiative.

3RD-LEVEL BARD SPELLS

Contingent Moderate Healing: Target that takes 8 or more damage instantly cures 2d8 hit points.

Psychic Twin: You and target share skill ranks, can't be surprise or flanked unless both are.

4TH-LEVEL BARD SPELLS

Alter Type: Target changes creature type.

Contingent Serious Healing: Target that takes 12 or more damage instantly cures 3d8 hit points.

Fold: Become paper-thin and fold yourself into a small square.

NEW CLERIC SPELLS

1ST-LEVEL CLERIC SPELLS

Contingent Minor Healing: Target that takes 4 or more damage instantly cures 1 hit point.

Hesitation: Target creature reduces initiative count by your caster level.

2ND-LEVEL CLERIC SPELLS

Boon: On a d20 roll, subject rolls two dice and takes the better result.

Contingent Light Healing: Target that takes 4 or more damage instantly cures 1d8 hit points.

3RD-LEVEL CLERIC SPELLS

Chilling Mist: Icy vapor grants concealment, deals 1d6/round nonlethal damage.

Contingent Moderate Healing: Target that takes 8 or more damage instantly cures 2d8 hit points.

Surge: Target creature gains +20 to initiative.

4TH-LEVEL CLERIC SPELLS

Contingent Serious Healing: Target that takes 12 or more damage instantly cures 3d8 hit points.

Temporary ResurrectionM: As *raise dead*, but 1 hour/level.

5TH-LEVEL CLERIC SPELL

Contingent Critical Healing: Target that takes 16 or more damage instantly cures 4d8 hit points.

NEW DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Contingent Minor Healing: Target that takes 4 or more damage instantly cures 1 hit point.

Dwarf Soul: Subject gains +2 Con, takes -2 Cha for 1 minute/level.

Elf Soul: Subject gains +2 Dex, takes -2 Con for 1 minute/level.

Gnome Soul: Subject gains +2 Con, takes -2 Str for 1 minute/level.

Halfling Soul: Subject gains +2 Dex, takes -2 Str for 1 minute/level.

Orc Soul: Subject gains +4 Str, takes -2 Int, -2 Wis, -2 Cha for 1 minute/level.

2ND-LEVEL DRUID SPELLS

Boon: On a d20 roll, subject rolls two dice and takes the better result.

Chilling Mist: Icy vapor grants concealment, deals 1d6/round nonlethal damage.

Contingent Light Healing: Target that takes 4 or more damage instantly cures 1d8 hit points.

4TH-LEVEL DRUID SPELL

Contingent Moderate Healing: Target that takes 8 or more damage instantly cures 2d8 hit points.

5TH-LEVEL DRUID SPELLS

Contingent Serious Healing: Target that takes 12 or more damage instantly cures 3d8 hit points.

Watery Membrane: Subjects can breathe underwater, gain Swim speed and bonuses.

6TH-LEVEL DRUID SPELLS

Contingent Critical Healing: Target that takes 16 or more damage instantly cures 4d8 hit points.

Trollskin: Target gains regeneration 5 for 1 round/level.

Vermin Growth: Double the size of one vermin/two levels.

9TH-LEVEL DRUID SPELLS

Vermin Shapes: One ally/level polymorphs into chosen vermin.

Word of Balance: Kills, paralyzes, weakens, or dazes nonneutral subjects.

NEW PALADIN SPELLS

3RD-LEVEL PALADIN SPELL

Contingent Light Healing: Target that takes 4 or more damage instantly cures 1d8 hit points.

4TH-LEVEL PALADIN SPELL

Contingent Moderate Healing: Target that takes 8 or more damage instantly cures 2d8 hit points.

NEW RANGER SPELLS

2ND-LEVEL RANGER SPELL

Contingent Light Healing: Target that takes 4 or more damage instantly cures 1d8 hit points.

4TH-LEVEL RANGER SPELLS

Contingent Moderate Healing: Target that takes 8 or more damage instantly cures 2d8 hit points.

Psychic Twin: You and target share skill ranks, can't be surprise or flanked unless both are.

NEW SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELLS

Ench **Hesitation:** Target creature reduces initiative count by your caster level.

Trans **Dwarf Soul:** Subject gains +2 Con, takes -2 Cha for 1 minute/level.

Elf Soul: Subject gains +2 Dex, takes -2 Con for 1 minute/level.

Gnome Soul: Subject gains +2 Con, takes -2 Str for 1 minute/level.

Halfling Soul: Subject gains +2 Dex, takes -2 Str for 1 minute/level.

Orc Soul: Subject gains +4 Str, takes -2 Int, -2 Wis, -2 Cha for 1 minute/level.

Skill Boost: Target gains a +1/two caster levels bonus on checks with one skill.

2ND-LEVEL SORCERER/WIZARD SPELLS

Div **Remote Spy:** Invisible sensor records conversations and images.

Ench **Surge:** Target creature gains +20 to initiative.

3RD-LEVEL SORCERER/WIZARD SPELLS

Conj **Chilling Mist:** Icy vapor grants concealment, deals 1d6/round nonlethal damage.

Div **Psychic Twin:** You and target share skill ranks, can't be surprise or flanked unless both are.

Trans **Alter Type:** Target changes creature type.

4TH-LEVEL SORCERER/WIZARD SPELL

Trans **Fold:** Become paper-thin and fold yourself into a small square.

5TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Wall of Shields:** Immobile invisible shields grant +4 to AC for creatures in same space.

Trans **Trollskin:** Target gains regeneration 5 for 1 round/level.

Watery Membrane: Subjects can breathe underwater, gain Swim speed and bonuses.

6TH-LEVEL SORCERER/WIZARD SPELL

Trans **Vermin Growth:** Double the size of one vermin/two levels.

NEW SPELL DESCRIPTIONS

Spells are presented in alphabetical order except for those whose names begin with "greater", "lesser", or "mass."

ALTER TYPE

Transmutation

Level: Bard 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You change a creature's type to any another creature type from among the following: aberration, animal, dragon, Fey, giant, humanoid, magical beast, ooze, plant, or vermin. The target gains all the traits of the new type, except for weapon and armor proficiencies. However, the target is vulnerable to attacks, spells, and the like that specifically effect creatures of that type. Thus, with this spell, you could change a hill giant's type from giant to humanoid, making the target vulnerable to spells like *reduce person*. Likewise, you could change a humanoid to a magical beast to make them vulnerable to a magical beast bane weapon. Creatures you change retain all

subtypes (aquatic, reptilian, evil, and so forth), and you cannot apply a subtype with this spell, so that you change a creature to the humanoid type but not to humanoid (elf), for instance.

A target creature's appearance subtly changes when affected by this spell, such that gaining the aberration type gives the target something of an alien appearance, while a creature gaining the vermin type changes to make it appear more like an insect (perhaps with bulging eyes and odd antennae sprouting from the head). Such physical changes are always minor, and never affect the creature's abilities beyond traits gained from the new type.

BOON

Enchantment (Compulsion)

Level: Bard 2, cleric 2, druid 2

Component: V

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 day/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your small blessing allows the subject of *boon* to make any one d20 roll (typically a check or attack roll) twice, then take the better of the two results. The subject must choose which die roll they wish the spell to effect (before the roll is made), at which point, the spell discharges. A subject may only be under the effect of one *boon* at a time.

CHILLING MIST

Conjuration (Creation)

Level: Cleric 3, druid 2, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Effect: Cloud spreads in a 60-ft. radius, 60-ft. high

Duration: 1 round/level (D)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes; see text

You cause a stationary cloud of icy vapor to rise all around you. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). In addition, all creatures take 1d6 points of nonlethal damage (treat as cold damage for the purpose of resistance) each round they remain in the mist. Creatures are entitled to a Fortitude save each round to halve the damage.

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Material Component: A drop of snowmelt.

CONTINGENT CRITICAL HEALING

Conjuration (Healing)

Level: Cleric 5, druid 6

This spell functions like *contingent light healing*, except that it discharges when the touched creature takes 16 or more points of damage, and cures 4d8 points of damage.

CONTINGENT LIGHT HEALING

Conjuration (Healing)

Level: Bard 2, cleric 2, druid 2, paladin 2, ranger 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D) or until discharged

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

You bestow a small blessing on a target creature. Whenever the creature takes 4 or more points of damage, the spell discharges, suffusing it with positive energy that cures 1d8 points of damage.

If used against undead, this spell is triggered in one of two ways, dealing 1d8 points of additional damage either the next time the undead target takes normal damage, or the next time the undead target is 'healed' by taking negative energy damage. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Arcane Material Component: A drop of oil blessed by a priest.

CONTINGENT MINOR HEALING

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S, M/DF

This spell functions like *contingent light healing*, except that it cures only 1 point of damage.

CONTINGENT MODERATE HEALING

Conjuration (Healing)

Level: Bard 3, cleric 3, druid 4, paladin 4, ranger 4

This spell functions like *contingent light healing*, except that it discharges when the touched creature takes 8 or more points of damage, and cures 2d8 points of damage.

CONTINGENT SERIOUS HEALING

Conjuration (Healing)

Level: Bard 4, cleric 4, druid 5

This spell functions like *contingent light healing*, except that it discharges when the touched creature takes 12 or more points of damage, and cures 3d8 points of damage.

DWARF SOUL

Transmutation

Level: Druid 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject undergoes a minor physical transformation, growing stockier and tougher as it takes on the appearance of a dwarf. The spell grants a +2 enhancement bonus to Constitution, adding the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. However, the subject takes a –2 penalty to Charisma, affecting Charisma-based skill checks and other uses of the Charisma modifier.

Material Component: A lock of hair from a dwarf.

ELF SOUL

Transmutation

Level: Druid 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject undergoes a minor physical transformation, growing slightly more lithe and frail as it takes on the appearance of an elf. The spell grants a +2 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier. However, the subject takes a –2 penalty to Constitution, affecting hit points, Fortitude saves, Constitution checks, and other uses of the Constitution modifier. Lost hit points return when the subject's Constitution returns to normal.

Material Component: A lock of hair from an elf.

FOLD

Transmutation

Level: Bard 4, sorcerer/wizard 4

Component: S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

You transmute your body and your equipment to become paper-thin and flexible. You can then fold yourself, as if you were parchment, into a tiny flesh-colored one-inch square. If you are moving, you immediately come to rest in the square in which you cast the spell.

While in your folded state, you cannot cast spells or take any actions. You can be picked up, but the square weighs as much as you and your equipment weigh normally. However, you are fully aware of your surroundings, allowing you to see and hear to the normal limits of your abilities.

If you are attacked in this state or are in the area of a damaging spell effect, *fold* immediately ends and you resolve the attack or spell as normal.

GNOME SOUL

Transmutation

Level: Druid 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject undergoes a minor physical transformation, growing shorter and tougher as it takes on the appearance of a gnome. The spell grants a +2 enhancement bonus to Constitution, adding the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. However, the subject takes a –2 penalty to Strength, affecting melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Material Component: A lock of hair from a gnome.

HALFLING SOUL

Transmutation

Level: Druid 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject undergoes a minor physical transformation, growing slightly shorter and frailer as it takes on the appearance of a halfling. The spell grants a +2 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier. However, the subject takes a –2 penalty to Strength, affecting melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Material Component: A lock of hair from a halfling.

HESTATION

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1, cleric 1, sorcerer/wizard 1

Component: S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You force a target creature within range to hesitate, briefly confused and uncertain. The subject of this spell reduces its initiative count by your caster level. If this would take its initiative to a negative number, the creature keeps its original initiative number but cannot take any actions until its next turn.

ORE SOUL

Transmutation

Level: Druid 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject undergoes a minor physical transformation, growing slightly stronger and more bestial as it takes on the appearance of an orc. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. However, the subject takes a -2 penalty to Intelligence, Wisdom, and Charisma, affecting all uses of those ability modifiers.

Material Component: A lock of hair from an orc.

PSYCHIC TWIN

Divination

Level: Bard 3, ranger 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Link between you and one humanoid creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You forge a psychic link between you and one target humanoid within range. Once the link is established, you share the experiences of your ally, granting both of you the ability to use each other's ranks in any skill (though not your ability score modifiers) in place of your own.

In addition, while under the effects of *psychic twin*, neither character can be flanked unless both characters are flanked. Likewise, neither character is surprised unless both characters are surprised.

REMOTE SPY

Divination (Scrying)

Level: Bard 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: One invisible sensor

Duration: 1 min./level (D)

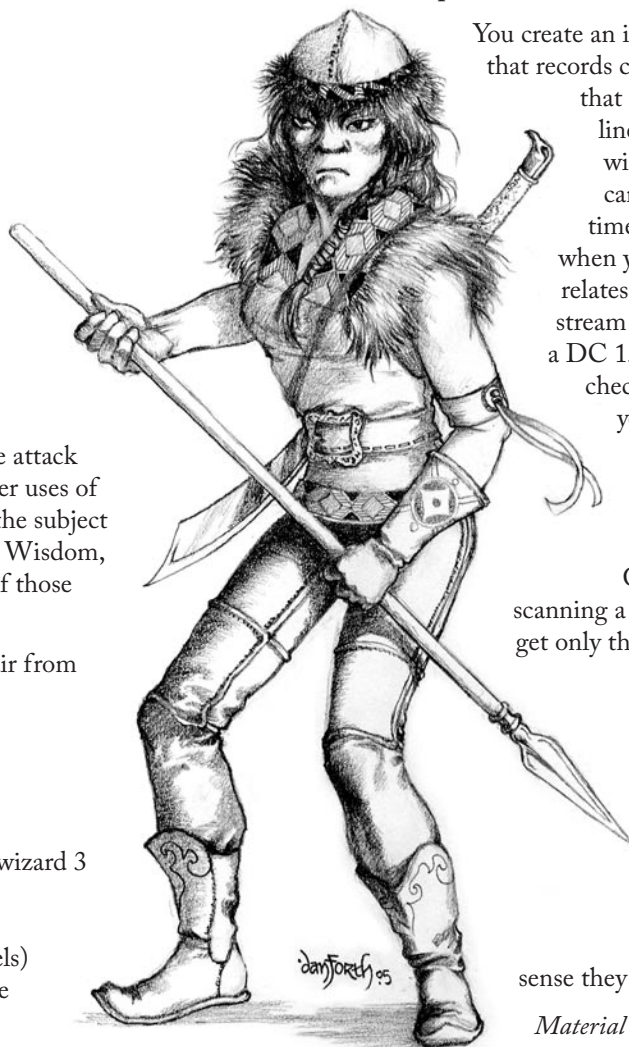
Saving Throw: None

Spell Resistance: No

You create an invisible immobile sensor that records conversations and images that it witnesses. You must have line of sight to the location you wish to record, and the sensor can only spy one location at a time. When the spell expires (or when you dismiss it), the sensor relates what it recorded in a swift stream of information. By making a DC 15 Intelligence or Charisma check (whichever ability governs your spellcasting), you can recover some useful tidbit of information, picking up a few important facts and features (as relayed by the GM) as if you were quickly scanning a page. On a failed check, you get only the broadest sense of what occurred and the gist of the conversation.

Living creatures with Intelligence 3 or higher can detect the sensor with a Wisdom check (DC 12 + your Int or Cha modifier). On a successful check, they notice a faint shimmer or sense they are being watched.

Material Component: A small piece of string and two shells.



SKILL BOOST

Transmutation

Level: Bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Intelligent living creature touched

Duration: 1 round/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

You boost a creature's ability to use a particular skill. While the spell is in effect, the target gains an insight bonus equal to +1 per two caster levels on checks made with an untrained skill or any skill in which the subject has ranks (your choice).

SURGE

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, cleric 3, sorcerer/wizard 2

Component: V

Casting Time: 1 swift action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You infuse a target ally with energy. The subject of *surge* increases his initiative count by +20 for the duration of the current encounter.

TEMPORARY RESURRECTION

Conjuration (Healing)

Level: Cleric 4

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: 1 hour/level (D)

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions as *raise dead* except for the reduced cost of material components and the duration (detailed below). While sometimes used to bring a dead creature back to temporary life for some specific purpose, this spell can also be used in conjunction with other magic to restore a creature permanently to life, though at great cost to both the target creature and the caster.

If the conditions responsible for the target creature's death can be magically rectified, the creature remains alive when this spell expires or is dismissed. For example, a creature killed by poison could be brought back to life with this spell, then have *neutralize poison* cast on it before *temporary resurrection* expires. (Effectively, this spell's resurrection

magic temporarily negates the previous effects of the poison, while the *neutralize poison* then prevents the creature from being affected again once *temporary resurrection* expires.)

Likewise, a creature killed by normal hit point damage or ability damage could be brought back to life with *temporary resurrection*, then be restored to full hit points or have its damaged abilities fully restored with appropriate magic. (Anything less than full restoration of hit points or abilities means that the target creature dies again when this spell's duration expires.) However, a creature that had been subjected to *power word kill* or a similar death effect would die again when the spell's duration expires, regardless of any attempts to prevent that second death.

While a character under the effect of *temporary resurrection* does not lose a level while the spell is in effect, a creature fully restored to life by subsequent magic loses a level as normal when this spell expires. As well, the caster of this spell loses a level when the spell expires if the subject of the spell remains fully restored to life.

Material Component: Diamonds worth a total of at least 2,000 gp.

TROLLSKIN

Transmutation

Level: Druid 6, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature gains regeneration 5 for the duration of the spell. Fire and acid deal normal damage to the target, but if it loses a limb or body part, the creature can reattach the severed member instantly by holding it to the stump. This spell does not allow targets to regrow limbs or body parts lost before the spell was cast.

Material Component: The heart of a troll.

VERMIN GROWTH

Transmutation

Level: Druid 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one vermin (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions as *animal growth*, but causes a number of vermin to grow to twice their normal size and eight times their normal weight.

VERMIN SHAPES

Transmutation

Level: Druid 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one willing creature per level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

As *animal shapes*, except you polymorph up to one willing creature per caster level into a vermin of your choice. Also as with *animal shapes*, the spell has no effect on unwilling creatures, and all creatures must take the same kind of vermin form. The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD.

WALL OF SHIELDS

Abjuration [Force]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One immobile invisible shield per two caster levels

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You create a number of immobile and invisible shields that float above the floor, each occupying a 5-foot space. You may place these shields anywhere within range, and they need not be in adjacent spaces. Any creature who occupies a space also containing a shield gains a +4 shield bonus to AC. This bonus applies to incorporeal touch attacks, as it is a force effect. Creatures may not use these shields for cover.

WATERY MEMBRANE

Transmutation

Level: Druid 5, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You alter a target's body so that it exudes a thick pink gel, forming a layer over its skin and clothing. Target creatures gain the ability to breath water freely, as if under the effects of a *water breathing* spell (but are not prevented from breathing air). In addition, each target creature gains a 30 foot swim speed and a +8 bonus on all Swim checks made

to resist hazards. While under the effects of this spell, a target creature can take a run action while swimming, so long it swims in a straight line.

When you cast this spell, you may affect several creatures, dividing the spell's duration evenly among all the creatures you touch.

Arcane Material Component: A handful of fish entrails.

WORD OF BALANCE

Evocation [Sonic]

Level: Druid 9

Component: V

Casting Time: 1 standard action

Range: 30 ft.

Area: All chaotic, evil, good, or lawful creatures in a 30-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any creature (except you) that is chaotic, evil, good, or lawful within the area of a *word of balance* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level –1	Weakened, dazed
Up to caster level –5	Paralyzed, weakened, dazed
Up to caster level –10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. Only creatures that have a neutral component in their alignment receive a saving throw against these effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonneutral extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of balance*. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *word of balance*.

PART VI: HALF-ELF EQUIPMENT

Being the consummate generalists, half-elves rely on equipment to enhance their talents and abilities. Such equipment can include minor magical charms that improve skills, weaponry and armor that function to greater effect when worn by those with elven blood, or even general mundane equipment that allows the user to emulate other characters' special abilities. Though designed with half-elves in mind, the equipment here can be used by any character.

CHARMS

Of exceptional use to half-elves are the simple charms found in villages and hamlets throughout the world. These talismans offer minor enhancements and protections to their wearers. Though not exclusive to half-elves (anyone can wear them), it is said that a half-elf witch was the first to develop these items.

CHARM OF CANTRIPS

This charm is a small blue-metal disk always inscribed with a command word on its back. A *charm of cantrips* holds a single 0-level spell, most often arcane. (Charms that hold 0-level divine spells are commonly known as *charms of orisons*.) The wearer can activate the charm once per day as a standard action that does not provoke an attack of opportunity (as if they had cast the spell). Each use of a *charm of cantrips* deals 1d4 points of nonlethal damage to the wearer, using his own stamina to fuel the magic.

Faint varies (based on 0-level spell); CL 1st; Craft Wondrous Item, the 0-level spell contained in the charm; Price 100 gp; Cost 50 gp + 4 XP.

CHARM OF DEFENSE

This small shield-shaped amulet is made of adamantine. When worn, the wearer gains a +1 luck bonus to AC.

Faint abjuration; CL 1st; Craft Wondrous Item, *shield*; Price 2,000 gp; Cost 1,000 gp + 80 XP.

CHARM OF MASTERY

No two *charms of mastery* are alike. Some are of burnished steel, while others are of copper, iron, nickel, or even stone.

Each charm is keyed to a specific skill. When worn, the charm grants the wearer a +1 competence bonus on checks made with that skill. A *charm of mastery* does not allow a wearer to use a skill that cannot be used untrained if the wearer doesn't already have ranks in that skill.

Faint transmutation; CL 1st; Craft Wondrous Item, *skill boost**; Price 100 gp; Cost 50 gp + 4 XP.

* See page 28.

CHARM OF REACTION

This odd white amulet is carved to look like an eye. Its magical properties are immediately evident, as the eye is always moving. When worn, the wearer gains a preternatural sense and awareness, resulting in a +1 insight bonus on Initiative checks.

Faint divination; CL 3rd; Craft Wondrous Item, *surge**; Price 750 gp; Cost 375 gp + 30 XP.

* See page 28.

CHARM OF RESISTANCE

This small brass amulet has a polished finish, and is engraved with symbols of strength and good fortune. When worn, the wearer gains a +1 resistance bonus on his lowest saving throw.

Faint abjuration; CL 1st; Craft Wondrous Item, *resistance*; Price 450 gp; Cost 225 gp + 18 XP.

CHARM OF SORCERY

This charm features runes of power in arcane script. Usually made of mithral or some other precious metal, these charms grant sorcerers and other spontaneous arcane spellcasters one additional 1st-level spell slot. Using the additional spell slot granted by this charm deals 1d4 points of nonlethal damage to the wearer. This charm has no effect on casters who prepare their spells in advance.

Faint transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 1,000 gp; Cost 500 gp + 40 XP.

SPECIAL ITEMS AND SUBSTANCES

Equipment in this section consists of tools and devices used to enhance or diminish particular skills and abilities. Where applicable, items list the Craft (alchemy) DC to create them.

DROWSY GAS

This small glass bottle holds dirty brown vapors that swirl even when the bottle is at rest. You can throw a bottle of drowsy gas as a ranged touch attack with a range increment

MAKING CHARMS

To make a charm, a character must have the Craft Wondrous Item feat and be 3rd level or higher. Charms follow all the same rules as normal wondrous items, but because of their minor powers, they are cheaper to make and consequently more widespread. A charm uses up the same space on the body as an amulet.

of 10 feet. A direct hit fills a 5-foot square with the gas. All creatures within this space must succeed on a DC 15 Fortitude save or take a –2 penalty on Listen and Spot checks as they grow sleepy.

Craft (alchemy) DC 20.

GARROTE

One of the preferred weapons of assassins, the garrote, or strangling cord, is nothing more than a length of sturdy cord or flexible wire attached to two wooden handles. When wrapped around a victim's neck, the wielder can strangle the life out of the target. Though effective when the wielder gets the jump on an opponent, they are nearly worthless in normal combat.

To use a garrote, a character must successfully grab an opponent by making a successful grapple attack. When the wielder achieves a hold, he may begin strangling his opponent, dealing 1d6 points of damage (plus Strength modifier) each round he maintains the grapple. In addition, the target takes a cumulative –2 penalty on his grapple checks or Escape Artist checks made to break the grapple as the strangling cord prevents him from getting air.

Garrotes can only be used against targets who need to breathe and have a recognizable anatomy, and so cannot be used against elementals, oozes, plants, or undead. At the GM's discretion, certain creatures (such as dragons, magical beasts, vermin, and even outsiders) might also be immune, depending on the practicality of fitting a garrote over the target's neck.

SKULKING SUIT

This fine suit of black silk completely covers the wearer's body, granting a +2 circumstance bonus on Hide checks. However, the wearer loses this bonus if the suit is worn with any armor.

VERMIN WARD

This jar of thick ointment has a powerful and a faintly metallic rancid smell. When properly applied to the skin, the wearer is protected from common insects like mosquitoes, gnats, and other irritating pests. Vermin ward forces larger vermin to succeed on a DC 15 Will save or take a –1 penalty on attack rolls against the protected

TABLE 5-9: CHARMS

Charm	Market Price	Weight
Charm of cantrips	100 gp	—
Charm of defense	2,000 gp	—
Charm of mastery	100 gp	—
Charm of reaction	750 gp	—
Charm of resistance	450 gp	—
Charm of sorcery	1,000 gp	—

TABLE 5-10:

SPECIAL ITEMS AND SUBSTANCES

Item	Cost	Weight
Drowsy gas	10 gp	1/2 lb.
Garrote	1 gp	—
Skulking suit	25 gp	3 lb.
Vermin ward	75 gp	1/2 lb.
Weapon dark	5 gp	—

character. Unfortunately, vermin ward is so foul that anyone wearing it takes a –2 penalty on all Diplomacy checks while worn and for 1d6 hours after it wears off.

One application of vermin ward lasts for 4 hours. Applying this ointment properly takes 1 minute.

Craft (alchemy) DC 25.

WEAPON DARK

This ceramic vial holds a thick black tar, enough to coat one two-handed weapon, two one-handed weapons, or four light weapons. When applied to a weapon, it makes it completely unreflective, granting a +1 circumstance bonus on the attack roll for a single sneak attack. Weapon dark does not affect a weapon's performance, though it negates magical light generated from some magic weapons and negates the effects of silversheen. Once applied, weapon dark lasts for 1 hour or until the weapon it is applied to is used to make a successful attack.

Craft (alchemy) DC 20.

APPENDIX A: SUPPLEMENTAL RULES

The following material is referenced in Advanced Race Codex: Half-Elves but fully detailed in other Advanced Race Codex publications. It is included here for your convenience, and to make Half-Elves as complete and useful as possible.

JACK-OF-ALL-TRADES [GENERAL]

You have a special knack for selected skills.

Benefit: Select any two skills, such as Listen and Spot. You gain a +2 bonus on all checks involving these skills.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new set of skills.

SOCIAL ADAPTATION [GENERAL]

You can easily adapt to foreign cultures and environments.

Prerequisites: Human or half-elf, Sense Motive 5 ranks.

Benefit: Within a culture that you have never before encountered, you may attempt a DC 20 Gather Information check to learn the rudimentary customs and practices of the society. If successful, you never take a penalty on Charisma-based skill checks when interacting with characters from this culture. This check takes an hour of listening, looking, and getting a feel for the people and environment.

In addition, you can easily learn the essential vocabulary of any language to which you are exposed. Whenever you encounter a spoken language you do not know, you may attempt a DC 15 Intelligence check. If you succeed, you pick up enough of the tongue to get by in the community or city you are in. You must be in a community where you can listen and observe speakers of the language in action, and this check cannot be made for written languages (though it can be made for silent languages such as hand gestures).

Normal: At the GM's discretion, a penalty applies to Charisma-based skill checks when interacting with others from a different culture.

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