

MONTE COOK'S
ARCANA UNEARTHED
WAY OF THE
SWORD



BY MONTE COOK



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WAY

OF THE SWORD

A sourcebook for blade and fist

BY MONTE COOK

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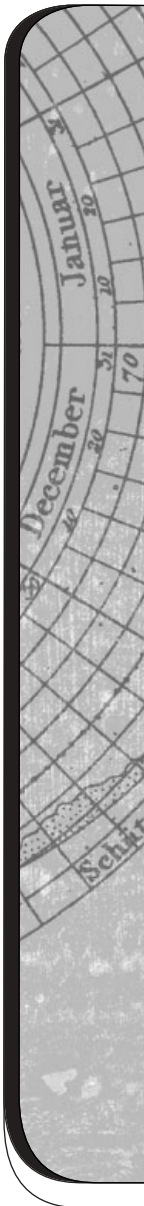
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The Way Reborn

Across the Southern Wastes the warlord Greshom the Thrice Scarred drove his mercenary soldiers: mixed ranks of humans, verrik, and sibeccai. Dogging their heels came a force of the warlike chorrim out for blood. Greshom's force was weary and stretched far too thin. They had ridden miles without sleep or food. Thus what happened next is thought by many to be a delusion. Others simply call it a lie.

The dust of the wasteland swirled in a strong wind as the riders entered a ravine. As Greshom watched, the blowing dust and sand formed a shape. Before the startled soldiers, a man made of wind and dust congealed. His armor, they said, was of an ancient style, and his shield bore heraldry none of them recognized.

Before Greshom could say anything or even ask his god for protection, the figure spoke.

"This slashing about with blades and hacking with axes makes you no better than apes thrashing each other with sticks pulled from trees!" the figure shouted. "You have lost the true Way of the Sword."

When Greshom demanded to know who the old warrior was, the man of dust of wind replied, "I am Thartelius, Swordmaster. And I am returning to the world to restore what was lost!"

With those strange words, Thartelius leapt at Greshom and disappeared in a cloud of dust. The mercenaries closest to their leader swore that the strange figure actually leapt *into* Greshom, though of course none could prove it.

Greshom eventually led his troops to safety. In the months following, people saw a change in the thuggish warmain. He gave up the adventuring life and founded a warguild in the coastal city of Khorl. From there, he began to teach. Greshom's teachings were not simple swordplay or combat tricks—it was an entire way of life. Greshom taught a philosophy he called the Way of the Sword.

The Way of the Sword encouraged students to learn history, geography, science, and the healing arts. A real warrior needed knowledge in order to truly win a battle, according to this philosophy, and that knowledge went far beyond parries and thrusts. This was a revival of an older time and an older school of thought. In those earlier days, all young humans training for a profession—any profession—had to choose an endeavor: either the Way of the Sword or the Way of the Staff. There were only the two pursuits then, and the Way of the Sword referred to those who chose to rely on themselves rather than on magic.

Although his former company abandoned him, Greshom's warguild grew quickly. Humans, sibeccai, litorians, and even giants came to hear him speak. He taught them about honor and duty and the importance of being true to oneself, one's own moral code, and one's carefully planned goals. He taught them psychology, how to win a fight before blades were ever drawn from scabbards.

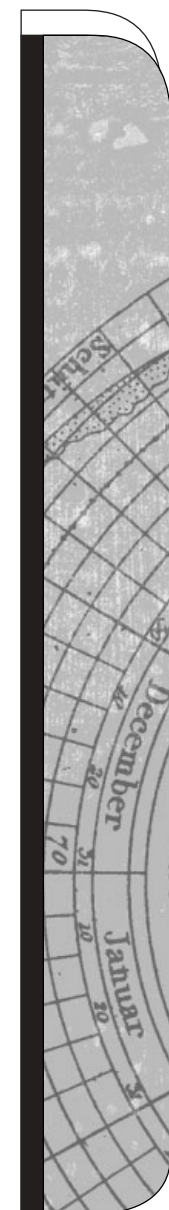
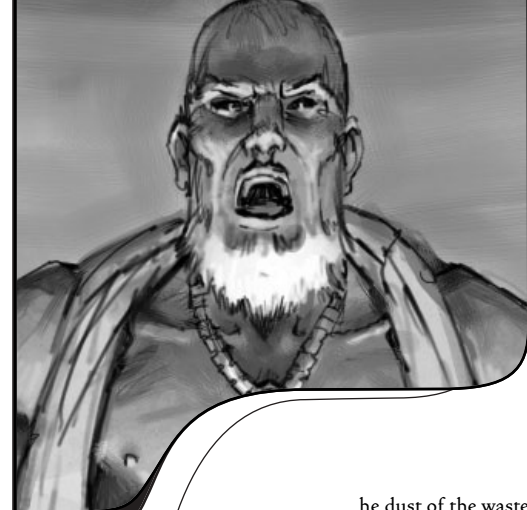
And, of course, they trained with arms of war. Greshom's students learned combat methods and techniques for both melee and long-range combat. They learned about every kind of armor and weapon known, and a few none—other than Greshom—had ever seen before.

As the years wore on, more and more students came to the former warlord not seeking his knowledge of combat, but to learn more of the Way of the Sword itself. Some of these were unfettered, who cared not for heavy armor or complicated tactics. Some were oathsworn, who eschewed weapons and armor altogether, but listened to Greshom's words about honor and duty with keen interest and understanding. A few who trained under Greshom took up the banner of some cause or another, making "carefully planned goals" and their "own moral codes" to become champions. Even totem warriors, who normally learned their skills from the powerful spirits of nature, came to Greshom to acquire the secrets of the Way of the Sword.

No one ever really knew how Greshom came up with the secrets of this ancient philosophy or what caused him to give up his life as a warlord to start his own guild and school. Although a few related the story of Thartelius and suspected some kind of possession, no divination could ever prove this was the case. By the time Greshom died in 1711, the philosophy had spread to other warguilds and knightly orders. Today, the Order of Greshom is a loose confederation of disparate warriors who follow the Way of the Sword and all it stands for. It extends all throughout the lands of the Diamond Throne, and exists only so that its members can publicly acknowledge their devotion to the concepts of honor, duty, intelligence and being true to oneself.

These are the followers of the Way of the Sword: Races like the frivolous but brave quickling faen, tall and noble giants, honor-bound litorians, and feral sibeccai. Classes like the driven champion, devoted oathsworn, skilled mage blade, spirit-bonded totem warrior, swashbuckling unfettered, and massive warmain. As they advance in level, the members of these races and classes take powerful feats as well, offered in Chapter Three.

If you're interested in playing a human, use the version that appears in the *Player's Handbook*. You can also mix and match the class, race, and feat offerings from that book with the ones presented here.



WHAT IS THIS BOOK?

Monte Cook's Arcana Unearthed is a variant player's handbook containing new character classes, races, spells, feats, plus alternate rule systems for spellcasting and other game functions. This volume, *Way of the Sword*, collects all the battle-loving races, classes, and feats from that book. Use these options to enhance your own d20 System games. You can use everything in this book alongside the 3rd Edition or revised 3rd Edition *Player's Handbook*.

This book will expand your available roleplaying choices dramatically. Here's what you'll find in each chapter of *Way of the Sword*:

Chapter One: Races: Five all-new races, some of which have special racial level progressions that you can take like classes to gain unique racial abilities. Most of them start out as viable 1st-level characters, either with traditional classes or racial levels.

Chapter Two: Classes: Six brand-new core classes. They are balanced to work together, covering all the traditional combat-oriented "roles" you enjoy in a fantasy game, but in a very different way.

Chapter Three: Feats and Talents: In addition to traditional types of battle-themed feats, this chapter offers two new types: the talent, a special ability you can choose only at the start of the game, and the ceremonial feat, which you can choose only after performing certain rituals.

Bonus source material and ideas to augment the information in *Monte Cook's Arcana Unearthed: Way of the Sword* appear on my website. Find the links to these free web enhancements at the book's product page online at <www.montecook.com/mpress_MHB1.html>.

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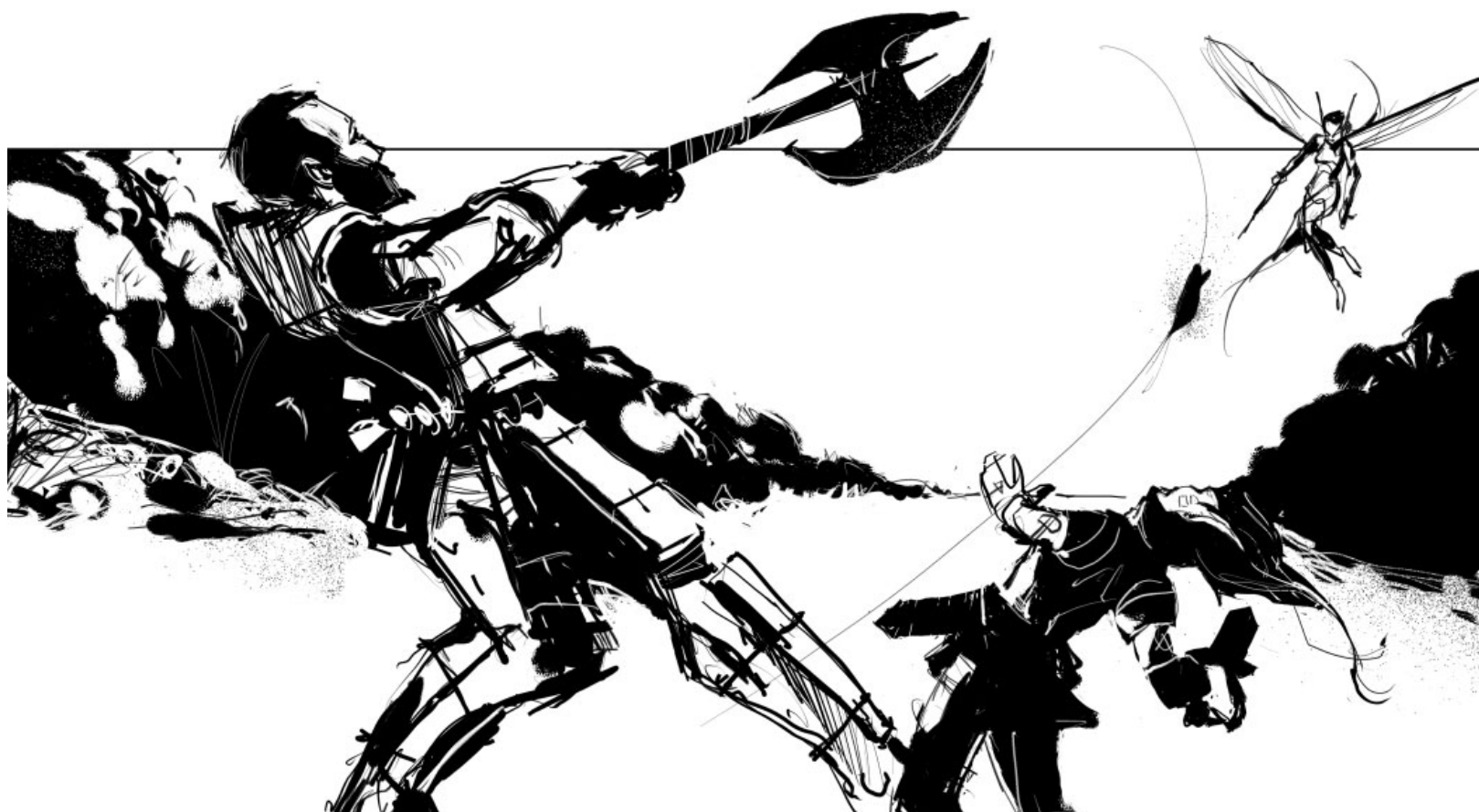
NEW CONCEPTS

Although this book obviously offers new material, those of you familiar with the existing d20 System core rules will notice that I've introduced a lot of new concepts even among rules that are, in general, already established.

Racial Levels. With the concept of racial levels, a character can focus on advancing within the nature of her race and racial abilities, rather than taking levels in a class.

Talents. Talents are feats that one can take only at 1st level. Some things you are simply born with.

Ceremonial Feats. New ceremony feats grant supernatural abilities bequeathed through the performance of certain rituals. The rituals require expensive components and the help of others.



WHAT OTHER BOOKS DO I NEED?

You don't need any other books to take advantage of the new races, classes, and feats that follow, with one exception: The mage blade—a spellcaster as well as a swordfighter—will need the spells and magic rules in *Monte Cook's Arcana Unearthed* or the *Arcana Unearthed Grimoire*. Both these books offer the complete spell list and explain new magic concepts such as complex spells. Some class spell-like abilities also require one or more of these spells. You can substitute appropriate spells from the *Player's Handbook*, if desired, for these abilities and the mage-blade's spells.

In addition, the text of *Way of the Sword* makes reference to various other character classes and races found in *Monte Cook's Arcana Unearthed*. You will need that book if you'd like to learn more about these references, though it's not essential that you do so.

Arcana Unearthed is available only in a print edition.

However, if you'd just like the new spells and the magic rules from that book, the *Arcana Unearthed Grimoire* is available now in electronic (PDF) form. Spellcasting classes, races, and feats are collected in *Monte Cook's Arcana Unearthed: Way of the Staff* PDF. Both of these books are d20 System titles from Malhavoc Press that, like this book, excerpt portions of the larger volume.

Throughout this book, you will find mentions of some basic game concepts (such as certain conditions or specific magic items) explained more fully in the DMG. You will also read some references to monsters found in the MM.

The setting that serves as a backdrop for the new rules in *Arcana Unearthed* is called Dor-Erthenos, the Lands of the Diamond Throne. If you'd like more setting details, look for *The Diamond Throne* from Malhavoc Press. This sourcebook contains prestige classes, magic items, and monsters intended to be used with the rules in this book. It also contains more background material regarding the setting where all these giant warmains, sibeccai oathsworn, and verrik witches live. Of course, the book is written so that you can design your own campaign world with it, creating your own setting filled with unfettered, akashics, sprytes, litorians, and so on.

The rules in this book are entirely compatible with other fantasy roleplaying supplements you might already own. In fact, *Monte Cook's Arcana Unearthed DM's Screen and Player's Guide* offers conversions to help you translate your existing campaign material, as well as character sheets and an extra-wide horizontal screen. *Plague of Dreams* from Fiery Dragon Productions and *Siege on Ebonring Keep* from Mystic Eye Games offer introductory adventures, but you can also use fantasy adventures meant to go along with the core rules. Monster books like the *Creature Collection* series and *Tome of Horrors* from Sword & Sorcery can add a nice variety, and *Counter Collection IV: The World of the Diamond Throne* from Fiery Dragon Productions adds to the gaming experience with full-color counters. If miniatures are more your style, check out the *Arcana Unearthed* line from Iron Wind Metals.

About the Author

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the *Rolemaster* and *Champions* games as an editor, developer, and designer. In 1994 Monte came to TSR as a game designer. As a senior game designer with *Wizards of the Coast*, he co-designed the new edition of *Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed the *Book of Vile Darkness* and the d20 version of *Call of Cthulhu*. For *WizKids Games*, he designed the *HeroClix* system of superhero combat.

A graduate of the Clarion West writer's workshop, Monte also has published short stories and two novels. In his spare time he runs games, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

Malhavoc Press

Malhavoc Press is Monte's game imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the 3rd Edition rules that only one of its original designers can offer.

Other Malhavoc Press titles in the *Arcana Unearthed* line include *The Diamond Throne*, a setting book containing source material, monsters, magic items, and more, and *Monte Cook's Arcana Unearthed DM's Screen and Player's Guide*, which includes a three-panel horizontal screen, character sheets, and rules to convert your 3rd Edition and Revised 3rd Edition material into these rules. Most current titles are available to purchase in either print or electronic (PDF) format at www.montecook.com.

About the Illustrators

Cover artist **Mark Zug** early discovered the power of pencil and paper to bring to life things not available to the senses—dinosaurs, super heroes, starships, and races of ancient astronauts. After working as a machinist and flirting with a musical career, he put himself through art school. His first big break came illustrating Harlan Ellison's *I, Robot* screenplay, for which he also did 160 pages of fully painted comics. To date, his work has appeared on the covers of numerous magazines, fantasy novels, and game products. He has been nominated for a Chesley Award and received the Jack Gaughan Award for Best Emerging Artist in 2001. Visit www.markzug.com to see more of his work.

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Jennifer Meyer, sometimes considered a wanderer, currently resides in the mountains of Utah. This is her first product with Malhavoc Press. You can also see her work in books from *Green Ronin*, *Sovereign Press*, and *Goodman Games*. Check out her online portfolio <http://home.earthlink.net/~tabykat/main.html>.

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CHAPTER ONE

Races

The races in this book use the lands of the Diamond Throne as a default setting. This is a place of great magic—mystical mountains, dark and forbidden forests, and otherworldly, sweeping fields of crystal. These lands' turbulent history is filled with great deeds and savage conflicts. From the coming of the giants to the defeat of the diabolical dramojh, epic events have shaped the races of the lands of the Diamond Throne. However, you can transplant these races into any fantasy setting very easily.

The descriptions of the player character races in this chapter include information on background, personality, and outlook. Remember that these notes are generalities, not necessarily true of every specimen of that race living in the lands of the Diamond Throne today. Use them as guidelines, but feel free to depart from them as needed to make your characters unique and interesting.

These races are genetically incompatible with each other. Mating between members of different races will not produce any offspring.

Note: The “Relations” section of each race refers to some other races presented in *Monte Cook's Arcana Unearthed*.

FAEN

Faen (pronounced FAY-in, singular and plural) is a catch-all term for at least three different kinds of diminutive people. In many ways, it's useful to discuss the three of them together, for they do have a great many similarities—and some marked differences. Two types of faen are the nimble *quickling*, and the winged *sprytes*. (One other type, loresong faen, is discussed in *Monte Cook's Arcana Unearthed*.) Characters cannot start the campaign as 1st-level sprytes, only as quicklings. See the “Metamorphosis” section in this entry for more information.

Personality: All faen demonstrate a love for physical pleasure and frivolous fun. They love food, games, puzzles, song, dance, and drink. They don't pay a lot of attention to social standing or popularity, but they do enjoy praise.

Security is of great concern to faen. They want to know that they have someplace to run to if endangered—it's not uncommon for faen to note the exits of a building as soon as they enter.

Physical Description: Faen quicklings stand about 3 feet tall and are always very thin and lean. Male quicklings grow no facial hair. They tend to wear their thick hair long. Their large eyes sparkle with life and a hint of magic. Their ears are pointed.

Sprytes are only between 16 and 18 inches tall. Their gossamer wings resemble those of an insect and beat extremely fast to keep them aloft. Their wingspan is about 20 inches. Their bodies are thin and lithe (all the better for flying). Their faces are long and comely, and they have large but slenderly pointed ears.

Relations: Faen are not quick to judge a creature based on race, so it is safe to say that they get along with all races equally. Despite the staggering difference in size, faen enjoy the company of giants to most others'. This most likely stems from the giants' warm and relaxed demeanor.

The different kinds of faen get along very well, intermix freely, and live in the same communities. They frequently intermarry, though their offspring are always either pure pure loresong or pure quickling; there are no half-and-half faen. Sprytes cannot reproduce.

Outlook: While few faen are outright sadistic or cruel, an equally small number of them are truly benevolent or altruistic. Most remain fairly self-interested or focused solely on the well-being of a small chosen group of family members and friends. Faen believe that people should be able to do what they want, as long as it does not unduly harm or endanger others—or impinge on their desires. They're not interested in law or government and resent someone attempting to give them orders.

Quicklings are best when unencumbered. They seem prone to rash and foolhardy actions. The most frivolous of all faen, they are the bravest and noblest as well.

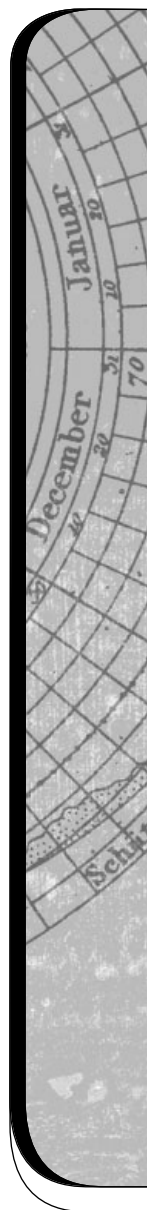
Sprytes are usually quite cautious, due to their very small size. Still, they like to have fun and value kindness and generosity very highly.

Faen Lands: Faen live mainly in mountainous, rugged woodlands. They congregate in secluded villages that often sprout up near natural shelter where they can hide and gain safety (a cave, a valley or ravine, and so on). Many have come to take up residence in the cosmopolitan giantish cities, living alongside humans and others.

Religion: Faen worship all sorts of gods—hundreds, if not thousands of them. In fact, other races accuse faen of just making up new gods whenever they feel like it. That's not entirely true, however—at least not from the point of view of the faen. What is true is that faen are continually “becoming aware” of the presence of new gods. They believe that each faen remains in touch with the spiritual and celestial realms, and experiences revelations about the existence of a new divine being from time to time. Thus, one commonly sees faen suddenly whisper a prayer, an oath, or an invocation to a god no one else has ever heard of. A faen experiencing such an epiphany usually does so at a moment appropriate to the nature of the god. A faen forced to swing on a rope across a chasm might suddenly discover knowledge of Derrah, goddess of rope, or Nevick, god of chasms, or even Juasthon, god of moving through the air without wings.

Since all faen have these divine revelations—or at least in theory they could—the faen have no priesthood. They are all equally close to the divine. Most also feel duty bound to record the name and nature of the new god they have discovered and share it quietly with other faen.

Language: All three types of faen share a language (Faen). They also speak Common.



Names: Faen normally have short first names with longer, descriptive surnames (translated into Common because they are proud of the meanings). Their own language uses very long, complex vowel sounds, so faen names transliterated into Common make heavy use of diphthongs. Here are some sample names:

Faen Male Names: Phain, Soern, Vaeth.

Faen Female Names: Nauva, Raechi.

Faen surnames: Goldenhammer, Lorewriter, Kingmade, Morrowsong, Newtongue.

Adventurers: Faen adventurers hunt for great treasure or seek new types of magic. They also enjoy uncovering secrets and, in general, just learning new things and exploring new places.

FAEN (QUICKLING) RACIAL TRAITS

- Quickling faen receive a +2 racial bonus to Dexterity and a –2 racial penalty to Strength.
- Faen base speed is 20 feet.
- **Small:** Because they are Small creatures, all faen gain a +1 size bonus to Armor Class and attack rolls, and a +4 size bonus to all Sneak checks. They must use smaller-sized weapons and equipment, and can lift and carry only three-quarters as much as a Medium character.
- **Run:** When a quickling runs, he moves five times his normal speed rather than four times. Quicklings cannot use this racial ability when wearing Heavy armor.
- Faen are light-footed and quiet when they wish to be, earning them a +2 racial bonus on Sneak checks.
- As quicklings are extremely nimble and react fast, they enjoy a +1 racial bonus to initiative checks.



- **Low-Light Vision:** Faen can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Metamorphosis:** Once a faen has achieved at least 3rd character level (in any class[es]), she may choose to undergo a metamorphosis. This can occur only at a time when she would normally gain a new or bonus feat—the metamorphosis is in lieu of the feat. The faen secretes a sticky substance that she wraps around herself. The secretion hardens, forming a chrysalis. The faen then spends 1d4+3 days in the chrysalis, after which she emerges in a completely different form. Even smaller than before, the faen now has gossamer wings that can carry her aloft. She has become a spryte. A faen's gear taken into the magical chrysalis emerges sized appropriately for the character's new stature.
- **Automatic Languages:** Common and Faen.
- **Bonus Languages:** Any.

Faen Gods

The idea that faen are having continual revelations about new gods provides players with opportunities for fun—they can create gods as they need them on the fly. The more specific the god and his portfolio, the better. The players probably will want to make note of gods they create, in case they need to call upon Yeoehir, god of dancing without shoes, again. It is important to remember, though, that faen really believe in these gods. And who's to say they're not real?

FAEN (SPRYTE) RACIAL TRAITS

Sprytes, being the result of a transformation from one of the other kinds of faen, lose all racial abilities not mentioned below, such as the quickling's run ability.

- Sprytes receive a +2 racial bonus to Dexterity and a –2 racial penalty to Strength (these modifications stack with quickling modifiers).
- **Fey:** Sprytes are no longer humanoid in type, but Fey.
- **Tiny:** Because they are Tiny creatures, sprytes gain a +2 size bonus to Armor Class and attack rolls (instead of the +1 bonus they had while Small), and a +8 size bonus to all Sneak checks (instead of the +4 bonus they had while Small). They must use Tiny-sized weapons and equipment, and can lift and carry only half as much as Medium characters. Despite being Tiny, sprytes still occupy a 5-foot by 5-foot area, threaten the areas around them, and do not need to enter another's area to make a melee attack.
- Spryte base speed is 10 feet.
- **Flight:** Sprytes have thin, transparent wings that allow them to fly with a speed of 30, with average maneuverability.

- **Low-Light Vision:** All faen can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Racial Levels:** Unlike quicklings, sprites can take a few levels in “sprite” as a class to further master the aspects of their new form.

SPRYTE LEVELS

Sprites can take up to three levels in “sprite” at any time. Each level represents the sprite mastering more facets of the new form. Not all sprites take racial levels (or all three of them). Sprite levels stack with a spellcasting class level for purposes of determining caster level for spells. If the sprite has two spellcasting classes, the sprite levels add to the higher of the two class levels. Innate spell-like abilities gained through sprite levels use the character level as the caster level. The sprite can use the normal and diminished versions of these spells, but not the heightened versions, except for *charm*.

Hit Die: 1d6

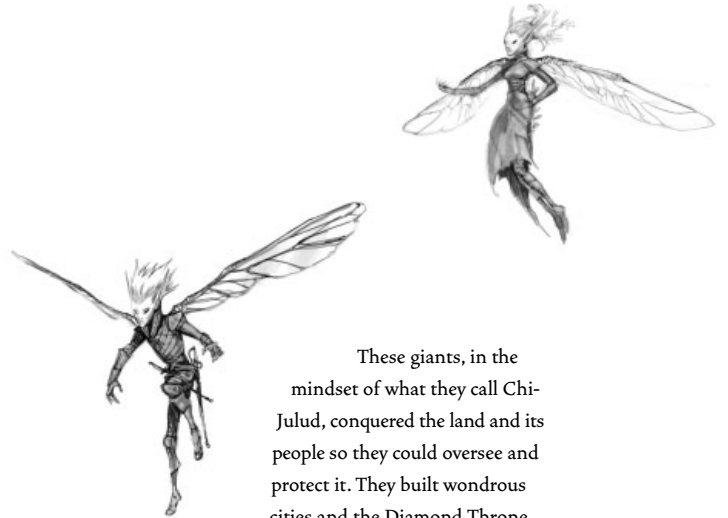
Skill Points at Each Level: 2 + Intelligence bonus

“Class” Skills: Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Escape Artist (Dex), Knowledge (magic) (Int), and Sneak (Dex). For more information on these skills, see *Monte Cook’s Arcana Unearthed*.

GIANTS

Giants call themselves Hu-Charad, which means “the stewards,” but everyone else calls them giants—and for good reason. Giants are massive creatures, standing up to 12 feet tall. Except for their size, they look like normally proportioned humans; to them, humans appear like children. In fact, young giants are indeed the size of adult humans.

Three hundred years ago, tales say, a dying giant—a prince—crawled into a fabulous giant city in a land far across the sea. Only one word passed his lips before he expired: “West.” No one knew what killed him or what he meant for sure, but the only thing that lay west was the boundless sea. Following this omen, however, many giants climbed aboard ships of great size and sailed across the sea to discover the land of the humans—and the dramojh who had enslaved them. As is the nature of giants, the discovery of a new land invoked in them a powerful sense of responsibility.



These giants, in the mindset of what they call Chi-Julud, conquered the land and its people so they could oversee and protect it. They built wondrous cities and the Diamond Throne, from which they would rule. Again,

as is their way, the giants used rituals to change their own nature from warlike to the just wardens of their new territory. Some people grew to love the giants and the boons that they brought the otherwise dangerous and unruly land, but others did not.

The life of a giant revolves around ritual and ceremony. Even giants’ growth to their massive size depends on rituals called the Shu-Rin (“attaining the essence”). There are three stages of Shu-Rin, and at the third giants achieve their full growth potential. Since not every giant goes through all three stages of the ritual, giant heights can vary considerably.

Giants are incredible builders. They construct fantastic structures of stone, glass, and metal. Their cities are wonders, with everything sized to seem grand—even on their own large scale.

Personality: As a race, giants possess two distinct natures. One, when they are under the sway of the ritual known as Chi-Julud (Wardance), makes them warlike, territorial, and deadly. The other nature emerges when they act under the effects of Si-Karan (Caretaker); then they are calm, cautious, and gentle unless driven to anger. The giants of the Diamond Throne all live under the mantle of the Si-Karan. They are wise, warm, good-natured administrators, caretakers, and protectors of all their lands and the people who live there. Although they would never use such terms, giants see themselves as parents and all other races as children.

While generous and kind, giants are also stewards and guardians—they do not allow themselves or their allies to be taken advantage of or harmed in any way. They are slow to anger, but

THE SPRYTE

Spryte Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	+1 Dexterity; innate spell-like abilities: 1/day: <i>charm</i> (heightened), <i>ghost sound</i> , <i>lesser glowglobe</i> ; at will: <i>detect magic</i>
2	+1	+0	+3	+1	+1 Dexterity; innate spell-like abilities: 1/day: <i>invisibility</i> (self only)
3	+2	+1	+3	+1	Innate spell-like abilities: 1/day: <i>dispel magic</i> , <i>greater telekinesis</i> , <i>suggestion</i> , <i>unknown</i> (self only); flight maneuverability becomes perfect



once incensed can become temporarily engulfed in Chi-Julud, the Wardance. In such a case, they attack without mercy and become difficult to calm. Giants do not like to be taken advantage of, nor do they take it lightly if someone physically threatens them or puts them in physical danger. This sentiment extends to those close to them as well: To wrong the friend of a giant is to wrong the giant. Giants are long-suffering and tolerant regarding insults and harsh words. They rarely use them themselves, however.

Giants love jokes (but not practical jokes), stories, songs, food, and drink. In this way, they get along with faen nicely. They do not dance.

Physical Description: A giant character starting at 1st level stands about 7 feet tall, at the very end of the initial stage of maturity. Only through ritual can a giant achieve his full height, which can reach 10 to 12 feet. Males often wear beards. Both males and females keep their hair short.

Giants are long-lived but slow to reach maturity by human standards.

Relations: Giants look upon themselves as the stewards of all the lands. They rule, to be sure, but in their view they protect rather than exploit. They give more than they take. They see themselves as patrons and guardians, guiding others to do the right thing and protecting them from danger. Of course, not all members of the other races appreciate this sentiment—it garners resentment from some humans, verrik, and quite a few mojh.

Outlook: Giants value order, safety, and peace. They are not power hungry, but they do have a deeply ingrained feeling of responsibility. So deep does this sense run that they take it upon themselves to protect everyone and everything.

Giant Lands: Quite literally, giants rule over all the lands of the Diamond Throne. In many places in this realm, however, giants are found only in small numbers. They dwell in greater numbers along bodies of water—rivers and seas—and in the mountains.

Religion: The giants worship no gods. They do believe, however, that the dead go to Houses of the Eternal and watch over the living, influencing actions. Those who were evil in life continue to work woe after death, and those who were noble and true attempt to aid and protect those still living. Thus, giants pay homage to the dead, particularly those worth honoring.

Mostly, however, giants believe in the literal power of ritual and ceremony. They believe that through rituals, one can attain a higher level at which great blessings can be gained and great deeds accomplished. Their entire culture, even their physical maturation process, revolves around ritual. In the past, the giants have changed their entire racial outlook (from Chi-Julud to Si-Karan) through ritual.

Giant rituals are solemn, quiet, and introspective. They do not involve chanting or dancing like sibeccai rituals, but they do occasionally incorporate beautiful, meaningful songs.

THE GIANT

Giant Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+2	+0	+0	+1 Strength, +1 Wisdom
2	+1	+3	+0	+1	+1 Wisdom, +1 Constitution
3	+2	+3	+1	+1	+1 Strength, +1 Constitution, increase to Large size

Languages: Giants speak Giant and Common, although they also often know many other languages.

Names: Unlike in some cultures, giants are not given names—they choose them for themselves when they are old enough

(giantish children have only nicknames until then).

Giantish names are always compound structures. The first part of the name shows a special link to an ancestor or chosen hero who has passed on. The second part involves a personal identifier.

Normally, female giants take linking names to their female forebears (these contain only vowels), and males link to male forebears. Here are some sample names:

Giant Male Names: Li-Coraon, Na-Filaris, Ro-Paterik.

Giant Female Names: Aoederrel, Iu-Medora.

Adventurers: Giants usually go on adventures out of a need to protect others from some menace or to prove themselves as good

giants (often as a part of Shu-Rin). Proving oneself as a giant means not only strength of back and bravery in battle, but strength of will as well. It also means collecting and relating great tales and forging bonds of friendship.

GIANT RACIAL TRAITS

- The giants' massive physique grants them prodigious strength, but makes them less nimble than other creatures, so they enjoy a +2 racial bonus to Strength but suffer a –2 racial penalty to Dexterity.
- Giants.** Unlike most other races, giants are not humanoid in type, but Giant.

- Medium:** As Medium creatures, giants have no special bonuses or penalties due to their size. Giants can grow to be very large, however.
- Giant base speed is 30 feet.
- Giants are wise in the ways of dealing with others, earning them a +2 racial bonus to Diplomacy and Sense Motive skill checks.
- Giants enjoy a +2 racial bonus to all Craft skill checks.
- Automatic Languages:** Common and Giant.
- Bonus Languages:** Any.
- Racial Levels:** Unlike humans and some other races, giants can take a few levels in "giant" as a class to become more giantish.

GIANT LEVELS

Giants can take up to three levels in "giant" at any time. Each level represents the character showing her worth and undertaking one of the Shu-Rin ceremonies that triggers giant growth and maturation. Not all giants, by any means, take racial levels (or all three of them).

As giants gain racial levels, they grow a few inches, and become stronger, tougher, and wiser. At the third level of giant, they attain size Large and grow to around 10 feet tall. When a giant becomes Large, she gains a 10-foot reach but suffers a –1 size penalty to Armor Class and attack rolls. When giants grow to this greater size, because the change is magical, their gear also changes to an appropriate size.

Hit Die: 1d10

Skill Points at 1st Character Level: (2+ Intelligence bonus) × 4

Skill Points at Higher Levels: 2+ Intelligence bonus

"Class" Skills: Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (ceremony) (Int), Perform (ballad) (Cha), Perform (storytelling) (Cha), and Sense Motive (Wis). For more information on these skills, see *Monte Cook's Arcana Unearthed*.

Weapon and Armor Proficiency: Giants with levels only in giant (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.



LITORIANS

Litorians are bestial, honor-bound hunters. Usually found roaming open grasslands far from civilization, litorians only rarely separate from their tribe. Unlike members of other races, only the unique individual litorian interacts with other species.

Personality: Litorians are thoughtful and quiet until provoked past their limit. Once angered, they become savage and brutal, almost incapable of showing mercy.

Litorians love the outdoors, good food, and long, well-considered stories (not boastful or exaggerated ones). They have a deep sense of personal honor—personal in that it's not about "saving face" but being true to oneself. A litorian will not compromise her morals for fear of losing her own self-value, even if this makes her appear strange or foolish to others, and even if it means making a choice others might not consider the best one. All litorians develop their own set of morals and ethics, although some principles remain true across most members of the race. Because they highly value both honor and life, for example, their need to repay those who save their lives—a lifedebt—is very strong.

Physical Description: Litorians are taller and more muscular than humans. A litorian's body is covered in light brown hair, and

their faces are clearly feline in appearance with a pronounced snout, a flat, catlike nose, and sharp teeth. They have dark eyes with narrow pupils. Manes of brown hair surround the heads of males. Most people notice a thick, almost musky scent around litorians, but few think it unpleasant.

Litorians mature much faster than humans, but they have a life span of similar length.

Relations: Litorians have little history with most other races, except giants, whom they respect but do not understand. Though they have shared the same lands with humans for centuries, the two races usually keep their distance. Litorians and faen only rarely meet, but litorians are often affectionately entertained by faen ways.

Outlook: Litorians hold concepts of personal freedom quite dear. They believe in only a very loose organizational structure from their tribal upbringing. Strength and respect govern their tribes, not law. Litorians find the concept of preconceived, delineated parameters of right and wrong difficult to understand; they are much more likely to judge situations on a case-by-case basis. Their choices stem from their sense of honor and respect for others. They are very rarely selfish or cruel.

Litorian Lands: Litorians are nomads, but to call their wandering random shows a profound misunderstanding of their culture. They subtly control the open grasslands upon which they wander: Their power and cunning makes them clear masters of the region that they inhabit. No one passes through the plains or savannah where they live without their knowledge—and, therefore, their leave.

Religion: Litorians have no concept of worship and see little need for ritual. They simply do not understand or crave the need to trust in a higher power. When confronted with proof of a powerful being's might, a litorian grants respect, but not reverence.

Language: The complex litorian language proves difficult for humans and many others to speak, although giants find it easier. It is a tongue full of deceptive subtlety, and few nonlitorians attempt to master it. Litorian has an alphabet of its own, but by the standards of other races its written form is fairly crude and basic. Some litorian tribes have taken up Giant script to write their own language, but few consider it worth the effort.

Names: The tribe gives all litorians names that carry a special meaning in their own tongue. These names are then transliterated into Common for use by others who have difficulty with Litorian speech. Here are some sample names:

Litorian Male Names: Charnaset, Chron, Malethar, Rastor.

Litorian Female Names: Marel, Rann, Sorret, Yintra.

Adventurers: Litorians away from their tribe are usually hunters, mercenaries, or members of another profession that allows them to use both their outdoor instincts and their natural strength and agility. Sometimes intimidating to members of other races, litorians often find acceptance and friendship among adventurers—many of whom are loners or wanderers themselves.

THE LITORIAN

Litorian Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+2	+0	+1 Strength, +1 Dexterity
2	+2	+3	+3	+0	Scent, +10 feet in ground speed
3	+3	+3	+3	+1	+1 Constitution, +1 Dexterity, Bite feat for free

LITORIAN RACIAL TRAITS

- Litorians are strong, fast, and tough, enjoying a +2 racial bonus to Dexterity but a –2 racial penalty to Wisdom.
- Litorian base speed is 30 feet.
- Medium:** As Medium creatures, litorians have no special bonuses or penalties due to their size.
- Low-Light Vision:** Litorians can see twice as far as humans in starlight, moonlight, torchlight, etc. They also retain the ability to distinguish color and detail under these conditions.
- Automatic Languages:** Common and Litorian.
- Bonus Languages:** Giant. Smart litorians may know the languages of their allies.
- +2 racial bonus on Intimidate, Search, Spot, Listen, and Wilderness Survival checks.
- Racial Levels:** Unlike humans and some other races, litorians can take a few levels in “litorian” as a class to develop their racial qualities more fully.

LITORIAN LEVELS

Litorians can take up to three levels in “litorian” at any time. Not all litorians, however, take racial levels (or all three of them).

Hit Die: 1d8

Skill Points at 1st Character Level: (2+ Intelligence bonus) × 4

Skill Points at Higher Levels: 2+ Intelligence bonus

“Class” Skills: Balance (Dex), Climb (Str), Craft (Int), Jump (Str), Search (Int), Sneak (Dex), and Wilderness Survival (Wis).

For more information on these skills, see *Monte Cook's Arcana Unearthed*.

Weapon and Armor Proficiency: Litorians with levels only in litorian (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.

SIBECCAI

Strong and hardy, *sibeccai* (pronounced SIB-ba-kai, singular and plural) are excellent warriors and fierce opponents. The sibeccai were once simple beasts, native to a hot, dry desert realm far across the sea. The giants used magic to uplift these beasts, granting them the intellect and body shape to make and use tools and eventually develop a society and culture of their own. The sibeccai felt indebted to their patrons and served them as soldiers and helpers for cen-

turies. Although the giants no longer require their help, the sibeccai remain an indebted client people.

Personality: Sibeccai can be haughty and arrogant at times, believing themselves a “chosen” race—chosen by the giants. They do not act superior toward giants, however; they consider themselves inferior to their patrons. Once in a while, a sibeccai reverts to her natural, more bestial nature. This occurs mainly in two situations: when she is very hurt or angry, or when she is among only those of her own kind.

The short-lived sibeccai mature quickly. They have little sense of fun or frivolity, nor do they value lore and knowledge much, unless it can directly benefit them at the time. They are more interested in rumor and current events than in history or ancient truths.

Physical Description: Sibeccai are humanoids covered in short hair, ranging in color from red to brown and gray to black. Their bodies are muscular and lean, and they have long, narrow snouts like those of a hound. Their ears grow large and pointed, and the shock of hair on their heads appears a shade darker than the rest of their hide. Some have compared their appearance to that of jackals.

Relations: Sibeccai feel a genuine respect and admiration for giants, an emotion most giants are too magnanimous to exploit. They dislike litorians, whom they look upon as savages, and feel marginally superior to humans, verrik, faen, and most others. Many humans look upon sibeccai with an ancient distrust for their predatory past.

Among their own, sibeccai put little value in familial life, focusing instead on the race as a whole. Thus, to a sibeccai, the identity of one's father or mother does not matter, and relationships are often short and fairly casual. Young are reared by wet nurses and young males (professional caregivers), then left to fend for themselves as soon as they seem fit.

Outlook: By some standards, sibeccai are still “new to the world,” and thus look at their position with optimism. This fresh view of what one can accomplish in life, however, can skew more toward thoughts of what one can get for oneself in life. Thus sibeccai sometimes develop a selfish outlook on life. Coupled with their feelings of superiority, such sibeccai can become cruel and vicious.

Sibeccai respect a strong leader and recognize a need for rules to keep order. Most sibeccai groups have a clear set of laws that all must follow. They always have a clearly defined leader as well as a

pecking order, with individuals of different stations enjoying different rights. All sibeccai believe in doing their best to rise in this order and ultimately attain a higher station.

Sibeccai are devoted and fanatic about things they really believe in.

Sibeccai Lands: The sibeccai meld into cosmopolitan society far better than the litorians do, perhaps because they do not have their own lands. Rather, they dwell wherever giants do, often making a living serving giants in various capacities. For the most part, they are urban creatures, preferring to live in settled communities rather than in the wild. Thus, they are adept at gathering rumors and picking up on the subtleties of interaction among intelligent creatures.

Religion: Extremely spiritual, sibeccai society (not unlike that of the giants) involves a great many rituals and ceremonies. However, where the giants' rituals are calm, quiet, and introspective, those of the sibeccai seem more savage and less sophisticated—they are overt, loud, and showy. Sibeccai also place a great deal of stock in dreams and their interpretation.

Language: Sibeccai have no language of their own, but most of them speak simple Giant as well as Common.

Names: Sibeccai names, though long and formal, are always just a single word (no surnames). The names themselves carry no special meaning, but sibeccai frequently give themselves or each other descriptive titles like "Vidirdon the Dreamer" or "Palathan the Speaker." Here are some more sample names:

Sibeccai Male Names: Kaganis the Hunter, Tigarithon the Wanderer.

Sibeccai Female Names: Mirapolay the Skywatcher, Sissathas the Keeper.

Adventurers: Sibeccai adventurers are fairly common. They see gaining new wealth, new skills, and new victories as a way of advancing their station in life.

SIBECCAI RACIAL TRAITS

- Sibeccai gain a +2 racial bonus to Constitution and a –2 racial penalty to Intelligence.
- Medium:** As Medium creatures, sibeccai have no special bonuses or penalties due to their size.
- Sibeccai base speed is 30 feet.
- Low-Light Vision.** Sibeccai can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions



of poor illumination. They retain the ability to distinguish color and detail under these conditions.

- +2 racial bonus on Gather Information, Handle Animal, Innuendo, and Sneak checks.
- Automatic Languages:** Common and Giant.
- Bonus Languages:** Any.
- Racial Levels:** Unlike humans and some other races, sibeccai can take a few levels in "sibeccai" as a class to develop their racial qualities more fully.

SIBECCAI LEVELS

Sibeccai can take up to three levels in "sibeccai" at any time. Not all sibeccai, however, take racial levels (or all three of them).

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4

THE SIBECCAI

Sibeccai Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+2	+0	+1 Constitution, Bite feat for free
2	+2	+3	+3	+0	+1 Dexterity, Scent
3	+3	+3	+3	+1	+1 Strength, +1 Dexterity

Skill Points at Higher Levels: 2 + Intelligence bonus

“Class” Skills: Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intuit Direction (Wis), Listen (Wis), Sneak (Dex), Spot (Wis), and Swim (Str). For more information on these skills, see *Monte Cook's Arcana Unearthed*.

Weapon and Armor Proficiency: Sibeccai with levels only in sibeccai (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.

AGE

Characters age, and with age comes change. Characters become more feeble and yet grow wise from their experiences. Refer to the “Aging Effects” table below to get an idea of average ages for the various races. A player can choose any starting age she wishes for her character but, when in doubt, assume a character starts adven-

turing at 1st level about halfway to middle age.

When a character becomes venerable, the DM secretly determines her maximum age. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the DM. Aging effects are cumulative.

HEIGHT AND WEIGHT

Each player should choose an appropriate height and weight for his character and record it. To determine height and weight randomly, use the “Random Height and Weight” table below.

Roll the height modifier and add that many inches to the base height to get the character's height. Take that same height modifier result and multiply it by the weight modifier result. Add that many pounds to the base weight to get the character's weight.

AGING EFFECTS

Race	Middle Age*	Old**	Venerable†	Maximum Age
Faen	100 years	140 years	180 years	+2d% years
Giant	125 years	205 years	260 years	+1d% years
Litorian	50 years	75 years	100 years	+4d20 years
Sibeccai	30 years	47 years	70 years	+2d10 years

* –1 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma

** –2 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma

† –3 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Faen, quickling, man	2'10"	+2d4	35 lbs.	× 1 lb.
Faen, quickling, woman	3'	+2d4	40 lbs.	× 1 lb.
Faen, spryte, man	12"	+1d3	10 lbs.	× 1 lb.
Faen, spryte, woman	12"	+1d3	10 lbs.	× 1 lb.
Giant, man	6'3"	+2d6	200 lbs.	× (2d6) lbs.
Giant, woman	6'3"	+2d6	200 lbs.	× (2d6) lbs.
Giant, man (size Large)	8'	+2d8	500 lbs.	× (2d12) lbs.
Giant, woman (size Large)	8'	+2d8	500 lbs.	× (2d12) lbs.
Litorian, man	6'	+2d4	140 lbs.	× (2d4) lbs.
Litorian, woman	5'11"	+2d4	135 lbs.	× (2d4) lbs.
Sibeccai, man	4'10"	+2d10	130 lbs.	× (2d4) lbs.
Sibeccai, woman	4'4"	+2d10	90 lbs.	× (2d4) lbs.

Classes

Character class represents a character's main focus in life. It is a general description of what characters can do. It can help define their vocation, their talents, their training, and their predilections.

However, character class is only a framework. Not all oathsworn, for example, are the same. Race, skills, feats, spells, and equipment, not to mention background, outlook, personality, allies, and enemies all serve to distinguish two different oathsworn from each other. And some characters have more than one class. Those characters are generally more flexible and self-sufficient, but less focused.

CLASSES AND LEVELS

Way of the Sword offers these different character classes:

Champion: Seizing upon a cause they feel called to defend, champions are driven warriors who do whatever they must to further or defend their cause.

Mage Blade: While some follow the path of the sword and others the way of the staff and spell, the mage blade walks the thin line between. Mage blades not only dabble in spellcasting, but use rituals to enhance their weapons, which they wield with skill.

Oathsworn: These warriors are fidelity and devotion given life. When an oathsworn commits to a goal, this dedication grants the character unbelievable power to accomplish it.

Totem Warrior: Often more at home in the wilderness than in a city, totem warriors bond themselves to an animal spirit that grants them amazing abilities, physical qualities and even companions.

Unfettered: Wild yet skillful, the unfettered are masters of derring-do and a blur of precision in combat. Their allies are speed and prowess rather than heavy armor and brute force.

Warmain: The unfettered's equal but opposite force, warmains gird themselves in the heaviest armor and wield massive weapons with a combination of strength and skill. Their might knows no bounds.

CLASS DESCRIPTIONS

As you review the classes that follow, you will find references to other races or classes found in *Monte Cook's Arcana Unearthed*.

The descriptions of the classes here include the following sections:

Adventurers: Why do members of this class seek out quests?

Background: How does one become a member of this class?

Races: Which races are most appropriate for the class?

View of Magic: If the class confers spellcasting powers (mage blade only), this section describes how characters would describe their magical abilities to others.

Other Classes: How do members of this class relate to others?

NPCs: What examples of this class might you see as nonplayer characters (NPCs) in the campaign?

Hit Die: The type of Hit Die used by characters of the class determines the number of hit points gained per level. Upon gaining each new level, roll this die and add the number (along with any Constitution modifier) to the character's hit point total.

Class Table: This table details how a character improves while gaining experience levels. Class tables typically include the following:

- **Level:** The character's level in that class.
- **Base Attack Bonus:** The character's base attack bonus and number of attacks.
- **Fortitude Save:** The base save bonus on Fortitude saving throws. The character's Constitution modifier also applies.
- **Reflex Save:** The base save bonus on Reflex saving throws. The character's Dexterity modifier also applies.
- **Will Save:** The base save bonus on Will saving throws. The character's Wisdom modifier also applies.
- **Special:** Level-dependent class abilities, each explained in the "Class Features" sections that follow the table.

Skill Points at 1st Level: The number of skill points the character starts with to buy skills if this class is the character's first level.

Skill Points at Higher Levels: The number of skill points gained each level after the first.

Class Skills: The list of skills considered class skills for the class.

Class Features: Special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class. Class features include some or all of the following items:

- **Weapon and Armor Proficiency:** Which weapons and armor types is the character proficient with?
- **Other Features:** What unique capabilities does the class enjoy?
- **Spells per Day (mage blade only):** How many spells of each spell level can the character cast each day? If the entry is "—" for a given level of spells, the character may not cast any spells of that level. If the entry is "o," the character may cast spells of that level only if he or she has bonus spells due to high ability scores. If the entry is a number, the character may cast that many spells plus any bonus spells. This bonus applies to both readied spells and spell slots. Bonus spells for mage blades are based on Charisma.

CHAMPION

"The cause is bigger than I am. Its needs are bigger than my needs. I would gladly lay down my life to defend it."

Champions both embody and defend a chosen cause. They normally wear heavy armor and wield weapons with skill and power, but their might is enhanced by the supernatural abilities gained through their fanatic devotion. The abilities they gain depend on their cause. The number of causes that a champion can choose from is infinite, but some of the most basic include:

- **Light:** These champions uphold altruism, righteousness, and justice. The light is both their foundation and their weapon. They struggle against the forces of darkness.
- **Darkness:** A champion of darkness somehow attains the position of being the chosen representative of evil. While normally free-willed people never think of themselves as evil, the champion of darkness embraces the malevolent, destructive, cruel, and compassionless nature of darkness.
- **Life:** This champion holds life above all else, and those who destroy it are her foes. While a champion of life is not beyond killing, she does so with only careful consideration and with the greatest good (for life) in mind.
- **Death:** Feared and reviled, a champion of death represents the cold end of life and the proper cycle of things. She knows that all things must come to an end and acts to make sure that such is the case.
- **Magic:** The touch of magic is everywhere in the world, and this champion seeks to promote it and maintain it. While

magic is powerful, the champion of magic knows it is also fragile. The loss of magic is the worst thing that could happen, in her estimation.

- **Freedom:** These champions fight against oppression, tyranny, and unjust imprisonment of free-willed creatures.

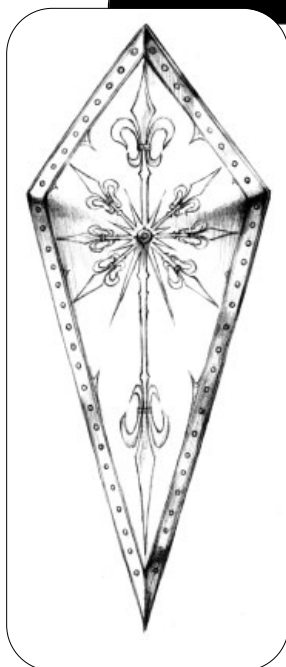
A champion can change her cause, but doing so requires a weeklong reflective ritual that involves ingredients costing 100 gp per class level.

High-level champions can focus their devotion on a race, a location, or even a single individual. Thus, one might find the champion of the mojh, the champion of the city of Thayn, or the queen's champion.

Adventurers: Champions have their adventuring career laid out before them. Their chosen cause provides obvious tasks that need doing, people and places that need protecting, secrets that need discovery, and foes that need to be stopped. Ultimately, champions are more interested in furthering their cause than in gaining power or wealth, although power and wealth will enable them to better promote the cause. Many characters appreciate the fame and glory that comes from being a champion, while others focus on converting people to their cause.

Background: Some champions are chosen, while others take up the mantle on their own. If a cause needs a champion, forces can find one and grant her gifts to persuade her to join them. This can be a literal process—a guild of magisters recruiting a champion of magic from a number of talented and capable young people—or a figurative one—events transpire to reward a character for making choices for evil, thus tempting her to champion the darkness. Perhaps the recruitment comes

THE CHAMPION



Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+2	Champion ability
2	+2	+3	+1	+3	Call shield
3	+3	+3	+1	+3	—
4	+4	+4	+2	+4	Call upon the power
5	+5	+4	+2	+4	Champion ability
6	+6/+1	+5	+3	+5	—
7	+7/+2	+5	+3	+5	Call weapon
8	+8/+3	+6	+3	+6	—
9	+9/+4	+6	+4	+6	Heartening cry
10	+10/+5	+7	+4	+7	Focused devotion, champion ability
11	+11/+6/+1	+7	+5	+7	Call shield (negates criticals)
12	+12/+7/+2	+8	+5	+8	Take on the mantle
13	+13/+8/+3	+8	+6	+8	Call weapon (defender)
14	+14/+9/+4	+9	+6	+9	—
15	+15/+10/+5	+9	+6	+9	Champion ability
16	+16/+11/+6/+1	+10	+7	+10	—
17	+17/+12/+7/+2	+10	+7	+10	Unassailable soul
18	+18/+13/+8/+3	+11	+8	+11	Call shield (negates criticals for allies)
19	+19/+14/+9/+4	+11	+8	+11	Avatar
20	+20/+15/+10/+5	+12	+9	+12	Champion ability

as a repayment or simply out of gratitude: A champion could take up the banner of light in return for the recovery of her dying brother.

Other times, a champion may just feel compelled to support a cause. With no outside intervention, a champion might deeply recognize the importance of freedom, or—conversely—might realize that no greater evil exists than an enslaving tyrant. Such a character becomes a champion to fight against the menace. Some champions might even be born into the position, as a matter of destiny.

Champions usually work apart from other champions, but occasionally a group of champions of the same cause might band together. Even then, the association most likely remains tenuous and temporary.

Races: Humans frequently embrace abstract causes, thus human champions are common. Faen champions choose causes like magic and freedom, both important concepts to them, while litorians choose freedom and life. Sibeccai champions are rare, and take up the mantles of light or darkness, often becoming a racial champion as soon as possible. Mojh champions also seem uncommon, except as champions of magic. Verrik champions of magic and death, who focus themselves toward specific individuals and locations, are common.

Other Classes: Champions appreciate whatever help they can get. Being defensively minded, they may feel leery of spellcasters—their varied spells make them unpredictable and hard to measure as foes or allies. Champions and oathsworn are either close companions or hated enemies, depending on how their oaths and causes align.

NPCs: The dark warrior known as the “Chosen of the Wicked” is a champion. The driven knight on a quest to prevent the evil mage from unleashing the invoked apocalypse is a champion. The bitter freedom fighter leading careful strikes against the tyrant is a champion.

Hit Die: d10

SKILLS

Skill Points at 1st Level: $(2 + \text{Intelligence bonus}) \times 4$

Skill Points at Higher Levels: $2 + \text{Intelligence bonus}$

Class Skills: The champion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Ride (Dex), Spot (Wis), and Swim (Str). For more information on these skills, see *Monte Cook's Arcana Unearthed*.

CLASS FEATURES

Weapon and Armor Proficiency: The champion is proficient in the use of all simple and martial weapons and Heavy, Medium, and Light armors and shields.

Champion Ability: All champions choose a cause to defend and uphold. The champion's adopted cause dictates the abilities granted her in defending that cause. See “Causes to Champion” section.

Call Shield (Sp): A 2nd-level or higher champion can summon a shield of her size and emblazoned with a symbol related to her cause. No one can take this shield from her against her will, although it can be dispelled. The shield has a +1 enhancement bonus, with an addi-

tional +1 enhancement bonus per five champion levels. It lasts for one minute per champion level and can be called once per day.

Starting at 11th level, the shield negates 50 percent of the criticals the champion might suffer. From 18th level on, this critical negation power extends to all the champion's allies within 10 feet.

Call Upon the Power (Su): The 4th-level and higher champion calls to her chosen cause or devotion, drawing power from its name: “I call upon the power of light!” “By the might of Fortress Erdolon!” or “In the name of the Diamond Throne!” The champion gains a +2 enhancement bonus to Strength and Constitution for up to 1 round per class level. The champion can do this a number of times per day equal to her (newly modified) Constitution bonus. Calling on this power is a free action.

Call Weapon (Sp): A 7th-level and higher champion can summon a weapon she is proficient with, filled with the power of her chosen cause. No one can take the weapon from her against her will, although it can be dispelled. The weapon has a +1 enhancement bonus, with an additional +1 enhancement bonus per five champion levels. It lasts for one minute per champion level and can be called once per day.

Starting at 13th level, the weapon has the *defending* weapon special ability. (See the DMG for more on weapon abilities.)

Heartening Cry (Su): As a free action, a champion of at least 9th level gives a battle cry that rallies and inspires her allies. All allies within 30 feet of her gain a +1 morale bonus to attack rolls, saving throws, and checks for 1 round per champion level. Further, all allies within the area under the effects of an unwanted enchantment can make another saving throw against the effect (at the original DC) to throw it off. Effects without saving throws cannot be thrown off in this way. The champion can use this ability once per day.

Focused Devotion: At 10th level, if the champion desires, she can take on a focused devotion—in other words, become the champion of something far more specific than the general concept embodied by her cause. The player should choose either a race, a place, or a person to champion, and this new devotion must not contradict or oppose the principles of her previous cause. A champion can choose to focus her devotion at any time after this level as well.

At this point, the champion takes on the abilities gained through her focused devotion rather than from her normal cause. Thus, a champion of life who becomes a champion of giants gains blessing of the race rather than sign of life.

It is worth noting that in the context of the campaign, a champion rarely chooses her focused devotion—usually, rather, she is chosen by someone else. For example, a sibeccai mystic might choose a champion to become a champion of the sibeccai “in their hour of need,” or a noble lord might choose an individual to become his personal champion, acting as both a guard in times of danger and a representative when he is not present.

Sometimes, though, a champion merely receives a vision or an inspired idea to become a champion with a focused devotion. A champion might choose a noble comrade with what appears to be

an important destiny and become her champion—through no choice of the comrade (in fact, she might not even know).

See “Focused Devotions” for special abilities.

Take on the Mantle (Su): Similar to when the champion uses her ability to call upon the power of her cause, but far greater in might, the 12th-level and higher champion can infuse herself with the power of her cause and take on a whole new form. This new form resembles her normal physical form, but everyone around her intuitively knows she has become transformed. The champion speaks with a new voice of great resonance and authority and stands with greater stature and power. The new form adds a +4 enhancement bonus to Strength, Constitution, and Charisma, and the champion gains DR 10/+1 and SR 11 plus her champion level. These powers last for 2 rounds per champion level, and she can use this ability once per day (in addition to her uses of the call upon the power ability). Taking on the mantle is a free action. Most champions give a name to the new form (or their reputation earns them one), such as “The Lion of Righteousness” or “The Hound of Darkness.” Others then speak of the new form as a different being: “He has become the Lion of Righteousness.”

Unassailable Soul (Su): Beginning at 17th level, the champion becomes so focused toward her cause or devotion that even magic cannot stand in her way. She gains spell resistance equal to 11 + her champion level all the time.

Avatar (Su): At 19th level and higher, when the champion takes on the mantle of her cause or devotion, the ability score enhancement bonus becomes +8, and the DR is 20/+3.

CAUSES TO CHAMPION

Each section below briefly describes a cause and offers suggested champion abilities for each appropriate level.

LIGHT

The champion has bound herself to forces of peace, compassion, and truth. Light banishes secrets, it gives life and promotes harmony. Champions of light are representatives of righteousness. They strive to uphold goodness and keep to its principles—they are generous, kind, forgiving, and honorable. When faced with real evil, though, they do whatever they can to quench it, protecting innocents as they do.

The champion of light often wears a sunburst symbol and is rarely without some sort of light source.

- **Special:** The champion of light has Gather Information, Search, and Sense Motive as class skills
- **1st Level—Shining Light (Sp):** The champion can cast *lesser glow-globe* once per day per class level as a caster of her class level.
- **5th Level—Aura of Light (Sp):** The champion can cast *blinding light* once per day per two class levels as a caster of her class level using Charisma as her spellcasting ability score. The 5th-level champion's aura of truth and benevolence has become a palpable thing, so from this point on she adds a +2 competence bonus to Diplomacy and Gather Information checks among

those who would respect such a thing (DM's discretion).

- **10th Level—Embrace the Light (Su):** While in an area of bright light (outside during the day, inside within the radius of a magical light), the champion of light gains a +1 circumstance bonus to attack and damage rolls, saving throws, and checks.
- **15th Level—Enter the Light (Su):** The champion of light gains a +4 competence bonus to all Spot, Search, and Sense Motive checks. Nothing hides from the light.
- **20th Level—Servant of Light (Sp):** The champion of light can cast *call outsider* once per day as a caster of her class level. Celestials and angels are predisposed to help her in a single task, and have a friendly attitude.

DARKNESS

The champion serves a diabolical, sinister power. She harbors dark secrets and willingly serves malevolence for her own ends. The champion of darkness does not hesitate to use words like “evil” to describe herself. She revels in the vile baseness of it all. Often a loner, the champion of darkness commits atrocities for their own sake and foul acts for sheer enjoyment. She is usually snide, corrupt, and perverse.

The champion of darkness is rarely subtle. She wears a black cloak over baroque armor covered in leering demon faces and symbols of evil.

- **Special:** The champion of darkness can use any spell-completion or spell-trigger magic item involving a spell with the negative energy descriptor, and she has Intimidate as a class skill.
- **1st Level—Deep Darkness (Sp):** The champion of darkness can cast *cloak of darkness* once per day as a caster of her class level.
- **5th Level—Aura of Darkness (Su):** The champion of darkness gains darkvision with a 60-foot range, and can see even in magical darkness. This is a supernatural ability. The 5th-level champion exudes an aura of evil so menacing that she gains a +2 competence bonus to Intimidate checks.
- **10th Level—Embrace the Darkness (Su):** While in an area of dim light (outside at night, inside at the edge of a torch's radius, and so on) or complete darkness, the champion of darkness gains a +1 circumstance bonus to attack and damage rolls, saving throws, and checks.
- **15th Level—Enter the Darkness (Su):** As they deal in lies and duplicity, champions of darkness gain a +4 competence bonus to all Bluff, Disguise, and Forgery checks.
- **20th Level—Servant of Darkness (Sp):** The champion of darkness can cast *call outsider* once per day as a caster of her class level. Fiends are predisposed to help her in a single task and have a friendly attitude—if she offers them something in return, like a soul.

LIFE

The champion of life serves the power of positive energy and the forces that bind together all living things. She is the champion of



nature and all things natural—plants, animals, and other living things. She is the champion of growth, healing, and health. She opposes death and destruction in all its forms, except as a necessary evil—just as a forest fire burns away the undergrowth to encourage the longevity of the forest as a whole, so too must the champion of life slay those who spread death.

The champion of life often adopts a symbol of life, such as a growing vine, a flower, or the life-giving sun.

- **Special:** The champion of life can use any spell-completion or spell-trigger magic item involving a spell with the positive energy descriptor.
- **1st Level—Life's Healing (Sp):** With a touch, the champion of life can heal someone who is wounded. Each day she can cure a total number of hit points equal to her Constitution bonus (if any) times her level. The champion can cure herself. She may choose to divide this curing among multiple recipients and doesn't have to use it all at once. Using this ability is a standard action. Since it involves positive energy, the champion can use this ability to damage undead for as many points as she would normally heal a living creature.
- **5th Level—Life's Wrath (Su):** The champion gains a +2 luck bonus to attack and damage rolls against undead or when in a fight against creatures intending destruction against nature, the spread of disease, or mass slaughter. The DM should be very strict in determining when a combat situa-

tion directly relates to those attempting to destroy nature or spread a blight. For example, the champion gains the bonus in all fights against ratmen in the sewer seeking to spread a plague on the city above or against the warlike chorrim intending to burn down a forest to root out the faen within, but not against the chorrim in general or ratmen far out in the wilderness with no interest in plague bearing.

- **10th Level—Sign of Life (Sp):** The champion of life can sense living creatures at will, as the spell *detect creature* (but the champion detects all living things) as a caster of her class level using Charisma as her spellcasting key ability.
- **15th Level—Back to Life (Sp):** The champion of life can cast *revivification* once per week as a caster of her class level.
- **20th Level—Lifeshield (Su):** The champion cannot be affected by a spell with the negative energy descriptor.

DEATH

The champion of death serves the forces of the final end—the hereafter, the long night. While most are sinister or cruel in their administration of death, a few look upon death as a natural process. Such benevolent champions of death are not quick to deal death, but instead help those whose time has come naturally. Some champions of death consort with undead as allies (and representatives of that which they serve), while others despise the undead as abominations, neither living nor dead.

The champion of death revels in the signs and symbols of death—she wears black clothing and adorns herself with skulls and bones.

- **Special:** The champion of death can use any spell-completion or spell-trigger magic item involving the necromancy school.
- **1st Level—Death's Blessing (Ex):** The champion of death gains a +1 luck bonus to damage rolls against living creatures.
- **5th Level—Death's Wrath (Sp):** Once per day, the champion of death can summon forth a blast of dark gray negative energy that inflicts 1d8 points of damage per class level (maximum 10d8) to a single living creature within 100 feet. The champion must make a successful ranged touch attack to inflict damage.
- **10th Level—Deathshield (Su):** The champion of death is immune to spells with the negative energy descriptor.
- **15th Level—Finger of Destruction (Sp):** The champion of death can cast *finger of destruction* once per day as a caster of her

class level using Charisma as her spellcasting key ability.

- **20th Level—Wave of Death (Sp):** The champion of death can cast *wave of death* once per day as a caster of her class level using Charisma as her spellcasting key ability.

MAGIC

A champion of magic serves the supernatural powers that guide the world with an unseen hand. A friend to spellcasters, a guardian (and sometimes leader) of mage guilds, and a defender of magical places and creatures, a champion of magic walks in two worlds. They are as interested in lore and knowledge as combat techniques and strategy, as at home in a library as on a battlefield.

The champion of magic sometimes looks more like an armored mage than a simple warrior. They always wear or carry some kind of signifier of their devotion—some even use a staff as a weapon.

- **Special:** The champion of magic has Spellcraft and Use Magic Device as class skills.
- **1st Level—Lesser Magic Touch (Sp):** Once per day the champion of magic can cast any 0-level or 1st-level simple or complex spell, using her champion level as the caster level and Charisma as her spellcasting key ability. The spell has verbal components only.
- **5th Level—Familiarity With Magic (Su):** The champion of magic enjoys a special familiarity with magic. She gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, she gains a special +2 competence bonus to Armor Class against spells with attack rolls.
- **10th Level—Greater Magic Touch (Sp):** Once per day the champion of magic can cast any 2nd- or 3rd-level simple or complex spell, using her champion level as the caster level and Charisma as her spellcasting key ability. The spell has verbal components only.
- **15th Level—Dispel Magic (Sp):** The champion can automatically dispel one non-instantaneous magical effect by touch as if she had cast *dispel magic* and succeeded at the caster power check. This ability is usable once per day per point of Constitution bonus (if positive).
- **20th Level—True Magic Touch (Sp):** Once per day the champion of magic can cast any 4th- or 5th-level simple or complex spell, using her champion level as the caster level and Charisma as her spellcasting key ability. The spell has verbal components only.

FREEDOM

A champion of freedom despises tyranny, oppression, and injustice. Normally found in places where they are needed most, a champion of freedom seeks to overthrow or defeat some kind of despot or a group that subjugates another group. They use hit-and-run tactics and try never to endanger innocents. A champion

of freedom must sometimes content herself with minor victories—a slogan of freedom scrawled on the wall of the tyrant's palace, a single prisoner freed from the dungeons, and so on.

Sometimes a champion of freedom chooses to wear lighter armor to keep mobile.

- **Special:** The champion of freedom has Open Lock and Disable Device as class skills.
- **1st Level—Freedom's Will (Su):** The champion of freedom gains a +2 resistance bonus to spells of the enchantment school.
- **5th Level—Freedom's Strength (Ex):** The champion enjoys a +1 luck bonus to attack and damage rolls when in a fight to free someone or something from captivity, or against an oppressive force or figure (The DM should be very strict in determining when a combat situation directly relates to freeing a captive or fighting an oppressor. For example, the champion gains the bonus in all fights against an oppressive overlord's troops or against the dragon guarding the kidnapped townsfolk, but not against the overlord's brother who has nothing to do with the regime or during random encounters on the way to the cave where the townsfolk are imprisoned.)
- **10th Level—Freedom's Movement (Su):** The champion is immune to any spell that would bind, constrict, or immobilize her, such as *bind with plants*, *chains of vengeance*, and even *drain away speed*.
- **15th Level—Freedom's Passage (Sp):** The champion of freedom can cast *open lock* up to once per class level per day and *bypass ward* once per day, using her champion level as the caster level and Charisma as her spellcasting key ability.
- **20th Level—Freedom's Shield (Su):** The champion of freedom is immune to unwanted enchantment spells of 5th level or lower.

FOCUSED DEVOTIONS

Here are some examples of potential focused devotions for high-level champions, including their champion abilities.

A RACE

The champion of a race defends that people's interests and rights in all situations. The champion is usually—but not always—a member of the race in question. She dresses in traditional garb for that race and enjoys the company of members of that race over all others. (Usually, "race" means a race found in *Monte Cook's Arcana Unearthed*. However, any type of creature, such as dragons or shadow trolls, could have a champion.)

The champion gains a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks made against creatures who know of and either respect or fear the race she champions.

- **10th Level—Blessing of the Race (Ex):** The champion of a given race enjoys the racial ability score bonuses unique to that race—only the bonuses, not the penalties and not bonuses gained through racial levels or faen metamorphosis. For example, a giant champion gains a +2 bonus to

Strength, while a quickling faen champion gains a +2 bonus to Dexterity. If you are already a member of this race, you receive the bonus again; this bonus stacks with previous racial bonuses. Races without ability score modifiers grant a bonus feat (any general, item creation, or ceremonial feat that the character qualifies for).

- **15th Level—Smite Racial Foes (Su):** If a recognized leader of the champion's chosen race declares an individual or group to be enemies of the race, the champion gains the ability to smite racial foes, inflicting additional damage on a single attack per day equal to her level + her Constitution bonus.
- **20th Level—Battle Cry (Ex):** The champion of a race can rally members of that race through a battle cry or stirring speech. All allied members of the race within 100 feet of the champion gain a +2 morale bonus to attack rolls, saving throws, and checks for 20 rounds. The champion can use this ability once per day, in addition to the heartening cry ability (although they do not stack).

A PLACE

The champion sometimes chooses a place of great significance, either real or symbolic in its importance: an ancient castle with its own magical legacy, the throne of a line of emperors, or a great and noble city. One can even choose an entire nation or region, but often this breadth lessens the intensity of the resulting powers.

The champion gains a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks made against creatures who know of and either respect or fear the place she champions.

- **10th Level—Strength of Place (Su):** The champion gains a +4 circumstance bonus to attack and damage rolls while in the place she champions. (The bonus becomes only +2 if the area is larger than a single city.)
- **15th Level—Blessing of Place (Su):** The champion gains a +4 circumstance bonus to saving throws and skill checks while in the place she champions. (The bonus becomes only +2 if the area is larger than a single city.)
- **20th Level—Born of Place (Sp):** While within the place she champions, once per day, the champion can cause others within 100 feet who are not native to the place to be affected as by a *slow* spell cast at 20th level. All targets must be within the place she champions. Treat this as if the champion cast *slow* as a spell-like ability, using her champion level as the caster level and Charisma as her spellcasting key ability.

A PERSON

The champion chooses a single person to champion, called her charge. This individual usually—but not always—holds a position of power or respect, like a king, a priestess, or other person of note. Other times, a champion might choose as her charge a friend or companion she respects or trusts, one she sees as needing her support for a worthy end.

The champion gains a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks made against creatures who know of and either respect or fear the person she champions.

- **10th Level—Guard the Body (Ex):** If the champion is within 5 feet of the person she champions, she can choose to take any damage (magical or otherwise) intended for the person. This results in the champion “acting” not on her turn. The champion makes this decision after attack rolls, but not damage rolls, are made. If the champion chooses to take the damage, apply the damage—even if a hit seems unlikely or even impossible. For example, if archers fire arrows at the champion's charge and the champion decides to take the damage, the arrows all hit her, even if her Armor Class is so high that actual strikes are unlikely (no attack rolls are made).

- **15th Level—Invoke the Name (Su):** The champion can invoke her charge's name (not truename) to draw on the power of their bond. A character must first name the charge and then—very specifically—a task she will accomplish in no more than one year's time in that person's name. If the task is not completed in that time, the invoked charge suffers great shame and a –1 morale penalty to attacks, saves, and checks for one month.

During this year, the champion gains an additional attack at her highest bonus every time she makes an attack. For example, if she makes three attacks in a full-attack action, she makes four after having invoked the name of her charge. If she takes only a standard attack

Creating New Causes to Champion

If you wish to create a new cause to champion, such as an element, the moon, an order, a religion, or virtually anything else, develop the specific champion abilities with appropriate, related benefits using the following broad guidelines:

When an ability score modifier is needed, use Constitution. Use Charisma as a spellcasting key ability.

Special: *Either two additional class skills or a specific type of magic item that they can use.*

1st Level: *A minor spell-like ability (usually a 0- or 1st-level spell) usable once per day, or a small ongoing bonus (such as to saves or a limited attack bonus).*

5th Level: *An ongoing ability and perhaps a once-per-day minor spell-like ability (usually no higher than 2nd level).*

10th Level: *A more powerful spell-like ability (usually no higher than 4th level) or a useful immunity.*

15th Level: *A spell-like ability (usually around 5th or 6th level) usable one per day, or a lower-level ability usable more often.*

20th Level: *A powerful immunity or a spell-like ability (usually no higher than 7th level).*

If one power is exceptionally potent, decrease another. Use the existing champion causes as examples.

action (making one attack), she makes two attacks. The extra attacks are available only in combats pertaining to the task specified while invoking the name. (The DM should be very strict in determining when a combat situation directly pertains to performing the task. For example, after invoking the name of her charge to destroy an oppressive overlord, the champion gains the bonus attack in all fights against the overlord's guards or the overlord himself, but not during random encounters on the way to the overlord's fortress.)

The task must be appropriate to the principles embodied by the champion's charge, or the benefits do not apply. The champion cannot invoke the name of her charge more than once at a time, and never more than once a month

- **20th Level—Share the Bond (Su):** The champion becomes so linked to her charge that she knows the person's status (doing well, wounded, dead) and general location (direction and distance away) at all times, unless some divination magic, such as *unknown*, impedes her. Lastly, by touching her charge she can transfer hit points freely to the person. The transfer works only one way, and charges cannot be raised above their maximum hit points.

MAGE BLADE

"The power flows through me and into this blade. Watch yourself, or the blade will flow into you."

Born with the will of a warrior but the talents of a spellcaster, the mage blade combines these divergent pursuits into a very specialized set of abilities. The mage blade's focus is her *key weapon*, or "athame." She not only uses it in combat, but as a focus for casting spells, as a magister uses his staff. She imbues this weapon with mystical powers and uses spells to augment it further, as well as to enhance and protect herself in battle.

A mage blade prides herself on being self-reliant. Her abilities are broad, and few challenges arise that catch her unprepared.

Adventurers: Mage blades seek fame and fortune just like anyone else. They usually have a distinct sense of panache—their combat style has a flair as they use spells to complement their skills. Mage blades love the company of other adventurers, knowing that they can learn from both spellcasters and martial types, and yet can offer something unique to either group.

Background: Mage blades can study while apprenticed to a single devoted master, or in an academy where they spend half the day in martial training and the other half studying eldritch lore. Some mage blades originally trained to be nonspellcasting warriors but could not resist the pull of their inherent magical talents.

THE MAGE BLADE

Level	Base	Fortitude	Reflex	Will	Special	Spell Slots per Day							
	Attack Bonus	Save	Save	Save		0	1	2	3	4	5	6	7
1	+0	+0	+0	+0	Athame	2	0	—	—	—	—	—	—
2	+1	+1	+1	+1	—	2	1	—	—	—	—	—	—
3	+2	+1	+1	+1	—	2	2	—	—	—	—	—	—
4	+3	+2	+2	+2	Shimmering shield	3	2	0	—	—	—	—	—
5	+3	+2	+2	+2	Bonus feat	3	2	1	—	—	—	—	—
6	+4	+3	+3	+3	Athame defense	3	2	2	—	—	—	—	—
7	+5	+3	+3	+3	Sprightly step	3	3	2	0	—	—	—	—
8	+6/+1	+3	+3	+3	—	4	3	2	1	—	—	—	—
9	+6/+1	+4	+4	+4	Summon athame (standard action)	4	3	2	2	—	—	—	—
10	+7/+2	+4	+4	+4	Bonus feat	4	3	3	2	0	—	—	—
11	+8/+3	+5	+5	+5	Slice through wardings	4	4	3	2	1	—	—	—
12	+9/+4	+5	+5	+5	Familiarity with magic	4	4	3	2	2	—	—	—
13	+9/+4	+6	+6	+6	—	4	4	3	3	2	0	—	—
14	+10/+5	+6	+6	+6	Summon athame (free action)	4	4	4	3	2	1	—	—
15	+11/+6/+1	+6	+6	+6	Bonus feat	4	4	4	3	2	2	—	—
16	+12/+7/+2	+7	+7	+7	Spell parry	4	4	4	3	3	2	0	—
17	+12/+7/+2	+7	+7	+7	—	4	4	4	4	3	2	1	—
18	+13/+8/+3	+8	+8	+8	Slice through spells	4	4	4	4	3	2	2	—
19	+14/+9/+4	+8	+8	+8	—	4	4	4	4	3	3	2	0
20	+15/+10/+5	+9	+9	+9	Bonus feat	4	4	4	4	4	3	2	1



Others could not quite cut it as magisters (through lack of talent or interest) but more than made up for this shortcoming with their physical abilities.

Races: Humans embrace the mage blade's versatility. Faen find the way of the mage blade to be a pursuit that loresongs and quicklings can both enjoy. Giantish mage blades like to sing battle ballads while they fight and call themselves bladesongs. Litorian mage blades use both magic and skill to act as expert stalkers, while verrik like the focus of mystical energies through a single source—the key weapon. Sibecai mage blades operate as units, employing both spells and weapons in organized formations. Mojh mage blades employ weapons that look like dragon claws and like to call themselves things like “the fist of the dragon.”

View of Magic: Magic is a tool. It can be used toward an end. Mage blades see their spells as motions and positions, in the same way a swordfighter sees a thrust, a parry, a feint, or a riposte. Every motion has its countermotion. Raise your blade just so when you form the magic in your mind (and speak it with your mouth), and you create an illusion. Twirl the blade clockwise and hold it perpendicular to your chest with the appropriate thought and word, and you call forth a burst of flame. Each motion, thought, and word combination constitutes a well-practiced spellstroke.

Other Classes: Mage blades excel at “switching gears” to allow them to spend time among magisters, witches, runethanes, and others interested solely in magic, as well as with warmains, unfettered, and other warriors with little interest in such things.

NPCs: The capable warrior who knows a spell or two to get herself out of danger is a mage blade. The dreaded slayer that cannot be stopped by man or magic is a mage blade. The ancient undead warrior priest out to avenge his fallen civilization is a mage blade.

Hit Die: d8

SKILLS

Skill Points at 1st Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

Class Skills: The mage blade's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Search (Int), Speak Language (none), Spellcraft (Int), and Swim (Str). For more information on these skills, see *Monte Cook's Arcana Unearthed*.

CLASS FEATURES

Weapon and Armor Proficiency: Mage blades are proficient with all simple and martial weapons and light armor and shields.

Spells: Mage blades have access to simple spells in *Monte Cook's Arcana Unearthed*. A mage blade may choose to ready any simple spell, provided she can cast spells of that level. She readies spells ahead of time, any of which she can cast up to the maximum number of spell slots available to her for each given level. To ready or

SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7
1	2	0	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—
3	3	2	—	—	—	—	—	—
4	3	3	0	—	—	—	—	—
5	4	3	1	—	—	—	—	—
6	4	3	2	—	—	—	—	—
7	4	4	3	0	—	—	—	—
8	5	4	3	1	—	—	—	—
9	5	4	3	2	—	—	—	—
10	5	5	4	3	0	—	—	—
11	6	5	4	3	1	—	—	—
12	6	5	4	3	2	—	—	—
13	6	6	5	4	3	0	—	—
14	6	6	5	4	3	1	—	—
15	6	6	5	4	3	2	—	—
16	6	6	6	5	4	3	0	—
17	6	6	6	5	4	3	1	—
18	6	6	6	5	4	3	2	—
19	6	6	6	6	5	4	3	0
20	6	6	6	6	5	4	3	1

cast a spell, a mage blade must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a mage blade's spell is 10 + the spell's level + the mage blade's Charisma modifier. Bonus spells for mage blades rely on Charisma.

Mage blades never gain access to 8th- or 9th-level spells.

Mage blade spells always have both somatic and verbal components. Thus, they face spell failure chances when wearing armor. An exception to this requirement applies if the mage blade holds her key weapon in her hand(s). In such a case, her spells have only verbal components, so she suffers no spell failure chances when wearing armor. (Technically, the mage blade usually motions with her sword when casting spells, but this is not considered actual somatic components for purposes of spell failure in armor, casting spells while grappled, and so on.)

Athame (Su): The mage blade selects a bladed weapon that she is proficient with and performs a daylong ceremony to make it her key weapon, also called an “athame.” A mage blade can have only one athame, and the athame must be a physical weapon (not the creation of a spell), although it can be enhanced with magic. The athame gains a +1 enhancement bonus, which functions only in the mage blade's hands. At 4th level, and every four mage blade levels afterward, this bonus increases by +1 (maximum +5). The weapon does not have to be masterwork to use it as an athame, but if the mage blade ever wants to enhance it with weapon special abilities, such as keen or dancing, it must be masterwork. This ability provides enough of an enhancement bonus to give the blade special abilities without first giving it at least a +1 enhancement bonus using the normal item creation rules.

The athame gains a small modicum of sentience in the ceremony. It has a very basic empathic link with the mage blade, so the character always knows where the weapon is (distance and direction). The athame serves as a special focus for all the mage blade's spells. As long as it remains in her hands, her spells have no somatic components.

A mage blade can create a new athame by performing the ceremony again, but this results in the destruction of the previous athame, if it still exists.

Starting at 6th level, the athame, unless specifically commanded not to (mentally by the mage blade), strikes at anyone other than the mage blade who picks it up or attempts to use it. The weapon strikes once per round until dropped, using the mage blade's attack bonuses. Resolve the attack as if the mage blade were wielding the weapon.

Beginning at 9th level, the mage blade can summon her athame to appear immediately in her hand as a standard action. The weapon can be up to 10 miles per class level away, although if it is in someone else's possession or in a locked room, the mage blade must make a caster power check (DC 25) to summon it. Starting at 14th level, this summons becomes a free action, usable once per round.

Shimmering Shield (Sp): The 4th-level and higher mage blade can call a magical shield to surround her like a shimmering aura.

This shield provides a +2 deflection bonus to Armor Class per four class levels and does not require the mage blade to wield it as a shield (she keeps both hands free). The shimmering shield can be called upon, as a standard action, once per day for 1 round per level.

Bonus Feats: At 5th level, the mage blade gets a bonus feat. The mage blade gains an additional bonus feat at 10th level, and another at 15th and 20th. Draw these bonus feats from the following list: Armor Proficiency (Medium), Armor Proficiency (Heavy), Bloody Strike, Bonded Item, Combat Reflexes, Complex Spell*, Defensive Move (Mobility), Defensive Stance, Defensive Unarmed Strike, Expertise (Improved Disarm, Improved Trip), Exotic Armor Proficiency, Exotic Weapon Proficiency*, Exotic Spell*, Hunter Mage, Improved Critical*, Improved Initiative, Modify Spell, Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Psion, Quick Draw, Rapid Strike, Stunning Blow, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, Weapon Focus*.

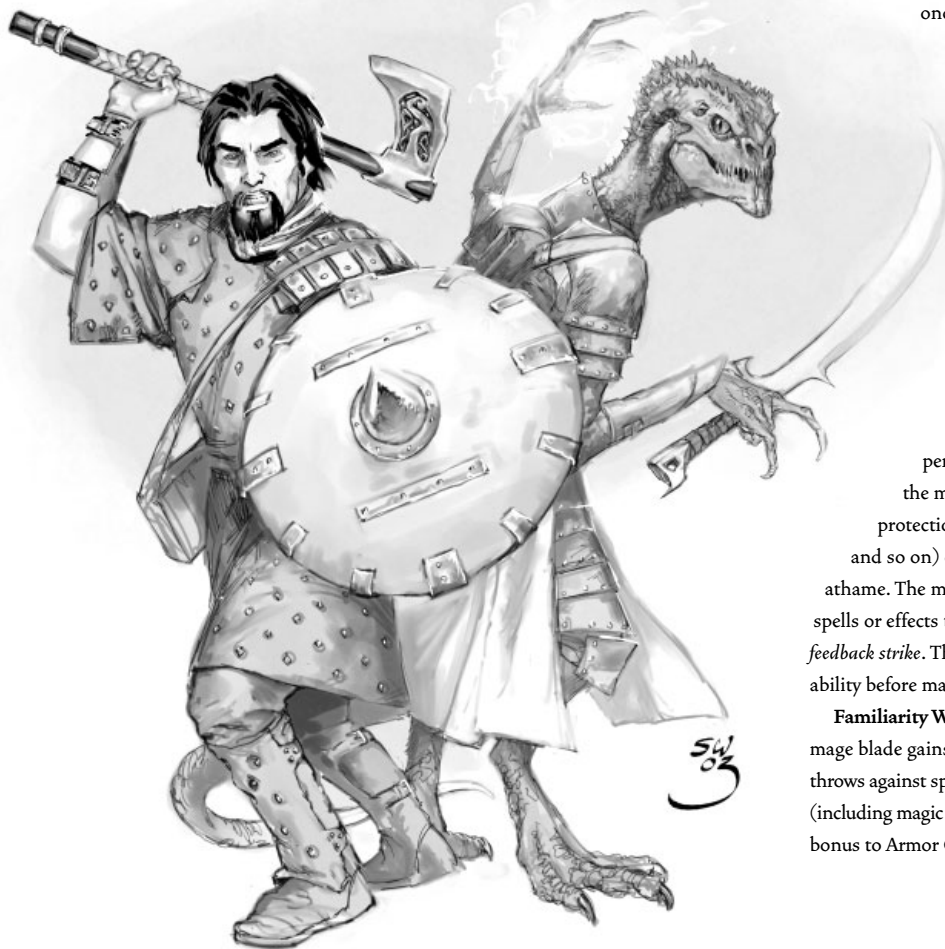
Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can choose a ceremonial bonus feat in this way. A mage blade cannot acquire some of these bonus feats until she has gained one or more prerequisite feats; these feats appear parenthetically after the prerequisite feat. A mage blade can select feats marked with an asterisk (*) more than

once, but it must be for a different weapon, spell, or spell level (depending on the feat) each time. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums (but not true-names).

Sprightly Step (Ex): The 7th-level and higher mage blade gains proficiency with Medium armor but retains her normal movement rate while wearing it.

Slice Through Wardings (Su): Once per day per class level, starting at 11th level, the mage blade can ignore all magic-based protections (Armor Class bonuses, *defensive field*, and so on) on a foe in a single attack made with her athame. The mage blade cannot use this ability to ignore spells or effects that take effect when a foe is attacked, like *feedback strike*. The character must declare her use of this ability before making the attack.

Familiarity With Magic (Ex): The 12th-level and higher mage blade gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, she gains a +2 competence bonus to Armor Class against spells requiring attack rolls.



Spell Parry (Su): A 16th-level and higher mage blade gains the ability to parry spells. The mage blade must have her athame in hand to parry a spell. Only spells targeting the mage blade alone can be parried—not area spells or spells targeted elsewhere. The mage blade makes an attack roll opposed by the caster's caster power check. If the mage blade's roll is higher, the spell fails to affect her at all. The mage blade can parry only spells she is aware of; spells from invisible casters or those casting mental-action only spells cannot be parried. No more than one spell can be parried in a round.

Slice Through Spells (Su): Once per day, beginning at 18th level, the mage blade can strike a non-instantaneous spell effect or creation (a summoned monster, an *eldritch wall*, an illusion, an area of *obscuring mist*, and so on) with her athame and dispel it as if she had cast *dispel magic* using her class level as the caster level. A mage blade cannot dispel effects on a creature (like *dominate* or *sorcerous guise*), only “stand-alone” effects. Even spells not normally subject to *dispel magic* can be affected.

OATHSWORN

“I will do whatever is needed to fulfill my oath—even that which you believe impossible.”

Perhaps the most dedicated and steadfast individuals in all the land, oathsworn (singular and plural) pick a task and then set out to accomplish it—no matter what stands in their way. Oathsworn are skilled martial artists and unarmed combatants, and their supernatural devotion to their oath allows them to forgo food, sleep, and even air.

Oathsworn place a number of harsh restrictions on themselves. They do not, however, judge non-oathsworn for not abiding by their restrictions—their morality and sense of honor extend only to themselves.

To begin with, oathsworn do not use weapons or armor. Only in the case of being unable to fulfill their oath will they ignore this restriction. For example, if an oathsworn encounters a creature with damage reduction standing in her way, she may deign to pick up a magical weapon (if somehow available) and use it to fight. Likewise, if presented with a flying foe, the oathsworn may find need of a

THE OATHSWORN



Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Unarmed Damage*	AC Bonus	Unarmored Speed**
1	0	+2	+2	+2	Unarmed strike, flurry of blows swear an oath	1d6	+1	30 feet
2	+1	+3	+3	+3	Eschew food, shattering blow	1d6	+1	30 feet
3	+2	+3	+3	+3	Evasion	1d6	+2	30 feet
4	+3	+4	+4	+4	Fast movement†, throw object, adaptation (lesser)	1d8	+2	40 feet
5	+3	+4	+4	+4	Refuse fatigue, refuse fear	1d8	+3	40 feet
6	+4/+1	+5	+5	+5	Objects as weapons	1d8	+3	40 feet
7	+5/+2	+5	+5	+5	Shattering strike (lesser)	1d8	+4	50 feet
8	+6/+3	+6	+6	+6	Eschew water	1d10	+4	50 feet
9	+6/+3	+6	+6	+6	Refuse wounds	1d10	+5	50 feet
10	+7/+4/+1	+7	+7	+7	Oathpower	1d10	+5	60 feet
11	+8/+5/+2	+7	+7	+7	Refuse poison or disease	1d10	+6	60 feet
12	+9/+6/+3	+8	+8	+8	Eschew air	1d12	+6	60 feet
13	+9/+6/+3	+8	+8	+8	Adaptation (greater)	1d12	+7	70 feet
14	+10/+7/+4/+1	+9	+9	+9	Eschew sleep, refuse hindrances	1d12	+7	70 feet
15	+11/+8/+5/+2	+9	+9	+9	Refuse spells	1d12	+8	70 feet
16	+12/+9/+6/+3	+10	+10	+10	Shattering strike (greater)	1d20	+8	80 feet
17	+12/+9/+6/+3	+10	+10	+10	Eschew aging, refuse debilitation	1d20	+9	80 feet
18	+13/+10/+7/+4/+1	+11	+11	+11	Oathstrike	1d20	+9	80 feet
19	+14/+11/+8/+5/+2	+11	+11	+11	Adaptation (true)	1d20	+10	90 feet
20	+15/+12/+9/+6/+3	+12	+12	+12	Refuse mortality	1d20	+10	90 feet

* Small and Tiny oathsworn deal less damage; Large oathsworn deal more damage. See size-based table on the next page.

** Small and Tiny oathsworn are slower; Large oathsworn move the same amount (despite their greater stride, their bulk slows them down). See size-based table.

† Small and Tiny oathsworn gain fast movement at 3rd level.

ranged weapon. Because of this need, oathsworn eventually learn to make any handy object into a ranged weapon they can throw.

In any event, oathsworn will never carry a weapon or wear armor. They only use tools when absolutely necessary—they see it as a sign of weakness to need things beyond their own bodies. They would never, for example, use a tool to attempt to batter down a wall when they could do the same with their fists or feet. They would never use a rope to climb a slope they could ascend with their own hands.

Oathsworn do not ride animals or allow themselves to be borne by another (such as in a cart pulled by horses or on a sedan chair carried by slaves). The only exception is if a comrade carries a wounded oathsworn out of harm's way—and even then the oathsworn feels shame.

Adventurers: Oathsworn do not go on “adventures.” They do what needs to be done to fulfill their oaths. If that means exploring ancient ruins or rooting out a tribe of goblins from their lair, so be it. In all that oathsworn do, they show their devotion to their oaths.

Background: Oathsworn trace their legacy back to a time more than 1,000 years ago, when a group of humans swore allegiance to a semi-divine being worthy of their supreme devotion. They learned to channel all their personal needs and desires into their work defending him and doing as he asked—or as he needed without even having to ask. This legacy has continued ever since.

Oathsworn begin their careers alone. They gain their training and insight not through interaction with others

SIZE-BASED OATHSWORN CHANGES

Level	Tiny Damage	Tiny Speed	Small Damage	Small Speed	Large Damage
1–2	1d3	10 feet	1d4	20 feet	1d8
3	1d3	15 feet	1d4	25 feet	1d8
4–5	1d4	15 feet	1d6	25 feet	1d10
6–7	1d4	20 feet	1d6	35 feet	1d10
8	1d6	20 feet	1d8	35 feet	1d12
9–11	1d6	25 feet	1d8	40 feet	1d12
12–14	1d8	30 feet	1d10	45 feet	1d20
15	1d8	35 feet	1d10	55 feet	1d20
16–17	1d10	40 feet	2d6	55 feet	4d6
18–20	1d10	45 feet	2d6	60 feet	4d6

but through meditation. They feel a psychic call to the role and, if they prove themselves worthy, they accept the sacred call and seek enlightenment to find oaths worthy of taking.

Races: Human oathsworn act as bodyguards, while giantish oathsworn are usually guardians of places. Faen oathsworn are rare, and usually lone wanderers. Mojh oathsworn swear complex and mysterious oaths, usually having to do with discovering ancient secrets. Litorian



oathsworn, sometimes called avengers, often deal with righting perceived wrongs. Sibeccai oathsworn are some of the harshest and most severe of this class, forsaking all else to do as they must. Verrik oathsworn act in groups as elite warriors.

Other Classes: Oathsworn do not judge, nor are they choosy about their companions, except as to how each ally might help or hinder them in fulfilling their oaths.

NPCs: Oathsworn swear to guard the life of a noble. Other oathsworn might seek to end the life of that same noble, for motivations of their own. The vengeful villain who will stop at nothing to achieve his terrible and bloody goal is an oathsworn.

Hit Die: d10

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4

Skill Points at Higher Levels: 4 + Intelligence bonus

Class Skills: The oathsworn's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Sense Motive (Wis), Sneak (Dex), Spot (Wis), Swim (Str), and Tumble (Dex). For more information on these skills, see *Monte Cook's Arcana Unearthed*.

CLASS FEATURES

Weapon and Armor Proficiency: Oathsworn are proficient with no weapons and no armor. They disdain both, for they see *themselves* as weapons. If need be, they can make use of objects as weapons with surprising skill (see the object as weapon and throw object abilities)

As she gains levels, an oathsworn's Armor Class improves with an insight bonus. This Armor Class bonus represents a preternatural awareness of danger, and an oathsworn does not lose it even in situations when she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Oathsworn do lose this Armor Class bonus when immobilized.)

When wearing armor, an oathsworn loses her insight Armor Class bonus for class and level, favorable multiple unarmed attacks per round, and heightened movement. Furthermore, her special abilities all face the spell failure chance that the armor type normally imposes.

Unarmed Strike: An oathsworn fighting unarmed does not provoke attacks of opportunity from armed opponents that she attacks.

When an oathsworn is using unarmed strike, she doesn't have the option of making an off-hand attack, as she uses her whole body in every attack (see flurry of blows, at right). On the rare occasion that the character might be fighting with a one-handed weapon, she can make an unarmed strike as an off-hand attack but suffers the standard penalties for two-weapon fighting.

Usually, an oathsworn's unarmed strikes deal normal damage rather than subdual damage. However, she can choose to deal her damage as subdual damage without penalty.

An oathsworn with natural weapons uses her unarmed strike attack bonus and damage with those natural weapons, or the normal natural weapon attack bonus and damage, whichever is greater.

Flurry of Blows: The oathsworn may make one extra attack in a

round at her highest base attack, but this attack and each other attack made that round suffer a –2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the character might make before her next action. The oathsworn must use the full-attack action to strike with a flurry of blows. Do not reduce her damage bonus on the additional attack.

Swear an Oath (Ex):

An oathsworn must always work toward fulfilling an oath. To swear an oath, she names—very specifically—a task she will accomplish in no more than one year's time. If the task is not completed in that time, or if conditions arise that indicate the failure of the oath, the oathsworn loses all class abilities for one month. After that month, the oathsworn must swear an oath again (it can be the same oath). An oathsworn who loses her class abilities three times loses them forever.

An oathsworn cannot be tricked into thinking an oath is fulfilled when it is not, and no magical compulsion can force her to stop attempting to fulfill it. An oathsworn gains a +4 luck bonus to Spot or Sense Motive checks against any attempt to fool her about part of an oath (giving her an imposter to protect when she has sworn to guard a person, for example).

An oathsworn who successfully fulfills her oath must immediately swear a new one. If she does not, she loses all class abilities until she does—which means an oathsworn could “retire” after fulfilling an oath, then suddenly regain her powers, years later, when she swears a new oath.

Oathsworn and Tools

Oathsworn prefer not to use tools, but they're not crazy. They're just extremely self-sufficient. If wanton destruction factors into the choice of whether to use a tool—i.e., using a key to open a locked door versus battering it down with their fists—the oathsworn would take the more reasonable approach and simply use the key. If circumstances require them to use a tool, they always use the most reasonable and expedient one available (a tindertwig rather than flint and steel to start a fire, for example). Official rulings as to what constitutes a “tool” are up to the DM, although clothing (including magical rings, cloaks, boots, and so on), backpacks, pens and paper, potions or medicines, magical tattoos, spell effects (like eldritch armor), and other things that allow the oathsworn to do things she could not otherwise do without them (no matter how skilled) are not forbidden to them.

However, oathsworn do prefer to live spartan lives. They sleep on the ground rather than in a bed, they tell time by the sun, they run rather than ride, and prefer simple food like fruit to elaborate cooked meals. An oathsworn with a broken arm might insist on simply holding her arm very still rather than wearing a cast (and would have the wherewithal to do so).

And in some cases, it just depends on the situation. An oathsworn would prefer not to use a rope to climb if she doesn't have to, but to tie up a captured foe, rope is obviously needed. She wouldn't fight with a knife, but if she had to skin a deer, she would use one. An oathsworn would never allow her disdain for tools to anger her comrades—the oath is not about hindering others and does not apply to non-oathsworn.

Oaths can be singular tasks (destroy Tower Nestran) or ongoing (keep Daerial Daymaker alive). Ongoing oaths can be renewed at the end of each year. An oath must be something measurable, so the character knows whether it has been fulfilled. If Tower Nestran still stands after one year, or if Daerial Daymaker dies, the oathsworn who made those oaths clearly failed. If the tower lies in ruins or if Daerial remains alive at the end of the year (never having died at any point during the year), the oaths were fulfilled and the oathsworn successful.

It is crucial that the player of an oathsworn character work out the details of her oath with the DM. The DM should make sure that the oath does not run counter to the direction of the campaign or

prevent the character from taking part in planned adventures.

Eschew Food (Ex): At 2nd level and higher, an oathsworn no longer needs to eat to survive. She simply refuses to let her body be bound to such requirements. To survive she needs only water (and air to breathe, of course).

Shattering Blow (Su): At 2nd level and higher, the oathsworn can take a full-round action to make a single powerful strike with the full force of her oath behind it. The unarmed strike ignores 1 point of a creature's damage reduction

for each oathsworn class level. So a 3rd-level oathsworn ignores 3 points of damage reduction. This ability also applies to object hardness and extends to makeshift weapons that the oathsworn forms from handy objects.

Evasion (Ex): If a 3rd-level or higher oathsworn makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion applies only if the oathsworn wears Light armor or no armor.

Fast Movement (Ex/Su): At 4th level and higher (3rd level for Tiny and Small characters), an oathsworn moves faster than normal. An oathsworn in armor (even Light armor) or carrying a Medium or Heavy load loses this extra speed. A Small or Tiny oathsworn moves more slowly than a Medium oathsworn. (See the size-based table on page 26.)

From 10th level on, the oathsworn's fast movement ability actually becomes a supernatural ability.

Throw Object (Ex): Starting at 4th level, an oathsworn can use any object she can lift above her head as a ranged (thrown) weapon

she is proficient with. The object must weigh at least 1 lb. to use it as a ranged weapon. She uses her normal attack bonus and unarmed damage, and the weapon has a range increment of 10 feet. She uses this only against foes she cannot reach or otherwise harm with her unarmed strikes. Assume that, unless the object is particularly sturdy, it breaks when thrown.

Lesser Adaptation (Ex): At 4th level and above, the oathsworn can ignore ongoing damaging environmental effects of up to 1 point of damage per round. This includes damage from exposure in the hot desert, but not damage from directed attacks, like a *fireburst* spell.

Refuse Fatigue (Ex): At 5th level and beyond, the oathsworn does not tire. As long as she gets a good night's rest (eight hours), she never feels the effects of fatigue. She could run at her top speed all day and not tire.

Refuse Fear (Ex): Starting at 5th level, the oathsworn is immune to fear and fear effects.

Objects as Weapons (Ex): Rarely, an oathsworn faces a foe her fists cannot overcome or one that is foolish to touch (a caustic ooze, or a fire elemental). In such cases, a 6th-level and higher oathsworn can use any object she can lift over her head as a weapon she is proficient with. The object must weigh at least 1 lb. to use it as a weapon. She uses her normal attack bonus and unarmed damage. The DM should pay close attention to the sturdiness of the object. Although the oathsworn can inflict surprising damage with harmless-looking objects, this ability does not grant the object any special strength. Many objects will break when used as weapons. Some objects, at the DM's discretion, might grant special abilities. For example, a character might wield a rope as a whip, and use it to make trip attacks.

Lesser Shattering Strike (Su): Beginning at 7th level, an oathsworn empowers every unarmed attack she makes with the full strength of her oath. The unarmed strike ignores 1 point of a creature's damage reduction for every two oathsworn class levels. So a 7th-level oathsworn ignores 3 points of damage reduction. This ability also applies to object hardness and extends to makeshift weapons that the oathsworn forms from handy objects.

Eschew Water (Ex): At 8th level and beyond, an oathsworn no longer needs even water to survive. Other than air to breathe, the oathsworn requires nothing—such things only distract from the oath.

Refuse Wounds (Su): Starting at 9th level, an oathsworn can cure her own wounds. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses.

Oathpower (Su): Starting at 10th level, the oathsworn gains further ability to fulfill her oath through her own incredible dedication. She gains a +2 competency bonus on all Balance, Climb, Concentration, Escape Artist, Jump, Sneak, Swim, and Tumble checks.

Refuse Poison or Disease (Su): Beginning at 11th level, an oathsworn gains immunity to poison and diseases of all kinds.

Eschew Air (Ex): At 12th-level or higher oathsworn no longer even needs to breathe.

More Sample Oaths

Put Duke Farrow back in power over the lands his family traditionally ruled.

Kill the necromancer or necromancers responsible for creating the undead that destroyed the Shrine of Loron.

Rejoin the pieces of the shattered Staff of Ulsafane.

Find the Seventh Scroll of the Muses.

Learn the truename of the dragon Thistleounge.

Bring the murderer of Vi-Reddin to justice.

Drive the goblins from the Forest of Naar.

Keep the flame burning in the Northern Fane of Torrel.

Allow no mojh to enter Castle Winterhome.

Greater Adaptation (Ex): At 13th level and beyond, after studying a given situation, environment, or area for 1 round, the oathsworn can ignore any circumstance penalties placed on attack and damage rolls, checks, and saves due to the conditions of that area for the next 10 rounds. For example, after contemplating for a round, an oathsworn can make attacks underwater at no penalty. She can walk across a slick, slippery ledge with no circumstance penalties placed upon her Balance checks.

Further, for that time, the oathsworn can ignore ongoing damaging effects of up to 10 points of damage per round. This includes damage from running through a burning building, but not damage from directed attacks, like a dragon's breath weapon.

Eschew Sleep (Ex): At 14th level and higher, an oathsworn does not need sleep. She can stay awake at all times and suffers no fatigue from doing so.

Refuse Hindrances (Su): At 14th level and higher, an oathsworn is immune to blinding attacks, deafening attacks, paralysis, stunning, nausea, and daze effects.

Refuse Spells (Su): At 15th level and higher, an oathsworn gains spell resistance equal to her level + 10.

Greater Shattering Strike (Su): At 16th level and beyond, an oathsworn's ability to empower her unarmed attacks increases. Each unarmed strike she makes ignores 1 point of a creature's damage reduction for every oathsworn class level. So a 16th-level oathsworn ignores 16 points of damage reduction. This ability also applies to object hardness and extends to makeshift weapons that the oathsworn forms from handy objects.

Eschew Aging (Ex): After achieving 17th level, an oathsworn no longer suffers ability penalties for aging and cannot be magically aged. (Any penalties she may have already suffered remain in place.) Bonuses for aging still accrue.

Refuse Debilitation (Ex): At 17th level and beyond, the oathsworn is not subject to ability score damage or energy drain.

Oathstrike (Su): Once per week, in a fight that directly pertains to the fulfillment of the oath (DM's discretion), the 18th-level or higher oathsworn can make a mighty unarmed blow that acts as a *coup de grace* against an opponent, even one who is not helpless. This is a full-round action. Creatures with no discernable anatomy (those normally immune to critical strikes or sneak attacks) are immune to oathstrike.

True Adaptation (Ex): A 19th-level or higher oathsworn reduces all circumstance penalties to attack and damage rolls, checks, and saves by 4.

Further, the oathsworn can ignore ongoing damaging effects of up to 10 points of damage per round. This includes damage from crossing a frozen tundra without winter gear, but not damage from directed attacks, like a dragon's breath weapon.

Refuse Mortality (Su): From 20th level on, an oathsworn is forevermore treated as an outsider rather than as a humanoid. Additionally, the oathsworn gains damage reduction 20/+1.

TOTEM WARRIOR

"I hear my totem call to me. It promises me wisdom no mortal could give."

Everything has a spirit. The totem warrior knows that within each animal, there lies powerful spirit binding it with all others of its kind. Virtually every animal has a totem spirit, but some of the most powerful and well-represented are the bear, hawk, shark, snake, wolf, and wolverine.

Totem warriors draw on the spirits for information, for skills, and for power. These fierce warriors use savage, instinctual combat techniques like those of the animals they bond with. Totem warriors gain animal companions and even the ability to take the physical form of their totem creature.

Because totem warriors have different totem spirits, their special abilities and physical characteristics can vary considerably: The bear totem warrior is strong and massive, while the snake totem warrior is fast and wiry.

Adventurers: Totem warriors always keep their totem animal in mind, in everything they do. Their actions will never disgrace their totem—they devote their lives to exemplifying and representing it among mortals. Facing challenges and overcoming obstacles is an excellent way to accomplish this.

Background: Totem warriors typically hail from wilderness areas, particularly regions where their totem animal lives naturally. Thus, bear totem warriors come from the woods, while shark totem warriors come from the islands or the coast. Totem warriors learn the beliefs of animism at a young age. While some imagine that they choose their totem animal, most come to realize that the totem spirit chooses them. Often this happens in the form of dreams or visions when the warrior is still quite young. Totem warriors receive no training from others—they are expected to learn what they must through experience, instinct, and communion with their totem spirit.

Races: Humans favor bear and wolf totems. Faen prefer the hawk and wolverine totems. Giants most often choose the bear totem. Litorians, the most common of this class, take up the mantle of any of the totems. Mojh totem warriors are few, the rare examples favoring the snake. Sibeccai like the wolf, hawk, and shark totems, and verrik totem warriors—also rare—usually choose the shark, hawk, or snake.

Other Classes: Aside from others of their class, totem warriors see eye to eye with greenbonds, who understand the spirit world even better than they. They enjoy fighting alongside unfettered and appreciate their wild side. Warmains are far more interested in strategy than they, and most other classes seem too preoccupied with spells or strange abilities that totem warriors have little interest in. They often mistake the akashic's ability to tap into the collective memory for communion with spirits, though, and consider them kindred.

NPCs: The ghostly figure in the woods who moves as fast as a wild beast is a totem warrior. The kindly guide who knows the wildlands better than anyone else is a totem warrior. The proud and noble warrior serving as the hereditary leader of a small tribe in the mountains is a totem warrior.

Hit Die: The totem warrior's Hit Die depends on the totem chosen. (See the specific totem sections that follow.)

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4

Skill Points at Higher Levels: 4 + Intelligence bonus

Class Skills: The totem warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Survival (Wis). For more information on these skills, see *Monte Cook's Arcana Unearthed*. Some totem warriors gain additional class skills based on their totem (see specific totem sections).

CLASS FEATURES

Weapon and Armor Proficiency: The totem warrior's proficiencies depend on the totem chosen. (See the specific totem sections.)

Totem Powers: At 1st level, totem warriors gain a special ability based on their chosen totem. The totem warrior gains an additional power at 4th level, and every four levels thereafter (8th, 12th, 16th, and 20th).

Bonus Feats: At 2nd level, the totem warrior gets a bonus feat. The totem warrior gains an additional bonus feat at 6th level, and every four levels thereafter (10th, 14th, and 18th). These are in addition to the feats a character gets every third level. Draw these bonus feats from the following list: Bloody Strike, Combat Reflexes, Defensive Move (Mobility), Exotic Armor Proficiency, Exotic

Weapon Proficiency*, Expertise (Defensive Move, Defensive Stance, Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Improved Cleave, Sunder), Quick Draw, Stunning Blow, Sturdy, Tough Hide, Track, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, Weapon Focus*, Weapon Specialization*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even Unbound characters can gain ceremonial bonus feats in this way. The totem warrior cannot acquire some of these bonus feats until she has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A totem warrior can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. The character still must meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums (but not truenames).

Totem Animal Companion: At 3rd level, the totem warrior gains a special animal companion imbued with the direct manifestation of the totem she reveres. The animal appears first in a dream, and then—if the totem warrior is in or near its natural habitat—she finds it waiting for her when she wakes up.

If the character does not treat the animal well—as a companion, not a slave—the animal leaves. The animal's loyalty is natural (not magical) and lasting.

THE TOTEM WARRIOR



Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Totem power
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	Totem animal companion
4	+4	+4	+1	+1	Totem power
5	+5	+4	+1	+1	—
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+2	+2	Totem animal bond
8	+8/+3	+6	+2	+2	Totem power
9	+9/+4	+6	+3	+3	Totem spirit companion
10	+10/+5	+7	+3	+3	Bonus feat
11	+11/+6/+1	+7	+3	+3	Totem animal speech
12	+12/+7/+2	+8	+4	+4	Totem power
13	+13/+8/+3	+8	+4	+4	—
14	+14/+9/+4	+9	+4	+4	Bonus feat
15	+15/+10/+5	+9	+5	+5	—
16	+16/+11/+6/+1	+10	+5	+5	Totem power
17	+17/+12/+7/+2	+10	+5	+5	—
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19	+19/+14/+9/+4	+11	+6	+6	—
20	+20/+15/+10/+5	+12	+6	+6	Totem power

The character can teach the totem animal three specific and even fairly complex tricks or tasks for each point of Intelligence it possesses. Examples include fetching an item or carrying a message.

From 3rd level on, the animal gains a Hit Die with each class level the character advances, along with all the subsequent benefits that entails—better saves, attack bonus, and so on. Further, for every four levels it advances, the animal may raise one ability score by 1 point (like a character) and increase its Intelligence score by 1.

If the animal dies, a new animal will come to the totem warrior in 1d10 + 10 days, if the warrior spends that time in the animal's natural environment. The new animal has the stats of the animal that died, and it continues gaining Hit Dice as the character gains levels.

Totem Animal Bond (Su): The 7th-level and higher totem warrior enjoys an empathic bond with her totem animal companion as long as they are within one mile of each other. The warrior knows the animal's general condition and well-being and can understand basic, emotional messages from it: "danger," "safety," "food," or "water." The totem warrior can send similar mental messages or information to the animal as well.

Further, the totem warrior gains an empathic rapport with all animals of the creature's general type:

Totem	Rapport With...
Bear	All bears
Hawk	All birds
Shark	All fish
Snake	All reptiles
Wolf	All canines
Wolverine	All small mammals

This rapport allows the warrior to stop an animal of the appropriate type from attacking her by making a Handle Animal check (DC 10 + the animal's HD + animal's Charisma modifier). If the animal is not hostile, she can make a similar check to try to gain some very general information from it about the surroundings: "safe," "full of danger," "sparsely populated," "crowded," and so on.

Totem Spirit Companion (Su): The 9th-level totem warrior and beyond can speak directly with the spirit of her totem once per day, asking a yes or no question. The totem spirit is not omniscient. It knows all observable facts about the present, and can thus always answer questions like, "Is there a hostile creature on the other side of this wall?" or "Is Veruth the giant in his castle right now?" It has a 75 percent chance, plus 1 percent per level of the totem warrior, to know the answer to a question about the past, such as, "Was this forest destroyed by goblins?" It never knows the answer to a question pertaining to the future or to the thoughts of another, such as, "Can I climb Mount Realmor?" or "Does Veruth know where the king's jewels are?"

Totem Animal Speech (Su): Beginning at 11th level, the totem warrior can speak to and understand (as if it could speak) her totem animal companion and all animals of its general type (see previous table).

BEAR TOTEM

The bear totem warrior often seems contemplative and slow to act, but proves dangerous when provoked. He has great strength and power. As he gains levels, he looks more and more like a bear—his body grows thick hair, his shoulders broaden, his limbs thicken, his teeth get a bit larger and pointed, and his lower face extends into a bit of a snout.

Hit Dice: d12

Weapon and Armor Proficiency: The bear totem warrior is proficient with all simple and martial weapons, as well as Medium and Light armor, and shields.

Animal Companion: Black bear. The bear itself does not have to be a black bear, but use the stats for a black bear. At 6 HD, the bear becomes size Large.

Totem Powers: The bear totem warrior earns these powers as he gains levels:

- **1st Level—Hide of the Bear (Ex):** The bear totem warrior gains a +1 natural armor bonus to Armor Class until 8th level, whereupon the bonus becomes +2. It increases by +1 every four class levels thereafter.
- **4th Level—Strength of the Bear (Ex):** Once per day, the bear totem warrior can call upon his totem spirit to imbue him with great physical power. He gains a +2 enhancement bonus to Strength for 10 minutes per totem warrior level. Activating this ability is a free action.
- **8th Level—Reach of the Bear (Ex):** Due to his skills at lunging and making long, wide attacks, the bear totem warrior gains +5-foot reach when making one attack in a given round. Because such sweeping attacks leave him somewhat open, though, he suffers a –2 circumstance penalty to Armor Class until his next turn any time he uses this ability. The ability does not change the bear warrior's size and is usable only by characters of at least size Small. The ability does not change the bear warrior's threatened area, nor does it apply to off-hand attacks.
- **12th Level—Shape of the Bear (Su):** The bear totem warrior can take on the form and stats of a bear totem animal companion appropriate to his level: in other words, a black bear's stats with +1 HD for every level he has above 3rd. He can take this form once per day, for up to 10 minutes per class level.
- **16th Level—Claws of the Bear (Su):** At will, as a free action, the bear totem warrior can produce claws that inflict 1d12 points of damage. The warrior is proficient with the claws, but does not gain any special skill in using them both in the same round (he does not get Ambidexterity or Two-Weapon Fighting for free). Because these claws are treated as weapons, the bear warrior is always considered armed. If he is size Tiny or smaller, the claws inflict only 1d10 points of damage.
- **20th Level—Ferocity of the Bear (Ex):** Once per day, the bear totem warrior can take on a bear's ferocity, gaining a +8 enhancement bonus to Strength and Constitution for 20 rounds. Activating this ability is a free action.

HAWK TOTEM

The hawk totem warrior is fast and graceful, with extreme maneuverability. Because hawks fly through the air to attack, hawk totem warriors specialize in ranged weapons that also travel through the air. They eventually even gain the ability to fly. As they increase in level, they look more like hawks—with a large, stately nose in profile, large eyes, and a straight back.

Hit Dice: d8

Weapon and Armor Proficiency: The hawk totem warrior is proficient with all simple and martial weapons, and Light and Medium armors as well as shields.

Additional Class Skills: Balance (Dex), Knowledge (geography) (Int), and Search (Int).

Special: All hawk totem warriors gain a +1 dodge bonus to Armor Class.

Animal Companion: A 2 HD hawk with these stat modifications: HD 2d8 (8 hp), Attacks claws +6 melee (1d4–1 damage), Fortitude save bonus +3, Reflex save bonus +6, Strength 8. At 4 HD, it becomes size Small, at 8 HD it becomes size Medium, and at 12 HD it becomes size Large.

Totem Powers: The hawk totem warrior earns these powers as she gains levels:

- **1st Level—Accuracy of the Hawk (Ex):** The hawk totem warrior gains the Point Blank Shot feat for free.
- **4th Level—Shape of the Hawk (Su):** The hawk totem warrior can take on the form and stats of a hawk totem animal companion appropriate to her level: in other words, the special 2 HD hawk (see above) with +1 HD for every level she has above 3rd. She can take this form once per day, for up to 10 minutes per class level.
- **8th Level—Eyes of the Hawk (Ex):** The hawk totem warrior gains a +4 competence bonus to Search and Spot and the Far Shot feat for free.
- **12th Level—Flight (Su):** Once per day, as a standard action, the hawk totem warrior grows wings that last for 10 minutes per class level. These wings allow her to fly at double her normal speed with average maneuverability.
- **16th level—Speed of the Hawk (Su):** Up to 1 round per four class levels per day, the hawk totem warrior can take an additional standard action during a round.
- **20th Level—Swooping Strike (Ex):** While flying, a hawk totem warrior can make a charge attack that inflicts damage as if the weapon inflicted a critical hit—even if striking a foe normally immune to critical hits. If the swooping strike attack inflicts an actual critical hit, increase the critical's multiplier by +1; thus, a longsword inflicts a $\times 3$ critical hit, while a greataxe inflicts a $\times 4$ critical hit. If the swooping strike attack misses, the ability is still considered used for that day. A swooping strike does not trigger special effects that occur only when critical hits occur, such as the decapi-

tating power of a vorpal weapon. She can use this ability only once per day for every point of her Dexterity bonus (minimum once per day).

SHARK TOTEM

The power of the shark totem warrior is greatest on the sea. He is a terrifying hunter with thick skin and a savage, frenzied attack. As he gains levels, the shark warrior begins to look more like a shark, with an angular face, loss of hair, and a graying pallor to his smooth flesh.

Hit Dice: d10

Weapon and Armor Proficiency: The shark totem warrior is proficient with all simple and martial weapons, and Light and Medium armors as well as shields.

Additional Class Skills: Knowledge (sailing and navigation) (Int).

Special: All shark totem warriors gain a +2 inherent bonus to Swim checks.

Animal Companion: Medium shark. At 7 HD the shark becomes size Large. At 10 HD it becomes size Huge.

Totem Powers: A shark totem warrior earns these powers as he gains levels:

- **1st Level—Skin of the Shark (Ex):** The shark totem warrior gains a +1 natural armor bonus to Armor Class until 8th level, whereupon the bonus becomes +2. It increases by +1 every four class levels thereafter.
- **4th Level—Breathe Water (Su):** The shark totem warrior can breathe water as easily as air.
- **8th Level—Shape of the Shark (Su):** The shark totem warrior can take on the form and stats of a shark totem animal companion appropriate to his level: in other words, a Medium shark's stats with +1 HD for every level he has above 3rd. He can take this form once per day, for up to 10 minutes per class level.
- **12th Level—Senses of the Shark (Ex):** The shark totem warrior gains the Scent ability.
- **16th Level—Savagery of the Shark (Ex):** The shark totem warrior learns to inflict savage, bloody wounds. Treat the first attack the totem warrior makes in a round as if made by a weapon of wounding (if struck, the foe bleeds at the rate of 1 hit point per round until the wound is bound or he receives magical healing).
- **20th Level—Blood Frenzy (Ex):** If blood is present within 10 feet of the shark totem warrior, he can go into a frenzied state, gaining a +4 circumstance bonus to Strength and Constitution for up to 20 rounds. He can use this ability once per day.

SNAKE TOTEM

The snake totem warrior strikes quickly and darts away to ready another strike. He is cunning and extremely tricky. As the snake totem warrior gains levels, he begins to look more snakelike. He loses his



hair, and his teeth sprout fangs. His flesh even transforms to a scaly—and protective—coating, which he sheds every year or so.

Hit Dice: d8

Weapon and Armor Proficiency: The snake totem warrior is proficient with all simple and martial weapons, as well as agile exotic weapons, Medium and Light armors, and shields.

Special: All snake totem warriors gain a +1 inherent bonus to Reflex saving throws and a +1 dodge bonus to Armor Class.

Animal Companion: Small viper. At 2 HD, the viper becomes size Medium. At 6 HD, the viper becomes size Large.

Totem Powers: A snake totem warrior earns these powers as he gains levels:

- **1st Level—Quickness of the Snake (Ex):** The snake totem warrior gains a +2 competence bonus to Initiative checks.
- **4th Level—Shape of the Snake (Su):** The snake totem warrior can take on the form and stats of a snake totem animal companion appropriate to his level: in other words, a Small

viper's stats with +1 HD for every level he has above 3rd. He can take this form once per day, for up to 10 minutes per class level.

- **8th Level—Scales of the Serpent (Ex):** The snake totem warrior gains a +3 natural armor bonus to Armor Class, which increases by +1 every four class levels thereafter. Small, multihued scales visibly cover the snake warrior's skin.
- **12th Level—Hypnotism (Sp):** The snake totem warrior's mesmerizing stare causes one or two creatures within 30 feet to stop and stare blankly at him, hypnotized, for 2d4 rounds unless they make a Will saving throw (DC 10 + half the totem warrior's class levels + totem warrior's Charisma bonus). The snake warrior can use their rapt attention to make his suggestions and requests seem more plausible. Only creatures that can see the snake warrior are affected. They do not need to understand his language to be hypnotized.

If the warrior uses this ability in combat, the targets gain a +2 bonus to their saving throws. If the hypnosis affects only a single creature not in combat at the time, the saving throw has a penalty of –2. While hypnotized, a creature suffers a –4 penalty to Spot and Listen checks. Any potential threat allows the creature a second saving throw. Any obvious threat automatically breaks the hypnotism, as does shaking or slapping the creature. A hypnotized creature's ally may shake it free of the hypnosis as a standard action.

While the subject is hypnotized, the snake totem warrior can make a suggestion or request (provided he can communicate with it), which the subject will carry out to the best of her ability. The suggestion must be brief and reasonable—a subject will not harm herself or her

friends. The suggested course of activity can continue for up to one hour. If the subject can complete the suggested activity in a shorter time, the effect ends when she finishes what the snake warrior asked her to do. The warrior can instead specify conditions that will trigger a special activity during the duration. If the condition does not occur before the duration expires, the hypnotized creature does not perform the activity.

A very reasonable suggestion causes the hypnotized creature to attempt the save with a penalty (such as –1, –2, etc.), at the DM's discretion. Even once the hypnosis ends, the affected creature reacts to the snake warrior as though he were two steps more friendly than his actual attitude.

A creature that fails its saving throw does not remember that the snake warrior hypnotized it.

The snake warrior can use this ability once per day.

- **16th Level—Poison Immunity (Ex):** The snake totem warrior is immune to the effects of all poisons.
- **20th Level—Reflexes of the Snake (Ex):** The snake totem warrior gains a +2 competence bonus to Armor Class and to Reflex saving throws. Further, he never loses his Dexterity bonus to Armor Class when caught flat footed.

Creating New Totem Animal Types

If you wish to create a new totem animal for players to choose from—such as a mongoose, a lion, an ape, or virtually anything else—develop the specific totem warrior abilities with appropriate, related benefits using the following broad guidelines:

Pick an ability score related to that animal and base the class abilities off that score when needed.

Hit Dice: d8, d10, or d12, depending on the nature and size of the animal. The bigger and tougher the animal, the bigger the Hit Die. If you choose a d8, the class will need some extra benefit. If you choose a d12, decrease its other abilities slightly.

Proficiencies and Skills: Choose these as appropriate to the animal, giving more to a warrior with d8 HD and less to one with d12.

Animal Companion: Make sure that, when the warrior acquires the animal, it is between CR 1/2 and CR 2. The better the animal, the better the ability, and the more you should slightly decrease other abilities. Modify the animal stats if necessary.

Special: If the warrior is underpowered, give him or her some small benefit, such as a +1 attack bonus in certain circumstances, a +1 natural armor bonus, etc.

1st Level: A bonus feat, a bonus to Armor Class, or similar ability.

4th Level: If the base animal is less than CR 1, allow the warrior to change into its shape. Otherwise, offer a small combat benefit like a temporary +2 bonus to Strength or a +1 bonus to attack rolls, or a movement or maneuverability bonus related to the animal (climb, swim, run, etc.)

8th Level: If the base animal is less than CR 3, allow the warrior to change into its shape. Otherwise, give him or her a sensory ability.

12th Level: If he or she has not yet gained this ability, allow the warrior to change into the animal's shape. Otherwise, offer a special offensive power equal to a feat or a 1st- or 2nd-level spell.

16th Level: Offer a potent immunity or major offensive ability (such as a temporary boost of +6 to Strength).

20th Level: Include a powerful offensive ability (such as a temporary boost of +8 to Strength) or an always-active defensive ability (such as a +2 bonus to Armor Class).

These are only the broadest of guidelines. The sensory ability can come at 4th or 12th level, and the movement ability can come at 8th rather than 4th, and so on. If one power seems exceptionally potent, decrease another. Use the existing totem animal types as examples.

WOLF TOTEM

The wolf totem warrior, known for her nobility mixed with savagery, is fast, intelligent, and relentless. As she progresses through levels, she looks more and more wolfish—with a narrowing of her face, a graying/silvering of her hair, and a slight point to her ears. She even sports enlarged canine teeth.

Hit Dice: d10

Weapon and Armor Proficiency: The wolf totem warrior is proficient with all simple and martial weapons and Heavy, Medium, and Light armor, and shields.

Additional Class Skills: Knowledge (geography) (Int), Sneak (Dex).

Special: All wolf totem warriors gain a +1 inherent bonus to Will saving throws.

Animal Companion: Wolf. At 8 HD, the wolf becomes size Large.

Totem Powers: The wolf totem warrior earns these powers as she gains levels:

- **1st Level—Speed of the Wolf (Ex):** The wolf totem warrior gains +10 feet to her ground speed.
- **4th Level—Cunning of the Wolf (Ex):** The wolf totem warrior enjoys a +2 enhancement bonus to Wisdom.
- **8th Level—Shape of the Wolf (Su):** The wolf totem warrior can take on the form and stats of a wolf totem animal companion appropriate to her level: in other words, a wolf's stats with +1 HD for every level she has above 3rd. She can take this form once per day, for up to 10 minutes per class level.

- **12th Level—Senses of the Wolf (Ex):** The wolf totem warrior gains the Scent ability and a +4 competence bonus to Search, Spot, and Listen checks.
- **16th Level—Moon Affinity (Su):** The wolf totem warrior enjoys low-light vision and the ability to ask her totem spirit companion an additional yes or no question once each night under the light of the moon.
- **20th Level—Wolfpack (Sp):** With a baying howl, the wolf totem warrior summons a pack of wolves. At her summons, 10 + 1d6 dire wolves appear and do as she commands. They disappear after 20 rounds. The wolf warrior can use this ability once per day.

WOLVERINE TOTEM

The wolverine totem warrior is fast and savage, utterly without fear. This ferocious character has terrible claws and a tenacity that allows her to keep fighting when she should be down and out. As she gains levels, the wolverine totem warrior begins to look like her namesake, becoming slightly furry with a narrowed face.

Hit Dice: d10

Weapon and Armor Proficiency: The wolverine totem warrior is proficient with all simple and martial weapons, and Heavy, Medium, and Light armor, and shields.

Additional Class Skills: Sneak (Dex) and Tumble (Dex).

Special: All wolverine totem warriors gain a +1 inherent bonus to Reflex saving throws.

Animal Companion: Wolverine. At 8 HD, the wolverine becomes size Large.

Totem Powers: A wolverine totem warrior earns these powers as she gains levels:

- **1st Level—Claws of the Wolverine (Ex):** At will, as a free action, the wolverine totem warrior can produce claws that inflict 1d6 points of damage. The warrior is proficient with the claws, but gains no special skill in using both of them in the same round (she does not get Ambidexterity or Two-Weapon Fighting for free). Treat these claws as weapons, so the wolverine totem warrior is always considered armed. If she is size Large or larger, the claws inflict 1d8 points of damage each. If she is size Tiny or smaller, they inflict 1d4 points of damage each.
- **4th Level—Shape of the Wolverine (Su):** The wolverine totem warrior can take on the form and stats of a wolverine totem animal companion appropriate to her level: in other words, a wolverine's stats with +1 HD for every level she has above 3rd. She can take this form once per day, for up to 10 minutes per class level.
- **8th Level—Quickness of the Wolverine (Ex):** The wolverine totem warrior gains a +2 competence bonus to Initiative checks.
- **12th Level—Tenacity of the Wolverine (Ex):** The wolverine totem warrior remains conscious and able to take actions

after reaching the dying condition. Each round she acts while in this state she has no chance to stabilize on her own and loses 1 hit point. At a hit point total below her (negative) Constitution score, she is dead, just like any other character. (See *Monte Cook's Arcna Unearthed* for the variant Death's Door rule.)

- **16th Level—Ferocity of the Wolverine (Ex):** Once per day, the wolverine totem warrior can take on a wolverine's ferocity, gaining a +6 enhancement bonus to Strength and Constitution for 1 round per level. She enjoys a +4 resistance bonus to saving throws against fear effects at all times. Activating this ability is a free action.
- **20th Level—Reflexes of the Wolverine (Ex):** The wolverine totem warrior gains a +2 competence bonus to Armor Class and to Reflex saving throws. Further, she never loses her Dexterity bonus to Armor Class when caught flat footed.

UNFETTERED

"Both my spirit and my sword are free. Don't burden me with obligations I don't want or responsibilities I don't need."

Wild, uncontrollable, yet supremely skilled, the unfettered (singular and plural) appears to be part madman, part assassin. In truth, he is neither. The unfettered is more a swashbuckling dervish, expert in using quickness and agility in combat rather than simple brute force.

The unfettered knows that the best way to stay alive in a fight is to avoid being hit altogether, so he learns special parrying techniques. Likewise, he knows how to deliver savage sneak attacks against an unprepared foe. When facing an unfettered, no one ever knows what to expect: a sudden attack from the shadows, or a reckless charge into the thick of things with grace and panache? Often the unfettered himself does not know. While he is very intelligent, with good battle senses and extensive skills, he does not care for elaborate plans or strategies. He lives by his wits and his ability to think on his feet. He takes things as they come and rolls with the punches—usually coming out on top in the end.

Adventurers: Unfettered thrive on excitement and adventure. They seek glory, treasure, and a good challenge. Most unfettered would rather be adventuring than doing anything else.

Background: Unfettered often come from the ranks of the commoners: Too poor to afford lots of armor or heavy weapons, they train hard to make up for this lack. Usually, an unfettered trains one-on-one with a master, often one who has given up the adventurer's life. Some unfettered have mysterious backgrounds, including a crime or misdeed they need to overcome. Or perhaps they feel proud of their shady history, and enjoy living up to their roguish reputation.

Races: Faen, particularly quicklings, embrace the wild nature of the unfettered. Verrik and mojh unfettered are rare. Human unfettered act as roguish scamps, while litorian unfettered take their

martial training more seriously. Sibeccai fall somewhere in between. One does not see giantish unfettered often but, when one does, they are amazing and terrifying in combat.

Other Classes: Unfettered grow bored of warmains and their love of planning. They like the bravery of champions but are stymied by the single-mindedness of the oathsworn. Akashics, totem warriors, and mage blades make good companions for unfettered. Magisters, runethanes, witches, and greenbonds—while interesting—are ultimately unfathomable.

NPCs: The hired killers employed to assassinate the king are likely to be unfettered. The witty, acrobatic hero who comes to a bullied child's aid is an unfettered. The noble who secretly goes about as a highly skilled masked warrior fighting for the common folk is an unfettered.

Hit Die: d8

SKILLS

Skill Points at 1st Level: $(4 + \text{Intelligence bonus}) \times 4$

Skill Points at Higher Levels: $4 + \text{Intelligence bonus}$

Class Skills: The unfettered's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Jump (Str), Knowledge (nobility and courtesy) (Int), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Sneak (Dex), Spot (Wis), Swim (Str), Tumble (Dex)

and Use Rope (Dex). For more information on these skills, see *Monte Cook's Arcana Unearthed*.

CLASS FEATURES

Weapon and Armor Proficiency: The unfettered is proficient with all simple and martial weapons, agile exotic weapons, Light armor, and shields.

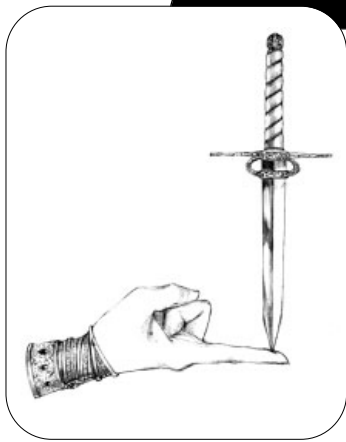
Armor Class Bonus (Ex): When wearing Light armor or no armor, the unfettered gains a special dodge bonus to Armor Class that increases every three levels. Unfettered are trained to move quickly and dodge blows with astounding speed.

Parry (Ex): An armed unfettered uses his skill and training to judge the timing of an opponent's incoming strike and how to block it. The unfettered can choose to add his Intelligence modifier to his Armor Class against a single opponent in a given round, although this bonus can never exceed half the unfettered's class level (minimum 1). The parry ability works only against melee attacks, and only against attacks the unfettered is aware of; he cannot parry an invisible opponent.

Bonus Feats: At 2nd level, the unfettered gets a bonus feat. The unfettered gains an additional bonus feat every four levels thereafter (at 6th, 10th, 14th, and 18th), plus one at 20th level. This is in addition to the feats characters normally get every third level. Draw these bonus feats from the following list: Bloody Strike, Combat Reflexes, Defensive Move (Mobility), Defensive Stance, Defensive Unarmed Strike, Expertise

THE UNFETTERED

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special
1	+1	+0	+2	+0	+1	Parry
2	+2	+0	+3	+0	+1	Bonus feat
3	+3	+1	+3	+1	+2	—
4	+4	+1	+4	+1	+2	Sneak attack +1d6
5	+5	+1	+4	+1	+2	—
6	+6/+1	+2	+5	+2	+3	Bonus feat
7	+7/+2	+2	+5	+2	+3	Parry ranged attacks
8	+8/+3	+2	+6	+2	+3	Sneak attack +2d6
9	+9/+4	+3	+6	+3	+4	Evasion
10	+10/+5	+3	+7	+3	+4	Bonus feat
11	+11/+6/+1	+3	+7	+3	+4	—
12	+12/+7/+2	+4	+8	+4	+5	Sneak attack +3d6
13	+13/+8/+3	+4	+8	+4	+5	Parry magic
14	+14/+9/+4	+4	+9	+4	+5	Bonus feat
15	+15/+10/+5	+5	+9	+5	+6	—
16	+16/+11/+6/+1	+5	+10	+5	+6	Sneak attack +4d6
17	+17/+12/+7/+2	+5	+10	+5	+6	—
18	+18/+13/+8/+3	+6	+11	+6	+7	Bonus feat
19	+19/+14/+9/+4	+6	+11	+6	+7	—
20	+20/+15/+10/+5	+6	+12	+6	+7	Bonus feat, sneak attack +5d6





(Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Low Blow, Modify Combat Style, Paralyzing Blow, Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Quick Draw, Rapid Strike, Stunning Blow, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, Weapon Focus*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can acquire ceremonial bonus feats in this way. An unfettered cannot acquire some of these bonus feats available until he has gained one or more prerequisite feats; these feats appear parenthetically after the prerequisite feat. The unfettered can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. The character still must meet all prereq-

uisites for a feat, including ability score and base attack bonus minimums (but not truenames).

Sneak Attack (Ex): Starting at 4th level, any time the unfettered's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the unfettered flanks the target, the unfettered's attack deals extra damage. The extra damage is +1d6 at 4th level and an additional 1d6 every four levels thereafter. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The unfettered can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

Parry Ranged Attacks (Ex): A 7th-level or higher unfettered can choose to add his Intelligence modifier to his Armor Class against a single foe who is using ranged attacks against him in a

given round. Parry ranged attacks works only against ranged attacks and cannot be used in the same round as a normal parry. It works only against attacks the unfettered is aware of—he can't parry an invisible opponent—and only against physical attacks (not spells or spell-like abilities) that the DM deems the unfettered could knock away with his weapon. For example, a human unfettered could not parry a boulder rolling down a hill or fired from a catapult.

Evasion (Ex): At 9th level the unfettered gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the unfettered takes no damage following a successful saving throw. The character can use evasion only if he is wearing Light armor or no armor.

Parry Magic (Ex): At 13th level, the unfettered gains the ability to avoid spells in a manner similar to, but not as well as, a mage blade. He must have a magic weapon in hand to parry a spell. Only spells targeting the unfettered alone can be parried—not area spells or spells targeted elsewhere. Spells that do not allow a saving throw cannot be parried. The unfettered makes an attack roll opposed by the caster's caster power check. If the unfettered's roll is higher, he gains a +4 competence bonus on the saving throw against the spell. The unfettered can parry only spells he is aware of; spells from invisible casters or mental-action only spells cannot be parried. He cannot parry a spell in the same round as he uses either parry ranged attacks or a standard parry, and he cannot parry more than one spell in a round.

WARMAIN

"As I gaze into the eye of my enemy, I know that with my strength, my skill, and my trusted tools of war, I shall not fall."

The ring of battle is the clarion call of the warmain. In times of strife, no better refuge exists than behind her protective shield. Trained in battle, girded in heavy armor, and capable of withstanding unbelievable punishment, the warmain is the warrior's warrior. She does not rely on quickness or fancy swordplay, but instead on might, determination, and stalwart bravery. The only thing stronger than her will is the power running through her massive limbs.

The warmain's strength comes not just from her personal might, but from strategy and tactics. Hers is the way of the well-planned and well-prepared military campaign. She studies the histories and knows the stratagems of past warriors. She prefers to face an enemy with a plan in mind, and a backup plan for when something goes wrong.

Adventurers: War mains are usually very serious—they go on quests and perform missions for some great purpose, whether it be to serve a lord, help a friend, earn a payment, or simply to secure an important area from threat. Many high-level members of this class end up as powerful lords ruling their own territories or as generals commanding their own armies.

Background: Sometimes war mains act as highly trained mercenaries. More often, they are elite soldiers or military leaders serving a powerful lord. Either way, they learn their skills through experience in military campaigns. First, however, they train in military



THE WARMAIN

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Sturdy
2	+2	+3	+0	+1	Bonus feat
3	+3	+3	+1	+1	—
4	+4	+4	+1	+2	Weapon specialization
5	+5	+4	+1	+2	—
6	+6/+1	+5	+2	+3	Bonus feat
7	+7/+2	+5	+2	+3	—
8	+8/+3	+6	+2	+3	Crushing blow
9	+9/+4	+6	+3	+4	—
10	+10/+5	+7	+3	+4	Bonus feat
11	+11/+6/+1	+7	+3	+5	—
12	+12/+7/+2	+8	+4	+5	Armor specialization
13	+13/+8/+3	+8	+4	+6	—
14	+14/+9/+4	+9	+4	+6	Bonus feat
15	+15/+10/+5	+9	+5	+6	Crushing blow 2/day
16	+16/+11/+6/+1	+10	+5	+7	Weapon size increase
17	+17/+12/+7/+2	+10	+5	+7	—
18	+18/+13/+8/+3	+11	+6	+8	Bonus feat
19	+19/+14/+9/+4	+11	+6	+8	—
20	+20/+15/+10/+5	+12	+6	+9	Bonus feat, weapon mastery



colleges and prestigious and rigorous warguilds. The bonds of camaraderie and devotion forged in a warguild never diminish—each member learns both loyalty and leadership.

Races: The only races whose members rarely become warmains are the faen and litorians, both of whom usually reject the concept of heavy armor and methodical military strategy. Giantish warmains have a long history of military victories and a high station in society. Some warmains like to remain encased in heavy armor so as to actually conceal their race and identity, just for the air of mystery.

Other Classes: Warmains sometimes have difficulty seeing eye to eye with the unfettered, but they know the value of shock troops and berserkers and deploy them as such. They also can appreciate the value of akashics and spellcasters as support personnel. Warmains admire the dedication of oathsworn and champions, although both can be dangerously foolhardy in their pursuit of

their goals. Mage blades and totem warriors make good allies, as their abilities complement a warmain's. All in all, warmains can find a use for anyone in their strategy.

NPCs: The dire warlord threatening a land with strife and conquest is likely a warmain. The power-mad magister's bodyguards are warmains. The aging warrior willing to don his armor one last time to defend his land is a warmain.

Hit Die: d12

SKILLS

Skill Points at 1st Level: $(2 + \text{Intelligence bonus}) \times 4$

Skill Points at Higher Levels: $2 + \text{Intelligence bonus}$

Class Skills: The warmain's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (architecture) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int),

Knowledge (nobility and courtesy) (Int), Ride (Dex), and Swim (Str). For more on these skills, see *Monte Cook's Arcana Unearthed*.

CLASS FEATURES

Weapon and Armor Proficiency: The warmain is proficient with all simple and martial weapons, Heavy, Medium, and Light armor, and shields.

Sturdy: At 1st level, the warmain gains the Sturdy feat for free. The character is free to take the feat again when available to her.

Bonus Feats: At 2nd level, the warmain gets a bonus feat. The warmain gains an additional bonus feat every four levels thereafter (at 6th, 10th, 14th, and 18th), plus one at 20th level. These are in addition to the feat that other characters get every third level. Draw these bonus feats from the following list: Bloody Strike, Combat Reflexes, Exotic Armor Proficiency, Exotic Weapon Proficiency, Great Fortitude, Improved Critical*, Mighty Unarmed Strike, Mounted Combat (Trample, Ride-By Attack), Power Attack (Cleave, Improved Bull Rush, Improved Cleave, Power Charge, Sunder), Shield Specialization, Stomp, Stunning Blow, Sturdy, Tough Hide, Trample, Two-Weapon Fighting (Improved Two-Weapon Fighting, Massive Two-Weapon Fighting), Weapon Focus*, Weapon Specialization*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even Unbound characters can acquire ceremonial bonus feats in this

way. A warmain cannot acquire some of these bonus feats until she has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A warmain can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. The character still must meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums (but not truenames).

Weapon Specialization (Ex): On achieving 4th level, the warmain gains the Weapon Specialization feat with a melee weapon of her choice. Weapon Specialization adds a +2 damage bonus with the chosen weapon. The warmain needs to have Weapon Focus with that weapon to gain Weapon Specialization.

Crushing Blow (Ex): Once per day, the 8th-level and higher warmain can choose to channel great physical power into a single blow in melee combat (which can be a part of either a full attack or a single attack action). The attack, if successful, inflicts damage as if the weapon inflicted a critical hit—even if striking a foe normally immune to critical hits. If the crushing blow attack inflicts an actual critical hit, increase the critical's multiplier by +1; thus, a longsword inflicts a $\times 3$ critical hit, while a greataxe inflicts a $\times 4$ critical hit. If the crushing blow attack misses, the ability is still considered used for that day. A crushing blow does not trigger special effects that occur only when critical hits occur, such as the decapitating power of a vorpal weapon. Starting at 15th level, the warmain can make two crushing blow attacks per day.

Armor Specialization (Ex): The 12th-level and higher warmain becomes proficient at moving so as to allow her armor to deflect the most possible force from each attack. The armor bonus for any armor the warmain uses increases by +1 for Light and Medium armor and +2 for Heavy armor. So plate armor provides the warmain a +10 armor bonus rather than +8. Enhancement bonuses on the armor are not affected.

Weapon Size Increase (Ex): Warmins of 16th level and beyond can use weapons one size category larger than themselves as one-handed weapons, and two size categories larger than themselves as two-handed weapons. Thus, a verrik warmain could use a greatsword in one hand (with a shield) or a giant's sword in both hands.

Weapon Mastery (Ex): The 20th-level and higher warmain advances in the skills learned with Weapon Specialization, increasing the damage bonus to +4 rather than +2. The weapon chosen need not be the same weapon the character uses with Weapon Specialization, but the warmain still must have Weapon Focus with the chosen weapon.

New Skill: Sneak

Dexterity, Armor Check Penalty

Characters use the Sneak skill to tread softly and move silently. The character's Sneak check is opposed by the Listen check of anyone who might hear him. He can move up to one-half his normal speed at no penalty. At more than one-half, and up to the character's full speed, he suffers a -5 penalty to Sneak. It's practically impossible (-20 penalty) to sneak around while running or charging.

Hiding: Characters can also use Sneak to hide. A character's Sneak check is opposed by the Spot check of anyone who might see him. The character can move up to one-half normal speed and hide at no penalty. At more than one-half, and up to his full speed, he suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses or penalties to Sneak checks made to hide as follows: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4 , Huge -8 , Gargantuan -12 , Colossal -16 .

If people are observing the character, even casually, he can't hide. The character can run around a corner to get out of sight and then hide, but the onlookers know at least where he went. However, if the onlookers are momentarily distracted (as by a Bluff check; see below), the character can attempt to hide. While the onlookers turn their attention from the character, he can attempt a Sneak check if he can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank he has in Sneak.) However, the character makes this check at -10 because he has to move fast.

Characters trying to move silently and hide at the same time make only one Sneak check, which is opposed by either Spot or Listen.

The character can use Bluff to help him hide. A successful Bluff check can create the momentary diversion he needs to attempt a Sneak check to hide while people are aware of his presence.

Feats and Talents

Feats and talents are special abilities a character has that help her in battle, when she uses magic, or when she attempts to perform other tasks.

Feats represent a character's special abilities or training, like being able to make lightning-fast attacks, cast spells that most people don't know, follow and identify tracks, or even create her own magic items. *Feats* are abilities a character develops on her own or gains in special ceremonies, while *talents* are traits she is born with.

GAINING FEATS

All characters start out with a feat at 1st level. This feat can be a general feat or it can be a talent. Talents are feats a character can choose only at 1st level. In addition, most characters also get a free ceremonial feat as part of the ritual in which they receive their truename.

Those who do not have such a ceremony are the Unbound (see page 44). They get a talent instead.

A normal 1st-level character (with a truename) gets the following:

1. One ceremonial feat and
2. One regular feat or a talent

An Unbound 1st-level character receives the following:

1. One regular feat or a talent and
2. One talent

Human characters get another feat at 1st level as a racial bonus. However, no character may start the game with more than one ceremonial feat. Only Unbound characters can start with more than one talent. Thus, the human bonus feat normally must be a regular feat.

A normal 1st-level human character (with a truename) gets the following:

1. One ceremonial feat and
2. One regular feat or a talent and
3. One regular feat

An Unbound 1st-level human character receives the following:

1. One regular feat or a talent and
2. One talent and
3. One regular feat

All characters gain feats at 3rd level and every third level afterward (at 6th, 9th, 12th, and so on). Some classes earn bonus feats. These bonus feats can be chosen from a smaller subset of feats listed in the class description in Chapter Two.

PREREQUISITES

Some feats have prerequisites. A character must have the listed prerequisite ability score, feat, skill, or base attack bonus in order to select or use that feat. Characters can gain a feat at the same level at

which they gain the prerequisite.

A character can't use a feat if she has lost a prerequisite.

EXCHANGING FEATS

At 10th and 20th level, a character can perform a special ceremony that takes a full day and costs 1,000 gp in materials. At that time, she can switch any feat she has with another feat. If the new feat is a ceremonial feat, she must still perform the ceremony for that feat. This exchange ceremony, available only twice in a character's career, allows her to discard feats that have proven useless, obsolete, or unwanted.

FEAT CATEGORIES

Feats come in a variety of types. Each type designates who can take it, when characters can take it, or other special aspects of the feat.

GENERAL FEATS

General feats are the most basic sort of feats. Anyone can take a general feat she qualifies for when the time comes to select a new feat.

TALENTS

Talents are special feats a character can take only at 1st level. They represent not training, but inborn gifts. Since most people have only one talent (Unbound characters could have two), they can really help to distinguish a character right from the outset.

CEREMONIAL FEATS

A *ceremonial feat* is one a character gains as the direct result of participating in a ritual of power. Most characters get a ceremonial feat for free at 1st level as part of their naming ceremony, a ritual usually held during a character's adolescence. At this ceremony the character learns her truename in a vision. Only characters with truenames can take ceremonial feats (except in the case of bonus feats; see class ability descriptions in Chapter Two).

A character's *truename* is the name of her soul. Because it is the key to the lock of her innermost self, most people keep their truenames a secret from all but their closest comrades. Enemy spellcasters can use a character's truename against her by casting spells against her. Friendly spellcasters can use them to cast beneficial spells more effectively. In fact, sometimes, without a truename, a spell cannot be cast at all. For more about truenames, see *Monte Cook's Arcana Unearthed*.

A character can choose a ceremonial feat whenever she gains a new feat and meets all its prerequisites. However, gaining a ceremonial feat also carries associated costs in money and time.

NEW FEATS BY CATEGORY

Feat Name	Category	Prerequisites
Armor Proficiency, Exotic	General	—
Bite	General	Litorian, mohj, sibeccai, or other race with powerful jaws and sharp teeth
Bloody Strike	General	Base attack bonus +5 or higher
Compensate for Size	General	Dexterity 13+
Defensive Move	General	Dexterity 13+
Defensive Stance	General	Dexterity 13+
First Strike	General	Dexterity 13+
Flyby Attack	General	Fly speed
Low Blow	General	Base attack bonus +3 or higher
Modify Combat Style	General	Base attack bonus +7 or higher
Paralyzing Blow	General	Base attack bonus +15 or higher
Power Charge	General	Power Attack, Strength 13+
Rapid Strike	General	Dexterity 15+, Weapon Focus, base attack bonus +3 or higher
Shield Specialization	General	Shield Proficiency, base attack bonus +4 or higher
Speed Burst	General	—
Stomp	General	Size Large, Strength 19+
Stunning Blow	General	Base attack bonus +6 or higher
Sturdy	General	—
Tough Hide	General	A natural armor bonus
Two-Weapon Defense	General	Dexterity 15, Two-Weapon Fighting
Two-Weapon Fighting, Massive	General	Two-Weapon Fighting, Strength 17+, base attack bonus +7 or higher
Unarmed Strike, Defensive	General	—
Unarmed Strike, Mighty	General	—
Bonded Item	Ceremonial	Truename
Chi-Julud	Ceremonial	Truename, giant, Wisdom 13+, Charisma 13+
Crippling Strike	Ceremonial	Sneak attack, Intelligence 17+, truename
Defensive Roll	Ceremonial	Wisdom 13+, truename
Fleet of Foot	Ceremonial	Truename
Focused Healing	Ceremonial	Wisdom 11+, truename
Hands as Weapons	Ceremonial	Truename
Infuse Weapon	Ceremonial	Weapon Focus, Weapon Specialization, base attack bonus +4 or higher, truename
Intuitive Sense	Ceremonial	Truename
Intuitive Sense, Improved	Ceremonial	Intuitive Sense, truename
Iron Flesh	Ceremonial	Truename
Mighty Hurl	Ceremonial	Truename
Opportunist	Ceremonial	Intelligence 15+, truename
Rapid Reload	Ceremonial	Dexterity 15+, Weapon Focus, base attack bonus +3 or higher, truename
Skill Application	Ceremonial	Truename
Skill Mastery	Ceremonial	Character level 6th+, truename
Slippery Mind	Ceremonial	Truename
Title	Ceremonial	Character level 9th+, truename
Affinity With Skill	Talent	Character level 1st only
Ambidexterity	Talent	Dexterity 15+, character level 1st only
Born Hero	Talent	Character level 1st only
Born Leader	Talent	Character level 1st only
Defensive	Talent	Character level 1st only
Eidetic Memory	Talent	Character level 1st only
Elemental Resistance	Talent	Character level 1st only
Energy Resistance	Talent	Character level 1st only
Fast Healer	Talent	Character level 1st only
Light Sleeper	Talent	Character level 1st only
Natural Archer	Talent	Character level 1st only
Natural Swordsman	Talent	Character level 1st only
Night Owl	Talent	Character level 1st only
Resistance to Disease	Talent	Character level 1st only
Resistance to Magic	Talent	Character level 1st only
Resistance to Poison	Talent	Character level 1st only
Way With Animals	Talent	Character level 1st only
Wealthy	Talent	Character level 1st only



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Ceremonial feats involve a daylong ritual that takes one week to prepare. Necessary supplies and ingredients cost a character 100 gp per level. None of these costs apply to the ceremonial feat gained at 1st level—that ritual took place before the character entered play.

Unlike other feats, ceremonial feats involve magic and grant supernatural abilities. All ceremonial feats are supernatural abilities.

UNBOUND CHARACTERS

Also known as the unnamed, *Unbound* characters do not go through the naming ceremony and do not have truenames. This quality carries with it some inherent benefits: for instance, it makes a character immune to certain dangerous spells. However, it also has its inherent drawbacks: It makes a character immune to some beneficial spells—including *raise the dead*, but not including *revivification*. Unbound characters do not get the free ceremonial feat at 1st level. They instead gain a talent. Because they could choose a talent as their normal 1st-level feat, only Unbound characters can have two talents.

Unbound characters can take no ceremonial feats as they gain levels, because ceremonial feats require truenames.

FEAT DESCRIPTIONS

This chapter presents 59 feats and talents for you to choose from. Details are provided in the feat descriptions.

FEAT FORMAT

Below is the format for feat descriptions that this chapter uses:

FEAT NAME (TYPE OF FEAT)

Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character to do, in game terms.

Normal: What a character who does not have this feat is limited to or restricted from doing. If lacking the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat, if any.

THE FEATS

The following feats are available to all characters who qualify. Many of them work with the various actions and attacks or spell templates described in *Monte Cook's Arcana Unearthed*.

AFFINITY WITH SKILL (TALENT)

You have an innate talent with a particular skill.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 inherent bonus to a chosen skill.

AMBIDEXTERITY (TALENT)

You can use your right and left hands equally well.

Prerequisites: Dexterity 15+, character level 1st only

Benefit: The character ignores all penalties for using an off hand. He is neither left handed nor right handed.

Normal: Without this talent, a character using her off hand suffers a –4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a –4 penalty to attack rolls with that weapon.

Special: This talent helps offset the penalty for fighting with two weapons.

ARMOR PROFICIENCY, EXOTIC (GENERAL)

You can use exotic armor.

Benefit: The character can wear exotic armor without penalty. To use exotic armor, the character must have the appropriate normal proficiency (Light, Medium, or Heavy) for that type of armor.

Normal: A character wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

BITE (GENERAL)

Although most civilized creatures have lost the skill to use their sharp teeth in combat, you can use yours as terrible weapons.

Prerequisite: Litorian, mojh, or sibeccai (or other race with powerful jaws and sharp teeth)

Benefit: The character is proficient with using bite attacks in combat and, unless gagged or muzzled, is always considered armed (and the bite is considered a light weapon). The character inflicts damage based on her size, as follows:

Size	Damage
Diminutive or Fine	1d2 + Strength bonus
Tiny	1d3 + Strength bonus
Small	1d4 + Strength bonus
Medium	1d6 + Strength bonus
Large	2d4 + Strength bonus
Huge	2d6 + Strength bonus
Gargantuan	2d8 + Strength bonus
Colossal	2d10 + Strength bonus

When a character takes a feat requiring her to specify a weapon (such as the Weapon Focus feat), she can choose “bite.”

If a character also uses a weapon (or unarmed attack) in the same round, the bite is considered an “off-hand” attack with which the character has “Ambidexterity” and “Two Weapon Fighting” automatically—that is to say, both the bite attack and the other attack suffer a –2 penalty. A character fighting with a weapon in each hand (or a double weapon) can make a bite attack, but all



attacks suffer a -4 penalty in addition to normal two-weapon fighting penalties the character might suffer.

Normal: Characters whose racial description in Chapter One does not include this feat cannot use bite attacks effectively in combat. Monsters with bite attacks do not need this feat.

BLOODY STRIKE (GENERAL)

You know how to inflict wounds that prove particularly troubling to your foes.

Prerequisite: Base attack bonus $+5$ or higher

Benefit: A character must wield a slashing or piercing weapon to use this feat. As a full-attack action, the character can make a single attack roll that inflicts normal damage. If she damages her opponent, he must make a Fortitude saving throw ($DC\ 10 + \text{half her level} + \text{Wisdom bonus}$). Should the opponent fail the save, he bleeds profusely, losing 1 hit point per round until he receives magical healing of any kind, someone performs a Heal check ($DC\ 15$) upon him, or he makes a successful save (the second save attempt requires a full-round action as he staunches or nurses the wound himself).

BONDED ITEM (CEREMONIAL)

A ceremony involving you and a particular item as the central figures ties you magically to the item.

Prerequisite: Truename

Benefit: Any time a character uses the bonded item in its straightforward function, she gains a $+1$ luck bonus for the attempt. For example, if it is a weapon, she gains a $+1$ bonus to attack rolls. If it is a harness of armor or a shield, she enjoys a $+1$ bonus to Armor Class. If it is a lockpick, she gains a $+1$ bonus to use it.

If the item is lost or destroyed, the character must go through the ceremony again to bond with a new item (but the character need not take the feat again).

BORN HERO (TALENT)

You always seem to be in the right place at the right time to commit a heroic act.

Prerequisite: Character level 1st only

Benefit: The character begins the game with 1 hero point (see *Monte Cook's Arcana Unearthed*).

Special: The DM should be generous in awarding this character hero points.

BORN LEADER (TALENT)

People seem to take to you and are willing to do what you say.

Prerequisite: Character level 1st only

Benefit: The character gains a $+4$ bonus to Diplomacy checks

when trying to convince someone to do something. Further, people who are indifferent or friendly toward the character are more likely to trust him than they are to trust someone else they are indifferent or friendly toward. For example, say a Born Leader and another character both meet a verrik witch at the same time. When the witch asks for advice, she will believe the Born Leader over the other character.

Lastly, characters with this talent enjoy a +1 bonus to the Difficulty Class of compulsion spells they cast.

CHI-JULUD (CEREMONIAL)

In a ritual involving seven other giants, you learn the ability of the Wardance.

Prerequisite: Must be a giant, Wis 13+, Cha 13+, truename

Benefit: The character takes a full round of concentration (Concentration check, DC 15) to turn everything peaceful and caring in her into a raw, warlike savagery. After this round, the character loses her Wisdom and Charisma modifiers (if positive), and her scores in both become 10 (if they were higher). Her former Wisdom bonus now adds to her Strength bonus (stacking with any other bonuses), and her former Charisma bonus adds to her Constitution bonus (stacking with any other bonuses). These extra bonuses last as long as the character wishes, but if Chi-Julud persists longer than 10 minutes, she suffers 1 point of temporary Wisdom and Charisma damage. Each full hour of Chi-Julud afterward, she suffers another point of Wisdom and Charisma damage during the first day. After that, if she is somehow still going (through use of magic), every day she suffers 1d4 points of temporary Wisdom and Charisma damage until she reverts back to her normal state of Si-Karan (Caretaker). During the time this feat is in effect, anything that normally would add to her Wisdom bonus adds to Strength instead, and anything that would add to Charisma adds to Constitution instead, even if the bonuses would not normally stack. For example, if someone casts a *lesser ability boost* on the character to give a +2 enhancement bonus to Strength and Wisdom, she instead gains a +4 bonus to Strength. These bonuses do not stack with further enhancement bonuses, such as from a *belt of strength* or a *peript of wisdom*.

COMPENSATE FOR SIZE (GENERAL)

You leap up and around when fighting a larger foe, compensating for your small size.

Prerequisite: Dexterity 13+

Benefit: The character leaps about when fighting a creature one size (or more) larger than she is, granting her an additional +1 dodge bonus to Armor Class and a +1 competence bonus to melee attack rolls per size category difference. To use this feat, the character must wear either Light armor or no armor.

CRIPPLING STRIKE (CEREMONIAL)

As the result of a ceremony involving you and at least five others, your attacks slice through muscle and tendons.

Prerequisite: Sneak attack, Intelligence 17+, truename

Benefit: When the character damages an opponent with a sneak attack (or the First Strike feat), the target also takes 1 point of temporary Strength damage.

DEFENSIVE (TALENT)

You are cautious and careful, always more mindful of incoming attacks than making attacks.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 dodge bonus to Armor Class to all attacks but suffers an inherent –1 penalty to all attack rolls.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DEFENSIVE MOVE (GENERAL)

You are trained at avoiding ranged attacks by moving or ducking.

Prerequisite: Dexterity 13+

Benefit: The character gains a +4 dodge bonus to Armor Class against all ranged attacks in a round in which she moves at least 10 feet, or in any circumstance when she has cover. The Precise Shot feat can negate this Armor Class bonus, but it cannot negate both this bonus and the –4 penalty for firing into melee in a single attack. Thus, a character with this feat fighting in melee against an attacker with Precise Shot forces the opponent to cope with the +4 dodge bonus but not the –4 penalty.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DEFENSIVE ROLL (CEREMONIAL)

After a ceremony held with you and at least five others, you gain a special quickness that sometimes allows you to avoid dangerous blows.

Prerequisite: Wisdom 13+, truename

Benefit: Once per day, when the character would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. If the character succeeds at a Reflex saving throw (DC = damage dealt), she takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute the Defensive Roll—if her Dexterity bonus to Armor Class is denied, she can't roll. Since this effect normally would not allow a character to make a Reflex save for half damage, the evasion ability does not apply to the Defensive Roll.

DEFENSIVE STANCE (GENERAL)

You are trained at avoiding and blocking blows.

Prerequisite: Dexterity 13+

Benefit: The character gains a +1 dodge bonus to Armor Class against all melee attacks.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

EIDETIC MEMORY (TALENT)

You have a near perfect memory.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 bonus to all Knowledge skills, and a +4 bonus to Intelligence checks to remember past events. She also proves immune to magical attempts to modify her memory (such as with the spell *modify memory*).

ELEMENTAL RESISTANCE (TALENT)

You are naturally resistant to a particular element and suffer less damage from it than from others.

Prerequisite: Character level 1st only

Benefit: The character has a resistance of 5 against any element she chooses (air, earth, fire, water) at the time she takes the feat. Each time she suffers damage from that element, she subtracts 5 points of damage from the attack.

ENERGY RESISTANCE (TALENT)

You are naturally resistant to a particular type of energy and suffer less damage from it than from other types.

Prerequisite: Character level 1st only

Benefit: The character has resistance of 5 against any energy type she chooses (acid, cold, electricity fire, sonic) at the time she takes the feat. Each time she suffers damage from that energy type, she subtracts 5 points of damage from the attack.

FAST HEALER (TALENT)

When you rest, you heal faster than others.

Prerequisite: Character level 1st only

Benefit: The character heals at 1.5 times the normal rate (which is 1 hp per level per day). So an 8th-level character with this feat heals 12 hit points per day rather than 8. With the help of a healer making a Heal check, the character would heal 24 hit points rather than 16.

FIRST STRIKE (GENERAL)

You are skilled in making attacks that take out opponents quickly.

Prerequisite: Dexterity 13+

Benefit: When the character strikes a foe who is flat footed at the beginning of a combat, the attack inflicts +1d6 points of damage. This damage bonus stacks with sneak attack damage and faces the same limitations as sneak attack (creatures immune to critical hits and sneak attacks are immune to this ability).



The character can make ranged attacks using this ability, but only when within 30 feet of the target.

Special: A character can take this feat up to three times. Each time, she adds +1d6 points to the damage inflicted against flat-footed opponents. So, the second time a character takes the feat, she inflicts +2d6 points of damage, and the third time she inflicts +3d6 points of damage.

FLEET OF FOOT (CEREMONIAL)

After a ceremony held with you and at least five others, you become much faster than you look.

Prerequisite: Truename

Benefit: The character adds +10 feet to her ground speed.

FLYBY ATTACK (GENERAL)

You can make attacks while moving through the air.

Prerequisite: Fly speed

Benefit: When flying, the character can take a move action (including a dive) and another partial action at any point during the move. The character cannot take a second move action during a round when she makes a flyby attack.

Normal: Without this feat, a character takes a standard action either before or after her move.

FOCUSED HEALING (CEREMONIAL)

After a ceremony held with you and at least five others, you gain the ability to use your powers of concentration for better healing.

Prerequisite: Wisdom 11+, truename

Benefit: Once per day, the character can concentrate for a full minute and heal herself of up to 2 hit points of damage per character level. In order to succeed, the character must make a Concentration check (Constitution check if the character has no ranks in Concentration) with a Difficulty Class equal to 10 + the amount of damage to be healed. Thus, a 5th-level character with this feat can heal up to 10 points of damage, but the DC is 20. If the character only needed to heal 8 hit points, she could choose to heal only 8 hit points and thus make the DC 18.

HANDS AS WEAPONS (CEREMONIAL)

After a ritual in which participants sear your hands with scalding water, your body can hold special magical abilities.

Prerequisite: Truename

Benefit: A character with this feat can add—or have someone else add—an enhancement bonus or a weapon special ability (such as *flaming* or *disruption*) to your unarmed attacks. He must add the bonus or abilities normally, such as by enlisting the aid of someone with the Craft Magic Arms and Armor feat, who pays the gold and XP Costs, and so on. Like weapons, these bonuses and abilities can be suppressed, but not permanently dispelled.

Obviously, some weapon special abilities, such as *dancing*, cannot apply to your unarmed attacks.

This feat can be used to modify unarmed attacks with natural weapons such as claws or a bite attack.

INFUSE WEAPON (CEREMONIAL)

In a ritual involving large amounts of all four elements and at least two other people, you gain the ability to infuse a weapon with elemental energy.

Prerequisites: Weapon Focus, Weapon Specialization, base attack bonus +4 or higher, truename

Benefit: Using a move-equivalent action, a character may call upon a type of elemental energy and infuse it into a melee weapon or ammunition for a ranged weapon. The next time she successfully makes an attack with the weapon that inflicts damage, she deals an additional +1d6 points of the appropriate type of elemental damage. If the energy is not discharged within 10 rounds, it fades, and the character must use a move-equivalent action to re-infuse the weapon. Sheathing the weapon or leaving it unattended causes the energy to fade immediately.

INTUITIVE SENSE (CEREMONIAL)

You participate in a ritual requiring you to spend 24 hours alone in a dark, incense-filled room, while at least one other person stands outside chanting. Afterward, you are difficult to surprise.

Prerequisite: Truename

Benefit: Thanks to the character's uncanny sense of danger, she does not lose her Dexterity bonus to Armor Class when flat footed or attacked by an invisible or unknown opponent. She is always considered "aware" of all incoming attacks for purposes of Dexterity and dodge bonuses to Armor Class.

INTUITIVE SENSE, IMPROVED (CEREMONIAL)

Following a ceremony in which at least five people buffet you with mock attacks while you are blindfolded, your intuition becomes so canny you can deal with two attackers at once, the way someone else might deal with just one.

Prerequisites: Intuitive Sense, truename

Benefit: Thanks to the character's enhanced sense of danger, she cannot be flanked.

IRON FLESH (CEREMONIAL)

After a ritual in which you spend six hours touching a creature with natural armor, you gain natural armor yourself.

Prerequisite: Truename

Benefit: The character's flesh is tougher than normal, giving her a +1 natural armor bonus to Armor Class. This bonus does not stack with existing natural armor or natural armor granted by magic.

LIGHT SLEEPER (TALENT)

You sleep lightly and are ready for action the moment you awake.

Prerequisite: Character level 1st only

Benefit: The character makes Listen checks while asleep as though awake. Further, she can act immediately upon waking.

Normal: See the Listen skill and the “Waking Up” sidebar in *Monte Cook’s Arcana Unearthed*.

LOW BLOW (GENERAL)

You are skilled at striking vital, debilitating areas on a foe.

Prerequisite: Base attack bonus +3 or higher

Benefit: As a full-attack action, the character can make a single attack roll that inflicts normal damage. If she damages her humanoid or monstrous humanoid opponent, the foe must attempt a Fortitude save (DC 10 + half her level + Wisdom bonus). Should he fail the save, he is dazed for 1 full round.

MIGHTY HURL (CEREMONIAL)

Following a ceremony involving you and three others, you gain the ability to use thrown weapons more effectively.

Prerequisite: Truename

Benefit: The character ignores the first range increment of thrown weapons and inflicts +1 point of damage when using a thrown weapon.

MODIFY COMBAT STYLE**(GENERAL)**

You can adapt your combat moves to counter an opponent’s style.

Prerequisite: Base attack bonus +7 or higher

Benefit: The character spends a full round in melee with an opponent, then makes a Spot check (DC = the opponent’s attack bonus). If the character succeeds, she spots a weakness in the foe’s combat style and modifies her own style to take advantage of it. The

character gains a +2 competence bonus to attack rolls against the foe for the rest of that combat session.

NATURAL ARCHER (TALENT)

You have an innate affinity for bows of all kinds.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus to damage rolls made from attacks with bows or crossbows. Further, if a foe attacks her with a bow, the character gains a +1 dodge bonus to Armor Class.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: DMs wishing to create similar feats for other ranged weapons may do so. Only the flavor of the rule and the resulting setting will change.

NATURAL SWORDSMAN (TALENT)

You have a natural affinity for swords of all kinds.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus to damage rolls made from attacks with swords (short swords, longswords, greatswords, bastard swords, double-bladed swords, sword-staves, and so on). Further, if a foe attacks her with a sword, the character gains a +1 dodge bonus to Armor Class.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: DMs wishing to create similar feats for other melee weapons (such as axes or polearms) may do so. Only the flavor of the rule and the resulting setting will change.

NIGHT OWL (TALENT)

You are more active at night.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus to attack rolls, saving throws, and checks made after the sun goes down. (This ability only takes effect above ground, and when the character can verify that it is indeed night).



OPPORTUNIST (CEREMONIAL)

As the result of a ceremony involving you and at least four others, you excel at taking advantage of your foes' weaknesses.

Prerequisites: Intelligence 15+, truename

Benefit: Once per round, a character can make an immediate attack of opportunity against an opponent whom another character has just damaged with a melee strike. The character gets this attack regardless of whether the foe has taken an action that normally would provoke an attack of opportunity. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use the Opportunist ability more than once per round, however.

PARALYZING BLOW (GENERAL)

You can temporarily paralyze an opponent with a hit.

Prerequisite: Base attack bonus +15 or higher

Benefit: The character must use a bludgeoning weapon or an unarmed attack to use this feat. As a full attack action, the character can make a single attack roll that inflicts normal damage. If she damages her opponent, the foe must make a Fortitude saving throw (DC 10 + half her level + Wisdom bonus). Should the opponent fail the save, he becomes paralyzed and helpless for 1 full round.

POWER CHARGE (GENERAL)

Once you start a charge, you become extremely dangerous.

Prerequisites: Power Attack, Strength 13+

Benefit: When using the charge action, the character deals double damage with a melee weapon. Only the weapon's damage doubles, not the bonuses from Strength, magic, or other factors.

RAPID RELOAD (CEREMONIAL)

As the result of a ceremony involving you and at least two others, you can reload a ranged weapon like a crossbow faster than normal, or fire a ranged weapon like a bow faster than normal.

Prerequisites: Dexterity 15+, Weapon Focus, base attack bonus +3 or higher, truename

Benefit: Weapons with a reload time become "one step" faster in the hands of a character with this feat. A hand crossbow or light crossbow, which normally take move-equivalent actions to reload, can be fired as quickly as a bow—that is, reloading becomes part of the firing action, and a character can fire the weapon as many times in a round as she has attacks. A heavy crossbow can be reloaded as a move-equivalent action.

A character using a weapon with no reload time, like a bow or a sling, can fire the weapon faster than normal. Once per day per level, as part of a full-attack action, she can make an additional attack with a base attack bonus of half her highest normal base attack bonus.

Special: A character may take this feat multiple times, each time selecting a different weapon.

**RAPID STRIKE (GENERAL)**

You can make an extra, blindingly fast melee strike.

Prerequisites: Dexterity 15+, Weapon Focus, base attack bonus +3 or higher

Benefit: The character selects a weapon that she's proficient with and wields with the Weapon Focus feat. Once per day per level, as part of a full-attack action, she can use this weapon to make an additional attack, with a base attack bonus of half her highest normal base attack bonus. Even if she wields more than one weapon, however, no more than one Rapid Strike is possible in a round.

Special: A character may take this feat multiple times, each time selecting a different weapon.

RESISTANCE TO DISEASE (TALENT)

You have an innate resistance to illness.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 saving throw bonus to all saves against diseases, including magical diseases.

RESISTANCE TO MAGIC (TALENT)

You have an innate resistance to magic.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 saving throw bonus to all saves against spells, spell-like abilities, supernatural abilities, magic items, and so on.

RESISTANCE TO POISON (TALENT)

You have an innate resistance to toxins.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 saving throw bonus to all saves against poisons, including magical poisons.

SHIELD SPECIALIZATION (GENERAL)

You are especially good at using a shield for defense.

Prerequisites: Shield Proficiency, base attack bonus +4 or higher

Benefit: The character knows just how to angle a shield against incoming attacks to more easily deflect the force of the blow or to encourage a ranged weapon to slide off the shield rather than strike it directly. She adds +1 to the shield's armor bonus for melee attacks and +2 for ranged attacks. The character must be aware of the incoming attack and not be flat footed.

SKILL APPLICATION (CEREMONIAL)

After a ceremony held with you and at least three others, you gain a special affinity for a pair of related skills.

Prerequisite: Truename

Benefit: A character with this feat selects any two thematically similar skills and gains a +2 bonus in each. Example skill pairings include:

- Spot and Search
- Spot and Listen
- Tumble and Balance
- Diplomacy and Bluff
- Diplomacy and Gather Information
- Climb and Jump
- Decipher Script and Forgery
- Innuendo and Sense Motive
- Disable Device and Open Lock
- Alchemy and Spellcraft

Special: A character may take this feat multiple times, selecting additional skill pairings each time.

SKILL MASTERY (CEREMONIAL)

After a grueling ritual involving you and six others, your devotion to a small number of skills allows you to use them even when stressed.

Prerequisites: Character level 6th+, truename

Benefit: The character selects a number of skills (equal to 3 + her Intelligence modifier). When making a skill check with one of these skills, she may take 10 even if stress and distractions normally would prevent her from doing so.

Special: A character may take this feat multiple times, selecting additional skills each time.

SLIPPERY MIND (CEREMONIAL)

Once you complete a ritual with 10 other people involving clouds of incense, you become difficult to enchant.

Prerequisite: Truename

Benefit: If a character becomes the target of an enchantment and fails the saving throw, she can attempt the save again 1 round later. She gets only this one extra chance to succeed.

SPEED BURST (GENERAL)

You can move very fast in short bursts.

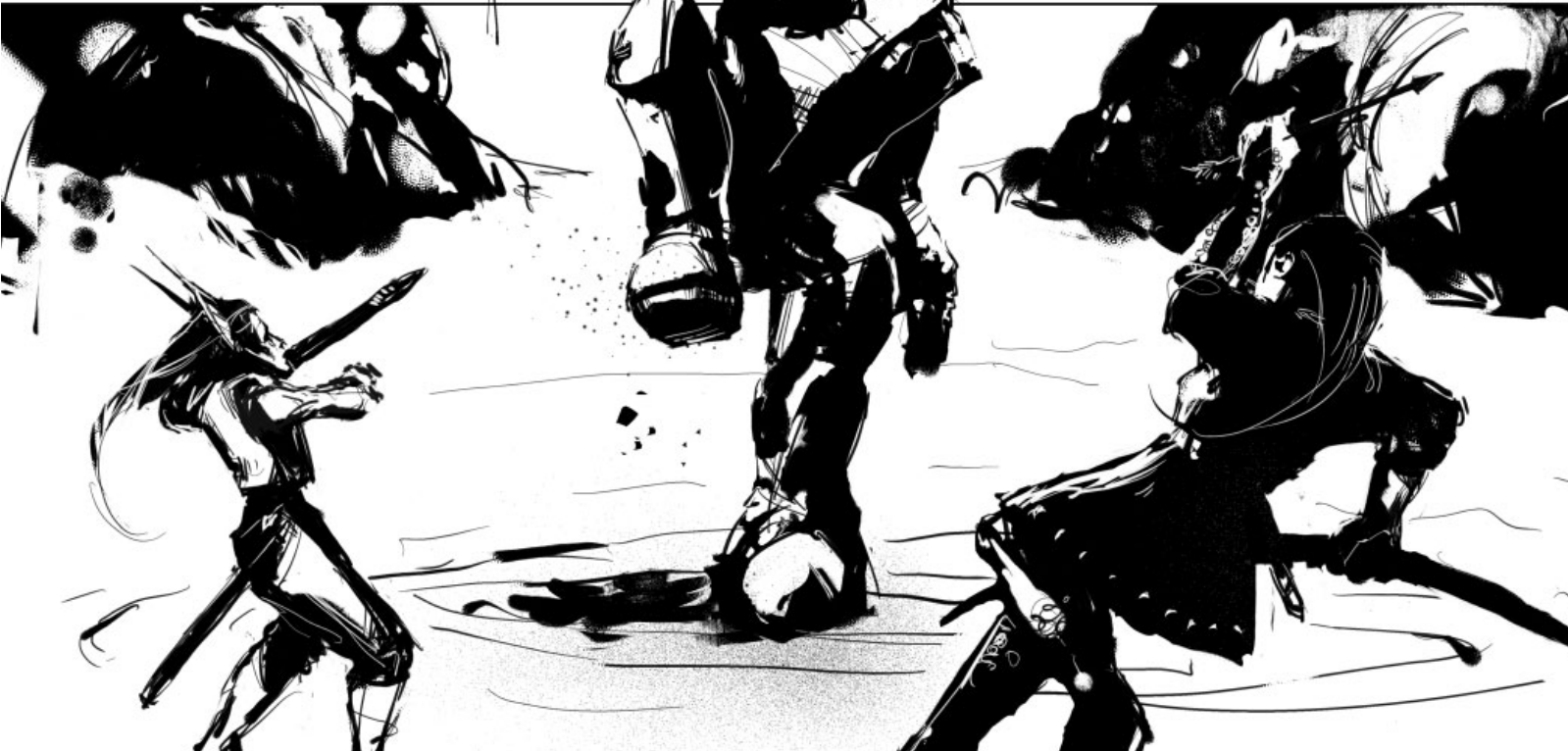
Benefit: Once per day per two character levels, the character can take an extra move action in a single round.

STOMP (GENERAL)

Using your great size and mass, you cause the ground to shudder.

Prerequisites: Size Large, Strength 19+

Benefits: The character can stamp her foot or slam her fist on the ground (as a standard action), causing it to shake. All creatures smaller than the character within 10 feet



must make a Balance check (DC 10 + stomping character's Strength modifier) or fall prone.

STUNNING BLOW (GENERAL)

You can strike foes so hard you stun them.

Prerequisite: Base attack bonus +6 or higher

Benefit: As a full-attack action, the character can make a single attack roll that inflicts normal damage. If she damages her opponent, the foe must make a Fortitude saving throw (DC 10 + half her level + Wisdom bonus). Should he fail the save, he becomes stunned for 1 full round.

STURDY (GENERAL)

You are particularly hardy and tough.

Benefit: For the level when the character takes this feat, she adds double her Constitution bonus (rather than just her Constitution bonus) to her hit point total. If double her Constitution bonus is less than 4, she gains 4 hp. This effect happens once, not every level.

Special: A character may gain this feat multiple times, but never more than once per level.

TITLE (CEREMONIAL)

After a public ceremony involving at least 20 other people, you gain a title to go with your name that helps people remember you throughout the lands.

Prerequisites: Character level 9th+, truename

Benefit: The character gains a title chosen by her comrades and peers, such as "the Brave," "the Reaver," or "the Just." She gains an inherent +1 bonus to Charisma as her fame precedes her.

TOUGH HIDE (GENERAL)

Your natural armor is thicker than normal.

Prerequisite: A natural armor bonus

Benefit: The character's natural hide is thicker than normal, giving her a +1 natural armor bonus to Armor Class. This bonus stacks with her existing natural armor (but not natural armor gained through spells or magic items).

TWO-WEAPON DEFENSE (GENERAL)

Your two-weapon fighting style bolsters your defense as well as your offense.

Prerequisites: Dexterity 15+, Two-Weapon Fighting

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), the character gains a +1 shield bonus to Armor Class.

When fighting defensively or using the total defense action, this shield bonus increases to +2.

TWO-WEAPON FIGHTING, MASSIVE (GENERAL)

You can use heavier than normal weapons in each hand.

Prerequisites: Two-Weapon Fighting, Strength 17+, base attack bonus +7 or higher

Benefit: The character can use any one-handed weapon in her off-hand as though it were a light weapon.

UNARMED STRIKE, DEFENSIVE (GENERAL)

You can make unarmed strikes while protecting yourself.

Benefit: The character is considered "armed" even when she is unarmed—that is, armed opponents do not get attacks of opportunity when she attacks them while unarmed. However, the character still gets an attack of opportunity against any opponent who makes an unarmed attack on her. When she makes unarmed strikes, her blows are quick and protective of her body—she suffers a –2 penalty to attack rolls, but adds a +2 dodge bonus to Armor Class. She must be aware of the attack on her to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

UNARMED STRIKE, MIGHTY (GENERAL)

You are skilled with powerful unarmed attacks.

Benefit: The character is considered "armed" even when she is unarmed—that is, armed opponents do not get attacks of opportunity when she attacks them while unarmed. However, the character still gets an opportunity attack against any opponent who makes an unarmed attack on her. When the character makes unarmed strikes, her wide swings cause her to suffer a –2 penalty to Armor Class, but she gains a +2 bonus to damage rolls.

WAY WITH ANIMALS (TALENT)

Animals seem drawn to you, and you can sense things from them that others cannot.

Prerequisite: Character level 1st only

Benefit: The character can apply her Bluff, Diplomacy, and even Gather Information skills to animals. She cannot use this talent with fish, unless she is a native water breather. To use the talent, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that they must be within 30 feet of each other, under normal conditions.

The character can improve an animal's attitude with a successful Diplomacy check. Generally, influencing an animal in this way takes one minute, but, as with influencing people, it might take more or less time.

Similarly, the character can Bluff an animal, tricking it into believing something untrue. Obviously, the concept must be very simple, such as: "There's something dangerous behind you," "I mean you no harm," or "I would make a terrible meal." The character doesn't really speak to the animal, she simply conveys the idea through movement, vocalizations, and general demeanor. This can take place as a standard action.

The character can even Gather Information among animals, but again, the concepts must be very simple, and something an animal would know, such as: “Has a dangerous predator been in the area?” “Is there water nearby?” or “What’s the general threat level in the area?” The character accomplishes this by observing animal actions, their environment, and general demeanor. This use of the talent takes at least an hour.

Special: This talent works on animals. A character can use these skills with a –4 penalty on magical beasts.

WEALTHY (TALENT)

You come from a wealthy family.

Prerequisite: Character level 1st only

Benefit: The character starts with double the maximum starting gold—400 gp. Further, at one time during her career, at a time agreed upon by the character and the DM (recommended time is between 5th and 10th level), the character receives an inheritance of 1,000 gp times her current character level.

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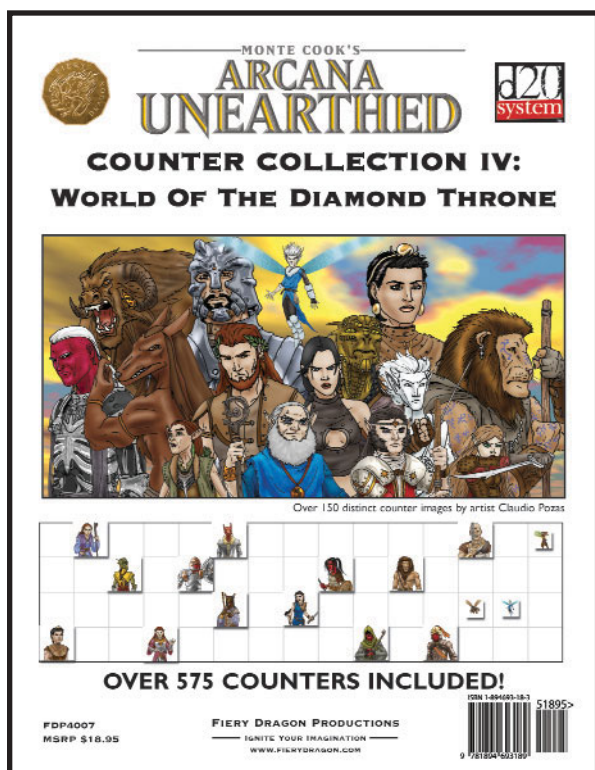
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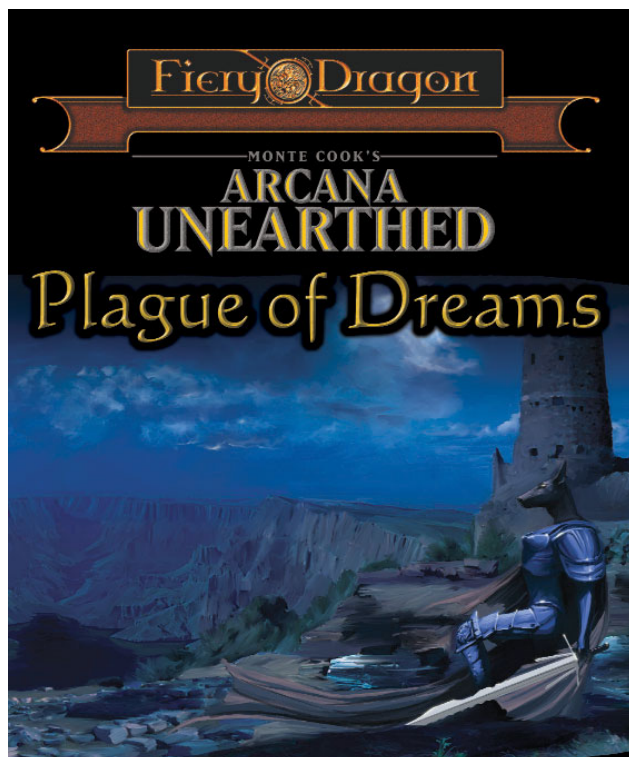
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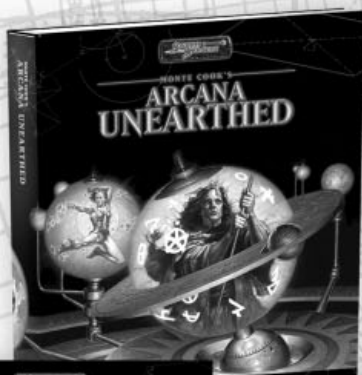
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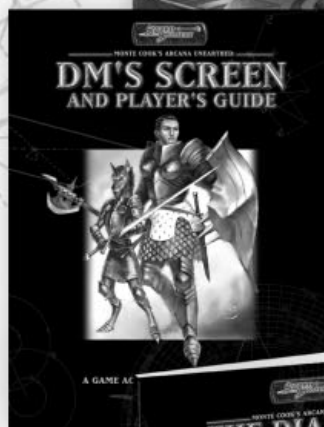
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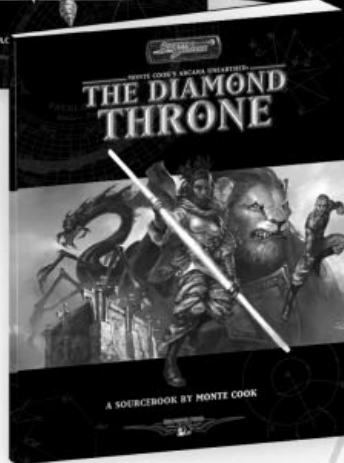
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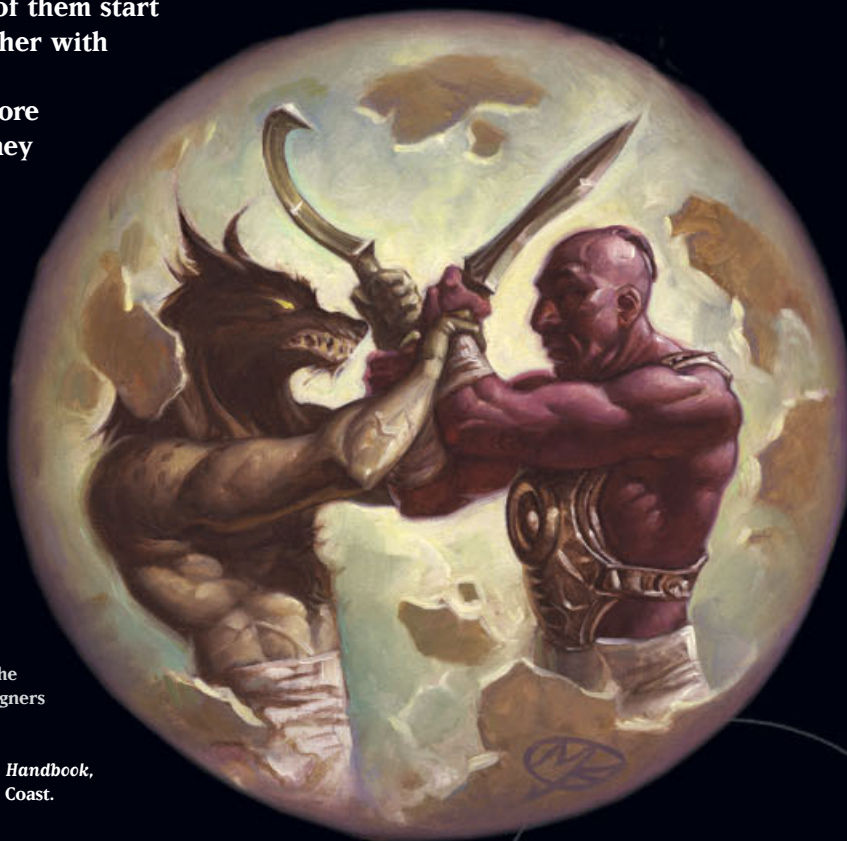
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