

# Insane Fantasy!

## Classes

Most non-spellcasting core classes can be used in Insane Fantasy. The spellcasting classes cannot be used because of Insane Fantasy's own magic system, and are replaced by classes in this section. All NPC classes are available for the GM's use, except for adept.

Suggested class archetypes, such as those found in the APG, are mentioned below. With the exception of the skirmisher archetype for the ranger, all archetypes are optional and subject to the GM's discretion as to whether they can be used. If the GM chooses, the GM may also include the **cavalier** from the *Advanced Player's Guide*, and the **ninja**, **samurai**, and **gunslinger** from *Ultimate Combat*. Firearms are expected to be extremely rare.

The following core classes are available (with the following adjustments where noted):

### Barbarian

No adjustments necessary.

### Fighter

No adjustments necessary. The Weapon Master archetype is encouraged, but most archetypes should work well.

### Monk

Use the Martial Artist and Combat Maneuver Master archetypes with preference (ascetic warriors in this universe focus more on martial than mystic training).

### Ranger

Rangers in this system do not have spellcasting, so the skirmisher archetype from the APG must be used.

### Rogue

Change the rogue talents Minor Magic and Major Magic to the description below.

*Minor Magic:* The rogue gains 1 spell slot, additional to any spell slots gained from a positive Intelligence modifier or spellcasting classes. This spell slot can only be used to learn Universal spells. If the rogue already has spell slots due to a positive Intelligence modifier, she may combine empty spell slots with the slot granted by Minor Magic to learn a Universal spell that takes up more than one slot. When this talent is taken, the rogue must choose which spell will fill the new spell slot(s). Once the spell is chosen, it cannot be changed. The rogue counts her rogue levels toward her caster level for the spell learned by Minor Magic; mage, priest, or elemental levels stack with this caster level if she has them, but not to exceed her hit dice. This talent can only be taken once.

*Major Magic:* The rogue must have the minor magic rogue talent to take this talent. The rogue adds 3 spell slots to her available spell slots, additional to those gained from Minor Magic and any spell slots gained from a positive Intelligence modifier or spellcasting classes. She may fill one slot with an Elemental spell with a casting DC no higher than 25. All other empty slots must be filled with Universal spells. She may combine these spell slots with other empty spell slots she has available to learn spells which may take more than one slot. Once the spells are chosen, they cannot be changed. The rogue counts her rogue levels toward her caster level for spells learned from Minor Magic and Major magic; mage, priest, or elemental levels stack with this caster level if she has them, but not to exceed her hit dice. This talent can only be taken once.

## New Base Classes

The following new classes are available, with descriptions that follow:

### Crusader

### Elementalist

### Explorer

### Mage

### Noble

### Priest

## New NPC Class

### Magician

### New Prestige Class

#### **Dueling Master**

There is a class conversion guide from Slayers d20 to Insane Fantasy at the end of this section.

## Crusader

In a world where rogues deceive, bandits plunder, and monsters smite, the crusader is there to bring such evildoing to a screeching halt. Ever vigilant versus crimes against the innocent, the crusader is ready to offer redemption to the wicked—or deliver them a swift kick in the backside, should no alternative be found.

**Role:** Crusaders excel at working together with their allies to bring foes low, but can also deliver startlingly horrible blows to evil doers on their own. They are excellent boxers and wrestlers, though their attacks are not limited to an unarmed style of combat.

**Alignment:** Lawful Good

**Hit die:** d10

### Class Skills

The crusader's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str) Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility, religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

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

Table: The Crusad er					
Level	BAB	Fort	Ref	Will	Special
1	+1	+2	0	+2	Unshakeable, Unarmed Strike, Kid Gloves
2	+2	+3	0	+3	Crusader's Strike, Improved Grapple
3	+3	+3	+1	+3	Teamwork Feat
4	+4	+4	+1	+4	Crusader's Strike, Just Defense +1
5	+5	+4	+1	+4	Fists of Justice
6	+6/+1	+5	+2	+5	Teamwork Feat, Crusader's Strike
7	+7/+2	+5	+2	+5	Greater Grapple
8	+8/+3	+6	+2	+6	Crusader's Strike, Just Defense +2
9	+9/+4	+6	+3	+6	Teamwork Feat
10	+10/+5	+7	+3	+7	Crusader's Strike, Adamant Fists of Justice
11	+11/+6/+1	+7	+3	+7	Stubborn Valiance
12	+12/+7/+2	+8	+4	+8	Teamwork Feat, Crusader's Strike, Just Defense +3
13	+13/+8/+3	+8	+4	+8	Heroic Diatribe
14	+14/+9/+4	+9	+4	+9	Crusader's Strike
15	+15/+10/+5	+9	+5	+9	Teamwork Feat, Quintessence Strike
16	+16/+11/+6/+1	+10	+5	+10	Crusader's Strike, Just Defense +4
17	+17/+12/+7/+2	+10	+5	+10	
18	+18/+13/+8/+3	+11	+6	+11	Teamwork Feat, Crusader's Strike
19	+19/+14/+9/+4	+11	+6	+11	
20	+20/+15/+10/+5	+12	+6	+12	Ultimate Justice, Crusader's Strike, Just Defense +5

### Class Features

**Weapon and Armor Proficiency:** Crusaders are proficient in all simple and martial weapons, light armor, and shields (except tower shields).

**Unarmed Strike:** Crusaders, always ready to fight injustice even without a weapon in hand, gain Improved Unarmed Strike as a bonus feat at 1<sup>st</sup> level.

**Unshakable:** Firm in their resolve to fight evil and utterly oblivious to how their rants against injustice

sound, crusaders cannot be affected by demoralization, and the DCs to humiliate crusaders increase by +1 for every three levels (minimum 1) the crusader possesses (see Psychological Warfare in the Skills chapter).

**Kid Gloves:** The crusader is a kind individual and often tries to save individuals so that they may be reformed later. The crusader ignores the -4 penalty to deal nonlethal damage with any weapon with which he is proficient.

**Improved Grapple:** At 2<sup>nd</sup> level, the crusader gains the Improved Grapple feat.

**Crusader's Strike:** At every even level, the crusader learns one special attack, chosen from the list below, focusing the love, peace, and sense of righteousness built up within the crusader into devastating energy that strikes down his foes.

Unless otherwise noted, only one crusader's strike may be used per round. Most crusader's strikes are used in place of or part of a single normal melee attack; if a crusader uses the full attack action, he can choose to apply a crusader's strike to any one of his iterative attacks, determined before rolling any dice. Any additional attacks during that full attack must be an ordinary attack.

The crusader can use crusader's strike a number of times per day equal to half his class level. He can use any crusader's strike he knows any number of times until this limit is reached. At 4<sup>th</sup> level and every fourth level thereafter, he may retrain one crusader's strike, swapping one known strike for another.

*Broad Shoulders of Righteousness:* The crusader adds half his class level to a single Strength check or to damage dealt by a sunder attempt. Within combat, this ability is activated before any dice are rolled and the action made can take no longer than a standard action. This ability can be activated outside of combat, but a minute must pass between each activation.

*Brotherhood Bearhug:* Whenever the crusader deals damage with an unarmed strike or a weapon, the crusader deals an additional amount of damage equal to 3 plus his Charisma modifier.

*Crusader's Judgment:* The crusader can as a move action make a Knowledge check to determine his foe's weaknesses. He adds ¼ his class level to the Knowledge check (minimum 1) and can make this check untrained.

*Gentle Giant's Hurl:* To use this strike, the crusader must be grappling another creature at the start of the turn that he activates it, and he must be the grappler. After he makes his normal check to maintain the grapple, the crusader can make a combat maneuver check (this is in place of any other actions he could take while grappling). If he beats the target's CMD, he throws the target ten feet in a direction of his choosing. If he beats the target by 5, the target goes an additional five feet; this distance accumulates for every multiple of 5 by which the CMD is beaten. The thrown target takes 1d6 nonlethal damage in addition to being hurled and is dazed for 1 round. The target may take additional falling (lethal) damage if the target is thrown in a way that she would land on terrain more than 10 feet below her. If the target is thrown into a wall or dangerous terrain, she may take additional damage. If the target would be thrown into a potentially fatal situation (e.g., a pool of lava, an area covered in choking gas), the target gets a Reflex save to avoid the situation, allowing them to land safely away from the dangerous area (but still takes the 1d6 nonlethal damage and any relevant falling damage). The Reflex save DC is the 10 + half the crusader's level.

*Ghost Bust:* This ability is activated as a swift action before any dice are rolled. The crusader's fists or weapon is enhanced with the *ghost touch* property. This lasts for only the first successful hit made after this ability is activated.

*Goodwill Punch:* Make a single unarmed strike as a standard action. The attack works as if it were an unarmed strike made using the Stunning Fist feat.

*Justice-Never-Fails Attack:* The crusader adds his Charisma modifier to his attack and damage.

*Just Smite:* When succeeding on an ordinary attack with an unarmed strike or weapon, the crusader deals an amount of damage to an evil creature equal to his class level plus his Charisma modifier. The target must be evil; if not, the creature takes only ordinary damage. The crusader can activate this ability as a swift action after the attack die is rolled, and the bonuses apply to all successful attacks made by the crusader versus the same creature during that round. This ability can only be taken if the crusader is 6<sup>th</sup> level or higher.

*Kindness Kick:* The crusader can activate this when a target is no more than 10 feet away. He must

use a move action to leap straight up into the air, using Acrobatics as usual to determine the height of his jump. For the following required standard action, the crusader must make a normal unarmed strike attack roll versus his target. If he successfully hits, the crusader has leapt and landed a full force kick in the target's face (or other appropriate appendage), dealing not only normal damage but an additional 1d6 damage for every 10 feet the crusader had leapt into the air. The crusader lands harmlessly in an adjacent square of his choosing next to his target.

If the crusader misses, he falls and takes falling damage unless he makes the usual Acrobatics check to avoid falling damage. He lands in an adjacent square to his target determined randomly with a 1d8 die roll made by the GM.

The crusader can activate leap of faith before using kindness kick, even though crusader's strikes cannot normally be combined in the same turn. Leap of faith's normal limitations apply.

*Leap of Faith:* The crusader adds his class level to Acrobatics checks in order to jump. In combat, this can be activated as a swift action to use as part of a move action. Once activated, leap of faith cannot be used again for at least one minute. This ability does not work if the crusader wears heavy armor or is more than lightly encumbered.

*Paci-fist:* This ability can only be used in conjunction with an unarmed strike and the strike can only deal nonlethal damage. The crusader gains a bonus to attack and damage equal to his class level. This ability can only be taken if the crusader is 6<sup>th</sup> level or higher, and can only be activated once per day.

*Tornado of Altruism:* This ability requires a full attack. The crusader leaps into the air and delivers a spinning kick to all foes. The crusader chooses a target and makes a charge attempt at that target. The crusader can ignore difficult terrain and does not have to move in an exact straight line, but cannot turn more than 45 degrees when approaching the target. If the crusader successfully attacks the target, he can also make an attack roll at full base attack bonus to any creatures adjacent to the original target, dealing half normal damage to those creatures. The crusader cannot take this ability until he is 8<sup>th</sup> level or higher.

**Teamwork Feat:** At 3rd level, and every three levels thereafter, the crusader gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The crusader must meet the prerequisites of the selected bonus feat.

As a standard action, the crusader can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat he has already learned. In effect, the crusader loses the bonus feat in exchange for the new one. He can only change the most recent teamwork feat gained. Whenever he gains a new teamwork feat, the previous teamwork feat becomes set and cannot be changed again. A crusader can change his most recent teamwork feat a number of times per day equal to his Wisdom modifier.

**Just Defense:** At 4<sup>th</sup> level, the crusader can dodge the blows of evildoers more easily, gaining a +1 dodge bonus to Armor Class. This dodge bonus stacks with other dodge bonuses. This bonus increases every four levels to a maximum of +5 at level 20. The crusader also gains this bonus to CMD versus grappling.

Anything that denies the crusader his Dexterity bonus will deny him of just defense.

If the crusader wears heavy armor or is more than lightly encumbered, he loses this ability.

**Fists of Justice:** At 5<sup>th</sup> level, the crusader can imbue his attacks with the unbeatable strength of justice. Every day, after having rested for 8 hours, the crusader picks one weapon or his unarmed strike, meditating on this weapon (or fists) for one hour, visualizing how he will use his attacks to defeat evildoers. If he picks a weapon, it must be one in which he is proficient, and it must be a specific weapon already in his possession. For the rest of the day, this single weapon (or unarmed strike) counts as magic and silver for the purpose of bypassing damage reduction.

At 10<sup>th</sup> level, this weapon (or unarmed strike) also counts as lawful, good, and adamantine for the purpose of bypassing damage reduction.

If the crusader is unable to rest or meditate with her weapon, he cannot use the fists of justice ability until such time that he can perform the ritual needed. He can choose a different weapon every day.

**Greater Grapple:** At 7<sup>th</sup> level, the crusader gains Greater Grapple as a bonus feat.

**Stubborn Valiance:** At 11<sup>th</sup> level, the crusader becomes immune to all fear effects.

**Heroic Diatribe (Ex):** At 13<sup>th</sup> level, the crusader can deliver an inspiring speech which causes foes to cower while allies gain tremendous resolve.

Heroic diatribe takes a full action. The crusader makes a Diplomacy or Intimidate check (his choice) with a +4 bonus. The DC is 10 + each foe's HD + the each foe's Wisdom modifier. All foes within 30 feet that can see and hear the crusader become shaken for a number of rounds equal to the crusader's Charisma modifier. If the crusader tries to demoralize foes shaken by heroic diatribe and succeeds, they become frightened for the rest of the duration of heroic diatribe (which doesn't stack with other demoralize attempts).

All allies within 30 feet who can see or hear the crusader gain a +2 bonus to attacks and saving throws and can make all their attack rolls using the crusader's base attack bonus if it is higher.

If the crusader has the Dazzling Display feat, this ability affects all foes within 60 feet, but still only affects allies within 30 feet.

**Quintessence Strike:** At 15<sup>th</sup> level, the crusader can channel righteous energy straight from the Astral Plane. When making a melee attack as a standard action, a successful strike deals an amount of quintessence damage equal to half the crusader's level plus the crusader's Charisma modifier. This damage follows normal rules for quintessence damage (see the section on magic)—it harms extraplanar creatures only. Non-extraplanar creatures get a saving throw equal to the crusader's class level plus the crusader's Charisma modifier; if they fail their save, they take no extra damage (they still take normal damage from the attack itself) and are only dazed for one round. A native creature who is dazed by a quintessence strike can only be affected by such a strike once per day.

**Ultimate Justice:** At 20<sup>th</sup> level, the weapon or unarmed strike imbued by fists of justice is considered an axiomatic weapon, including the damage that it deals.

#### *[TO DO LIST*

- Add 17<sup>th</sup> and 19<sup>th</sup> level ability, or redistribute abilities some other way that there are no dead levels. Some kind of DR/defensive ability? Possibly also move Ultimate Justice to 19<sup>th</sup> level and make new capstone.
- Add more crusader's strike abilities and review existing ones.
- Streamline heroic diatribe DC—make it one thing.

#### *NOTES*

*The crusader is inspired by the warrior of justice prestige class from Slayers d20. It is also obviously a paladin replacement, to a degree (thematically, anyway). I've worked on making it more skirmishy, and expanded (but reduced the power of) its teamwork idea to just the teamwork feat ability. Other teamwork ideas or party support ideas could be interesting and are welcome.*

*My idea for what this class should be is a skirmisher type good with fists and weapons; secondarily a party face type with some Charisma-based abilities. ]*

## Elementalist

Elementalists are specialists in the broadest field of advanced magic, which draws upon the power of the elements, earth, air, fire, water, and quintessence. Being attuned to these elements, they are also attuned to natural forces in general and are skilled outdoors and in dangerous terrain.

**Role:** Elementalists are skilled casters of a variety of powerful magics. Less learned than mages or priests, elementalists are magically gifted survivalists with broader practical skills and abilities.

**Alignment:** Any

**Hit die:** d6

### Class Skills

The elementalists' class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcane, geography, nature, the planes) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

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

Table: The Eleme ntalist					
Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+2	Basic Spellcasting, Weapon Bond
2	+1	+0	+3	+3	Sense Aura
3	+1	+1	+3	+3	Elemental Focus +2, Speed of Wind +1
4	+2	+1	+4	+4	
5	+2	+1	+4	+4	Advanced Spellcasting
6	+3	+2	+5	+5	Bonus Feat
7	+3	+2	+5	+5	Speed of Wind +2
8	+4	+2	+6	+6	Defense Barrier
9	+4	+3	+6	+6	Elemental Blast, Elemental Focus +4
10	+5	+3	+7	+7	Greater Spellcasting
11	+5	+3	+7	+7	Speed of Wind +3
12	+6/+1	+4	+8	+8	Bonus Feat
13	+6/+1	+4	+8	+8	
14	+7/+2	+4	+9	+9	Improved Defense Barrier
15	+7/+2	+5	+9	+9	Ultimate Spellcasting, Speed of Wind +4
16	+8/+3	+5	+10	+10	Elemental Focus +6
17	+8/+3	+5	+10	+10	
18	+9/+4	+6	+11	+11	Bonus Feat
19	+9/+4	+6	+11	+11	Speed of Wind +5
20	+10/+5	+6	+12	+12	Greater Defense Barrier

### Class Features

**Weapon and Armor Proficiency:** Elementalists are proficient in simple weapons, plus one martial weapon of their choice, but not armor or shields.

**Weapon Bond:** Elementalists choose one weapon in which they are already proficient. They gain a weapon (at no purchase cost) which is attuned to their personal magical power and in

turn their soul's connection with the elements. The elementalists gain +1 to attack rolls with this weapon at 1<sup>st</sup> level and every fourth level thereafter (maximum of +5 at level 17). Additionally, the elementalists can use her Charisma modifier to attack rolls rather than Strength or Dexterity when using this weapon.

Whenever an elementalists succeeds on a critical hit with this weapon, they add an amount of elemental damage (fire, electricity, cold, or acid) equal to their class level.

A number of times per day equal to the elementalists's Charisma modifier, the elementalists can channel some of the draining spell energy into the weapon, halving spell drain they take. They must choose to do this as a swift action before they cast the spell. The weapon takes the other half of the damage as temporary hit point damage (ignoring hardness) which disappears in one hour after the last time this ability is used. If the elementalists's weapon is broken because of this temporary hit point damage, the weapon still remains broken after that hour.

The elementalists can enchant this weapon as if she had the Craft Magic Arms and Armor feat, but must satisfy other prerequisites in order to complete the enchantment.

In another person's hands, the elementalists's weapon acts as an ordinary weapon. If the elementalists loses her weapon, she must replace it by finding a new weapon and then attuning to it in a ritual that takes 8 uninterrupted hours and costs 100 gp per elementalists level.

**Spellcasting:** Elementalists are one of the three full spellcasting classes, along with priests and mages. They add their elementalists level to all Spell Drain and Control checks when casting spells of the Universal or Elemental type.

Elementalists begin the game knowing up to two spells of their choice (if they have two slots available), which must be Universal or Elemental. Each spell cannot take up more than a single slot.

Every time Elementalists level, they automatically learn one additional Universal or Elemental spell of their choice; from 2<sup>nd</sup> level onward the spells they learn can take up more than one slot as long as the elementalists have empty slots available. Elementalists can learn and cast Entropic or Sacred spells, but they cannot automatically learn such spells when gaining levels in the elemental class and do not add their elemental class bonus to casting such spells.

At 1<sup>st</sup> level, elementalists add their class level to their maximum number of available spell slots. Elementalists can also choose Charisma instead of Intelligence when determining how many spell slots that ability modifier allows them to have. If this change is made, it cannot be undone.

At 5<sup>th</sup> level, the elementalists's spell slots are equal to twice her class levels (including a retroactive gain from levels 1-4, so at 5<sup>th</sup> level, the elementalists has 10 total spell slots from her class levels, including the spell slots she already has filled with other spells).

At 7<sup>th</sup> level, the elementalists adds 1.5 times her class level, rounding down, to Spell Drain and Control checks when casting Universal or Elemental spells.

At 10<sup>th</sup> level, the elementalists's spell slots are equal to three times her class levels (including a retroactive gain from levels 1-9; a 10<sup>th</sup> level elementalists has 30 maximum spell slots).

At 15<sup>th</sup> level, the elementalists's spell slots are equal to four times her class levels (a 15<sup>th</sup> level elementalists has 60 maximum spell slots). The elementalists adds twice her class level to Spell Drain and Control checks when casting Universal or Elemental spells.

**Sense Magic Aura (Su):** At 2<sup>nd</sup> level, elementalists become attuned to magical energies. At will, they can choose to see magical auras if they concentrate on an area. Sense aura can be



used as long as the elemental is able to concentrate on the ability, up to one minute per elemental level. The amount of information revealed depends on how long you study a particular area or subject.

*1 Round:* You discern the presence or absence of magical auras.

*2 Rounds:* You learn the number of different magical auras and the power of the most potent aura.

*3 Rounds:* You learn the strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties using the Spellcraft skill.

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

*Aura Strength:* An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

*Lingering Aura:* A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Table: Sense Magic Aura				
Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)
Original Strength	Duration of Lingering Aura			
Faint	1d6 rounds			
Moderate	1d6 minutes			
Strong	1d6x10 minutes			
Overwhelming	1d6 days			

**Elemental Focus:** At 3<sup>rd</sup> level, the elemental chooses one of the following: earth, water (cold), air (electricity), or fire. The save DC for any spells the elemental casts with that elemental descriptor increases by +2.

At 9<sup>th</sup> level she gains an additional +2 to add to the save DC versus an elemental spell. She may apply this to the elemental focus she chose at 3<sup>rd</sup> level, increasing the save DC by +4, or she may choose a new elemental focus and make saves versus spells with the new descriptor increase by +2.

At 15<sup>th</sup> level she gains a third +2 bonus to apply to elemental focus. She may now have three different elemental spell types with a +2 to Save DCs, two different elemental spell types where the save DC to one is +4 and to the other is +2, or one elemental spell type where the save DC is +6.

**Speed of Wind:** At 3<sup>rd</sup> level, the elementalist has learned to “move like the wind,” able to dodge attacks more easily. He gains a +1 dodge bonus to Armor Class. This dodge bonus stacks with other dodge bonuses; the elementalist loses this bonus when he would be denied Dexterity and dodge bonuses to AC.

Every 4 levels, this dodge bonus increases by +1, maxing out a +5 at 19<sup>th</sup> level.

**Bonus Feat:** At 6<sup>th</sup>, 12<sup>th</sup>, and 18<sup>th</sup> levels, the elementalist gains a bonus feat. This bonus feat must be a metamagic feat or one of the following: Code, Dignified, Dramatic Zeal, Iron Will, Lightning Reflexes, Magic Affinity, Self-Sufficient, or Weapon Focus.

**Defense Barrier (Su):** At 8<sup>th</sup> level, elementalists gain the ability to erect a shield that absorbs magical force. The strength of the defense barrier is equal to the elementalist’s class levels plus the elementalist’s Charisma modifier. If the elementalist has the defense barrier ability from another class, those class levels stack to determine the strength of the defense barrier, and the elementalist can choose which ability score modifier to apply as a bonus.

#### **NEED ACTUAL DESCRIPTION OF WHAT IT DOES**

At 14<sup>th</sup> level, the elementalist adds twice her class levels to her defense barrier’s strength. The bonus granted by other classes still stacks, but those class levels are not doubled.

At 20<sup>th</sup> level, the elementalist triples her class levels to determine the strength of her defense barrier.

**Elemental Blast (Su):** At 9<sup>th</sup> level, elementalists can channel elemental energy through their bonded weapon. The elementalist must choose an elemental type from one of the elements in which they have an elemental focus. Once this element is chosen it cannot be changed. As a standard action, the elementalist points his weapon at a target that is within 30 feet and within line of sight. The elementalist makes a ranged touch attack; if the elementalist succeeds, the elementalist deals one point of damage per caster level to the target. The elementalist can do this a number of times per day equal to 3 plus her Charisma modifier.

#### *TO DO*

- Write full mechanics for defense barrier. Old system was a damage absorption system and I can’t decide whether to keep that or use something based on the Spell Immunity spell or grant SR.

- Make sure mechanics for spellcasting are consistent between this and mage and priest.

#### *NOTES*

*This is inspired by the shaman prestige class in Slayers d20. Most of the non-spellcasting class features are new. The elementalist particularly, because I imagine this class being able to perform a gishy role in a pinch (a lot of shamanists in the Slayers carried swords and/or engaged in melee).*

## Explorer

While academics sit in stuffy rooms reading books, explorers follow the information to the source—usually to the secret manuscript hidden in the buried dungeon protected by the soul-hungry demon. By skill, wit, and a lot of luck, explorers manage to retrieve what they're looking for. If you want to find something no one else can, the explorer is your best bet.

**Role:** Being adventuring scholars, explorers are good at a little bit of everything, as the circumstances they throw themselves into require adaptability and skill. Above everything, though, they have nearly limitless knowledge about the world, and can apply the secrets they have discovered in incredible ways.

**Alignment:** Any.

**Hit Die:** d8.

### Class Skills

The explorer's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

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

Table: the Explor er					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Explorer's knowledge, Monstrous explanation +1, Trapfinding
2nd	+1	+0	+3	+3	Secret
3rd	+2	+1	+3	+3	Smart Strike, Magic lore
4th	+3	+1	+4	+4	Secret, Monstrous explanation +2
5th	+3	+1	+4	+4	Lore master 1/day
6th	+4	+2	+5	+5	Secret, Thing
7th	+5	+2	+5	+5	Evasion
8th	+6/+1	+2	+6	+6	Distraction, Secret
9th	+6/+1	+3	+6	+6	Smart Maneuver, Monstrous explanation +3
10th	+7/+2	+3	+7	+7	Jack-of-all-trades, Secret
11th	+8/+3	+3	+7	+7	Lore master 2/day
12th	+9/+4	+4	+8	+8	Secret
13th	+9/+4	+4	+8	+8	Improved Thing
14th	+10/+5	+4	+9	+9	Secret, Monstrous explanation +4
15th	+11/+6/+1	+5	+9	+9	Improved Evasion
16th	+12/+7/+2	+5	+10	+10	Secret
17th	+12/+7/+2	+5	+10	+10	Lore master 3/day
18th	+13/+8/+3	+6	+11	+11	Secret
19th	+14/+9/+4	+6	+11	+11	Monstrous explanation +5
20th	+15/+10/+5	+6	+12	+12	Secret, The Best Thing

### Class Features

All of the following are class features of the explorer.

**Weapon and Armor Proficiency:** An explorer is proficient with all simple weapons, plus one additional martial or exotic weapon of his choice. Explorers are proficient with light armor.

**Explorer's Knowledge (Ex):** An explorer adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

**Monstrous Explanation (Ex):** An explorer who has identified a creature with a Knowledge check appropriate to its type can use a standard action to share useful strategies for defeating it with allies in combat. The explorer and any allies within 30 feet gain a +1 insight bonus to AC and on attack rolls and saving throws against exceptional and supernatural used by creatures of that specific kind of monster (e.g., if the party is fighting frost giants, they gain this bonus against frost giants only, not all giants or all humanoids). This bonus increases by +1 at 4th level and then every four levels thereafter. This language-dependent ability requires visual and audible components.

**Trapfinding (Ex):** The explorer gains a bonus to Disable Device checks equal to half his class level (minimum 1) and also to any Perception checks related to finding traps. She may find magical traps using the Perception skill.

**Secret:** At 2<sup>nd</sup> level and every even level thereafter, an explorer chooses one secret from the list below. Secrets cannot be chosen more than once, unless otherwise noted.

*Applicable Knowledge:* The explorer gains one bonus feat for which he meets the prerequisites.

*Secret of Auras:* The explorer gains the ability to see magic auras, as the elementalists' sense aura ability.

*Common Knowledge:* The explorer chooses one skill that is not a class skill; it becomes a class skill and he gains a +2 class bonus to checks with this skill. This secret may be taken more than once, each time applying it to a new skill.

*Improvisation:* The explorer gains Caught Off Guard as a bonus feat. If the explorer already has Caught Off Guard or Throw Anything, he instead gains Improvised Weapon Mastery.

*Secret of Talent:* The explorer takes Skill Focus as a bonus feat in any skill that is a class skill.

*Secret of Defense:* The explorer gains a +1 dodge bonus to AC. This stacks with any other dodge bonuses the character possesses. This bonus is lost whenever the explorer loses his Dexterity modifier to his armor class.

*Lore of Protection:* The explorer selects one saving throw, Will, Reflex, or Fortitude. He gains a +2 class bonus to all saves of that type. He may take this secret up to three times, each time selecting a different type of saving throw.

*Secret of Weapons:* The explorer gains Weapon Focus as a bonus feat. This secret may be taken more than once, each time taking the feat for a different weapon.

*Secret of Spellcasting:* The explorer gains a spell slot, in addition to any he has from a positive Intelligence modifier or spellcaster classes. This spell slot must be used to learn a Universal spell, unless the explorer has the Secret of Advanced Casting, or can cast from other magic types due to having appropriate levels in elementalists, mage, or priest. The explorer can opt to learn a Universal spell which occupies that spell slot immediately, or save the slot and learn a spell later (and in that case can combine that spell slot with other available spell slots to learn a multiple-slot spell) (see Learning Spells under the Magic section for more information). This secret can be taken more than once, each time adding another single spell slot. You add half your explorer level to your Intelligence modifier, plus any levels in mage, priest, or elementalists, to determine your caster level, not to exceed your hit dice.

At 4<sup>th</sup> level, add the following to the secrets available

*Secret of Advanced Casting:* The explorer gains access to one type of advanced magic. Choose Sacred, Entropic, or Elemental Magic; the explorer can now learn magic of this type. The explorer also gains one additional spell slot, which can be put toward learning a spell of the new type or toward a Universal spell.

*Secret of Control:* The explorer adds half his class level to Spell Drain and Control checks. This

stacks with similar feats and abilities from other classes. The explorer must take the Secret of Spellcasting before taking this secret, or have at least three class levels in priest, mage, or elementalist.

*Skill Mastery:* The lore chaser gains 4 ranks instantly in a skill in which he has no ranks. The lore chaser must be 4<sup>th</sup> level or higher to take this secret.

At 6<sup>th</sup> level, add the following to the secrets available

*Secret of Advanced Control:* The explorer must have taken the secret of control to take this ability. He must also have the Secret of Control. He also must have taken the Secret of Advanced Casting, or have at least five levels in mage, priest, or elementalist. The explorer gains an additional +2 to Spell Drain and Control checks when casting universal spells, and also gains a +2 to Spell Drain and Control checks when casting spells of the type he learned to cast when taking the secret of advanced casting or from another class. If the explorer can cast more than one type of advanced magic, he must choose one to which this secret applies. This ability stacks with feats and class abilities which grant bonuses to these checks.

At 8<sup>th</sup> level, add the following to the secrets available

*Nerve Strike:* Once per day, as a standard action, the explorer may make a single melee attack and deliver a jarringly painful strike to choice anatomy. He must declare he is making this attack before any dice are rolled. If the attack successfully hits, it deals normal damage and the target must make a Fortitude save (DC 10 + half the levels in explorer + the explorer's Int modifier) or be paralyzed for one round. This secret can be taken up to three times, each time increasing the times per day the attack can be made by one. Multiple successful nerve strikes to the same target increase the duration of the paralysis by one round.

**Magic Lore (Ex):** At 3<sup>rd</sup> level, an explorer gains a bonus on Spellcraft checks to identify magic items or decipher magical scrolls equal to half his explorer level and may take 10 on such checks.

**Smart Strike (Ex):** At 3<sup>rd</sup> level, the explorer has learned to exploit opponents' weaknesses, substituting tactical planning for physical prowess. The explorer chooses melee or ranged weaponry; he applies his Intelligence to attack rolls with this kind of weaponry instead of Strength or Dexterity.

**Lore Master (Ex):** At 5<sup>th</sup> level, the explorer becomes a master of lore and can take 10 on any Knowledge skill check that she has ranks in. An explorer can choose not to take 10 and can instead roll normally. In addition, once per day, the explorer can take 20 on any Knowledge skill check as a standard action. He can use this ability one additional time per day for every six levels he possesses beyond 5<sup>th</sup>, to a maximum of three times per day at 17<sup>th</sup> level.

**Thing (Th):** At 6<sup>th</sup> level, the explorer gets a thing. At 13<sup>th</sup> level, it becomes an improved thing. And at 20<sup>th</sup> level, it becomes the Best Thing. This thing is so awesome, I don't even have a description for it yet.

**Evasion (Ex):** At 7<sup>th</sup> level, the explorer learns to dive out of the way of danger, as the rogue ability. At 15<sup>th</sup> level, this becomes Improved Evasion.

**Distraction (Ex):** At 8<sup>th</sup> level, as a standard action, the explorer has encountered enough magic, whether ancient or contemporary, to devise techniques to undermine spellcasters. The explorer must ready an action to defend against spellcasters. If an enemy casts a spell against the explorer or any of her allies within 30 feet, the explorer makes a Spellcraft check with a DC equal to the spell's casting DC **minus** 10. If the explorer succeeds, he makes appropriate distracting gestures and yells countering charms which force the caster to make a Concentration check, as casting defensively. If the explorer is adjacent to the caster, the caster adds +4 to the DC of casting defensively, as long as the explorer has readied the action to create a distraction. The explorer must be able to move freely (cannot be prone, grappled, or entangled) and speak to be able to use this ability.

**Smart Maneuver (Ex):** At 9<sup>th</sup> level, the explorer can apply his tactical skill to special combat maneuvers, and adds his Intelligence to all CMD and CMB checks.

**Jack-of-All-Trades (Ex):** At 10<sup>th</sup> level, the explorer can use any skill, even if the skill normally

requires him to be trained. At 16th level, the explorer considers all skills to be class skills. At 19th level, the explorer can take 10 on any skill check, even if it is not normally allowed.

#### [TO DO

- Although it would be amusing at least to leave it as is, "Thing," "Improved Thing," and "The Best Thing" need to be turned into actual abilities. One thought I had was to have some kind of defensive ability—either a bonus to saves or some kind of immunity, or both. Resistances to fear and poison suit the fluff, maybe even some kind of magic resistance at higher level (or at least bonus to saves versus a limited type of spell).

- Need more secrets, especially for gaining at higher levels. Secrets are tricky because I need them to be relatively useful and even powerful at higher levels, as this is the meat of the class, but they can't get too powerful so as not to overpower anyone else.

#### NOTES

This is inspired by the loremaster base class from *Slayers d20* (which in turn took many ideas from the *D&D Loremaster prestige class*). The explorer and the noble both serve as bard replacement classes, with the explorer focusing on being an Int-based class good with knowledges and generally excelling at skillmonkeying. The explorer needs to be competent at combat but not excel at it—I see this as a very "dabbly"/jack of all trades kind of class. I also don't want it to step on the rogue's toes too much, which I realize it already risks doing. **(And one thing that occurs to me is that the explorer could be redone entirely as a rogue archetype—although a lot of unique abilities may be lost.)**

I'm concerned the lore of spellcasting and of feats are too complicated, but I do want the class to be able to dabble in spellcasting a bit without competing with the three primary caster classes. On the other hand, it also needs to be checked to see how these abilities stack. ]

## Mage

Mages are devoted arcanists, willing to tap into the darkest secrets of the universe to gain magical power. Noted masters of Entropic magic, a powerful mage is feared as a living force of chaos and destruction. As chaos spirits feed upon negative emotions, mages are often deeply passionate, full of lust or vengeance or sheer rage.

Despite their wild power and destructive tendencies, mages often organize themselves into academies and societies—they are after all intelligent people, and know that some degree of authority and structure allow them to rein in the most powerful and destructive of their own kind.

**Role:** Mages are knowledgeable in all things arcane and are superior casters of destructive and corrupting magic.

**Alignment:** Often Chaotic and/or Evil. While mages can cover all ethical and moral alignments, their tendency to draw upon lower planar forces draws those of free and anarchistic spirits as well as those who revel in corruption and death.

**Hit die:** d6

### **Class Skills**

The mage's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

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

Table: The Mage					
Level	BAB	Fort	Ref	Will	Special
1	0	0	0	2	Magical Training, Bonus Feat, Basic Spellcasting
2	1	0	0	3	Sense Aura
3	1	1	1	3	Mage's Vestments +1
4	2	1	1	4	
5	2	1	1	4	Advanced Spellcasting
6	3	2	2	5	Bonus Feat
7	3	2	2	5	Mage's Vestments +2
8	4	2	2	6	Defense Barrier
9	4	3	3	6	Evasion
10	5	3	3	7	Greater Spellcasting
11	5	3	3	7	Mage's Vestments +3
12	6/1	4	4	8	Bonus Feat
13	6/1	4	4	8	
14	7/2	4	4	9	Improved Defense Barrier
15	7/2	5	5	9	Ultimate Spellcasting, Mage's Vestments +4
16	8/3	5	5	10	
17	8/3	5	5	10	
18	9/4	6	6	11	Bonus Feat
19	9/4	6	6	11	Mage's Vestments +5
20	10/5	6	6	12	Greater Defense Barrier

### **Class Features**

**Weapon and Armor Proficiency:** Mages are proficient in simple weapons, but not armor or shields.

**Magical Training:** Mages practice basic magics from very early on and learn to identify magic and magical properties very easily. They gain a bonus to Spellcraft checks equal to half their mage level (minimum 1) to identify a spell being cast.

**Bonus Feat:** At 1<sup>st</sup>, 6<sup>th</sup>, 12<sup>th</sup>, and 18<sup>th</sup> levels, mages gain a bonus feat. This feat must be a metamagic feat, an item creation feat, or any of the following: Augment Summoning, Bold, Dramatic Zeal, or Spell Mastery. The mage must fulfill all prerequisites.

**Spellcasting:** Mages are one of the three full spellcasting classes, along with priests and elementalists. At 1<sup>st</sup> level, they add their mage level to their maximum number of spell slots.

Mages add their mage level to all Spell Drain and Control checks when casting spells of the Universal or Entropic types.

Mages begin the game automatically knowing a number of spells equal to their Intelligence modifier, which must be Universal or Entropic. For these first level spells, each spell cannot take up more than a single slot.

Every time they level, they automatically learn two additional Universal or Entropic spells of their choice; from 2<sup>nd</sup> level onward these spells can take up more than one slot as long as the mages have empty slots available.

Mages can learn and cast Elemental or Sacred spells, but cannot automatically learn such spells when gaining levels in the mage class and do not add their mage class bonus to casting such spells. These spells occupy double the number of spell slots in their list of spells known.

At 5<sup>th</sup> level, the mage's spell slots are equal to twice her mage levels (including a retroactive gain from levels 1-4, so at 5<sup>th</sup> level, the mage has 10 total spell slots from her mage levels, including the spell slots she already has filled with other spells).

At 10<sup>th</sup> level, the mage's spell slots are equal to three times her mage levels (including a retroactive gain from levels 1-9; a 10<sup>th</sup> level mage has 30 maximum spell slots).

At 15<sup>th</sup> level, the mage's spell slots are equal to four times her mage levels (a 15<sup>th</sup> level mage has 60 maximum spell slots).

**Sense Magic Aura (Su):** At 2<sup>nd</sup> level, mages become attuned to magical energies and can see magical auras if they concentrate on an area. This works as the elemental class skill.

**Mage's Vestments:** At 3<sup>rd</sup> level, mages are recognized for their ability by their peers and bestowed a formal set of mage's vestments. These vestments—its appearance is often designed by the mage's academy from which she graduates—are wondrous items, enchanted with a +1 armor bonus. The vestments occupy either the shoulders or the torso slot, chosen when this class ability is gained.

This armor bonus increases, as it absorbs some of the mage's innate magical power. Every three levels, the armor bonus increases by +1 (+2 at 6<sup>th</sup> level, +3 at 9<sup>th</sup> level, +4 at 12<sup>th</sup>, +5 at 15<sup>th</sup>).

The mage can also enchant her vestments as if she had the Craft Wondrous Item feat, but she must satisfy caster level and other requirements. However, she cannot increase its armor bonus any further.

A mage's vestments are unique to the mage and attuned to her. They are ordinary masterwork vestments in the hands of any other creature, and revert to masterwork vestments if the mage possessing them dies. If the mage loses her vestments or the vestments are destroyed, the vestments can be replaced after 1 week in a special ritual that costs 100 gp per mage level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Vestments replaced in this way do not possess any of the additional enchantments of the vestments that were lost.

**Defense Barrier (Su):** At 8<sup>th</sup> level, mages gain the ability to erect a shield that absorbs magical force (see Defense Barriers in the magic section?). The strength of the defense barrier is equal to the mage's class levels plus the mage's Intelligence modifier. If the mage has the defense barrier ability from another class, those class levels stack to determine the strength of the defense barrier, and the mage can choose which ability score modifier to apply as a bonus.

At 14<sup>th</sup> level, the mage adds twice her mage levels to her defense barrier's strength. The bonus granted by other classes still stacks, but those class levels are not doubled.

At 20<sup>th</sup> level, the mage triples her mage levels to determine the strength of her defense barrier.

**Evasion (Ex):** At 9<sup>th</sup> level, the mage has learned to be lightning quick due to being constantly surrounded by destructive forces. She gains evasion as the rogue ability.



*[TO DO*

*As with elementalist, defense barrier needs to be finalized and spellcasting needs to be made sure it is consistent.*

*NOTES*

*This is inspired by the wizard base class and sorcerer prestige class in Slayers d20 (not wizard and sorcerer in core, obviously). Mages vestments and magical training are new abilities based on the concept (the mages vestments are inspired by a passage in the Slayers novels), and inspired loosely by arcane bond type abilities. ]*

## Noble

The noble represents both remarkable members of the aristocracy as well as others in high levels of society or politics; some nobles may indeed be nobles “in spirit” only, simply a person with resources and the natural charisma and means to draw a crowd. They are natural leaders and expert tacticians, inspiring others to do well on their behalf, and drawing loyal followers with ease. While nobles are not focused combatants the way true soldiers and warriors are, their way of life often places them as battlefield commanders (or at least figurehead warlords), and most nobles are expected to master certain arts of combat as at least a matter of physical artistry if not to be able to answer a challenge.

**Role:** Gifted with natural leadership, the noble can make everyone around him perform better than they believe they could accomplish alone. Nobles can lead the charge in battle and negotiate complex peaces off the field.

**Alignment:** Any

**Hit die:** d8

### Class Skills

The noble’s class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Engineering, Geography, History, Nobility, Local, Religion) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), and Survival (Wis).

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

Table: The Noble					
<b>Level</b>	<b>BAB</b>	<b>Fort</b>	<b>Ref</b>	<b>Will</b>	<b>Special</b>
1	+0	+2	+0	+2	Status Symbol, Educated, Noble Inspiration, Inspire Courage +1
2	+1	+3	+0	+3	Renown, Fascinate 1 creature
3	+2	+3	+1	+3	Line of Credit, Inspire Competence +2
4	+3	+4	+1	+4	Talented, Bonus Feat
5	+3	+4	+1	+4	Inspire Courage +2, Fascinate 2 creatures
6	+4	+5	+2	+5	Leadership
7	+5	+5	+2	+5	Make an Impression, Inspire Competence +3
8	+6/+1	+6	+2	+6	Proclamation of Doom, Fascinate 3 creatures, Bonus Feat
9	+6/+1	+6	+3	+6	Inspire Greatness (1 target), Invest Authority 1/day
10	+7/+2	+7	+3	+7	Winning Smile
11	+8/+3	+7	+3	+7	Inspire Courage +3, Inspire Competence +4, Fascinate 4 creatures
12	+9/+4	+8	+4	+8	Inspire Greatness (2 targets), Bonus Feat
13	+9/+4	+8	+4	+8	Proclamation of Fear, Invest Authority 2/day
14	+10/+5	+9	+4	+9	Inspire Courage +3, Fascinate 5 creatures
15	+11/+6/+1	+9	+5	+9	Inspire Competence +5, Inspire Greatness (3 targets)
16	+12/+7/+2	+10	+5	+10	Inspire Heroics, Bonus Feat
17	+12/+7/+2	+10	+5	+10	Inspire Courage +4, Fascinate 6 creatures, Invest Authority 3/day
18	+13/+8/+3	+11	+6	+11	Great Leadership, Inspire Greatness (4 targets)
19	+14/+9/+4	+11	+6	+11	Inspire Competence +6
20	+15/+10/+5	+12	+6	+12	Rallying cry, Fascinate 7 creatures, Bonus Feat

### Class Features

**Weapon and Armor Proficiency:** Nobles are proficient in all simple weapons, all armor, and shields

(except tower shields). In addition, they may choose proficiency in any two of the following: longsword, short sword, rapier, bastard sword (martial only), flail, lance, shortbow, longbow, composite shortbow, composite longbow.

**Status Symbol:** In addition to standard starting wealth, nobles begin the game with one masterwork weapon with which they are already proficient, noble's clothing, and a signet ring (or other unique proof of identity). They may not trade these items at character creation for other wealth. Loss of the weapon or the proof of identity is considered a dire loss to the noble, both personally and politically, and the noble is considered shaken for 24 hours after the loss of the item. He also loses the "line of credit" class ability if he has it. The GM and player are encouraged to come up with other consequences due to the loss of a noble's status symbol (as well as a creative means or storyline for getting it back).

**Educated:** Reflecting the benefit of advanced schooling available only to gentlemen and women, nobles get a +2 class bonus to two skills of their choice, choosing from Linguistics or any Knowledge skill in their class skill list. They also gain a bonus language, choosing from any available language except secret languages.

**Noble Inspiration:** Nobles are gifted leaders, able to instill a sense of awe or hope into those who follow them—or oppose them. A noble can deliver a speech so grand that it effectively creates magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a noble can use noble inspiration for 2 additional rounds per day. Each round, the noble can produce any one of the types of noble inspiration that he has mastered, as indicated by his level.

Starting noble inspiration is a standard action, but it can be maintained each round as a free action. Changing noble inspiration from one effect to another requires the noble to stop the previous speech and start a new one as a standard action. Noble inspiration cannot be disrupted, but it ends immediately if the noble is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A noble cannot have more than one noble inspiration in effect at one time.

At 7th level, a noble can start noble inspiration as a move action instead of a standard action. At 13th level, a noble can start noble inspiration as a swift action.

Each noble inspiration has audible components. The targets must be able to hear the noble for the speech to have any effect, and noble inspirations are language dependent. A deaf noble has a 20% chance to fail when attempting to use this ability. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to noble inspiration.

*Inspire Courage* (Su): A 1st-level noble can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six noble levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability.

*Fascinate* (Su): At 2nd level, a noble can make a speech to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the noble, and capable of paying attention to him. The noble must also be able to see the creatures affected. The distraction of nearby combat or other dangers prevents this ability from working. For every three levels the noble has attained beyond 2nd, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the noble's level + the noble's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the noble cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the noble's speech as long as he continues to maintain it. While fascinated, a target takes a –4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability.

*Inspire Competence* (Su): A noble of 3rd level or higher can use his inspiration to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the noble. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the noble's speech. This bonus increases by +1 for every four levels the noble has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A noble can't inspire competence in himself. Inspire competence relies on audible components.

*Proclamation of Doom* (Su): A noble of 8th level or higher can use his inspirational ability to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to hear the noble while he delivers his speech. The effect persists for as long as the enemy is within 30 feet and the noble continues his inspiration. This inspiration cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Proclamation of doom is a mind-affecting fear effect.

*Inspire Greatness* (Su): A noble of 9th level or higher can use noble inspiration to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the noble attains beyond 9th, he can target an additional ally while using this ability (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the noble. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability.

*Proclamation of Fear* (Sp): A noble of 13th level or higher can use his inspirational ability to cause fear in his enemies. To be affected, an enemy must be able to hear the noble perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the noble's level + the noble's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the noble's speech.

*Inspire Heroics* (Su): A noble of 16th level or higher can inspire tremendous heroism in a number of allies equal to his Charisma modifier, including himself. To inspire heroics, all of the targets must be within 30 feet of the noble and be able to see and hear him. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability.

**Renown** (Ex): At 2<sup>nd</sup> level, nobles become easily recognized enough in geographic regions where their family or associations have clout, and their acknowledged authority grants them access to places others may not be able to go. In political, bureaucratic, and other situations of intrigue, they get a +4 to Diplomacy and Intimidate checks. Examples of where this bonus applies includes (but is not restricted to) the following: attempting to enter restricted areas, be invited to (or successfully otherwise access) private gatherings, pass military checkpoints, or bypass a local restriction such as mandatory weapon peace-binding.

Unfortunately, nobles also get a -2 to Disguise in these areas, because they are easily recognized; the penalty may also apply to Stealth if, for example, an undisguised noble is trying to blend in with a crowd.

**Line of Credit** (Ex): At 3<sup>rd</sup> level, the noble is a trusted representative of the government (or similar powerful organization) and gets a "line of credit," representing the noble's ability to obtain small items as favors or receive discounts in the service of the noble's cause or estate. The noble needs the identifying item and weapon granted by status symbol to be able to use his line of credit—without his symbols of office he cannot obtain such favors. A number of times per day equal to his Charisma modifier, a noble can choose to do one of the following if he succeeds on a DC 15 Diplomacy check (he does not get the bonus from renown to this check):

1. He may obtain a single piece of mundane gear, livestock, or hired assistance for a single non-magical task without any cost.
2. He may purchase a single item, mundane or magical, at 25% less than the market price. This item has to be already available.
3. He may gain one week's lodging or 1 meal a day for a week for himself and a number of

allies equal to his Charisma modifier. This only works in one given establishment per week.

**Bonus Feat:** At 4<sup>th</sup> level, and every 4<sup>th</sup> level thereafter (8, 12, 16, and 20), the noble gains a bonus combat feat. The noble can choose any combat feat so long as he satisfies the prerequisites.

**Talented (Ex):** A well-bred noble often learns trivia or a respectable hobby or art to pass the time and to impress others with their well-roundedness. At 4<sup>th</sup> level, the noble gains Skill Focus as a bonus feat, applying it to any one Craft, Perform, Profession, or Knowledge Skill in which the noble has at least one rank.

**Leadership (Ex):** A noble gains Leadership as a bonus feat at 6<sup>th</sup> level and gains a +2 to his leadership score. His cohort is likely a squire or devoted warrior in his service.

**Make an Impression (Su):** At 7<sup>th</sup> level, the noble is able to use his powers of persuasion formidably—at least those more or less of his own kind. He adds his renown bonus (+4) to demoralize checks (Intimidate) and to improve an NPC's attitude (Diplomacy) when dealing with humanoids. If the noble is not a humanoid himself, the ability applies to the noble's creature type or as to an appropriate creature type as determined by the GM.

**Invest Authority (Ex):** At 9<sup>th</sup> level, as a full round action, a noble can touch a single ally, cohort, or follower and grant the target a morale bonus to saving throws and skill checks equal to the noble's Charisma modifier for one minute. The noble can do this once per day at 9<sup>th</sup> level, and an additional time at 13<sup>th</sup> and 17<sup>th</sup> levels.

**Winning Smile (Su):** At 10<sup>th</sup> level, the noble is able to use his force of personality or great degree of social influence to make one creature, most likely humanoid, a sudden, trusted, loyal friend. The noble must engage with the target for at least one minute (and neither he nor his allies can attack or be otherwise hostile toward the target), and the target must make a Will save (DC 10 + 1/2 the noble's level + the noble's Cha modifier). If the target fails the saving throw, it perceives the noble in the most favorable way. The target is likely to comply with the noble's wishes and will help defend the noble if he is threatened, but will not do anything self-harmful or suicidal. Any hostility toward the target will break the effect instantly. As long as nothing happens to break the effect early, Winning Smile lasts for one minute per noble class level. A noble can only affect one creature with Winning Smile at a time.

The target creature must have an Intelligence score of at least 3 and be able to understand the noble clearly; a creature who is not a humanoid gets a +4 bonus to its saving throw.

**Great Leadership (Ex):** At 18<sup>th</sup> level, the noble gets an additional cohort and twice the number of followers, as if he had taken the Leadership feat a second time, and again adds +2 to his leadership score.

**Rallying Cry (Su):** At 20<sup>th</sup> level, the noble is filled with such resolve and mental fortitude he can radiate his inner strength to others. Once per day as a full round action, he gives a rallying speech. He and all allies who can see or hear the noble within 30 feet are instantly cured of all negative conditions, ability damage, and ability drain. Additionally, all affected allies' critical threat ranges double (even if they are already doubled by *keen* weapons or the Improved Critical feat) for a number of rounds equal to the noble's Charisma modifier.

[TODO

*This is pretty much finished except to make sure abilities are balanced and the class has adequate "power" for what it's supposed to do.*

NOTES

*This is based on/builds on the Noble base class from Slayers d20, and is the other "bard replacement" along with explorer, this class focusing on party face, Charisma stuff and of course the various bardic performances, refluffed as "inspirations," which I've updated to work more like the Pathfinder version. I realize it's a bit of a risk to incorporate Leadership in as a class feature, but the original Sd20 class did this and I decided for once to stick with their original plan. ]*

## Priest

Priests are the designated servants of the forces of Celestial Realms. Most—though not necessarily all—priests are ministers to the sick and injured and are expected to provide public services to maintain goodwill and order in the realms. Highly trained priests are the unparalleled masters of Sacred magic, which heals injuries in a way no earthly medicine can. Celestial beings feed on positive emotions like joy and hope, and priests in turn are often amazingly serene—or irritatingly and unendingly perky.

**Role:** Priests are well-educated spellcasters, specializing in healing and protective magics. Infused with the powers from the Celestial Realms, they gain special defenses against the ravages of corruption and decay.

**Alignment:** Usually Lawful and/or Good. Celestial energies tend to be axiomatic or altruistic or both and thus priests tend to align themselves somewhere along these areas, but are not required to. Some priests may even tap into different sources of power.

**Hit die:** d6

### Class Skills

The priest's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (History, Local, Religion) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

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

Table: The Priest					
Level	BAB	Fort	Ref	Will	Special
1	0	0	0	2	Priest's Staff, Basic Spellcasting
2	1	0	0	3	Sense Aura
3	1	1	1	3	Divine Health
4	2	1	1	4	Divine Touch
5	2	1	1	4	Advanced Spellcasting
6	3	2	2	5	Bonus Feat
7	3	2	2	5	Great Faith
8	4	2	2	6	Defense Barrier, Divine Touch
9	4	3	3	6	
10	5	3	3	7	Greater Spellcasting
11	5	3	3	7	
12	6/1	4	4	8	Bonus Feat, Divine Touch
13	6/1	4	4	8	
14	7/2	4	4	9	Improved Defense Barrier
15	7/2	5	5	9	Ultimate Spellcasting
16	8/3	5	5	10	Longevity, Divine Touch
17	8/3	5	5	10	
18	9/4	6	6	11	Bonus Feat
19	9/4	6	6	11	
20	10/5	6	6	12	Greater Defense Barrier, Divine Touch

### Class Features

**Weapon and Armor Proficiency:** Priests are proficient in simple weapons, but not armor or shields.

**Priest's Staff:** The priest's staff is a symbol of her position. While this object is normally a wooden rod about three feet long or more with bells tied at one end, which can be easily carried in one hand, this "staff" may take the form of an amulet, ring, or bracelets. Beyond allowing all to recognize the priest as a servant of the faith, the staff serves as the priest's focus for spellcasting.

If a priest attempts to cast a spell without her staff in hand, she adds +10 to the DCs of her Spell Drain and Control checks. If the "staff" is a ring, amulet, or bracelet, it occupies the ring, neck, or wrist slot accordingly.

The priest's staff can be used once per day to cast any one Universal or Sacred spell that the priest

knows without needing to make a Spell Drain or Control check first. This spell is otherwise treated like any other spell cast by the priest, including casting time, duration, and other effects dependent on the priest's level. This spell cannot be modified by metamagic feats or other abilities.

A priest can add additional magic abilities to her staff as if she has the required item creation feats and if she meets the level prerequisites of the feat. A staff can be enchanted as a rod (but not if it is an item of jewelry) or as a wondrous item (but not both). The magic properties of a staff, including any magic abilities added to the object, only function for the priest who owns it. If priest dies, or the staff is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a staff is damaged, it is restored to full hit points if the priest is able to rest for 8 hours. If the priest's staff is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per priest level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A priest can designate an existing magic item as her staff. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a priest's staff.

**Spellcasting:** Priests are one of the three full spellcasting classes, along with mages and elementalists. At 1<sup>st</sup> level, they add their priest level to the maximum number of spell slots they have available to them. Priests may also choose to use their Wisdom modifier instead of Intelligence to determine their spell slots based on ability score, but once they choose to do so, they cannot change their mind.

Priests add their priest level to all Spell Drain and Control checks when casting spells of the Universal or Sacred type.

Priests begin the game knowing up to two spells of their choice (if they have two slots available), which must be Universal or Sacred. Each spell cannot take up more than a single slot. Every time they level, they automatically learn one additional Universal or Sacred spell of their choice; from 2<sup>nd</sup> level onward these spells can take up more than one slot as long as the priests have empty slots available. Priests can learn and cast Elemental or Entropic spells, but cannot automatically learn such spells when gaining levels in the priest class and do not gain their priest class bonus to casting such spells.

At 5<sup>th</sup> level, the priest's spell slots are equal to twice her priest levels (including a retroactive gain from levels 1-4, so at 5<sup>th</sup> level, the priest has 10 total spell slots from her priest levels, including the spell slots she already had filled with other spells).

At 10<sup>th</sup> level, the priests' spell slots are equal to three times her priest levels (including a retroactive gain from levels 1-9; a 10<sup>th</sup> level priest has 30 total spell slots).

At 15<sup>th</sup> level, the priest's spell slots are equal to four times her priest levels (a 15<sup>th</sup> level priest has 60 total spell slots).

**Sense Magic Aura (Su):** At 2<sup>nd</sup> level, priests become attuned to magical energies and can see magical auras if they concentrate on an area. This works as the elemental class ability.

**Divine Health (Su):** At 3<sup>rd</sup> level, priests become immune to disease.

**Divine Touch (Su):** At 4<sup>th</sup> level, a priest can touch a living creature as a standard action, curing the target of some kind of ill. When the priest gains this ability, she chooses one kind of affliction that her divine touch heals. Once chosen, this affliction type cannot be changed. For every four levels the priest gains (8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, 20<sup>th</sup> levels), the priest chooses an additional affliction which she can heal with her divine touch. Divine touch heals all afflictions the priest knows how to cure with a single use.

A divine touch can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the divine touch actually removes the affliction that causes the condition (for example, if the priest can cure blindness with a divine touch, but a target's blindness is caused by a curse, the target would regain her sight for an hour before going blind again. However, if the priest can remove the cursed condition with divine touch, then the target would be cured of the curse-induced blindness permanently).

At 4<sup>th</sup> level, the priest can select from the following initial afflictions to cure with divine touch:

- *Fatigued:* The target is no longer fatigued.

- *Shaken*: The target is no longer shaken.
- *Sickened*: The target is no longer sickened.

At 8<sup>th</sup> level, add the following to the list of the afflictions the priest can choose to cure:

- *Dazed*: The target is no longer dazed.
- *Diseased*: The priest can use divine touch to *remove disease* as the spell, using the priest's level as the caster level.
- *Staggered*: The target is no longer staggered, unless the target is at exactly 0 hit points.

At 12<sup>th</sup> level, add the following to the list of the afflictions the priest can choose to cure:

- *Cursed*: The priest can use divine touch to *remove curse* as the spell, using the priest's level as the caster level.
- *Exhausted*: The target is no longer exhausted. The priest must be able to cure fatigue with divine touch before selecting this ability.
- *Frightened*: The target is no longer frightened. The priest must be able to cure the shaken condition with divine touch before selecting this ability.
- *Nauseated*: The priest must be able to cure the sickened condition with divine touch before selecting this ability.
- *Poisoned*: The priest can use divine touch to *neutralize poison* as the spell, using the priest's level as the caster level.

At 16<sup>th</sup> level, add the following to the list of the afflictions the priest can choose to cure:

- *Blinded*: The target is no longer blinded.
- *Deafened*: The target is no longer deafened.
- *Paralyzed*: The target is no longer paralyzed.
- *Stunned*: The target is no longer stunned.

**Bonus Feat:** At 6<sup>th</sup>, 12<sup>th</sup>, and 18<sup>th</sup> levels, the priest gains a bonus feat. This bonus feat must be a metamagic feat or one of the following: Code, Dignified, Dramatic Zeal, Iron Will, Loyal, Magic Affinity, Self-Sufficient, or Skill Focus.

**Great Faith (Su):** At 7<sup>th</sup> level, priests have developed such a devotion to their duties that it is easier for them to cast spells related to their ministry. When casting a spell without their staff in hand (or other priestly item worn), the DC to Spell Drain and Control checks is reduced to +6.

**Defense Barrier (Su):** At 8<sup>th</sup> level, priests gain the ability to erect a shield that absorbs magical force (see Defense Barriers in the magic section?). The strength of the defense barrier is equal to the priest's class levels plus the priest's Wisdom modifier. If the priest has the defense barrier ability from another class, those class levels stack to determine the strength of the defense barrier, and the priest can choose which ability score modifier to apply as a bonus.

At 14<sup>th</sup> level, the priest adds twice her priest levels to her defense barrier's strength. The bonus granted by other classes still stacks, but those class levels are not doubled.

At 20<sup>th</sup> level, the priest triples her priest levels to determine the strength of her defense barrier.

**Longevity (Su):** At 16<sup>th</sup> level, priests age more slowly, physically aging one year for every five years that pass. They gain a +4 to saving throws versus any magical aging effects, and may make a saving throw versus such an effect even if one is normally not allowed.

[TO DO

- As with elementalists, defense barrier needs to be finalized and spellcasting needs to be made sure it is consistent.

- Needs some kind of capstone ability

NOTES

*Inspired by both the priest base and cleric/shrine maiden pr classes from Sd20. Staff ability was borrowed and transformed into bond-like ability. Priest class originally had a lot of healing abilities which I re-wrote based on Paladin Mercy which I thought worked well—also gives priest class unique healing abilities in a way that other spellcasters cannot have even if they learn sacred magic. ]*



## NPC CLASS

The following class replaces the adept.

### Magician

Hedge mages, weather witches, and dabblers in the magical arts are all represented by the magician. Never able to master spellcasting the way priests, mages, and elementalists can, magicians regardless can provide useful magical services as a profession.

**Alignment:** Any

**Hit die:** d6

### Class Skills

The magician's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Heal (Wis), Knowledge (arcane, history, nature, religion) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

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

Table: The Magician					
Level	BAB	Fort	Ref	Will	Special
1	0	0	0	2	Rudimentary Spellcasting
2	1	0	0	3	
3	1	1	1	3	
4	2	1	1	4	Sense Aura
5	2	1	1	4	Basic Spellcasting
6	3	2	2	5	Bonus Feat
7	3	2	2	5	
8	4	2	2	6	
9	4	3	3	6	
10	5	3	3	7	Advanced Spellcasting
11	5	3	3	7	
12	6/1	4	4	8	Bonus Feat
13	6/1	4	4	8	
14	7/2	4	4	9	Defense Barrier
15	7/2	5	5	9	Greater Spellcasting
16	8/3	5	5	10	
17	8/3	5	5	10	
18	9/4	6	6	11	Bonus Feat
19	9/4	6	6	11	
20	10/5	6	6	12	Improved Defense Barrier

### Class Features

**Weapon and Armor Proficiency:** Magicians are proficient in the dagger, dart, quarterstaff, sling and the light and heavy crossbow. They are not proficient in armor or shields.

**Spellcasting:** At 1<sup>st</sup> level, magicians can cast spells only of the universal type. They add half their magician level to all Spell Drain and Control checks when casting spells of the Universal type.

At 1<sup>st</sup> level, magicians know up to two spells of their choice (if they have two slots available), which must be Universal. Each spell cannot take up more than a single slot.

Every time magicians level, they automatically learn one additional spell of their choice, which must be Universal or, if they learn to cast such spells, the advanced magic type they know. From 2<sup>nd</sup> level onward the spells magicians learn can take up more than one slot as long as they have empty slots available.

Starting at 1<sup>st</sup> level, magicians add half their class level to their maximum number of available spell slots (minimum of 1). Magicians can also choose Charisma instead of Intelligence when determining

how many spell slots that ability modifier allows them to have. If this change is made, it cannot be undone.

At 5<sup>th</sup> level, the magician's maximum spell slots are equal to her class levels (including a retroactive gain from levels 1-4, so at 5<sup>th</sup> level, the elementalists has 5 total spell slots from her class levels). The magician may also choose one advanced type of magic (entropic, elemental, or celestial). She may now learn and cast spells of that type.

At 10<sup>th</sup> level, the magician's maximum spell slots are equal to twice her class levels (including a retroactive gain from levels 1-9, so a 10<sup>th</sup> level magician has 20 spell slots from her class levels). The magician can now add her class level (rather than half her class level) to all Spell Drain and Control checks.

At 15<sup>th</sup> level, the magician's spell slots are equal to three times her class levels (including a retroactive gain from levels 1-14; a 15<sup>th</sup> level magician has 45 spell slots).

**Sense Aura (Su):** At 4<sup>th</sup> level, magicians become attuned to magical energies and can see magical auras if they concentrate on an area. This works as the spell detect magic, with the caster level equal to the magician's class levels. The magician can use this ability at will.

**Bonus Feat:** At 6<sup>th</sup>, 12<sup>th</sup>, and 18<sup>th</sup> levels, the magician gains a bonus feat. This bonus feat must be a metamagic feat or magic item creation feat.

**Defense Barrier (Su):** At 14<sup>th</sup> level, magicians gain the ability to erect a shield that absorbs magical force (see Defense Barriers in the magic section?). The strength of the defense barrier is equal to the magician's class levels plus the magician's Charisma modifier. If the magician has the defense barrier ability from another class, those class levels stack to determine the strength of the defense barrier, and the magician can choose which ability score modifier to apply as a bonus.

At 20<sup>th</sup> level, the magician adds twice her class levels to her defense barrier's strength. The bonus granted by other classes still stacks, but those class levels are not doubled.

## Dueling Master Prestige Class

Amongst the finest warriors in the world of Insane Fantasy! are the dueling masters. Experts in their chosen weapon, they are defenders of the weak and champions who excel in both one-on-one combat and fending off groups of foes. While most dueling masters are experts in swordfighting, they can focus in another weapon if they so choose—but Dueling Masters tend to focus on specializing in one weapon over all others.

**Hit Die:** d10

### Requirements

To qualify for dueling master, a character must fulfill the following criteria:

**Base Attack Bonus:** +7

**Skills:** Acrobatics 5 ranks, Intimidate or Diplomacy 5 ranks

**Feats:** Weapon Focus, Dodge, Combat Expertise

### Class Skills

The dueling master's class skills (and the key ability for each skill) are

Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Knowledge (Nobility) (Int), Perception (Wis)

**Skill Points at Each Level:** 4 + Int modifier

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Stare Down
2	+2	+1	+1	+1	Uncanny Dodge
3	+3	+2	+2	+1	Bravery +1, Bonus Feat
4	+4	+2	+2	+1	Specialized Weapon Training +1
5	+5	+3	+3	+2	Dueling Dodge
6	+6	+3	+3	+2	Bonus Feat
7	+7	+4	+4	+2	Provoking Stare, Bravery +2
8	+8	+4	+4	+3	Duelist's Defense
9	+9	+5	+5	+3	Specialized Weapon Training +2, Bonus Feat
10	+10	+5	+5	+3	Bravery +3, Awesome Capstone

### Class Features

The following are the features of the dueling master prestige class.

**Stare Down (Ex):** When fighting one-on-one versus a worthy opponent, the dueling master can make a demoralize or humiliate attempt as a move action versus his foe (see Psychological Warfare under the skills section for more information). A worthy opponent is a classed character with an Intelligence of at least 7 and must be within 3 character levels of the dueling master. The GM may allow other opponents, such as those with hit dice instead of character classes, at his or her discretion (a good example would be an outsider with hit dice who serves as the primary villain in the campaign).

"One-on-one" means only the dueling master and the worthy opponent are engaged in combat; allies cannot even be engaged by aiding another, casting spells, or activating magic items or any other activity which in any way affects the combat, however indirectly.

Once the dueling master succeeds on either a demoralize or a humiliate attempt versus his worthy opponent, he cannot use stare down again for 24 hours, but he may continue to make psychological warfare attempts against the foe as normal, within the normal limits of the psychological warfare rules.

**Uncanny Dodge (Ex):** At 2<sup>nd</sup> level, the dueling master gets the uncanny dodge class feature as the barbarian. If the dueling master already has uncanny dodge from another character class, he gets improved uncanny dodge. The dueling master's class levels stack with any other class granting uncanny dodge to determine whether the character can be considered flanked by a high level rogue.

**Bravery (Ex):** At 3<sup>rd</sup> level, the dueling master gets the bravery class feature, as the fighter. If the dueling master already has the bravery class feature, his fighter levels stack with his dueling master levels to determine the total bonus.

**Bonus Feat (Ex):** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the dueling master gains a bonus feat. The feat must be chosen from the list that follows, and the dueling master must meet the feat's prerequisites. For any feats requiring fighter class levels, the dueling master's class levels count as fighter levels and stack with existing fighter levels to determine what feats the dueling master can learn.

Dazzling Display, Greater Disarm, Greater Feint, Greater Reposition, Greater Trip, Greater Vital Strike, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Disarm, Improved Feint, Improved Initiative, Improved Reposition, Improved Trip, Improved Vital Strike, Judge Opponent, Mobility, Shatter Defenses, Spring Attack, Vital Strike, Weapon Specialization, Whirlwind Attack

**Specialized Weapon Training (Ex):** At 4<sup>th</sup> level, the dueling master focuses on improving his training with his weapon of choice. When using the weapon in which the dueling master has Weapon Focus to qualify for this prestige class, he gains a +2 bonus to CMB to disarm and sunder with that weapon, and a +2 to CMD to resist disarming or sundering. These bonuses stack with fighter Weapon Training and any feats which grants bonuses to attacks or to these specific combat maneuvers. At 9<sup>th</sup> level, this bonus increases by +2 for a total of +4.

**Dueling Dodge (Ex):** At 5<sup>th</sup> level, whenever the dueling master is facing a worthy opponent in one-on-one combat (see staredown for definitions of worthy opponent and one-on-one), he adds his Charisma modifier to his AC as a dodge bonus. Like other dodge bonuses, this stacks with dodge bonuses and is lost whenever the dueling master is denied his Dexterity modifier to AC.

**Duelist's Defense (Ex):** At 8<sup>th</sup> level, whenever the dueling master is facing a worthy opponent in one-on-one combat, and the duelist activates full defense, he doubles his dueling dodge bonus to his armor class for that round.

**Awesome Capstone (Ex):** Is awesome.

[TO DO

- Design capstone

- check balance

NOTES

*Inspired by the swordsman prestige class in Sd20. Generally I wanted to avoid PrCs but realized this class concept did have something fairly unique to offer but didn't suit as a base class. While most combats in RPGs are party combats, there are times a hero makes a single-combat challenge and I also wanted to see if I could come up with some class abilities to suit that. ]*

## NOTE SURE IF GOING TO INCLUDE BELOW ITEM, VERY ROUGH DRAFT:

### Option: Defense Bonus

Insane Fantasy! is designed to rely on the design conceits of main PFRPG play for the most part, including that defense (Armor Class) largely comes from armor, shields, Dexterity, dodge bonuses, and magic effects and equipment.

Many d20 source materials, including IF!'s main source of inspiration *Slayers d20*, used an additional concept called the class defense bonus; the System Reference Document source for this is the variant rules section taken originally from the book *Unearthed Arcana*. The defense bonus concept is suggested when most characters are not expected to wear armor, not even martial classes. If you think you will use armor or armor enhancing abilities at a minimum in IF!, you may wish to incorporate the defense bonus system. **Note you may have to adjust challenges or even the effects of class abilities or certain items accordingly.**

If you wish to use the defense bonus option, every class gets a defense bonus based on character level. For multiclass characters, defense bonus stacks the same way BAB and saving throw bonuses do.

The defense bonus to armor class is a bonus type that stacks with other AC bonus types *except* armor. A character wearing armor uses his defense bonus or his armor bonus, whichever is higher. If you use this system, you should probably change the armor bonus granted by the mage's class ability *mage's vestments* to a different bonus type, or allow it as an exception to stack.

Table: Defense Bonus By Class			
Class Level	Full BAB/d10+ classes	$\frac{3}{4}$ BAB/d8 classes	$\frac{1}{2}$ BAB/d6 classes
1	+4	+3	+2
2	+4	+3	+2
3	+5	+4	+3
4	+5	+4	+3
5	+5	+4	+3
6	+6	+5	+4
7	+6	+5	+4
8	+6	+5	+4
9	+7	+6	+5
10	+7	+6	+5
11	+7	+6	+5
12	+8	+7	+6
13	+8	+7	+6
14	+8	+7	+6
15	+9	+8	+7
16	+9	+8	+7
17	+9	+8	+7
18	+10	+9	+8
19	+10	+9	+8
20	+10	+9	+8

## Slayers d20 Conversion

If you play Slayers d20 and want to convert your characters to Insane Fantasy, you will have to rebuild your characters with the new classes provided (or suggested PFRPG classes). Slayers d20 classes were built on a) a 3.0 style basis for class design that included a lot of "dead levels" (even though the designers were concerned about making classes "powerful enough") and b) an unofficial 3.x conceit that powerful/high level characters, and spellcasters especially, pretty much must have prestige classes, to the point that many of the key spellcasting abilities you need only appear in Slayers d20 PrCs. Insane Fantasy is intended to be built more in the spirit of PFRPG, which makes the core classes themselves more powerful first of all, and where prestige classes are meant to be purely optional, for flavor and very focused specialization. I also wanted to eliminate most of the Prestige Classes and fold the spellcasting concepts into base classes, creating power scaling rather than requiring a second class to get the job done. Unlike Slayers d20, I also encourage use of NPC classes for low-power NPCs and mooks (hence the inclusion of magician to replace the adept). While the downside for Slayers d20 conversion is that you will pretty much need to rebuild your characters from the ground up, how to do so should be fairly straightforward. The basic guidelines follow:

<b>If your character had levels in the Slayers d20 class...</b>	<b>Rebuild it in IF! as a...</b>
Bandit	Rogue with APG teamwork feats and the leadership feat. Take appropriate archetypes like thug. Low level NPC bandits should just be experts or warriors.
Bounty Hunter	Ranger (remembering to take the Skirmisher archetype). Additionally useful archetypes include the urban ranger or trapper, amongst others. Multiclass rogue or barbarian for uncanny dodge and trap sense, if desired; Fleet feat or barbarian level also adds fast movement.
Loremaster	Explorer
Noble	Noble (there, that was easy!)
Priest	Priest (also easy!)
Rogue (Slayers d20 version)	Rogue (using the PFRPG core class)
Warrior (Slayers d20 version)	Fighter (the Weapon and Armor training abilities in PFRPG more than make up for the Warrior Style class ability). Take the Judge Opponent feat.
Witch/Wizard (Slayers d20 version)	Elementalist or Mage
Cleric/Shrine Maiden PrC	Priest
Martial Artist PrC	Monk, most likely with martial artist archetype. If you want Uncanny Dodge, multiclass with a class that has it. The only thing you lose out on is the energy bolt attack which could be added in as a feat of some kind.
Master-at-Arms PrC	Fighter
Pistoleer PrC	Gunslinger from Ultimate Combat (and other gun-toting archetypes)
Shaman PrC	Elementalist
Sorcerer (Slayers d20 version) PrC	Mage
Swordsman PrC	Dueling Master PrC or Fighter/Fighter Rogue