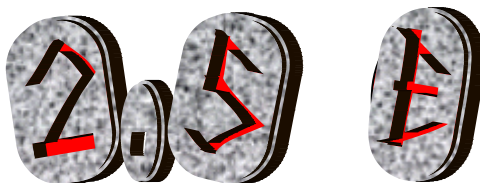




The High Level Handbook



This High Level Handbook clarifies high level PC advancement. It utilizes modified material from 3E books. If there are any questions ask the Dungeon Master (DM). The following rules and options are for PC's higher than 14th character level for High Level Abilities (All Classes) and higher than 14th level in each respective class to purchase from specific High Level Class Abilities. Additionally the Epic Level section is for those with higher than 20 character levels. Questions and arbitrations of info here are resolved by the DM.



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Any changes made to The High Level Handbook that increase a race, or class character points (CP's) will allow for PC's so affected to make purchases, respectively, for the difference. Decreases of race or class CP's will not affect PC's in play. Changes to listed abilities (Race, Class, NWP, Traits, Disadvantages and WP's) take effect immediately!!! PC's created prior to 1 May 2002 are "Grandfathered" in respect to Race, Class, NWP's, Traits, Disadvantages and WP's effects. The most current copy of The High Level Handbook will be posted on the website www.HuntersInn.yolasite.com; it overrules/overrides any previous versions. Errors found are worth a flat 100 EXP to a single Player Character (PC) of the player's choice as granted by the DM, typos are worth 5 EXP.





Section 1: Basics of High Level Characters

Attack Rolls

Like a saving throw, there is always a chance that a melee or missile attack can fail. No matter what the foe's attack bonus, an attack roll of 1 is always a miss. In addition, a PC's attack bonus advancement is limited - professional skills and training only extend a creature's natural talents so far. Warriors, naturally, can improve attack bonus the most. Monsters that are PC's are limited to attack bonuses no higher than a warrior, unless they have class levels, which they would abide by.

Base (Before Modifiers) Attack Bonus Limits

Character Group	Attack Bonus Limit	Level
Priest	18	28
Rogue	14	29
Warrior	30*	30
Wizard	9	28

*Warriors with the Increased Attack class ability can have a base attack one greater than normal as listed in the ability.

Saving Throws

Priest	
Level	Saving Throw Bonuses
31	+1
32	+1
33	+1
34	+1
35	+1
36	+1
37 (Max)	+1

Wizard	
Level	Saving Throw Bonuses
31	+1
32	+1
33	+1
34	+1
35	+1
36	+1
37	+1
38	+1
39	+1
40	+1
41	+1
42 (Max)	+1

Rogue	
Level	Saving Throw Bonuses
31	+1
32	+1
33	+1
34	+1
35	+1
36	+1
37	+1
38	+1
39	+1
40	+1
41	+1
42	+1
43	+1
44	+1
45 (Max)	+1

Monster	
Level	Saving Throw Bonuses
31	+1
32	+1
33	+1
34	+1
35	+1
36 (Max)	+1

Exceptionally High Abilities

Only PC's of 15th level or higher may have ability scores greater than 30, ability scores cannot exceed 45.

Strength (Str)

Score	Power		Muscle			
	Att.	Wgt.	Dam.	Max.	Open	
	Adj.	Allow.	Adj.	Press	Doors	BB/LG
31	8	792	15	1,840	19 (19)	99%
32	9	896	16	2,080	19 (19)	99%
33	10	1,032	17	2,380	19 (19)	99%
34	11	1,208	18	2,700	19 (19)	99%
35	12	1,376	19	3,020	19 (19)	99%
36	13	1,584	20	3,400	19 (19)	99%
37	14	1,792	21	3,780	19 (19)	99%
38	15	2,064	22	4,220	19 (19)	99%
39	16	2,408	23	4,720	19 (19)	99%
40	17	2,752	25	5,220	19 (19)	99%
41	18	3,168	26	5,760	19 (19)	99%
42	19	3,576	27	6,300	19 (19)	99%
43	20	4,128	28	6,900	19 (19)	99%
44	21	4,816	29	7,520	19 (19)	99%
45	22	5,504	30	8,200	19 (19)	99%

Intelligence (Int)

Score	Imm.	Learning			Knowledge		
		Spells	Intellect	Spells/ Learn	Max Spell	# of Bonus	
		CP's	Lvl	Spell	Lvl	Lang	NWP's
31	9	40	All	100%	10th	20	80
32	9	42	All	100%	10th	21	84
33	9	44	All	100%	10th	22	88
34	9	46	All	100%	10th	23	92
35	9	48	All	100%	10th	24	96
36	9	50	All	100%	11th	25	100
37	9	52	All	100%	11th	26	104
38	9	54	All	100%	11th	27	108
39	9	56	All	100%	11th	28	112
40	9	58	All	100%	11th	29	116
41	9	60	All	100%	12th	30	120
42	9	62	All	100%	12th	31	124
43	9	64	All	100%	12th	32	128
44	9	66	All	100%	12th	33	132
45	9	68	All	100%	12th	34	136

Dexterity (Dex)

Score	Agility			Balance	
	Reaction/ Missile	Att Adj	Rod/Staff/Wand* & Paralyzation	Defense Adj	Breath Weapon* & Spell*
31	8		8	9	7
32	9		8	10	8
33	10		8	11	8
34	11		9	12	8
35	12		9	13	8
36	13		9	14	8
37	14		9	15	9
38	15		9	16	9
39	16		10	17	9
40	17		10	18	9
41	18		10	19	9
42	19		10	20	9
43	20		10	21	10
44	21		10	22	10
45	22		11	23	10

Wisdom (Wis)

Score	Spell Immunity	Intuition Bonus								Willpower	
		Divine Spells (by Level)								Magical Defense	Divine Spell Failure
		1	2	3	4	5	6	7	Quest	Adjust	Failure
31	7	6	6	5	5	5	5	5	1	6	—
32	7	7	7	6	5	5	5	5	1	6	—
33	7	7	7	6	6	5	5	5	1	6	—
34	7	8	7	7	6	5	5	5	1	7	—
35	7	8	8	7	7	5	5	5	2	7	—
36	7	8	8	8	7	6	5	5	2	7	—
37	7	8	8	8	8	7	5	5	2	7	—
38	7	9	8	8	8	7	6	5	2	8	—
39	7	9	8	8	8	8	7	5	2	8	—
40	7	9	8	8	8	8	8	6	3	8	—
41	7	9	9	8	8	8	8	7	3	8	—
42	7	10	9	9	9	8	8	7	3	9	—
43	7	10	10	9	9	9	8	8	3	9	—
44	7	10	10	10	10	10	9	9	3	9	—
45	7	10	10	10	10	10	10	10	4	9	—

Constitution (Con)

Score	Regen	Toughness			Health		
		System Shock	Death Poison	Magic	HP Adj	Resurrect Survival	Petrification Polymorph
31	2/1 Rnd	100%	8	6	5 (10)	100%	9
32	3/1 Rnd	100%	9	6	5 (10)	100%	9
33	4/1 Rnd	100%	9	6	5 (10)	100%	9
34	5/1 Rnd	100%	9	7	5 (10)	100%	10
35	6/1 Rnd	100%	10	7	6 (10)	100%	10
36	7/1 Rnd	100%	10	7	6 (10)	100%	10
37	8/1 Rnd	100%	10	7	6 (10)	100%	11
38	9/1 Rnd	100%	11	7	6 (10)	100%	11
39	10/1 Rnd	100%	11	8	6 (10)	100%	11
40	11/1 Rnd	100%	11	8	7 (10)	100%	12
41	12/1 Rnd	100%	12	8	7 (10)	100%	12
42	13/1 Rnd	100%	12	8	7 (10)	100%	12
43	14/1 Rnd	100%	12	8	7 (10)	100%	13
44	15/1 Rnd	100%	13	8	7 (10)	100%	13
45	16/1 Rnd	100%	13	9	8 (10)	100%	13

Charisma (Cha)

Score	Leadership		Comeliness	
	Loyalty Base	Max. # of Henchmen	Reaction Adj.	Turning Adj.
31	26	80	20	11
32	28	90	21	12
33	28	100	22	13
34	30	110	23	14
35	30	120	24	15
36	32	130	25	16
37	32	140	26	17
38	34	150	27	18
39	34	200	28	19
40	36	250	29	20
41	36	300	30	21
42	38	350	31	22
43	38	400	32	23
44	40	450	33	24
45	40	500	34	25

Extended Levels

Level	Experience Required
31	465,000
32	496,000
33	528,000
34	561,000
35	595,000
36	630,000
37	666,000
38	703,000

Level	Experience Required
39	741,000
40	780,000
41	820,000
42	861,000
43	903,000
44	946,000
45	990,000

Extended Priest Spells

Priest Level	Spell Level												
	1	2	3	4	5	6	7	8*	9*	10*	11*	12*	
31	**	9	9	9	9	9	8	1	--	--	--	--	
32	**	10	9	9	9	9	8	2	--	--	--	--	
33	**	11	10	9	9	9	8	3	--	--	--	--	
34	**	12	11	10	9	9	9	4	1	--	--	--	
35	**	13	12	11	10	9	9	5	2	--	--	--	
36	**	14	13	12	11	10	9	6	3	--	--	--	
37	**	15	14	13	12	11	10	7	4	1	--	--	
38	**	16	15	14	13	12	11	8	5	2	--	--	
39	**	17	16	15	14	13	12	9	6	3	--	--	
40	**	18	17	16	15	14	13	10	7	4	1	--	
41	**	19	18	17	16	15	14	11	8	5	2	--	
42	**	20	19	18	17	16	15	12	9	6	3	--	
43	**	21	20	19	18	17	16	13	10	7	4	1	
44	**	22	21	20	19	18	17	14	11	8	5	2	
45	**	23	22	21	20	19	18	15	12	9	6	3	

* Spells of this level are only effective for use with [Metamagic] listed abilities. A 9th level spell could be used for an Empowered 7th level spell, or a 12th level spell could be used for an Empowered and Maximized 7th level spell!!!

** Divine spell casters can cast a number of first level spells equivalent to twice their level, this also applies to Bonus Spells due to high Wisdom/Intuition

Extended Turning (Lvl 16-30)

Base HD^ of Undead	Class/Turning Level^^														
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
3	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
4	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
5	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
6	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
7	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
8	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
9	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
10	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
11	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3
12	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3
13	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3
14	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3
15	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3
16	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
17	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
18	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
19	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2
20	18	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2
21	20*	18	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2
22	21*	20*	18	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2
23	22*	21*	20*	18	16	14	12	10	8	6	T	T	D	D	Dx2
24	23*	22*	21*	20*	18	16	14	12	10	8	6	T	T	D	D
25	24*	23*	22*	21*	20*	18	16	14	12	10	8	6	T	T	D
26	25*	24*	23*	22*	21*	20*	18	16	14	12	10	8	6	T	T
27	26*	25*	24*	23*	22*	21*	20*	18	16	14	12	10	8	6	T
28	27*	26*	25*	24*	23*	22*	21*	20*	18	16	14	12	10	8	6
29	28*	27*	26*	25*	24*	23*	22*	21*	20*	18	16	14	12	10	8
30	29*	28*	27*	26*	25*	24*	23*	22*	21*	20*	18	16	14	12	10
31	30*	29*	28*	27*	26*	25*	24*	23*	22*	21*	20*	18	16	14	12

Base HD [^] of Undead	Class/Turning Level ^{^^}														
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
32	31*	30*	29*	28*	27*	26*	25*	24*	23*	22*	21*	20*	18	16	14
33	32*	31*	30*	29*	28*	27*	26*	25*	24*	23*	22*	21*	20*	18	16
34	33*	32*	31*	30*	29*	28*	27*	26*	25*	24*	23*	22*	21*	20*	18
35	34*	33*	32*	31*	30*	29*	28*	27*	26*	25*	24*	23*	22*	21*	20*
36	35*	34*	33*	32*	31*	30*	29*	28*	27*	26*	25*	24*	23*	22*	21*
37	36*	35*	34*	33*	32*	31*	30*	29*	28*	27*	26*	25*	24*	23*	22*
38	37*	36*	35*	34*	33*	32*	31*	30*	29*	28*	27*	26*	25*	24*	23*
39	38*	37*	36*	35*	34*	33*	32*	31*	30*	29*	28*	27*	26*	25*	24*
40	39*	38*	37*	36*	35*	34*	33*	32*	31*	30*	29*	28*	27*	26*	25*
41	40*	39*	38*	37*	36*	35*	34*	33*	32*	31*	30*	29*	28*	27*	26*
42	41*	40*	39*	38*	37*	36*	35*	34*	33*	32*	31*	30*	29*	28*	27*
43	42*	41*	40*	39*	38*	37*	36*	35*	34*	33*	32*	31*	30*	29*	28*
44	43*	42*	41*	40*	39*	38*	37*	36*	35*	34*	33*	32*	31*	30*	29*
45+	44+*	43+*	42+*	41+*	40+*	39+*	38+*	37+*	36+*	35+*	34+*	33+*	32+*	31+*	30+*

[^] = Base HD does not include bonuses (8d12+78 is an 8HD undead). ^{^^} = A roll of 1 always fails a required turning attempt. T = automatically turns that HD of undead, D = destroys that HD of undead. Dx2 = 2x the creatures destroyed. Dx3 = 3x the creatures destroyed. * = On a natural 20, Turn Resist or other modifiers do not apply; only creatures base HD applies. Note: Turn Resist applies to the creatures HD when it applies.

Extended Turning (Lvl 31-45)

Base HD [^] of Undead	Class/Turning Level ^{^^}														
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
1	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4
2	Dx3	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4
3	Dx3	Dx3	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4
4	Dx3	Dx3	Dx3	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4
5	Dx3	Dx3	Dx3	Dx3	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4
6	Dx3	Dx3	Dx3	Dx3	Dx3	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4
7	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4
8	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4
9	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4
10	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx4	Dx4	Dx4	Dx4	Dx4	Dx4
11	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx4	Dx4	Dx4	Dx4	Dx4
12	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx4	Dx4	Dx4	Dx4
13	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx4	Dx4	Dx4
14	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx4	Dx4
15	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx4
16	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
17	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
18	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
19	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
20	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
21	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
22	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
23	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
24	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
25	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3	Dx3
26	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3	Dx3
27	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3	Dx3
28	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3	Dx3
29	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3	Dx3
30	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx3
31	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
32	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
33	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
34	16	14	12	10	8	6	T	T	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
35	18	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2
36	20*	18	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2
37	21*	20*	18	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2
38	22*	21*	20*	18	16	14	12	10	8	6	T	T	D	D	Dx2
39	23*	22*	21*	20*	18	16	14	12	10	8	6	T	T	D	D
40	24*	23*	22*	21*	20*	18	16	14	12	10	8	6	T	T	D
41	25*	24*	23*	22*	21*	20*	18	16	14	12	10	8	6	T	T
42	26*	25*	24*	23*	22*	21*	20*	18	16	14	12	10	8	6	T
43	27*	26*	25*	24*	23*	22*	21*	20*	18	16	14	12	10	8	6
44	28*	27*	26*	25*	24*	23*	22*	21*	20*	18	16	14	12	10	8
45+	29+*	28+*	27+*	26+*	25+*	24+*	23+*	22+*	21+*	20+*	18+	16+	14+	12+	10+

[^] = Base HD does not include bonuses (8d12+78 is an 8HD undead). ^{^^} = A roll of 1 always fails a required turning attempt. T = automatically turns that HD of undead, D = destroys that HD of undead. Dx2 = 2x the creatures destroyed. Dx3 = 3x the creatures destroyed. Dx4 = 4x the creatures destroyed. * = On a natural 20, Turn Resist or other modifiers do not apply; only creatures base HD applies. Note: Turn Resist applies to the creatures HD when it applies.

Extended Druid Abilities

The Grand Druid

15th level - Grand Druid, only 1 in the entire world, served by 9 druids - 3 of which are Archdruids (each who receives 4 additional spell levels), the rest are 7th-11th level, although the Grand Druid can request a druid of any level to serve him and often considers applications from humble aspirants.

The Grand Druid has access to 6 spells/level,/day and gains an additional spell of each level at every odd level (17th, 19th, 21st...etc) gained up to 13/level,/day at 29th level. The Grand Druid may not cast any additional spells due to high wisdom.

The position of Grand Druid is not won through combat. Instead, the Grand Druid selects his successor usually from the acting great druids. After reaching 16th level, the Grand Druid can step down from his position, provided he has a successor.

The Grand Druid must step down upon reaching level 31.

Hierophant Druids

16th level and above - upon stepping down, the former Grand Druid must relinquish his spell abilities.

He is now a Hierophant Druid (or Heirophant), and begins advancing anew using standard spell casting for his respective level (a Heirophant may cast bonus spells due to high wisdom). Additionally the Heirophant Druid gains the following abilities when stepping down and each level afterward;

Immunity to all types of poisons.

Vigorous health for a person of his age. The hierophant is no longer subject to the ability score negatives for aging.

The ability to alter his appearance at will. Appearance alteration is accomplished in 1 round. A height and weight increase or decrease of 50% +2%/hierophant level is possible, with an apparent age from childhood to extreme old age.

Body and facial features can resemble any human or humanoid creature. This alteration is not magical, it cannot be detected by any means short of *true seeing*.

1st level gained as a Heirophant Druid: The PC gains the biological ability to hibernate. His body functions slow to the point where the PC may appear dead to a casual observer; aging ceases. The PC is completely unconscious during hibernation.

He awakens either at a preordained time ("I will hibernate for 20 days") or when there is a significant change in his environment (weather turns cold, gets hit with a stick, etc.).

The hierophant druid also gains the ability to choose 1 of the 4 main types of Elemental Planes (Air, Earth, Fire or Water) to enter at will. The transference takes 1 round to complete. This ability also provides the means to survive on that plane, move around, and return to the Prime Material Plane at will. It does not confer similar abilities or immunities on the Prime Material Plane.

The hierophant may take 1 additional creature at every even level gained (1 at 2nd, 2 at 4th...).

2nd level gained as a Heirophant Druid: The PC may choose a 2nd Elemental Plane to enter and survive in.

3rd level gained as a Heirophant Druid: The PC may choose a 3rd Elemental Plane to enter and survive in.

4th level gained as a Heirophant Druid: The PC gains access to the last Elemental Plane to enter and survive in.

5th level gained as a Heirophant Druid: The hierophant druid now ages at 1/2 normal rates (1 year for every 2 that pass). The hierophant druid also gains the ability to choose either 1 of the Para-Elemental Planes (Smoke, Magma, Ooze, Ice), 1 of the Positive Quasi-Elemental Planes (Lightning, Radiance, Minerals, Steam) or 1 of the Negative Quasi-Elemental Planes (Vacuum, Ash, Dust, Salt) to enter at will.

6th - 9th level gained as a Heirophant Druid: The PC may choose another Para- or Quasi-Elemental Plane to enter and survive in for each level gained.

10th level gained as a Heirophant Druid: The hierophant druid now ages at 1/5 normal rates (1 year for every 5 that pass). The PC may choose another Para- or Quasi-Elemental Plane to enter and survive in.

11th - 15th level gained as a Heirophant Druid: The PC may choose another Para- or Quasi-Elemental Plane to enter and survive in for each level gained.

16th level gained as a Heirophant Druid: The hierophant druid now ages at 1/10 normal rates (1 year for every 10 that pass). The PC gains access to the last Para- or Quasi-Elemental Plane to enter and survive in.

Extended Thieving Skill Dexterity* & Intelligence** Adjustments

Ability	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
Modifier	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130

* Includes Agility and Balance - *Dexterity* affects: Escape Bonds and Tunneling - *Agility* affects: Find/Remove Traps, Open Locks and Pick Pockets - *Balance* affects: Climb Walls, Hide in Shadows and Move Silently

** Includes Learning and Knowledge - *Intelligence* affects: Bribe - *Learning* affects: Detect Illusions, Detect Magic and Detect Noise - *Knowledge* affects: Read Languages

Thieving skills used in view of an attentive high level PC/NPC (15th level+) allow for the high level PC/NPC to make a check at 1/2 their normal thieving skill chance to realize/recognize that another has used a thieving skill regardless of the others success or failure.

Extended Wizard Spells

Wizard		Spell Level													
Level	*1	2	3	4	5	6	7	8	9	10**	11**	12**	13**	14**	
31	*/37	7/30	7/25	7/29	7/28	7/28	7/18	6/13	6/11	--	--	--	--	--	
32	*/41	8/34	7/25	7/29	7/28	7/28	7/18	6/13	6/11	--	--	--	--	--	
33	*/46	9/39	8/29	7/29	7/28	7/28	7/18	6/13	6/11	--	--	--	--	--	
34	*/50	10/43	9/32	8/33	7/28	7/28	7/18	6/13	6/11	--	--	--	--	--	
35	*/55	11/47	10/36	9/37	8/32	7/28	7/18	6/13	6/11	1	--	--	--	--	
36	*/59	12/51	11/39	10/41	9/36	8/32	7/18	6/13	6/11	2	--	--	--	--	
37	*/64	13/56	12/43	11/46	10/40	9/36	8/21	6/13	6/11	3	1	--	--	--	
38	*/69	14/60	13/46	12/50	11/44	10/40	9/23	7/15	6/11	4	2	--	--	--	
39	*/73	15/64	14/50	13/54	12/48	11/44	10/26	8/17	7/12	5	3	1	--	--	
40	*/78	16/69	15/54	14/58	13/52	12/48	11/28	9/20	8/15	6	4	2	--	--	
41	*/82	17/73	16/57	15/62	14/56	13/52	12/31	10/22	9/17	7	5	3	1	--	
42	*/87	18/77	17/61	16/66	15/60	14/56	13/33	11/24	10/18	8	6	4	2	--	
43	*/91	19/81	18/64	17/70	16/64	15/60	14/36	12/26	11/20	9	7	5	3	1	
44	*/96	20/86	19/68	18/75	17/68	16/64	15/39	13/28	12/22	10	8	6	4	2	
45	*/101	21/90	20/71	19/79	18/72	17/68	16/41	14/30	13/24	11	9	7	5	3	

* 1st level spells do not need to be memorized as they can be cast at will.

** Spells of this level are only effective for use with [Metamagic] listed abilities. An 11th level spell could be used for an Empowered 9th level spell, or a 14th level spell could be used for an Empowered and Maximized 9th level spell!!!





Section 2: High Level Abilities (All Classes)

The following is a list of abilities that are purchasable by almost any PC class that meets the prerequisites listed. Those listing NWP's as a prerequisite are only purchasable if the NWP is normally purchasable by the PC's class or if the NWP's listed are all from the General NWP category. Normally only one High Level ability is useable per round.

In Section 2 through Section 7, each ability costs 5 CP's, and cannot be reduced in cost by any means. Each ability in this section (Section 2) requires the PC to have at least 15 character levels or higher. Humans may purchase up to 2 abilities per level, demihumans and monsters can only purchase one per level.

High Level Abilities

The ability is listed, followed by either Metamagic identifiers in [] or prerequisites in ().

Athletic (Mountaineering & Swimming NWP's): You get a +5 bonus on Mountaineering and Swimming checks.

Augment Summoning (Level 16, Spellcaster): Creatures you summon with any summoning spell are slightly enhanced. They gain one more die of hit points (but they are not treated as +1 HD creatures) and a +1 bonus on their attack and damage rolls.

Brachiation (Level 19, Str 13): You move through trees at your normal land speed by using your arms to swing from one branch another. To allow brachiation, the area through which you are moving must be at least lightly wooded, with trees no farther apart than 15'. You may not use the ability while holding an item in either hand, or while wearing armor heavier than chain mail or with any magic item which provides a similar mode of movement.

Chain Spell [Metamagic] (1 Metamagic ability): You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 6 boxes of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum. If the chained spell deals damage, the secondary targets each take 1/2 as many dice of damage as the primary target (rounded down) and can attempt an appropriate saving throw for 1/2 of the secondary damage. For spells that do not deal points of damage, the creatures saving throw is at +4. If no save is listed they receive a save vs. spell.

Chink in the Armor (Expertise, Sneak Attack or Combat Sense Ability): If you use your movement action or your full attack action to study your foe, you can ignore 1/2 of his or her armor bonus (rounded down) during your next single attack. Only bonuses from actual armor (including natural armor) are halved, not those from shields, magical bonuses to armor, or magic items that provide an armor bonus.

Cleave (Power Attack or Precision Attack): If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.) with your last attack, you get an immediate, extra melee attack against another creature in the immediate vicinity (within weapon reach). You cannot move before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Clever Wrestling (Improved Unarmed Strike, Small or Medium Sized): When your foe is larger than Medium-size, you gain a bonus to the opposed strength check to break the hold. The size of the bonus depends on your foe's size, according to the following table.

Size of Foe	Bonus
Colossal	+8
Gargantuan	+6
Huge	+4
Large	+2

Combat Reflexes (Sneak Attack or Combat Sense class ability): When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your sneak attack damage multiplier (or equivalent level on the sneak attack table). For example, a PC with a x3 sneak attack damage multiplier can make a total of 3 attacks of opportunity in a round. If 4 goblins move through the PC's threatened area, he can make attacks of opportunity against 3 of the 4. You still only make one attack of opportunity per foe.

Cooperative Spell [Metamagic] (1 Metamagic ability): You and another spellcaster with the Cooperative Spell ability can simultaneously cast the same spell (at the same time in the round). You must be adjacent to one another when casting cooperatively. Spells cast this way imply a -2 penalty to all saving throws vs. the spell and the spell is considered to be cast as 1 level higher than the highest caster. A cooperative spell uses up a spell slot of the same level as the spells actual level. For each additional caster with this ability casting the same cooperative spell simultaneously, the save is penalized by 1 and the caster level increases by 1. When more than 2 spell-casters cooperatively cast a spell, each must be adjacent to at least 2 other casters. For example, 4 spell-casters (2 wizards and 2 sorcerers) standing in a circle all possess Cooperative Spell. 3 of them ready an action to cast fireball when the member with the lowest initiative takes her action, also casting fireball.

Dash (Dex 17, Fleet of Foot): If you are wearing chain mail or lighter armor, and not encumbered, your speed is 50% faster than it normally would be.

Deflect Arrows (Dex 15, Improved Unarmed Strike): You must have at least one hand free (holding nothing) to use this ability. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack. Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons, such as boulders hurled by giants, and ranged attacks generated by spell effects, such as *Melf's Acid Arrow*, can't be deflected.

Delay Spell [Metamagic] (1 Metamagic Ability): You may delay a spell to activate for up to 5 rounds after casting. Once set and cast the spell activation can't be changed.

Dodge (Dex 13): During your action, you designate a foe and receive a +1 dodge bonus to AC against attacks from that foe. You can select a new foe on any action, Note: A condition that makes you lose your Dexterity bonus to AC (if any) also makes you lose dodge bonuses.

Dragon's Toughness (Level 19, Con 25, Warrior or Receive "Warrior-" Con-HP Bonus): You gain +12 hit points. You can gain this ability multiple times.

Dwarf's Toughness (Level 17, Con 18, Warrior or Receive "Warrior-" Con-HP Bonus): You gain +6 hit points. You can gain this ability multiple times.

Empower Spell [Metamagic]: All variable, numeric effects of an empowered spell are increased by 1/2. An empowered spell deals 1/2 again as much damage as normal, cures 1/2 again as many hit points, affects 1/2 again as many targets, etc., as appropriate. For example, an empowered magic missile deals one and 1/2 times normal damage (roll 1d4+1 and multiply the result by 1.5 for each missile). Saving throws and opposed rolls (such as the one you make when you cast dispel magic) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot 2 levels higher than the spell's actual level.

Energy Admixture [Metamagic] (Energy Substitution, 1 Metamagic Ability): Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to add an equal amount of the chosen type of energy. The altered spell works normally in all respects except the type of damage dealt (as appropriate). Thus, an acid fireball cast at 6th level deals 6d6 fire damage and 6d6 acid damage (roll each set of dice separately). The damage cap for a spell cast using this ability remains the same as the base spell but counts separately for each type of energy. So an acid fireball cast at 10th level or higher deals 10d6 fire damage and 10d6 acid damage.

Even opposed types of energy, such as fire and cold, can be combined using this ability. An admixed spell uses up a spell slot 4 levels higher than the spell's actual level. You can gain this ability multiple times, choosing a different type of energy each time. You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution. You can also use Energy Admixture to include your chosen energy type with a spell that already uses the same type, in effect doubling the damage dice.

Energy Substitution [Metamagic] (Level 17, 1 Metamagic Ability): Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify any spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects, except that the type of damage dealt change. You can gain this ability multiple times, each time applying it to a different type of energy.

Enlarge Spell [Metamagic]: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range (such as *bleed* or a cone spell) has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Eschew Materials [Metamagic] (1 Metamagic Ability): You can cast any spell that has a material component costing 5 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 5gp, you must have the material component at hand to cast the spell, just as normal.

Expertise (Int 13, Specialization in Weapon Used): When making a melee attack, you can take a penalty of as much as -5 on your attack and add the same number (up to +5) to your AC. The changes to attack rolls and AC last until your next attack or round.

Expert Tactician (Level 17, Dex 13, Combat Reflexes): You can make one extra melee attack against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your initiative, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this ability against only one of them.

Extend Spell [Metamagic]: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this ability. An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Slot (Level 17): You gain one extra spell slot in your daily allotment. This extra slot is up to one level lower than the highest-level spell you can cast. Once selected, the extra spell slot never changes level. If you have more than one spellcasting class, the extra slot only applies to one of those classes. You can gain this ability multiple times. Each time, you gain an extra spell slot at up to one level lower than the highest-level spell you can cast.

Extra Turning (Ability to Turn Undead): You can attempt to turn Undead 3 more times per day than normal.

Faster Healing (Level 17, Fast Healing Trait): Your constitution hit point bonus is doubled for overnight healing purposes. You also recover from wounds a bit faster allowing for 2 hit points to be regained in 1d6 turns instead of 1 hit point in 2-12 turns. This does not affect regeneration.

Far Shot (Point Blank Shot): When you use a projectile weapon, such as a bow, its range increment increases by 1/2 (multiply by 1.5). When you use a thrown weapon, its range increment is doubled.

Fleet of Foot (Dex 15, Running NWP): When running or charging, you can make a single direction change of 90 degrees or less. You can't use this ability while wearing armor heavier than chain mail and encumbered.

Flyby Attack (Ability to Fly, Naturally, Magically or Through Shapechanging): You may continue to move up to your full-allotted movement after an attack (on the following segment).

Giant's Toughness (Level 18, Con 20, Warrior or Receive "Warrior-" Con-HP Bonus): You gain +9 hit points. You can gain this ability multiple times.

Great Cleave (Level 18, Cleave): As Cleave, except that you can continue to gain an extra attack if each creature is dropped after the first. Example: The last attack drops the kobold, and the free cleave attack drops the next, the one right next to it drops from the great cleave and the one next to it doesn't, the great cleave stops there.

Great Fortitude: You get a +5 bonus to all Paralyze/Poison/Death Magic saving throws.

Great Throw (Dodge, Improved Trip, Combat Reflexes): When you make a successful unarmed trip attack against a creature no larger than your own size, you can choose where the creature lands. The foe can be thrown 1' per point of damage. Foes thrown at other foes or objects do not receive any additional damage but a basic non-damaging overrun check may need to be adjudicated as the DM sees fit. When you use this option, you do not receive an attack of opportunity.

Greater Multiweapon Fighting (Level 19, Dex 19, Improved Multiweapon Fighting): You gain an additional single attack each round from 1 of your off-hand weapons, at a -32 for 3 wielded weapons (1st at -2, 2nd at -4, 3rd at -8, 4th at -16 and this additional attack at -32), -64 for 4 wielded weapons (1st at -2, 2nd at -4, 3rd at -8, 4th at -16, 5th at -32 and this additional attack at -64)...etc.

Greater Spell Focus (Spell Focus): You now benefit from a +4 to all saving throws that you make from the focused school or sphere. You also imply a -5 to all foe saving throws from the school or sphere of magic you select to focus on. This overlaps (does not stack with) the bonus and applied penalty from Spell Focus. You can gain this ability multiple times. Its effects do not stack. Each time you select this ability it applies to a new school or sphere of magic. This ability cannot be taken for schools of opposition nor spheres not accessible. Cannot be used with Spell Penetration or Greater Spell Penetration.

Greater Spell Penetration (Spell Penetration): You now imply a -4 to foes saving throws or a -20% to their magic resistance vs. your spells. This ability does not affect your natural spell-like abilities. This overlaps (does not stack with) the bonus from Spell Penetration. Cannot be used with Spell Focus or Greater Spell Focus.

Greater Two Weapon Fighting (Level 18, Dex 19, Improved Two Weapon Fighting): You gain an additional attack each round from your off-hand weapon, at a -16 penalty to attack.

Heighten Spell [Metamagic]: A heightened spell has a higher spell level than normal (up to 9th level). Unlike other metamagic abilities, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throws and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level. A heightened spell is more difficult to prepare than a normal spell and is cast as a spell of its heightened level.

Improved Counterspell [Metamagic]: When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school or sphere that is one or more levels higher than the target spell.

Improved Critical (Level 19, Mastery with Weapon or 2 Metamagic Abilities): When using the weapon you selected, you get to choose one out of 3 potential critical hits when an attack roll indicates a successful critical hit. You can gain this ability multiple times. The effects do not stack. Each time you take the ability, it applies to a new weapon. For spell casters: choose one Spell Category (ray, missile, or touch spell). You can gain this ability multiple times, choosing a different weapon or category of weapon-like spell each time. If the PC has Coup de Gras, this ability increases the critical hit selection by one more above and one less to be selected.

Improved Disarm (Expertise, Disarm WP): You do not suffer an attack of opportunity when you attempt to disarm a foe, nor does the foe have a chance to disarm you.

Improved Flight (Ability to Fly, Naturally, Magically or Through Shapechanging): Your maneuverability while flying improves by one grade. You may also carry 1/2 more than your standard encumbrance for flying.

Improved Grapple (Dex 13, Improved Unarmed Strike): You are able to wear armor when attempting to wrestle with a reduced hindrance to your skill. You can reduce the armor penalty by 2, allowing for up to chain, ring and scale mail to be worn without penalty.

Improved Initiative: You get a +4 bonus on initiative checks.

Improved Multiweapon Fighting (Dex 17, Multiattack, Multidexterity): You gain an additional single attack each round from 1 of your off-hand weapons, at a -16 for 3 wielded weapons (1st at -2, 2nd at -4, 3rd at -8 and this additional attack at -16), -32 for 4 wielded weapons (1st at -2, 2nd at -4, 3rd at -8, 4th at -16 and this additional attack at -32)...etc.

Improved Shield Bash (Power Attack or Precision Attack, Shield Proficiency Str 15): Any shield bash you make with a shield (larger than a buckler) affects your foe as if you had performed an overrun equivalent to a single size category larger than your current form. You don't actually move into your foe's square or incur attacks of opportunity for the bash. Your foe may choose to move into an adjacent square. You do not gain a trample effect as you are not in the same square as your foe. You may also elect to charge using your shield with normal effects as a charge or even a standard overrun (as a size larger as above).

Improved Swimming (Level 17): You may swim at full normal land speed. You also may wear armor as heavy as chain mail and swim at 1/2 normal land speed. Your Constitution is considered double for making swimming checks. You gain a +4 for any Strength checks for swimming. You suffer a single Constitution point loss for 2 consecutive failed checks.

Improved Trip (Int 13, Improved Unarmed Strike): You may attempt to forgo your unarmed attacks to perform a trip on a foe one size category larger than yourself. If the attack is successful then the foe is knocked down suffering normal unarmed attack damage, and you immediately get an attack of opportunity against that foe.

Improved Two Weapon Fighting (Level 16, Dex 17, Two-Weapon or Double Weapon Style Specialization, Ambidexterity): You gain an additional attack each round from your off-hand weapon, at a -8 penalty to attack.

Improved Unarmed Strike (Expertise or Greater Proficiency in Pummeling and Wrestling): You are able to choose a specific body part to attack with each attack without penalty. Any critical hits are determined based upon the chosen location as well as certain effects on the wrestling chart if wrestling. You also gain the added benefit of not provoking an attack of opportunity if attacking an armed foe. Spell casters that have the Delay Spell ability may deliver their touch spell coupled with an unarmed attack.

Innate Spell (Quicken Spell, Silent Spell, Still Spell): Choose a spell that you know. You can now use this spell 3 times per day as a spell-like ability. If the innate spell has a cost (such as Constitution or HP loss), you pay that cost each time you use the spell. If the innate spell has a costly material component, you need an item worth 50 times that amount to use as a focus for the spell-like ability. The item can't be something already owned by the spellcaster and it must openly displayed when the innate spell is used. Otherwise, you need no components to use the innate spell as a spell-like ability.

You must permanently assign one spell slot of the appropriate spell level to the innate spell. You can't use this spell slot for anything else - that is, you can cast one fewer spell per day at that spell level than you could if you didn't have an innate spell. For example, if you could normally cast 3 - 3rd-level spells per day and you choose fireball as your innate spell, you can now cast only 2 - 3rd-level spells per day, but you gain 3 uses per day of fireball as a spell-like ability. You can choose this ability more than once, selecting a different innate spell each time. Once chosen an innate spell cannot be changed.

Leadership (Follower Class Ability): You have the ability to gain an increased number of followers (possible additions being from normal lists and the list below) by adding an additional d"X" ("X" being the type of die used for rolling up followers). Your followers normal racial alignment must be within one step of yours, a Lawful Good PC could not have an evil or chaotic aligned follower, but could have a Neutral Good or Lawful Neutral aligned follower. This ability may be purchased up to 6 times.

<u>Creature</u>	<u>Align</u>	<u>Lvl Equiv</u>	<u>Creature</u>	<u>Align</u>	<u>Lvl Equiv</u>	<u>Creature</u>	<u>Align</u>	<u>Lvl Equiv</u>
Blink Dog	LG	4	Griffon	N	8	Umber Hulk	CE	10
Dragon (Young, Green)	LE	14	Imp	LE	8	Unicorn*	CG	6
Erinyes	LE	13	Nightmare	NE	11	Werebear (Human)	LG	5
Ettin	CE	11	Pegasus	CG	6	Winter Wolf	NE	7

Lightening Reflexes: You get a +5 bonus to all saving throws that allow for Dexterity modifiers to the save.

Magical Artisan (1 Metamagic Ability): Choose one type of magical item creation ability. When you make an item of that type, you pay only 75% of the normal cost to create the item. You may gain Magical Artisan multiple times. Each time you take the ability, it applies to a new item creation ability.

Maximize Spell [Metamagic]: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. For example, a maximized fireball deals 6 points of damage per caster level (up to 60 points of damage). Saving throws and opposed rolls (such as the one you make when you cast dispel magic) are not affected. Spells without random variables are not affected. A maximized spell uses up a spell slot 3 levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each ability: the maximum result plus 1/2 the normally rolled result.

Mobility (Dodge): You get a +4 dodge bonus to AC against attacks of opportunity caused when you move out of or within a threatened area. Note: A condition that makes you lose your Dexterity bonus to AC (if any) also makes you lose this bonus.

Mounted Archery (Mounted Combat): The penalty when using a ranged weapon from horseback is reduced by 2 (no less than 0).

Mounted Combat (Riding NWP): Once per round when your mount is hit in combat, you may make a Riding NWP check to negate a single hit.

Multiattack (Access to a Form with Three or More Arms/Attacks, Ambidexterity): Overall penalties suffered for third or more attacks or with appendages wielding weapons is reduced by 2.

Multidexterity (Dex 15, Access to a Form with Three or More Arms, Ambidexterity): Overall penalties suffered for primary hand are reduced by an additional 1, off-hand penalties are reduced by an additional 2 or by the PC's dexterity reaction adjust applied again (whichever is higher).

New Class: The PC may choose to gain a new class in a class group he already has a class in (such as having levels in the fighter class and choosing to take levels in the ranger class) adjusting for and abiding by all multi-classed rules and alignments. Any single class benefits or abilities gained by being a single classed PC are lost once this ability is purchased, see DM for details.

Off-hand Parry (Parrying WP, Improved Multiweapon Fighting or Improved Two Weapon Fighting): You may get an additional +1 to parry with your off-hand weapon.

Point Blank Shot: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30'. For Spell Casters: You gain a +1 modifier on attack and damage with rays and energy missiles at ranges of 30' or less. The extra damage is of the same type as the spell deals. However, spells that inflict energy drain or ability damage deal 1 extra point of negative energy damage, not an extra negative level or point of ability damage.

Power Attack (Str 13): On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

Power Critical (Level 20, Improved Critical, High Mastery with Weapon or 3 Metamagic Abilities): Once per day, you can declare a single melee attack with your chosen kind of weapon to be an automatic critical hit (if the creature is only hit by a critical hit, the attack is simply an automatic hit), unless a fumble is rolled. You can take this ability multiple times. Each time you do, it applies to a new kind of weapon. Can't be used for called shot critical. If used with "critical hit" effect magic weapons it causes a critical hit unless the roll is what is needed for the weapon's special powers to be used.

Precise Shot (Point Blank Shot): You can shoot or throw ranged weapons at a foe engaged in melee without suffering the standard penalty. For Spell Casters: You can fire a ray or missile spell into melee without suffering the standard penalty.

Precision Attack (Str 13): On your action, before making attack rolls for a round, you may choose to subtract a number from all melee damage rolls and add the same number to all melee attack rolls. This number may not exceed your damage bonus. The penalty on damage and bonus on attack applies until your next action.

Quick Draw (Fast Draw): You can draw or sheath a weapon or weapons as a free action.

Quicken Spell [Metamagic]: Casting a quickened spell is a free action that occurs on your initiative. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot 4 levels higher than the spell's actual level.

Rapid Shot (Dex 13, Point Blank Shot): You can get one extra attack per round with a ranged weapon. All ranged attacks in the round that this is used suffer a -2 to attack. This ability must be declared prior to the first shot being fired.

Reach Spell [Metamagic]: You may cast a spell that normally has a range of 'touch' at any distance up to 30'. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot 2 levels higher than the spell's actual level. This ability may be coupled with a spectral hand spell.

Reactive Counterspell (Improved Counterspell, Improved Initiative): Once per round, you can counterspell a foe's spell even if you have not readied an action to do so. This counterspell takes the place of your next non-movement action. You can't use this ability when you are surprised.

Repeat Spell [Metamagic] (1 Metamagic Ability): A repeated spell is automatically cast again at the beginning of your next turn in the round. No matter where you are, the second spell originates from the same location and affects the same area as the original spell. You cannot use this ability on spells with a touch range. If the original spell designates a target, the repeated spell affects the same target if it is within 3 boxes of its original position; otherwise the second spell fails. A repeated spell uses up a spell slot 3 levels higher than the spell's actual level.

Resilient Willpower: You get a +5 bonus to all Petrification/Polymorph saving throws, and all saving throws that allow for Wisdom modifiers to the save.

Resist Disease (Inherent Immunity to Disease Trait): You gain a +4 bonus on saves against disease.

Resist Poison (Inherent Immunity to Poison Trait): You get a +4 bonus on saving throws against poison.

Resistance to Energy (Level 17, Appropriate "Inherent Immunity" Trait): You gain a damage reduction against a chosen type of energy (cold, electricity and heat). For example, if you choose heat, you ignore the first 5 points of heat damage you take each round (to a minimum of 1), regardless of whether that damage stems from a mundane or a magical source. You can take this ability multiple times. If you choose the same energy form the effects stack (always a minimum of 1), or a different energy type may be chosen. This resistance does not stack with that provided by any spell or magic item.

Ride-by Attack (Mounted Combat): When you are mounted and use the charge move, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge, on the following segment). Your total movement for the round while mounted is double your mounted speed for charging. You do not provoke an attack of opportunity from the foe that you attack.

Run (Running NWP): When running, you gain a strength and constitution check bonus of +2 and can even choose to run at 6 times your normal movement suffering a -10 penalty to the strength check. The PC is also considered to have twice their constitution for determining the length of their run, and only needs 1/2 the normal resting time to recuperate. If you make a running jump, increase the distance or height you can clear by 1/4.

Sanctum Spell [Metamagic] (1 Metamagic Ability): A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum, but if not cast in the sanctum, it has an effective spell level one level lower than normal. All effects dependent on spell level are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic abilities. Your sanctum is an area you have previously designated within a 10'/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a large structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least 3 months. Once designated, it takes 7 days for the site to become a sanctum. If you designate a new area to be your sanctum, the benefits of the old one immediately fade. You may have only a single sanctum at one time.

Sculpt Spell [Metamagic] (1 Metamagic Ability): You can modify an area spell by changing the area's shape. The new area must be chosen from the following list: cylinder (10' radius, 30' high), 40' cone, 4 10' cubes, or a ball (20'-radius spread. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt spell whose area is changed to a ball deals the same amount of damage, but the lightning ball affects a 20'-radius spread. A sculpted spell uses a spell slot one level higher than the spell's actual level.

Shield Charge (Improved Shield Bash, Str 18): When you attack with your shield as part of a charge action, you inflict double normal damage. You are also considered 2 sizes larger for determining overruns.

Shot on the Run (Point Blank Shot, Dex 13, Dodge, Mobility): When using the attack action with a ranged weapon, you can move both before and after the attack (on the following segment), provided that your total distance moved is not greater than your speed.

Silent Spell [Metamagic]: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level. Bard spells cannot be enhanced by this metamagic ability.

Skill Focus: Each time a CP is spent on raising a modifier check on a NWP already known by the PC, the modifier is raised by 2 points. This ability can be taken multiple times, each time it applies to a different NWP. This ability can not be used to affect an initial purchase of a NWP.

Spellcasting Prodigy (Level 16): For the purpose of determining bonus spells, treat the ability score that controls your spellcasting as 2 points higher than its actual value. You can gain Spellcasting Prodigy multiple times. Each time you take this ability, it applies to a different spellcasting ability score if the PC has more than one spellcasting class.

Spell Focus: This ability allows you to imply a -3 to all foe saving throws from the school or sphere of magic you select to focus on. You also benefit from a +2 to all saving throws that you make from the focused school or sphere. You can gain this ability multiple times. Its effects do not stack. Each time you select this ability it applies to a new school or sphere of magic. This ability cannot be taken for schools of opposition nor spheres not accessible.

Spell Penetration: You imply a -2 to foes saving throws or a -10% to their magic resistance vs. your spells. This ability does not affect your natural spell-like abilities.

Spirited Charge (Ride-By Attack): When mounted and using the charge action, deal double damage with melee weapon (or triple damage with a lance).

Split Ray [Metamagic] (1 Metamagic Ability): You can split spells that specify a single target and make a ranged touch attack. Only spells that deal damage can be affected by this ability. The split ray affects any 2 targets that are both within the spell's range within 30' of each other. Each target takes 1/2 as much damage as normally indicated (round down). If desired, you can have both rays attack the same target. A split ray uses up a spell slot of the spell's normal level modified by any other metamagic abilities.

Spring Attack (Level 18, Mobility): When attacking with a melee weapon, you can move both before and after the attack (on the following segment), provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack. You can't use this ability if you are in armor heavier than chain mail or have any modifiers to movement due to encumbrance.

Still Spell [Metamagic]: A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level.

Stunning Fist (Level 18, Dex 13, Wis 13, Improved Unarmed Strike): Declare that you are using your attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by your unarmed attack to make a paralyzation saving throw at a -1 penalty for every 5 levels you have attained, in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for the rest of the round and the entire following round. You may attempt a stunning attack once per day for every 5 levels you have attained and no more than once per round. For spell-casters: You can deliver a touch spell with an unarmed strike as described in Improved Unarmed Strike. A hit produces the normal chance to stun the foe along with damage from the strike, and it also discharges the spell effect.

Subdual Substitution [Metamagic] (Level 17, 1 Metamagic Ability): Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with the chosen designator to inflict subdual damage instead of energy damage. The subdual spell works normally in all respects except the type of damage dealt. For example, a subdual fireball spell works in the usual way, but the subdual fireball deals subdual damage instead of fire damage. A subdual spell uses a spell slot of the spell's normal level, modified by any other metamagic abilities.

Superior Expertise (Level 18, Expertise, Int 15): When you use the Expertise ability to improve your AC, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus.

Trample (Mounted Combat): When you attempt to overrun a foe while mounted, the target may not choose to avoid you. If you knock down the target, your mount may make one additional hoof attack or trample attack against him or her, gaining the standard +4 bonus on attack rolls against prone targets.

Twin Spell [Metamagic] (1 Metamagic Ability): A spell altered by this ability takes effect twice, as if you were simultaneously casting the same spell 2 times on the same location or against the same target. Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each, if applicable. In some cases, such as a twinned *charm*, failure of both of the target's saving throws results in redundant effects, although any ally of the target would have to succeed on 2 dispel checks to remove the effect. As with other abilities, twinning a spell does not affect its vulnerability to counterspelling. (For example, countering with an untwinned spell doesn't negate just 1/2 of the twinned spell.) A twinned spell uses up a spell slot 4 levels higher than the spell's actual level.

Weapon Finesse (Level 16, Mastery with Weapon or 2 Metamagic Abilities): With the selected weapon, you may use your Dexterity reaction adjust modifier instead of your Strength modifier on attack rolls. Since you need your second hand for balance, if you carry a shield, the shield's basic defense bonus (including shield proficiency bonuses, but not magical) acts as a penalty that is applied to your attack rolls. You can gain this ability multiple times. Each time you choose this ability, it applies to a new weapon. Spell casters: Choose one Spell Category (ray, missile, or touch spell) to add your Dexterity modifier on your melee attack rolls with such spells. You can gain this ability multiple times, choosing a different Spell Category each time.

Weapon Focus (Level 16, Mastery with Weapon or 2 Metamagic Abilities): You add +1 bonus to either attack rolls, damage or weapon speed with a selected weapon. You can gain this ability multiple times. Its effects do not stack but can be used to increase either another weapon or the same weapon in one of the remaining areas. For Spell casters: Choose one Spell Category (ray, missile, or touch spell). You gain a +1 bonus to either attack rolls, damage or reduced casting times made with such spells. You can gain this ability multiple times, choosing a different weapon or Spell Category each time.

Whirlwind Attack (Expertise, Spring Attack, Weapon Mastery): When you make a full attack, you can give up all of your normal attacks and instead make one melee attack at your base attack bonus against each foe within 5'. Modifiers from style, proficiency, or magic do not apply to this attack.

Wingover (Ability to Fly): This ability allows you to turn at an angle of up to 180 degrees in addition to any other turns you are normally allowed, regardless of your maneuverability. You cannot gain altitude during the round you execute a wingover, but you can dive.

Widen Spell [Metamagic]: A widened burst, emanation, or spread spell has its radius increased by 50%. Spells that do not have an area of one of these 3 sorts are not affected by this ability. A widened spell uses up a spell slot 3 levels higher than the spell's actual level.





Section 3: Druid, Barbarian & Ranger High Level Abilities

The following is a list of abilities that are purchasable by Druids, Barbarians, Rangers & PC's that meet the prerequisites listed.

Animal Control (Animal Defiance, Ability to Cast Speak with Animals and Animal Friendship): You can command animals as an evil cleric commands undead (this is not considered an evil act). To command an animal, must be able to speak with it via a speak with animals effect, though you may issue your commands mentally if desired. Animals you command through this ability count against the HD limit of animals you can befriend through animal friendship.

Animal Defiance (Ability to Cast Detect Animals or Plants): You can turn (but not destroy) animals as a priest turns undead. An indication of Destroyed on the turning chart simply adds another 1d4 to the total that can be turned, unless a * is present which adds +2d4.

Blindsight (Ability to Use Shapechange to Become a Bat): You gain the extraordinary ability blindsight, which operates regardless of your form. Like the bat, you emit high-frequency sounds, inaudible to most creatures, as a form of 'sonar' that allows you locate objects and creatures within 120'. Since the ability relies on hearing, any circumstance that deprives you of that sense also negates your blindsight.

Destructive Rage (Ability to Rage): While you're raging, you gain a +8 bonus to your Strength score.

Extended Rage (Ability to Rage): Each of your rages lasts an additional 5 rounds beyond its normal duration. You can take this ability multiple times, and the additional rounds stack.

Extra Favored Enemy (Level 18, Special Enemy Class Ability): You may add a single Special Enemy to you list of foes. This ability may be taken several times adding a new Special Enemy each time.

Extra Rage (Class Ability to Rage): You rage 2 more times per day than you otherwise could. You can take this ability multiple times, gaining 2 additional rages per day each time.

Extra Shapechange (Class Ability to Shapechange): You may use your shapechange ability 2 more times per day than you otherwise could. You can take this ability multiple times, gaining 2 additional shapechanges each time.

Fast Shapechange (Class Ability to Shapechange, Dex 13): You can forgo your attacks for the round and shapechange while still moving as normal.

Favored Critical (Level 18, Special Enemy Class Ability): Select one of your favored enemies, whenever you attack this type of creature, the threat range of whatever weapon you are using is doubled. If the PC receives a successful critical hit on a roll of a 20 then on a 19 or 20 will be a critical against the chosen enemy. If the critical is on an 18, 19 or 20 then a critical is scored on a 16, 17, 18, 19 or 20. You can take this ability multiple times. Each time you do, it applies to a new favored enemy (if the PC has more than one). The effects of this ability do not stack with those of Improved Critical.

Greater Spell Progression (Ranger Spell Casting Abilities): Your normal limits of spell progression have now exceeded the normal level limits as follows;

Ranger Level (ISPr 5/10)	Casting Level (ISPo)	Spell Level						Ranger Level (ISPr 5/10)	Casting Level (ISPo)	Spell Level					
		1	2	3	4	5	6			1	2	3	4	5	6
17 (15/12)	9 (14)	3	3	3	1	1	--	24 (22/19)	11 (16)	4	4	4	3	3	1
18 (16/13)	9 (14)	3	3	3	2	1	--	25 (23/20)	11 (16)	4	4	4	4	3	1
19 (17/14)	9 (14)	3	3	3	3	1	--	26 (24/21)	11 (16)	4	4	4	4	3	2
20 (18/15)	10 (15)	4	3	3	3	2	--	27 (25/22)	11 (16)	4	4	4	4	4	2
21 (19/16)	10 (15)	4	3	3	3	3	--	28 (26/23)	11 (16)	4	4	4	4	4	3
22 (20/17)	10 (15)	4	4	3	3	3	--	29 (27/24)	12 (17)	4	4	4	4	4	4
23 (21/18)	10 (15)	4	4	4	3	3	--	30 (28/25)	13* (18*)	5	5	5	5	5	5

* Maximum level of spell ability

Instantaneous Rage (Class Ability to Rage): Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage in response to another's action after learning the result before it takes effect. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can gain the additional hit points that rage grants just before the blow that would otherwise cause you to fall unconscious.

Intimidating Rage (Class Ability to Rage): While you are raging, you designate a single foe within 30' of you who must make a paralyzation save or become shaken for as long as you continue to rage and the target can see you. (A shaken creature suffers a -2 morale penalty on attack rolls, saves, and checks.) A target who makes the save remains immune to the intimidating effect of your rage for one day. Creatures immune to fear and those with no visual sense immune to this effect.

Natural Spell (Class Ability to Shapechange, Wis 13): You can complete the verbal and somatic components of spells while in a *shapechange*. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can use any material components you can hold with an appendage of your form, but you cannot make use of any such items that are melded within that form. This ability does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak while in *shapechange*.

Plant Control (Plant Defiance, Ability to Cast Speak with Plants): You can command plants as an evil cleric commands undead (this is not considered an evil act). To command a plant, must be able to speak with it via a speak with plants effect, though you may issue your commands mentally if desired.

Plant Defiance (Ability to Cast Detect Animals or Plants): You can turn (but not destroy) plants as a priest turns undead. An indication of Destroyed on the turning chart simply adds another 1d4 to the total that can be turned, unless an * is present which adds +2d4.

Proportionate Shapechange (Class Ability to Shapechange, Natural Form Neither Small or Medium-Sized): You use your shapechange ability to take the form of an animal whose normal size category matches your own. For example, a cloud giant druid (size Huge) with this ability could use shapechange to become a Huge shark or a giant squid.

Scent (Class Ability to Shapechange to a Wolf, Wis 11, Keen Smell Trait): Your Keen Smell trait is much more powerful. Your total to detect surprise encounters is +3, your bonus for hunting is +4 and you may track without having the NWP, if you have it then you receive a +4 to it as well. Your chances to detect poison or taints with food is at a +3.

Snatch (Access to a Form with Claws or Bite as Natural Weapons): If you hit with a claw or bite attack, you automatically have snatched your foe (which can be broken only by opposed strength checks). If you get hold with a claw on a creature 4 or more size categories smaller than yourself, you squeeze each round for automatic claw damage. If you get a hold with your claw on a creature 3 or more size categories smaller than yourself, you automatically deal bite damage each round, or if you do not move and take no other action in combat, you deal double bite damage to the snatched creature. As a free action, you can drop a creature you have snatched, or you can use a standard action to fling it aside. A flung creature travels 10' (and takes 1d6 points of damage) for each size category greater than Small that you are. If you fling a creature while you are flying, it suffers either flung or falling damage, whichever is greater.

Speaking in Animal Form (Class Ability to Shapechange, Int 13): While in a shapechange, you operate as if you were under a continuous speak with animals effect with respect to animals of the same kind. For example, if you use shapechange to take the form of a wolf, you can communicate with wolves as long as you are in that form. You speak in growls, squawks, chitters, or whatever other sounds such an animal would typically use to communicate with others of its kind. This ability does not enable mental communication.

Supernatural Blow (Favored Critical): Whenever your attack roll against this favored enemy is a critical hit you inflict +1d6 points of extra damage per damage die of your weapon. This new total is used for determining critical hit effects such as double damage.





Section 4: Priest & Paladin High Level Abilities

The following is a list of abilities that are purchasable by Priests (to include sub-classes), Paladins & PC's that meet the prerequisites listed.

Distance Healing (Ability to Lay on Hands or Ability to Cast Divine "Cure" Spells): You may use your Lay on Hands ability or any divine "Cure" (has "Cure" in title of spell or in it's description) healing spells at a range of 30' at one level lower than your normal ability or spell. Can be combined with Spell Range Increase, for healing spells only.

Divine Cleansing (Cha 13, Extra Turning): Spend one of your turn undead attempts to grant all allies within a 60' burst (including yourself) a +2 sacred bonus on saving throws for a number of rounds equal to your Charisma turning modifier.

Divine Might (Ability to Turn Undead, Cha 13, Power Attack or Precision Attack): Spend one of your turn undead attempts to add your Charisma turning bonus to your weapon damage for a number of rounds equal to the same.

Divine Resistance (Divine Cleansing): Spend one of your turn undead attempts to imbue all allies within a 60' burst (including yourself) with resistance fire, cold, and electricity resistance 5. This resistance does not stack with similar resistances, and can not reduce damage to less than 1. The protection lasts until the end of your next turn.

Divine Shield (Ability to Turn Undead, Cha 13, Power Attack or Precision Attack, Improved Shield Bash): Spend one of your turn undead attempts to channel energy into your shield, granting it an enhancement bonus equal to your Charisma turning modifier. This enhancement bonus applies both to the shield's attacks and defense, and lasts for a number of rounds equal to your Charisma modifier.

Divine Vengeance (Extra Turning): Spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action.

Divine Vigor (Cha 13, Extra Turning): Spend one of your turn undead attempts to increase your base speed by 2 and gain a +2 enhancement bonus to your Constitution. These effects last a number of turns equal to your Charisma modifier.

Empower Turning (Cha 13, Extra Turning): You can turn more undead than usual, but have a harder time affecting undead with larger number of Hit Dice. If you take a -2 penalty on your turning check roll, you can add an extra 2 dice worth of turned undead.

Greater Protection from Evil (Protection from Evil Class Ability): Your protection from evil radius is increased to 10' plus 5' for every 5 levels.

Greater Spell Progression (Paladin Spell Casting Abilities): Your normal limits of spell progression have now exceeded the normal level limits as follows;

Paladin Level (ISPr 5/10)	Casting Level (ISPo)	Spell Level						Paladin Level (ISPr 5/10)	Casting Level (ISPo)	Spell Level					
		1	2	3	4	5	6			1	2	3	4	5	6
21 (19/16)	9 (14)	3	3	3	3	1	--	26 (24/21)	10 (15)	4	4	4	3	3	--
22 (20/17)	9 (14)	4	3	3	3	1	--	27 (25/22)	10 (15)	4	4	4	3	3	1
23 (21/18)	9 (14)	4	3	3	3	2	--	28 (26/23)	10 (15)	4	4	4	4	3	1
24 (22/19)	9 (14)	4	3	3	3	3	--	29 (27/24)	11* (16*)	4	4	4	4	3	2
25 (23/20)	10 (15)	4	4	3	3	3	--	30* (28/25)	11* (16*)	4	4	4	4	3	3

* Maximum level of spell ability

Heighten Turning (Cha 13, Extra Turning): When you turn undead, you may choose a number no higher than your cleric level.

Add that number to your turning check, while subtracting it from your total turned roll. If you're not a cleric, you may choose a number higher than your effective cleric level (for instance, a paladin could choose a number up to 2 less than his paladin level).

Planar Turning (Cha 13, Extra Turning): You can turn outsiders (non-native) that are not from the plane the turning is occurring on with the same effects as normal for undead (regardless o alignment). A "D" indicates banishment to the outsider's home plane.

Quicken Turning (Cha 13, Extra Turning): You can turn undead as a free action, but with a -4 penalty on your turning check. You may still only make one turning attempt per round. You may use this ability only when you actually attempt to turn undead. You may not use it when you power a divine ability.

Sacred Spell [Metamagic]: 1/2 of the damage dealt by a sacred spell results directly from divine power, and is therefore not subject to being reduced by protection from elements or similar magic. The other 1/2 of the damage dealt by the spell is as normal for the spell. A sacred spell uses up a spell slot 2 levels higher than the spell's actual level. Only divine spells can be cast as sacred spells.





Section 5: Rogue High Level Abilities

The following is a list of abilities that are purchasable by Rogues (to include Bards) & PC's that meet the prerequisites listed.

Acrobatic (Jumping & Tumbling NWP's): You get a +5 bonus on all Jumping and Tumbling checks.

Arterial Strike (Level 18, Sneak Attack Ability): If you hit with a sneak attack, you may choose to forgo a single multiplier of damage (a x4 would be a x3 damage) to deliver a wound that won't stop bleeding. Each wound so inflicted does an additional 1 point of damage per round. Wounds from multiple arterial strikes result in cumulative blood loss, that is, 2 successful arterial strikes do an additional 2 points of damage per round. Blood loss, whether from one such wound or several, stops when the victim receives one successful Heal check, any cure spell, or any other form of magical healing. Creatures not subject to sneak attacks are immune to this effect.

Charlatan (Disguise & Voice Mimicry NWP's): You get a +5 bonus on Disguise & Voice Mimicry checks.

Disguise Spell [Metamagic] (Level 18, Bardic Music Ability, Any Performance Type NWP): You have mastered the art of casting spells unobtrusive mingling verbal and somatic components into your performances so skillfully that others rarely catch you in the act. Like a silent, stilled spell, a disguised spell can't be identified through a Spellcraft check. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell uses up a spell slot one level higher than the spell's actual level.

Extra Music (Any-1x Per Day-Bardic Music Ability): You can use your bardic music ability 3 extra times per day. A PC may gain this ability multiple times to gain multiple uses on other bardic music abilities.

Flick of the Wrist (Dex 19, Quicker Than The Eye): If you draw a small weapon and make a melee attack with it in the same round, you catch your foe by surprise (for the purpose of this attack only). This ability works only once per combat.

Green Ear (Level 17, Bardic Music Ability, Any Performance Type NWP): You can alter any of your mind-affecting bardic music or performance effects so that they influence plants and plant creatures in addition to any other creatures they would normally affect.

Hamstring (Level 18, Sneak Attack Ability): If you hit with a sneak attack, you may choose to forgo x2 of your sneak attack damage multiplier to reduce your foe's land speed by 1/2. Other forms of movement (fly, burrow, and so forth) aren't affected. The speed reduction ends when the target receives a successful Healing check, any cure spell, or other magic healing or after 24 hours, whichever comes first. A hamstring attack does not slow creatures that are immune to sneak attack damage or those that have either no legs at all or more than 4 legs. It takes 2 successful hamstring attacks to affect a quadruped.

Jack of All Trades (Level 17, Any Thieving Skill): You can use any NWP untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain progress in the NWP unless you are allowed to select it or have paid the cross class cost to purchase it. The base ability score is as listed for the NWP at 1/2 of the appropriate ability score.

Lingering Song (Bardic Music Ability): If you use bardic music to inspire competence, inspire courage, or inspire greatness, the effects last twice as long as they otherwise would.

Multicultural (Speak Language of Chosen Race, Comeliness Bonus or Good Reputation Ability): Choose any one humanoid race other than your own. Whenever you meet members of that race, they are likely to treat you as one of their own. You gain a +4 bonus to your Charisma for reaction checks.

Obscure Lore (Bardic History Ability): You gain a +15% bonus on checks using your bardic history ability. Thieves with the History ability may also qualify for this ability as well.

Persuasive (Fast Talking & Intimidation NWP's): You gain a +5 bonus on all Fast Talking and Intimidate checks.

Quicker than the Eye (Dex 17, Slight of Hand NWP, Quickness WP, Cat like Grace Ability & Sneak Attack Ability): While under direct observation, you can make a Dexterity check at 1/2 suffering a penalty equal to your foe's Wisdom Magical Defense Adjust to determine if you were successful. If you succeed, your misdirection makes them look elsewhere while you take a non-move action. If your action is an attack against the foe who was duped, that foe is automatically surprised.

Requiem (Level 18, Bardic Music Ability, Any Performance Type NWP): You can extend your mind-affecting bardic music and virtuoso performance effects so that they influence even the undead. All bardic music effects on undead creatures have only 1/2 the duration they normally would against the living.

Shadow (Trailing NWP): While trailing a person you negate any negative modifiers for alertness or the trailing NWP of the subject being trailed.

Snatch Weapon (Dex 19, Improved Disarm): If you succeed in disarming a foe and you have a free hand, you can grab the weapon yourself instead of letting it fall. If you can wield that weapon in one hand, you can immediately make a single attack with it, though you suffer the usual penalties.

Subsonics (Level 17, Bardic Music Ability, Any Performance Type NWP): You can play so softly that foes do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect foes within range with your music, and unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

Trustworthy (Courtly Intrigue & Information Gathering NWP's): You gain a +5 bonus on all Courtly Intrigue and Information Gathering checks.





Section 6: Warrior & Monk High Level Abilities

The following is a list of abilities that are purchasable by Warriors (to include sub-classes), Monks & PC's that meet the prerequisites listed.

Blindsight (Level 18, Blind-Fighting NWP, Combat Senses Class Ability, Wis 19): Using senses such as acute hearing and sensitivity to vibrations, you detect the location foes who are no more than 5 boxes away from you. Invisibility and darkness are irrelevant, though you cannot discern noncorporeal beings. Since the ability relies on hearing and sensitivity (feeling), any circumstance that deprives you of either sense also negates your blindsight.

Circle Kick (Level 17, Improved Unarmed Strike, Dex 15): A successful unarmed attack roll allows you to make a second attack roll against a different foe that is within the area that you threaten. This ability can only be used once per round.

Close-Quarters Fighting (Level 17, Improved Unarmed Strike): When you are attacked by a creature with a type of grab ability, or placed in a hold by someone with the wrestling WP, you may still make normal attacks as long as a limb is free. Any normal damage you inflict (not including Strength modifiers for damage) is considered a bonus for breaking out of the grab/hold. You also will only suffer at most a -2 penalty to your attacks while in the grab/hold. You may not use this ability if you do not have a free limb or if you are being held by a magical device.

Death Blow (Improved Unarmed Strike, Improved Initiative): The PC's signature strike, the stroke of death that ends combat with a single blow. A PC who succeeds in scoring a critical strike with unarmed combat may make a Strength/Muscle check. If successful, the damage is one die larger than usual (1d6 becomes 1d8). Once this has been done the resulting roll on the critical hit can be modified one category higher or lower (players choice).

Eagle Claw Attack (Dex 15, Mastery in Pummeling): You can change your unarmed strikes to inflict piercing or slashing damage.

Extra Stunning Attacks (Stunning Fist): You gain the ability to make 3 extra stunning attacks per day. You may take this ability multiple times.

Eyes in the Back of Your Head (Level 17, Back Protection or Anomalous Intuition Class Ability): Foes do not gain the usual attack bonuses when attacking from the flank or rear. This ability grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are surprised.

Feign Weakness (Level 17, Improved Unarmed Strike): If you win a successful opposed Intuition check against your foe, you lure your foe into attempting an attack of opportunity because he thinks you are unarmed. But you are armed, and you make your attack against your drawn-out foe who is automatically caught by surprise allowing for you to get the attack of opportunity. This ability works only once per foe. If your opposed Intuition check fails you have left yourself open to your foes attack of opportunity.

Fists of Iron (Level 17, Improved Unarmed Strike): Declare that you are using this ability before you make your first attack roll. You deal an extra 1d4 points of damage when you make any successful unarmed attack that round. You may use this ability a number of times per day equal to 3 + your Wisdom Magical Defense modifier.

Greater Spell Progression (Monk Spell Casting Abilities): Your normal limits of spell progression have now exceeded the normal level limits as follows;

Monk Level	Spell Level					
	1	2	3	4	5	6**
17	*	7	7	7	1	--
18	*	8	8	8	2	--
19	*	9	8	8	2	1
20	*	9	9	8	3	1
21	*	9	9	9	3	2
22	*	9	9	9	4	2
23	*	9	9	9	4	3
24	*	9	9	9	5	3
25	*	9	9	9	5	4
26	*	9	9	9	6	4
27	*	9	9	9	6	5
28	*	9	9	9	7	5
29	*	9	9	9	7	6
30	*	9	9	9	8	6
31	*	9	9	9	8	7

Monk Level	Spell Level					
	1	2	3	4	5	6**
32	*	10	9	9	9	7
33	*	11	10	9	9	8
34	*	12	11	10	9	8
35	*	13	12	11	10	9
36	*	14	13	12	11	10
37	*	15	14	13	12	11
38	*	16	15	14	13	12
39	*	17	16	15	14	13
40	*	18	17	16	15	14
41	*	19	18	17	16	15
42	*	20	19	18	17	16
43	*	21	20	19	18	17
44	*	22	21	20	19	18
45	*	23	22	21	20	19

* Divine spell casters can cast a number of first level spells equivalent to twice their level, this also applies to Bonus Spells due to high Wisdom/Intuition

** Maximum Spell Level

Hold the Line (Level 17, Combat Reflexes): You may make an extra attack of opportunity against a foe who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Improved Overrun (Expertise, Improved Trip, Power Attack or Precision Attack): When you attempt to overrun a foe who is at least one size category smaller than you, the target cannot avoid you.

Knock-down (Level 17, Str 15, Weapon or Unarmed Combat Mastery): Whenever you deal 10 or more points of damage to your foe in melee, you make a trip attack using your weapon or a hand or foot (base attack plus strength for the attack) as a free action against the same target. If successful the foe suffers normal armed or unarmed damage (no magical bonuses).

Lightning Fists (Monk Level 17, Dex 15): You can make 2 extra attacks in a round. All attacks made this round suffer a -5 attack penalty.

Mantis Leap (Level 17, Flying Kick WP): Designate a foe who is within the maximum distance you can reach with a flying kick. You can make a normal charge attack against your foe. If your charge attack is successful, you inflict normal flying kick damage, plus your Strength modifier multiplied by 2.

Monkey Grip (Weapon Focus with Weapon, Str 13): You can use one melee weapon that is one size larger than you in one hand. For example, a halfling with the Monkey Grip ability can use a longsword in one hand. You suffer a -2 penalty on your attack roll when using this ability. The PC can not use 2 weapons due to size of the weapon used.

Pain Touch (Stunning Fist, Wis 19): Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything requiring attention. The only action such a PC can take is to make a normal movement action. Creatures that are immune to stunning attacks are immune to this ability, as are any creatures that are more than one size category larger than the ability user.

Pin Shield (Level 18, Two Weapon Style Specialization): This ability can only be used against a foe who is using a shield and who is within one size category of you. Make an off-hand aimed attack against foe's shield (-4 to hit against the foe's normal AC). If your attack roll is successful, you momentarily pin your foe's shield with your off-hand weapon, and you may make an immediate attack of opportunity against your foe with your primary weapon. Your foe gains no AC benefit from her shield for this attack. You cannot use this ability if you are fighting with only one weapon.

Power Lunge (Level 17, Power Attack or Precision Attack): A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage.

Prone Attack (Level 17, Dex 15, Lightning Reflexes): You can make an attack from the prone position and suffer no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action.

Rapid Reload (Level 17, Mastery with Crossbow Used): You can reload a crossbow as a free action that provokes a single attack of opportunity per round. This allows the PC to move up one slot on the number of attacks chart, a PC with a 3/2 number of attacks would move to 2/1 number of attacks.

Remain Conscious (Level 17, "Enduring" Class Ability, Endurance NWP, Iron Will WP): You can remain conscious and function normally up to twice your "Deaths Door" in negative hit points. Any time you are negative hit points you lose 1 hit point per round.

Sharp-shooting (Level 17, Point Blank Shot, Precise Shot): You gain a +2 bonus to your ranged attack rolls against targets with some degree of cover. This has no effect against foes with no cover or total cover.

Snatch Arrows (Level 17, Dex 15, Improved Unarmed Strike, Missile Catch Class Ability): You may choose to automatically catch a single missile attack each round as long as a hand is free to do so. This action does not count as an attack and the PC may choose to use the weapons momentum to return the caught missile to the foe who fired it (normal attack roll, with any magical modifiers for the weapon added). The PC may instead choose to simply deflect an incoming missile attack using a foot (as long as neither foot has been or will be used for attacking in the same round) if their hands are occupied/full.

Throw Anything (Level 17, Dex 15): You can throw any weapon you can use, regardless of whether it is intended to be used as a ranged weapon. The range increment of weapons used in conjunction with this ability is 2/4.

Weapon Extension (Level 15, Unarmed Combat Mastery - Pummeling): You can use a non-magical blunt weapon that you have proficiency with in-lieu of unarmed combat attacks and still maintain unarmed combat bonuses for the attacks.

Zen Archery (Level 17, Wis 13): The PC can use her Wisdom Magical Defense modifier instead of her Dexterity modifier when making a ranged attack at a target within 30'.





Section 7: Wizard & Bard High Level Abilities

The following is a list of abilities that are purchasable by Wizards (to include sub-classes), Bards & PC's that meet the prerequisites listed.

Arcane Defense (Spell Focus in Chosen School): Add +2 to your saving throws against spells of the chosen school or sphere. You can gain this ability multiple times. Its effects do not stack. Each time you take the ability, it applies to a new school of magic or sphere. This ability cannot be taken for schools of opposition nor spheres not accessible.

Combat Casting (Concentration NWP): You get a +5 bonus to Concentration checks made to cast a spell while on the defensive. The PC may also ignore an amount of damage equal to his caster level plus the total ignored damage from the Concentration NWP.

Extra Spell (Level 16): You learn one additional spell at any level up to one level lower than the highest-level spell you can cast. You can gain this ability multiple times. Each time, you learn a new spell at any level up to one lower than the highest-level spell you can cast.

Greater Spell Progression (Bard Spell Casting Abilities): Your normal limits of spell progression have now exceeded the normal level limits as follows (Bonus Spells cease at 20th level);

Bard Level	Spell Level								Bard Level	Spell Level							
	1	2	3	4	5	6***	7	8		1	2	3	4	5	6***	7	8
21	4*/18	4/17	4/14	4/17	4/16	4/16	1/3	-	34	7*/32	7/30	7/26	7/30	6/25	5/20	5/13	1/2
22	4*/18	4/17	4/14	4/17	4/16	4/16	2/5	-	35	7*/32	7/30	7/26	7/30	6/25	5/20	5/13	1/2
23	4*/18	4/17	4/14	4/17	4/16	4/16	3/8	-	36	7*/32	7/30	7/26	7/30	6/25	6/25	5/13	1/2
24	5*/23	5/22	4/14	4/17	4/16	4/16	4/10	-	37	7*/32	7/30	7/26	7/30	6/25	6/25	5/13	1/2
25	5*/23	5/22	5/18	5/21	4/16	4/16	4/10	-	38	7*/32	7/30	7/26	7/30	6/25	6/25	5/13	1/2
26	5*/23	5/22	5/18	5/21	5/20	5/20	4/10	-	39	8*/37	8/34	7/26	7/30	6/25	6/25	6/16	1/2
27	6*/27	5/22	5/18	5/21	5/20	5/20	5/13	-	40	8*/37	8/34	8/30	8/35	6/25	6/25	6/16	1/2
28	6*/27	6/26	5/18	5/21	5/20	5/20	5/13	1/2	41	8*/37	8/34	8/30	8/35	7/30	7/30	6/16	1/2
29	6*/27	6/26	6/22	6/25	5/20	5/20	5/13	1/2	42	9*/42	8/34	8/30	8/35	7/30	7/30	7/19	1/2
30	7*/32	6/26	6/22	6/25	5/20	5/20	5/13	1/2	43	9*/42	9/38	8/30	8/35	7/30	7/30	7/19	2/4
31	7*/32	7/30	6/22	6/25	5/20	5/20	5/13	1/2	44	9*/42	9/38	9/34	9/40	7/30	7/30	7/19	2/4
32	7*/32	7/30	7/26	6/25	5/20	5/20	5/13	1/2	45**	10*/47	9/38	9/34	9/40	7/30	7/30	7/19	2/4
33	7*/32	7/30	7/26	7/30	5/20	5/20	5/13	1/2									

The Number listed prior to the / mark indicates # of spells/day, the number after is the guaranteed # of spells a bard of the listed level will gain.

* 1st level arcane spells can be cast at will (no memorization required), the number equals the total divine spells that can be cast/day. ** Maximum spell level ability

*** Maximum divine spell level

Improved Familiar (Ability to Cast Find Familiar, 8 Levels with Familiar, Spent 5 CP's for Bonus Familiar Powers): This ability grants the wizard and his familiar some extra powers. The table below lists what the wizard gains from this ability.

Familiar	Masters Benefits
Bat (Common)	Gain Blindsight (Section 3) and Keen Hearing Trait.
Bird (Eagle, Hawk, or Falcon)	Gain Eagle Eyes ability as listed in the Elven Abilities of The Handbook.
Bird (Owl)	Gain Low-light Vision, Keen Hearing Trait or +1 to Wisdom score (not to exceed 18).
Bird (Crow, Raven)	Can Detect Undead 60' (similar to Detect Evil), +1 to Intelligence score (not to exceed 18).
Cat (Common)	Gain Low-light Vision, Keen Hearing Trait or +1 to Dexterity score (not to exceed 18).
Dog (Wild)	Gain Keen Hearing Trait, +4 to any Tracking or Hunting NWP.
Dog (Wolf)	Gain Keen Smell Trait, +4 to any Tracking or Hunting NWP or +1 to Charisma score (not to exceed 18).
Frog or Toad	May hold breath 2x's longer, All flanking attacks against you are treated as frontal attacks or +1 to Constitution score (not to exceed 18).
Lizard	Gain Keen Hearing Trait, Keen Touch Sense Trait or +20% to any climb roll.
Mammal (Small, Other)	DM's Choice.
Rodent (Mouse, Rat)	Gain Keen Smell Trait, Keen Hearing Trait.
Snake	Gain +1 to saves vs. poison, Darkvision 30' or +1 bonus to all speed factors.
Turtle (Tortoise)	Gain +1 to all saves, +1 to AC.

The Familiar gains the following benefits;

Wizard's Level	Armor Bonus	Special
15	+1	May purchase a General or Wizard High Level Ability that it meets the prerequisites for.
16	+2	+1 to any ability
17	+3	May purchase a General or Wizard High Level Ability that it meets the prerequisites for.
18	+4	+1 to any ability
19	+5	May purchase a General or Wizard High Level Ability that it meets the prerequisites for.
20	+6	+1 to any ability
21	+7	May purchase a General or Wizard High Level Ability that it meets the prerequisites for.
22	+8	+1 to any ability
23	+9	May purchase a General or Wizard High Level Ability that it meets the prerequisites for.
24	+10	+1 to any ability
25+	+11	May purchase a General or Wizard High Level Ability that it meets the prerequisites for.

If a wizard is purchasing this ability after 15th level the familiar's benefits start at the beginning of the chart as though the wizard were 15th level. The ability may be purchased several times, each time it applies to a different Familiar.

Insidious Magic [Metamagic] (Shadow Weave Magic): Any Weave user who employs a divination spell (such as detect magic), spell-like ability, or magic item that could detect the magical aura of one of your spells must make a successful dispel check (this is not an actual dispel but similar to one in game mechanics) to succeed. Similarly, a Weave user attempting to reveal the effects of one of your spells via a divination spell (such as see invisibility) must make the same check to succeed. The Weave user may check only once for each divination spell used, no matter how many of your spell effects are operating in that area. All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic ability. This benefit does not extend to spells you cast from the schools of Evocation or Transmutation.

Pernicious Magic [Metamagic] (Shadow Weave Magic): You imply a -3 penalty to all weave users saving throws. All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic ability. This benefit does not stack with those from the Spell Penetration and Greater Spell Penetration abilities, and it does not extend to spells you cast from the schools of evocation or transmutation.

Persistent Spell [Metamagic] (Extend Spell): A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or fixed range (for example, *comprehend languages* or *detect magic*). Spells of instantaneous duration cannot be affected by this ability, nor can spells whose effects are discharged. You need not concentrate on spells such as *detect magic* or *detect thoughts* to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot 6 levels higher than the spell's actual level.

Shadow Weave Magic (Wis 13, Patron Deity Shar): Your spells tap the Shadow Weave instead of the Weave. You imply a -1 penalty to foes saving throws vs. spells you cast from the schools of Enchantment, Illusion, and Necromancy, and spells with the darkness descriptor. You gain a +1 bonus to your saves from the same. Your effective caster level for spells you cast from the schools of Evocation or Transmutation (except spells with the darkness descriptor) is reduced by one. The reduced caster level affects the spell's range, duration, damage and any other level dependent variables the spell might have, including dispel checks against you. You can no longer cast spells or spell-like abilities with the light descriptor, no matter what your level is. Such spells automatically fail. Your ability to use magic items that produce light effects is also limited-you cannot invoke an item's light power. From now on, any magic item you create is a Shadow Weave item. You suffer damage (1d4 points of temporary Intelligence) from activating normal magic items. When you acquire this ability, your Wisdom score is immediately reduced by 2 points. If this loss or future Wisdom loss reduces your Wisdom score to less than 13, you still have the ability. Restorative spells (such as restoration or greater restoration) do not reverse the Wisdom loss. Dead magic and wild magic zones do not impede the spells or spell-like abilities of Shadow Weave users, nor do they interfere with the operation of Shadow Weave magic items. The Shadow Weave is affected by anti-magic fields.

Spell Girding: Any dispel checks against your spells are made with a -2 penalty.

Spell Mastery (Wizard): When choosing this ability, for each Intelligence point above 14, a single spell is made permanently mastered (these must be spells the wizard already knows). From that point on the wizard can prepare these spells without referring to his spellbook. The wizard is so intimately familiar with these spells that he does not need a spellbook to prepare them anymore. (a wizard with a 20 intelligence would be able to have 6 spells mastered)

Spell Specialization (Level 17, Weapon Focus - Ray or Energy Missile Spells): Your damage-dealing spells that make a ranged touch attack gain a +2 damage modifier. The damage bonus only applies if the target is within 30' because only at that range can you strike precisely enough to hit more effectively. You can gain this ability twice: once for ray spells and once for energy missile spells. Its effects do not stack.

Spell Thematics (Ability to Cast 1 Illusion Spell): Due to the unusual appearance of your spells, any Spellcraft check made to identify a spell you have cast is penalized by 4. In addition, you may designate one spell you know per spell level as a thematic spell and cast it at +1 caster level. As you gain access to new spell levels, you can designate new thematic spells; you don't need to select this ability again to acquire new thematic spells. Nearly any theme is possible; so long as you can describe a visual link for unification. For example, your theme might be "lightning," "spheres," or "screaming skulls."

If you choose spheres as your theme, your magic missiles might take the form of glowing spheres of light, and your summoned monsters might emerge from mysterious rainbow-colored globes. If your theme is "lightning," your haste spell might manifest as a bright green spark that trails the recipient of the spell. You can't use this ability to make your spell manifestations invisible, nor do your spell thematics change the type of damage a spell deals, regardless of its appearance.

Tenacious Magic [Metamagic] (Shadow Weave Magic): Your spells resist dispelling attempts made by Weave users. All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic ability. When a Weave user makes a dispel check to dispel one of your spells they suffer a -3 penalty to their check. This benefit does not extend to spells you cast from the schools of evocation or transmutation.

Trademark Spell (Spell Mastery): Choose one spell that you have mastered with the Spell Mastery ability as your trademark spell. You may now convert prepared arcane spells of that spell's level or higher into your signature spell, just as a good cleric can spontaneously cast prepared spells as cure spells. You can gain Trademark Spell multiple times. Each time you take the ability, it applies to a different mastered spell.





Section 8: Epic Level Abilities (All Classes)

The following is a list of abilities that are purchasable by 21st level PC's that meet the prerequisites listed. Each ability costs 10 CP's, and cannot be reduced in cost by any means. Humans may purchase up to 2 abilities per level, demihumans and monsters can only purchase one per level.

Epic Level Abilities

The ability is listed, followed by either Metamagic identifiers in [] or prerequisites in ().

Additional Magic Item Space: You can wear an additional magic item of a particular type.

Armor Skin: +2 bonus to natural AC.

Automatic Silent Spell (Ability to Cast 9th Level Arcane or 7th Level Divine Spells, Silent Spell): You can cast one low level (1-3) spell silently per level gained (does not add to number of spells usable per day).

Automatic Still Spell (Ability to Cast 9th Level Arcane or 7th Level Divine Spells, Still Spell): You can cast one low level (1-3) spell without gesture per level gained (does not add to number of spells usable per day).

Beast Shapechange (Unproportionate Shapechange): You can shapechange into a beast of the respective size limit obtainable.

Combat Archery (Mobility, Point Blank Shot): You can fire a bow in melee safely.

Devastating Critical (Great Cleave, Improved Critical, Power Attack or Precision Attack, Weapon Focus): A natural 20 forces the target to save vs. death or die, for spells only direct damage causing spells forces a save.

Distant Shot (Far Shot, Keen Eyesight): You can shoot a missile weapon once per round at any single target you can see (modified as long range -5).

Dragon Shapechange (Unproportionate Shapechange): You can shapechange into a dragon of the respective size limit obtainable.

Energy Resistance: You gain a resistance to a particular type of energy, +5 to saves, -3 points of damage per die (minimum of 1).

Enhance Spell [Metamagic] (Innate Spell, Maximize Spell): You increase the power/level limit of damage dealing spells, at cost of increased spell slot, equivalent to the difference of the level of the spell and the level of the spell slot used. A 9th level spell slot used for a fireball would deal a maximum of 19d6 damage.

Epic Dodge (Jumping NWP 20, Lightning Reflexes, Mobility, Tumbling NWP 20): You can automatically avoid all damage from designated opponent once/round.

Epic Inspiration (Bardic Music class ability): Bardic music produces greater inspiration than usual, all non-epic bardic music effects are doubled.

Epic Proficiency Focus (10 Proficiencies With 18 or Better for Standard Check): +10 to one proficiency check per day.

Epic Prowess: Gain +1 bonus on all attacks, may be combined with other bonuses.

Epic Speed: Move 1/3 more quickly than normal.

Epic Toughness: You gain 20 HPs.

Exceptional Healing: Your natural healing rate increases by 2 (may be combined with Fast Healing).

Extended Life Span: You age only one year for every 2 that pass.

Familiar Spell (Improved Familiar): Your familiar can use one of your spells as a spell-like ability.

Great Base Attack: +1 to base attack.

Great Charisma: +1 Charisma.

Great Constitution: +1 Constitution.

Great Dexterity: +1 Dexterity.

Great Intelligence: +1 Intelligence.

Great Saving Throw: +1 to a single saving throw.

Great Smiting (Grand Mastery, Improved Critical): On a successful critical hit, base weapon damage is one die larger (increase by 10 beyond 20), reroll all 1's, 2's & 3's.

Great Strength: +1 Strength.

Great Wisdom: +1 Wisdom.

Hindering Song (Bardic Music Class Ability): You can use song or poetics to hinder spellcasters within 30' (does not affect spell-like abilities or spellcasters who do not need verbal components).

Ignore Material Components (Ability to Cast 9th Level Arcane or 7th Level Divine Spells, Eschew Materials): You can cast one low level (1-3) spell without materials per level gained (does not add to number of spells usable per day).

Improved Combat Casting (Combat Casting, Concentration): You don't lose your dexterity bonus for AC while casting in melee and you cannot have your spells interrupted while casting.

Improved Darkvision (Darkvision): Range of darkvision doubles.

Improved Favored Enemy (Three or More Favored Enemies): +3 bonus (15%) on all checks against your favored enemies.

Improved Low-Light Vision (Low-light Vision): Range of low-light vision doubles.

Improved Unarmed Strike (Grand Mastery in Unarmed Combat): +1 bonus to unarmed attacks (this ability may be taken multiple times).

Improved Whirlwind Attack (Mobility, Whirlwind Attack): You may make a melee attack against all opponents you threaten.

Incite Rage (Extra Rage, Instant Rage): When you enter rage you incite a berserk barbarian rage in all allies within 120' (unless they choose to be unaffected).

Inspire Excellence (Bardic Music Class Ability): Your music can inspire a +4 bonus to one ability score to your allies.

Instant Reload (Quick Draw, Rapid Reload, Weapon Focus with Crossbow): You can fire the selected crossbow type at your normal attack rate for melee weapons.

Intensify Spell (Level 25, Ability to Cast 9th Level Arcane or 7th Level Divine Spells, Empower Spell, Maximize Spell, Metamagic): All variable numeric effects of the intensified spell are maximized and then doubled, requires a spell slot 3 levels higher.

Keen Strike (Improved Critical): You may make any unarmed strike do damage as either types S & P, S & B, or P & B at once.

Lasting Inspiration (Bardic Music Class Ability): Effects of bardic music last 10 times normal.

Legendary Commander (Leadership & Leadership NWP 20): Number of followers increases by x5.

Legendary Leaper (Jumping NWP 20): Distance of jumps not restricted by height.

Legendary Rider (Riding NWP 20): No penalty for riding unfamiliar mount or bareback. No check for controlling mount in combat.

Legendary Tracker (Animal Lore NWP 20, Survival NWP 20, Tracking NWP 20): You can track across water, through water and through the air.

Lingering Damage (Arterial Strike, Hamstring): When you deal damage with a sneak attack the target takes the same amount of damage for a number of rounds equal to your sneak attack modifier.

Magical Beast Shapechange (Unproportionate Shapechange): You can shapechange into a magical beast of the respective size limit obtainable.

Master Staff (Spellcraft NWP 20): You may use an equivalent spell slot instead of a charge to activate a staff.

Master Wand (Spellcraft NWP 20): You may use an equivalent spell slot instead of a charge to activate a wand.

Mobile Defense (Full Move of 20, Mobility): In a defensive stance you can make an additional 15ft move each round.

Music of the Gods (Bardic Music class ability): Bardic music affects those normally immune to mind-affecting effects.

Perfect Health (Great Fortitude): Immune to all nonmagical and magical diseases, as well as poisons.

Permanent Emanation (Ability to Cast the Spell to be Made Permanent, Spellcraft NWP 20): A spell is made permanent, a spell slot 2 levels higher than the spell is tied up to make the spell a permanent effect (Spells of instantaneous or special duration, with a range of touch or whose effects are discharged cannot be considered, and the spell must be one which affects the caster. By concentrating, the spellcaster may invoke the power and maintain it for as long as he continues to concentrate for those spells that require it. Changing the persistent spell requires a full week of uninterrupted concentration).

Planar Turning (Ability to Turn Undead): You can turn or rebuke outsiders (use hit die for determining effects).

Plant Shapechange (Unproportionate Shapechange): You can shapechange into a plant of the respective size limit obtainable.

Polyglot (Ability to Speak 10 Languages): You can comprehend languages as per the spell but it is not a magical ability.

Positive Energy Aura (Ability to Cast Dispel Evil, Ability to Turn Undead): Every undead creature that comes within 15 ft of you is affected as if turned.

Ranged Inspiration (Bardic Music Class Ability): Double range of bardic music abilities.

Ravaging Spell (Greater Spell Penetration): Your signature/chosen spells save at a -8 and magic resistance at a -40%.

Reactive Countersong (Bardic Music Class Ability, Combat Reflexes): You can begin a countersong at any time, even if it's not your turn or if you have already used your turn in a round without losing your current action (even if spell casting or singing for more than 1 round), the counter song can also be used as a counter spell without cost.

Self-Concealment (Hide in Shadows Class Ability, Mobility, Tumble NWP): Attacks against you have a 10% miss chance for every 2 levels above 21st to a maximum of 50%.

Sneak Attack of Opportunity (Sneak Attack Class Ability): Any attack of opportunity is considered a sneak attack.

Spectral Strike (Ability to Turn Undead): Your attacks deal damage normally against incorporeal creatures.

Spell Opportunity (Combat Casting, Quicken Spell): You can cast a touch spell as an attack of opportunity.

Spontaneous Spell (Ability to Cast 7th Level Divine Spells): You can spontaneously convert any prepared spell of the selected spell's level into the selected spell.

Storm of Throws (Quick Draw, Rapid Shot): As a full round action you may throw a light weapon at your full base attack bonus at each opponent within 30'.

Superior Initiative (Improved Initiative): +4 on initiative checks, if initiative equals 1 or less (always minimum of 1), considered as though wielding weapon of speed.

Swarm of Arrows (Rapid Shot): As a full round action you may fire an arrow at each opponent within 30'.

Tenacious Magic (Spell Girding): Your chosen spell resists Dispel Magic.

Trap Sense (Ability to Find Traps as a Rogue): When within 5' of a trap, you are entitled to a perception check or a FRT check at +20%.

Uncanny Accuracy (Sharp Shooting): When using a ranged weapon you can ignore any cover bonus to the target's AC.

Undead Mastery (Ability to Command Undead): You can command up to 10 times your level in HD of undead.

Unproportionate Shapechange: You can shapechange into a natural creature one size category smaller or larger (PC choice when purchased). Each time this ability is purchased it allows the PC to access another size category smaller or larger.

Vermin Shapechange (Unproportionate Shapechange): You can shapechange into a vermin of the respective size limit obtainable.

Zone of Animation (Ability to Turn or Command Undead): You can use your turn or command undead ability to attempt to animate an equal number of corpses.

Page Changes

The following is a list of pages that have had changes within this revision.

1, 4-8, 13-16, 21, 34